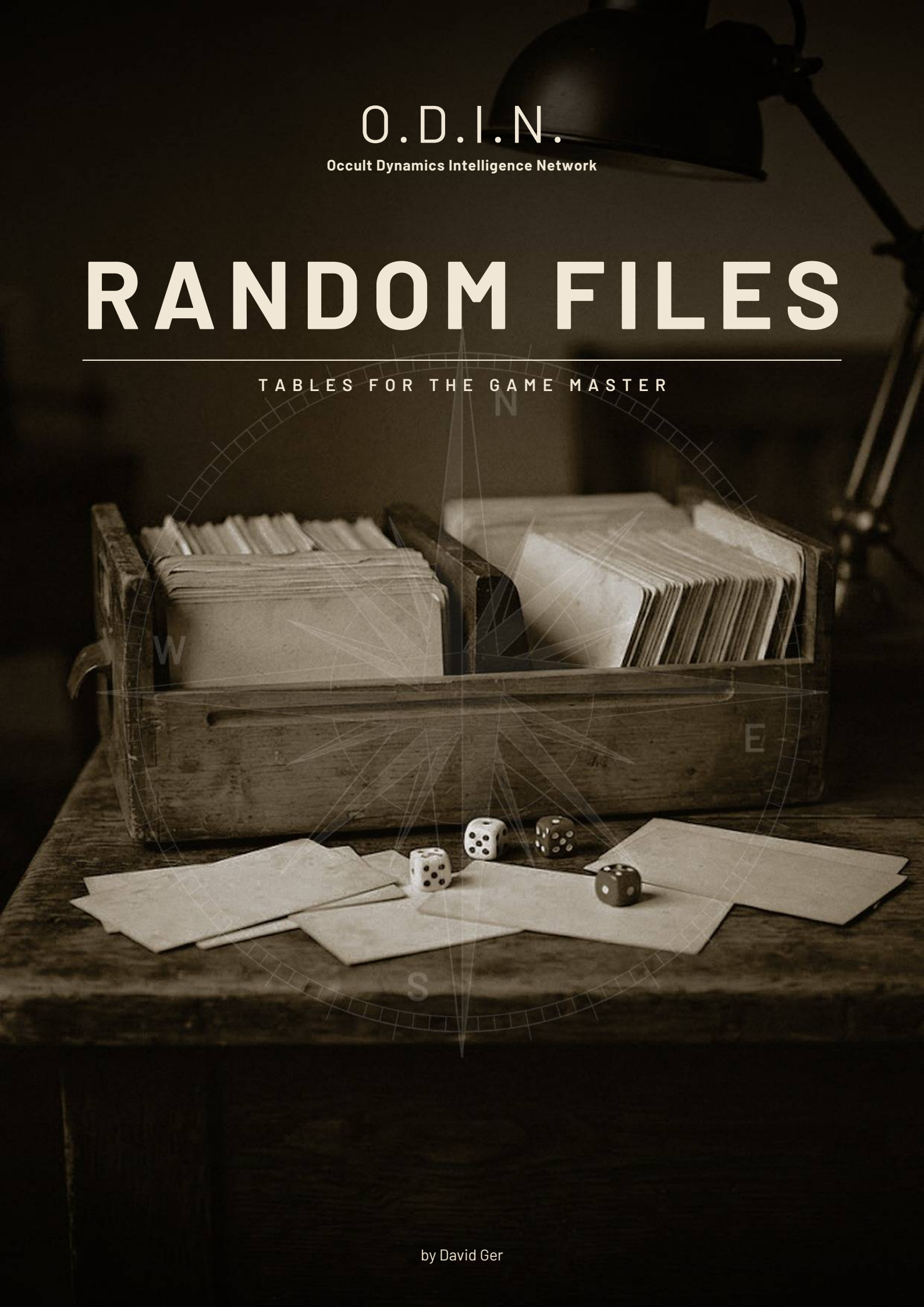
O.D.I.N.

Occult Dynamics Intelligence Network

RANDOM FILES

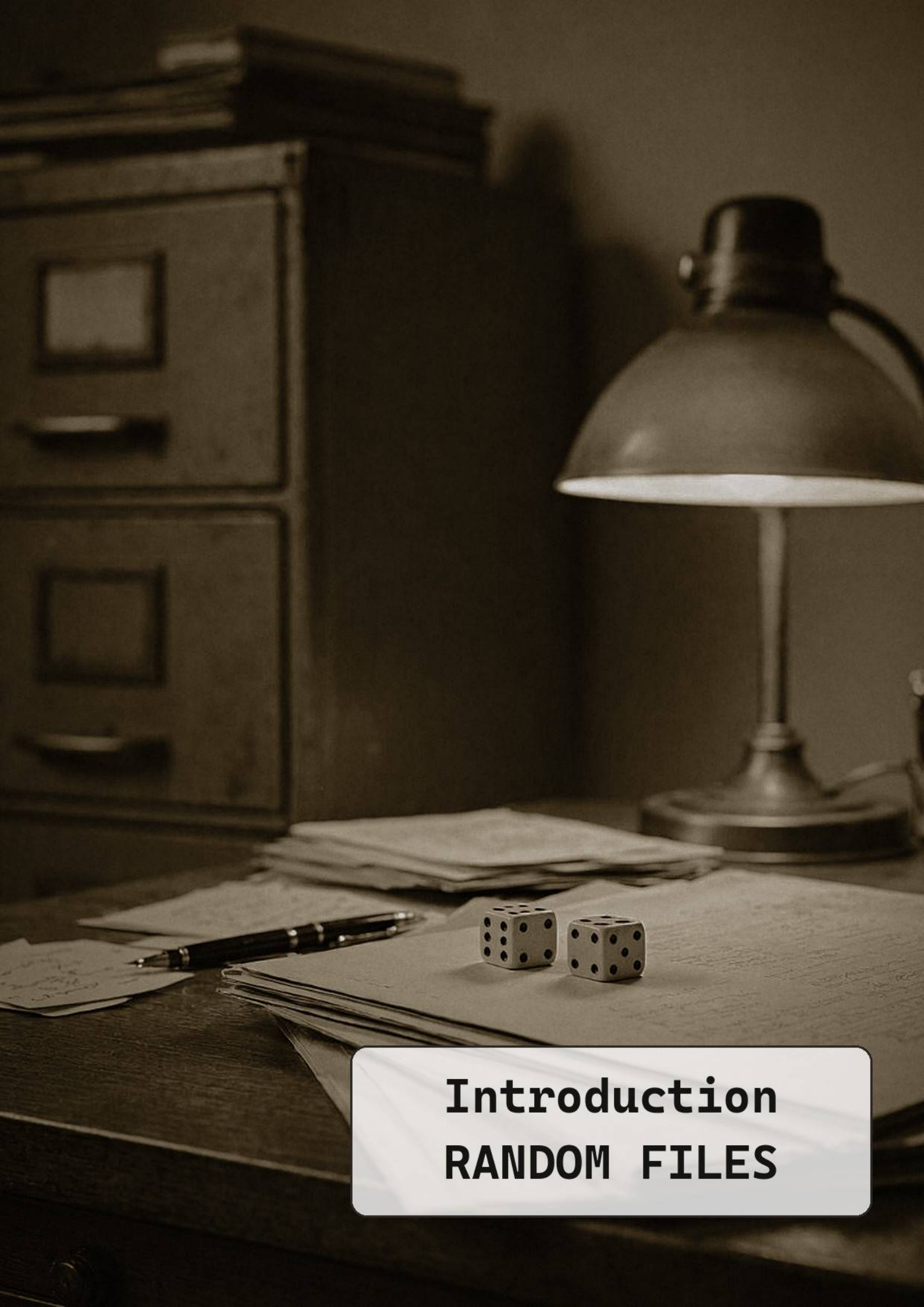
TABLES FOR THE GAME MASTER



by David Ger

Contents

Introduction **3**
Random Files 4
Chapter I: Files **6**
Chapter II: Places **15**
Chapter III: People **22**
Chapter IV: The Unexplained **31**
Chapter V: Clues and Finds **42**
Chapter VI: Between the Files **49**
Chapter VII: Horror at the Table **56**



Introduction
RANDOM FILES

Random Files

What This Book Is For

This book is a tool for the game master. It comes into play whenever the cell turns aside, when a file is missing, or when a name is needed for which no preparation exists. The tables provide files, places, people, clues, and events that can be used immediately at the table. They are not a campaign and not an adventure book. They are a stock of ideas.

This book supplements the section “A File in Ten Minutes” in the chapter “Building Files” of the Game Master’s Book. It does not replace it. Anyone who needs a complete mission with briefing, investigation, escalation, confrontation, and aftermath continues to use the Game Master’s Book. Anyone who needs a cemetery keeper, an unexpected letter, or a place where the next lead lies in the middle of a session uses this book.

The entries are concrete. They name names, dates, objects, and contradictions. They are written so that a single roll is enough to set a scene in motion. The game master no longer has to invent anything. They only have to decide what of it is true.

How to Roll

This book uses three kinds of roll: the D6, the D12, and the D66. All three are rolled with six-sided dice, as everywhere in O.D.I.N. The game master knows the D12 from the tables of the Game Master’s Book.

The **D6** is a single die. It is used for short tables with six entries.

The **D12** is used for longer tables with twelve rows. Roll two D6. The first gives the row, the second the half: on 1 to 3 use rows 1 to 6, on 4 to 6 rows 7 to 12.

The **D66** is a roll with two D6 of different colours. The first die is read as the tens digit, the second as the ones digit. This produces the thirty-six rows 11, 12, 13, 14, 15, 16, 21, 22 and so on up to 66. There are no results with 0, 7, 8, or 9. The game master determines before the roll which die is the tens digit, or uses two dice whose colours make this clear.

Dice	Results	What for
D6	1 to 6	Short tables, quick decisions
D12	1 to 12	Longer tables, more choice
D66	11 to 66	Large tables with thirty-six entries

Roll or Choose

The tables are first of all lists to choose from. The game master may choose any entry directly if it fits the situation. The die is a suggestion, not a command.

If a rolled entry does not fit, there are three ways. First: roll two results and take the better one. Second: use the next fitting entry above or below the result. Third: skip the entry and decide yourself. None of these ways is wrong.

The game master should simply not search for long at the table. Better a usable entry immediately than a perfect one after three minutes of flipping pages.

Combining Tables

A single result is rarely a whole scene. The strength of this book lies in combining results from different chapters and reading them as questions. A rolled place answers the question of where something happens. A rolled person answers who is there. A rolled clue answers what the cell finds. Together they produce a situation.

Example: The game master needs an encounter during an investigation. They roll an incident in Chapter I and get 63: “In a hotel in the mountains, a page is missing from the guest book, and the glue edge is still damp.” In Chapter II they roll a location in the city and get 64: “A theatre whose prompt box is occupied even after the performance.” In Chapter III they roll a profession and get 63: “Receptionist at a small hotel who knows guests without luggage and does not write their names in the book.” From this comes: The receptionist tore the page out of the guest book to protect a guest who goes to the local theatre every evening and does not come out again after the performance. She speaks to the cell only when no one is listening. She is afraid, but not of the cell.

The game master does not have to know the connection beforehand. They roll, read the results, and ask the question: What does one have to do with the other? The answer is the scene.

What Has Already Been Used

The game master should tick off used entries. This way a campaign does not repeat itself, and the book remains a stock. A table with thirty-six entries lasts a long time, but not forever.

If an entry repeats anyway, it is reinterpreted. The same place can be a different one the second time: the second archive, the other wing, the same room twenty years later. The same name can be a different person: a relative, an imitator, a coincidence that is not one. The repetition is not a mistake. It is a pattern, and patterns are rarely good in O.D.I.N.

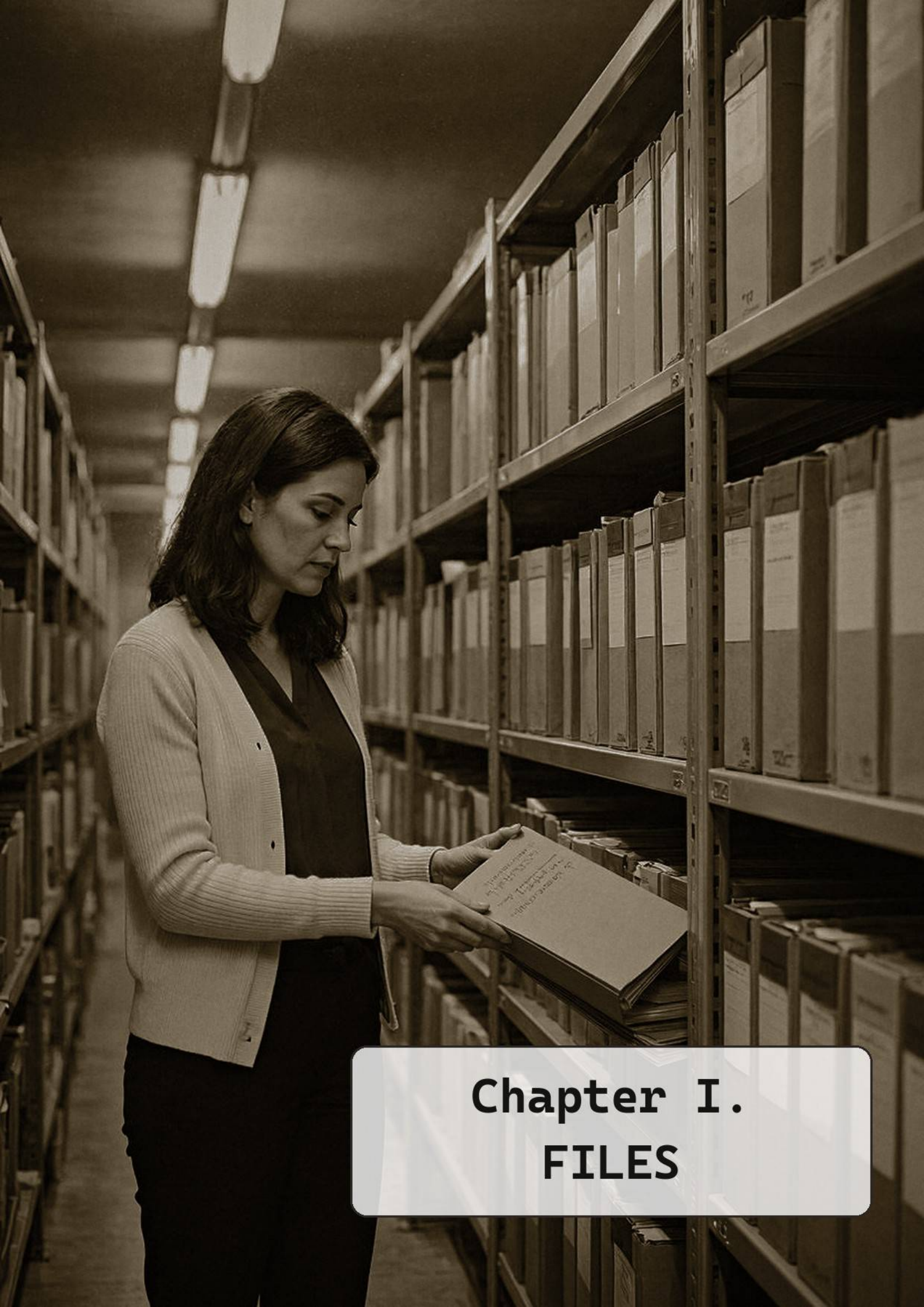
> **RULE: THE DIE SUGGESTS, THE GAME MASTER DECIDES**
>
> The die provides an entry. The game master reads it and decides whether it fits, how it fits, and what it means in the situation.
>
> No die result forces the game master to break canon or make a scene nonsensical.
>
> The die is a tool, not a fellow player.

Structure of This Book

This book is divided into seven chapters. Each chapter collects tables on one topic. The chapters do not build on each other. They are arranged so that the game master quickly finds what they need during a session.

Chapter	What it provides
I Files	Incidents, assignments, twists, and file colours for missions
II Places	Locations, rooms, paths, and local peculiarities
III People	Witnesses, opponents, allies, and people on the margins
IV The Unexplained	Phenomena, traces, origins, and encounters
V Clues and Finds	What the cell discovers, reads, hears, or secures
VI Between the Files	Events, rumours, and developments between missions
VII Horror at the Table	Moods, images, and consequences for the agents

Chapters I to V accompany an ongoing mission. Chapter VI fills the downtime. Chapter VII helps when a scene needs more weight than the rules alone produce. Together they cover the everyday life of a game master: before the session, during the session, and in the weeks that lie between two files.



Chapter I.
FILES

Files

A random file is not a replacement for a prepared mission. It is a tool for evenings when the cell is faster than the preparation, or for handlers who need a file they have not yet seen through themselves. The following tables generate the framework of a White, Grey or Red File in ten rolls: report, colour, incident, region, location, origin, the hidden truth, complication, time pressure and twist. What becomes of it is decided by the game master.

"The best files are the ones where I know as little at the briefing as the cell. That happens more often than the Council believes."
handler, Hold-9

The File in Ten Rolls

The game master rolls on the following tables in order. Each roll answers one question. At the end there is the framework of a file, which only needs to be filled with names, places and a node map.

Roll	Table	Question
1	How the report comes in	How does O.D.I.N. learn of the incident?
2	File colour	What colour does the file begin with?
3	Incident	What has happened or is happening right now?
4	Region (Chapter II)	Where in the world does the file take place?
5	Location (Chapter II)	At which specific place does the investigation begin?
6	Origin	Which origin is behind it?
7	What Is Really Behind It	Which concrete threat or truth is concealed?
8	Complication	What makes the situation more difficult than expected?
9	Time Pressure	Why can the cell not investigate in peace?
10	Twist	What changes the situation in the final third of the mission?

From rolls 3 to 7, the game master builds the core of the file. Rolls 8 to 10 are the disruptions that turn a straight path into a web. Afterwards, the game master draws four to six nodes according to the rule in the Game Master's Book and connects each node to at least two others. The confrontation is the final node, and at least three arrows lead to it.

How the Report Comes In

The game master rolls a D12 when the cell is sitting in the briefing and the handler opens the file. The roll determines what lies on the table and how much O.D.I.N. already knows.

D12	Source	What lies on the handler's table
1	Police radio	An intercepted incident report, incomplete and full of internal abbreviations. The police consider the incident an accident or a crime, not a case for O.D.I.N.
2	An Observer	A local contact has reported that something is wrong. The report is short, precise and contains an address, but no explanation.
3	Registry request	An Investigator has requested an old file from the Registry in Stockholm. The name in it now appears in a missing persons report.
4	Call from a contact	A contact calls the handler directly, not via the dead letter box. They sound nervous and do not want to explain themselves on the phone.
5	Newspaper item	A small report that no other service has noticed. A colleague from analysis has circled it and marked it with a question mark.
6	Anomaly in instruments	A measuring device of the Institute has spiked: ozone probe, crystal detector or frequency finder. The readings are clear, the source is not.
7	A Psion hears something	A Psion in the Hold reports that they heard voices during training that did not come from the other agents. They can indicate the direction, nothing else.
8	A crystal reacts	A crystal in the archive has become warm without anyone touching it. The archive keeper has informed the handler immediately.
9	Red File from another Hold	Another Hold has triggered a Red File, but the responsible cell cannot be reached. The file is passed on, with all its gaps.
10	Anonymous message	An envelope without a return address lay in the dead letter box. Inside: a newspaper clipping, a key and a warning that O.D.I.N. cannot ignore.

D12	Source	What lies on the handler's table
11	Cross-border report	A partner service reports an incident that actually falls within its area of responsibility, but shows patterns that O.D.I.N. recognises. The service asks for help, officially.
12	An agent reappears	An agent who was considered missing for years stands at the gate of a Hold. They do not speak, but in their jacket pocket is a note with a place.

The File Colour

The colour determines the tone of the briefing and the expectations of the cell. The game master rolls a D6 when the handler opens the file. Black Files are never rolled. They come from the Council or arise during play.

D6	Colour	What that means
1	White File	Observation. The cell is to go there, look and report. A calm start that can tip into a Grey File.
2	White File	Observation with a training assignment. A Cadet is present, and the handler expects a training report.
3	Grey File	Investigation. There are indications of the supernatural, but no certainty. The cell is to determine the origin.
4	Grey File	Investigation with an open history. An old file from the same region was never closed. The handler adds it.
5	Red File	Immediate intervention. People are in danger, and the cell deploys within hours. The briefing is short.
6	Grey File that turns red	The handler classifies the file as grey, but during the briefing a new report reaches them. The file turns red before the eyes of the cell.

The Incident

The game master rolls two dice and reads the result as D66: The first die is the tens digit, the second the ones digit. A 3 and a 5 make 35. The table provides the incident with which everything begins. It is concrete and omits the twelve standard incidents from the Game Master's Book.

D66	Incident
11	A child draws the same house every night, a house they have never seen. The mother finds the drawings under the bed.
12	In a small town on a Tuesday at 2 p.m. all clocks stop, including the radio-controlled clocks, and start again by themselves an hour later.
13	A farmer finds a dead roe deer in his field without a mark on it. It lies in the middle of a circle of flattened grass.
14	A surveillance camera in a multi-storey car park records a person at 3 a.m. walking through a wall.
15	In a care home three residents independently describe a television programme that was never broadcast.
16	A barge skipper reports that his vessel travelled against the current on the canal for an hour without the engine running.
21	In a university library all the books fall from a shelf whose shelf marks all begin with the same year.
22	A sports teacher finds a circle of salt in the schoolyard that is not washed away by the rain.
23	A drone over an industrial estate films a building that appears on no map.
24	In a village in the Alps the church bells ring at night although no one is in the tower.
25	A programmer discovers data from the future in a weather app and posts it in a forum.
26	In a youth hostel three guests independently report the same dream: a cellar, a table, a chair, an empty plate.
31	A museum reports that a display case is steamed up from the inside although it has not been opened for weeks.
32	A dentist finds a shadow in a patient's X-ray that looks like writing.
33	In a tower block all the lifts stop on the same floor and the doors open although no one has called them.
34	A hunter finds a clearing in the forest that he has known for thirty years, but it suddenly lies on the wrong side of the path.
35	A pawnbroker buys a pocket watch that always shows the same time when opened, no matter how it is set.
36	In a hospital five patients wake at the same minute and ask for a person who does not exist.
41	A construction worker digs up a door on a building site that lies horizontally in the ground and is warm from below.
42	In a church the eternal light goes out and in the morning a fish lies on the altar, still flopping.

D66	Incident
43	A bus driver reports that his route leads through a street that was not there yesterday.
44	In an archive a shelf collapses and behind it a room appears that is in no plan.
45	A diver finds a car in a flooded gravel pit with the driver's door open and a child seat that is still warm.
46	In a laboratory a test tube falls over and the liquid forms a perfect hexagon on the floor.
51	A beekeeper finds all the hives empty, but the bees sit in a cluster at the top of the church spire.
52	A train driver brakes because a man is standing on the tracks. The man is not there when the train stops.
53	In a barracks a soldier collapses at roll call and afterwards speaks fluently a language he has never learned.
54	A fisherman hauls in a net containing a stone that glows as soon as it sees the moon.
55	In an apartment block all the tenants hear a knocking at the same time, coming from the wall, always in the same rhythm.
56	A forester finds a tree that is burned from the inside out. The bark is undamaged.
61	A man appears in an emergency department claiming to have been travelling since 1989, and his papers confirm it.
62	A satellite image shows a pattern in a field that looks like a floor plan, but there is no building.
63	In a hotel in the mountains a page is missing from the guest book and the glue edge is still damp.
64	A police officer finds twenty dead crows on a country road, all in a line and all with their heads pointing east.
65	In a synagogue the cantor hears a second voice during prayer that sings along, but no one is standing there.
66	A locksmith opens the flat of a woman who has been dead for ten years and finds fresh washing on the line.

The Origin

The game master rolls a D12 to determine the origin of the threat. The entries refer to the Threat Atlas in the Game Master's Book. What the origin specifically wants is decided by the game master using the Incident table and the region.

D12	Origin	How it first appears
1	The Voice	A rift, a crystal or a being from the Choir. Ozone smell, a hum, a thirteenth voice.
2	The Alien	Life that is not of this world. Instruments show unknown molecules, the crystal detector remains silent.
3	The Transformed	Humans or animals whose bodies have changed. Blood samples, nanite scanners and metabolic values are conspicuous.
4	The Old	Beings from legends and fairy tales. Salt changes colour, dogs refuse the path, instruments measure nothing.
5	The Dead	Haunting, echoes, possession. Cold spots, EMF spikes, sentences that repeat.
6	The Machine	Technology that can do too much or runs too long. Data traffic, frequencies, thermal images of devices that should be off.
7	Humans	Nothing supernatural. Cults, collectors, mercenaries, services. Clear thoughts, fear, greed, conviction.
8	An artefact	An object from a find or estate acts on its own: a clock, a key, a glass. Nobody knows its price. The origin of the artefact is rolled again.
9	The Shifted	Places and times that are not right. Clocks drift apart, series of measurements contradict each other, thoughts come too early or too late.
10	Hybrid form	Two origins combine. The game master rolls twice on this table and links both results.
11	Red herring	An origin is faked. The game master rolls again for the true origin and places at least three clues pointing to the false one, plus the usual three pointing to the true one.
12	Nothing supernatural	But someone wants it to look that way. A perpetrator who knows O.D.I.N. and lays a false trail.

What Is Really Behind It

The game master rolls on this table when the cell believes it has solved the case, but the game master still needs a deeper truth. Or when a Grey File ends too smoothly. The truth fits several origins from the Threat Atlas. It does not change what happened, but why.

D66	The Truth Behind Appearances
11	The missing person has not vanished, they are shifted: eight minutes into the future.
12	The victim was not a victim. They opened the rift themselves, with a ritual from a book they thought was a novel.
13	The witness is not lying. They remember two different evenings, and both are true.
14	The crystal was not stolen. It has gone, and someone opened the Door for it.
15	The children saw nothing. They only sang what the dead woman had sung to them.
16	The perpetrator has been dead for three days. What the cell hunts wears him.
21	Morrow Biologics did not cause the incident, but calculated it in advance and did nothing.
22	STILLWATER knew about the rift before it opened. Its sensors were there first.
23	An Open One touched the crystal. They only wanted to see whether O.D.I.N. really takes everything.
24	The Foundation in Basel once possessed the object. Its file on it ends with a name from the cell.
25	Grey Meridian did not receive the contract, but declined it, and that is more disturbing.
26	An Enlightened One advised the collector. The collector believes to this day it was their own idea.
31	The house is not cursed. It stands on a plot that belonged to another organisation in 1938.
32	The dead man did not come through the rift. He was always here, only deeper.
33	The device was not built. It grew, and at night.
34	The missing woman wanted to be found. She laid the trail herself, but not for O.D.I.N.
35	The rift is not new. It was closed in 1971, and someone has opened it again.
36	The creature did not hunt. It fed, and the cell is the food.
41	The handler knows the place. They were there twenty years ago, under a different name.
42	The file in the archive is redacted because the Council wanted to protect the victim's name. From the cell.
43	The artefact does not act on the cell because it is waiting for one of them.
44	The cult has no leader. The voice it follows comes from a crystal in the wall.
45	The police covered nothing up. They never saw the case because someone rewrote their files.
46	The witness is a former Cadet who dropped out of training. They recognise the cell's methods.
51	The corpse in the bog is not the first. It is the first that was meant to be found.
52	The rift has no opening. It is a seam, and the cell is standing directly on it.
53	The child has no psionics. They have carried a shard under their skin for as long as they can remember.
54	The collector never possessed the crystal. They only own the receipt, and it is genuine.
55	The animals did not flee. They gathered, just not where the cell searched.
56	The call did not come from outside. It came from the archive, from a room that has been locked for years.
61	The organisation that caused the incident no longer exists. Its debts, however, do.
62	The dead man knew O.D.I.N. In his pocket is an old service ID with the face of a Council member.
63	The weather was not a coincidence. Someone ordered it, with a ritual that trades rain for silence.
64	The trail leads to the cell itself. One of them was at the same place years ago without knowing it.
65	The rift is closed. What is still there now does not want to go back.
66	The truth is banal: a person lied out of fear, and everything else grew from that lie.

Complication

The game master rolls on this table when the investigation is too quiet or the cell already knows the next step. A complication is not a new case, but an obstacle that blocks the way or makes it more costly.

D66	Complication
11	The local police have taken over the case and regard O.D.I.N. as a nuisance.
12	A journalist is on site and photographs everything the cell does.
13	Another service is already there and has already shielded the best witnesses.
14	An innocent person is in danger: they have found the crystal and are carrying it with them.
15	A member of the cell knows one of the people involved from their private life.
16	The handler is hiding something. They answer evasively when the cell asks about the place.

D66	Complication
21	The weather turns. Rain, fog or heat make tracks and paths unusable.
22	The technology fails: radio, GPS and mobile phones receive only static.
23	A witness retracts their statement after receiving a visit from a lawyer.
24	The cell is being shadowed, by a vehicle that keeps appearing.
25	Access to the place is blocked: a fence, a security service, a ceiling at risk of collapse.
26	An artefact in the cell's luggage begins to react without anyone having used it.
31	The press publishes a report that presents the incident as a crime without supernatural elements.
32	A mercenary of the Collectors has escaped and now knows the faces of the cell.
33	The local contact demands a favour before they talk, and the favour is risky.
34	A child witnessed the incident and is drawing pictures that are too accurate.
35	The file turns red in the middle of the mission. The handler reports in with new instructions.
36	A member of the cell suffers a brief blackout and comes to in a different place.
41	The landlord of the crime scene wants the rooms cleared, today.
42	A call to the number from the file is answered by a voice that knows an agent's codename.
43	The local clinic has a patient who shows the same symptoms as the victim.
44	A dog follows the cell and whines as soon as anyone approaches the crime scene.
45	The money for the journey is used up. The front company has blocked the card.
46	A second incident happens while the cell is investigating the first, and the traces contradict each other.
51	A fair fills the place. Every room is booked, and strangers go unnoticed, even the wrong ones.
52	Someone was at the crime scene before the cell and removed clues, but deliberately left one behind.
53	The surveillance camera recordings have been deleted, but someone is offering copies.
54	A Psion in the cell hears a hum that grows louder the closer they get to the archive.
55	The ground at the crime scene is contaminated. The infirmary reports in with instructions.
56	A local resident has seen the cell and posts their description in a forum.
61	The weapon being searched for is held as evidence at the local police station.
62	A member of the cell receives a message from a number that does not exist.
63	The handler orders the mission to be aborted without giving a reason.
64	The witness speaks only a language that no one in the cell knows.
65	A power cut paralyses the whole place, and something moves in the dark.
66	The complication is a gift: a stranger leaves the cell a clue that can only be meant for them.

Time Pressure

The game master rolls on this table when they want to know how much time the cell has left before the situation tips. The time pressure applies from the moment the cell reaches the place.

D6	How much time remains
1	Hours. The threat acts tonight.
2	One day. By this time tomorrow it is too late.
3	Two days. Enough for one investigation, not for two.
4	Three days. The clock is ticking, but the cell can set priorities.
5	One week. The pressure is there, but not acute.
6	It is already too late. The cell arrives when the situation has tipped.

Twist

The game master rolls on this table when the mission needs a new twist. The twist is not a complication, but a change in the situation that shifts the cell's objective.

D12	Twist
1	The victim is alive and sits opposite the cell in the next interrogation room.
2	The rift is not the target, but the diversion. The actual damage is human.
3	The threat does not want to fight. It wants to negotiate, and it has something to offer.
4	A member of the cell becomes the target because they carry something with them that the threat needs.

D12	Twist
5	The handler reports in with a new file that concerns the same place but names a different origin.
6	The trail leads into a Hold of O.D.I.N., and no one there knows about it.
7	The witness the cell trusts works for one of the other services.
8	The threat disappears, and all that remains is the question of who called it.
9	An artefact the cell has with them opens a Door that was not there before.
10	The dead at the place are not dead. They are waiting for something the cell brought with them.
11	The file was a trap to lure the cell to this place.
12	The solution is simple, but it demands that the cell sacrifice someone who trusts them.

How It Can End

The game master rolls on this table when the confrontation is over and they want to determine the aftermath. The ending shows what becomes of the case and what it means for the Veil.

D12	Possible ending	Consequence for the Veil
1	The threat is banished, the site is secured.	The Veil holds. No witnesses, no traces.
2	The threat is banished, but a witness has seen too much.	The Veil gains a rift. The cell must mend it.
3	The threat has escaped and takes a clue pointing to O.D.I.N. with it.	The Veil holds, but the organisation becomes more visible.
4	The threat is destroyed, but the price was high: a member of the cell is injured or changed.	The Veil holds, the cell pays.
5	The site is secured, but the cause remains unclear.	The Veil holds, the file remains open.
6	The threat was never there. It was a human, and the human is dead.	The Veil holds, the cell must live with the guilt.
7	The rift is closed, but something has come through.	The Veil gains a hole. A new file begins.
8	The threat is banished, but another service was faster and took samples.	The Veil holds, but the knowledge is spread.
9	The site is destroyed, the threat has vanished.	The Veil tears. The press reports an accident.
10	The threat has surrendered and is taken to an archive.	The Veil holds, but the archive becomes restless.
11	The cell has solved the case, but the file disappears from the archive.	The Veil holds, the organisation forgets.
12	The ending is open. The threat waits, and the cell knows it.	The Veil holds, but the fear remains.

File Names

O.D.I.N. assigns file names from two words so that operations in reports and conversations are not confused with places or names. Roll twice on the following table and combine the words.

D66	First word	Second word
11	The silent	Light
12	The second	Protocol
13	The cold	Archive
14	The misted	Window
15	The back	Room
16	The black	Water
21	The overgrown	Garden
22	The borrowed	Shadow
23	The wrong	Tone
24	The narrow	Circle
25	The late	Guest
26	The red	Rain
31	The grey	Door
32	The missing	Page
33	The pale	Hand
34	The open	Bill
35	The thirteenth	Hour
36	The foreign	Voice
41	The hidden	House
42	The seventh	Sign
43	The warm	Glass
44	The dead	Shore
45	The white	Ribbon
46	The long	Silence

D66	First word	Second word
51	The forbidden	Path
52	The dark	Mirror
53	The small	Choir
54	The unopened	Letter
55	The half	Moon
56	The last	Call
61	The blind	Map
62	The twelfth	Night
63	The empty	Stage
64	The deep	Seam
65	The sealed	Crate
66	The mute	Wound

Example: A File in Ten Rolls

The game master rolls in sequence: D12 on “How the report comes in” yields 7, A Psion hears something. D6 on “File colour” yields 3, Grey File. D66 on “Incident” yields 55, In an apartment block all the tenants hear a knocking at the same time, coming from the wall, always in the same rhythm. D12 on “Region” yields 2, Central and Western Europe. D66 on “Location in the city” yields 43, A block of flats with a door that can only be opened from the inside. D12 on “Origin” yields 5, the Dead. D66 on “What Is Really Behind It” yields 31, The house is not cursed. It stands on a plot that belonged to another organisation in 1938. D66 on “Complication” yields 11, The local police have taken over the case and regard O.D.I.N. as a nuisance. D6 on “Time Pressure” yields 3, Two days. Enough for one investigation, not for two. D12 on “Twist” yields 6, The trail leads into a Hold of O.D.I.N., and no one there knows about it. For the file name, the game master rolls D66 twice: 31 and 31, The Grey Door.

From this comes the **Grey File “The Grey Door”**: A Psion from the responsible Hold reports voices after an exercise that come from a direction pointing to an apartment block in a Central or Western European city. The cell travels there and finds a house in which all residents have been hearing a rhythmic knocking from the walls for days. Inside there is a door that can only be opened from the inside. The investigations point to a haunting or echoes of the Dead. In fact, the house is not cursed. It stands on a plot of land that belonged to another organisation in 1938, and today’s phenomena are after-effects of old uses. The local police have already taken over the case and see O.D.I.N. as a nuisance. The cell has two days before the authorities permanently block access. When the trail leads to an O.D.I.N. Hold, no one there knows about the building.

Four nodes:

- The apartment block with the strange door and the knocking walls, where the cell finds first clues to a previous use.
- A former caretaker who reports on the events in the basement and points the cell to a locked chamber.
- The O.D.I.N. Hold, where old documents about the plot exist, but no one knows their origin.
- The city land registry, where the plot was registered in 1938 to an association whose name appears in no other file.

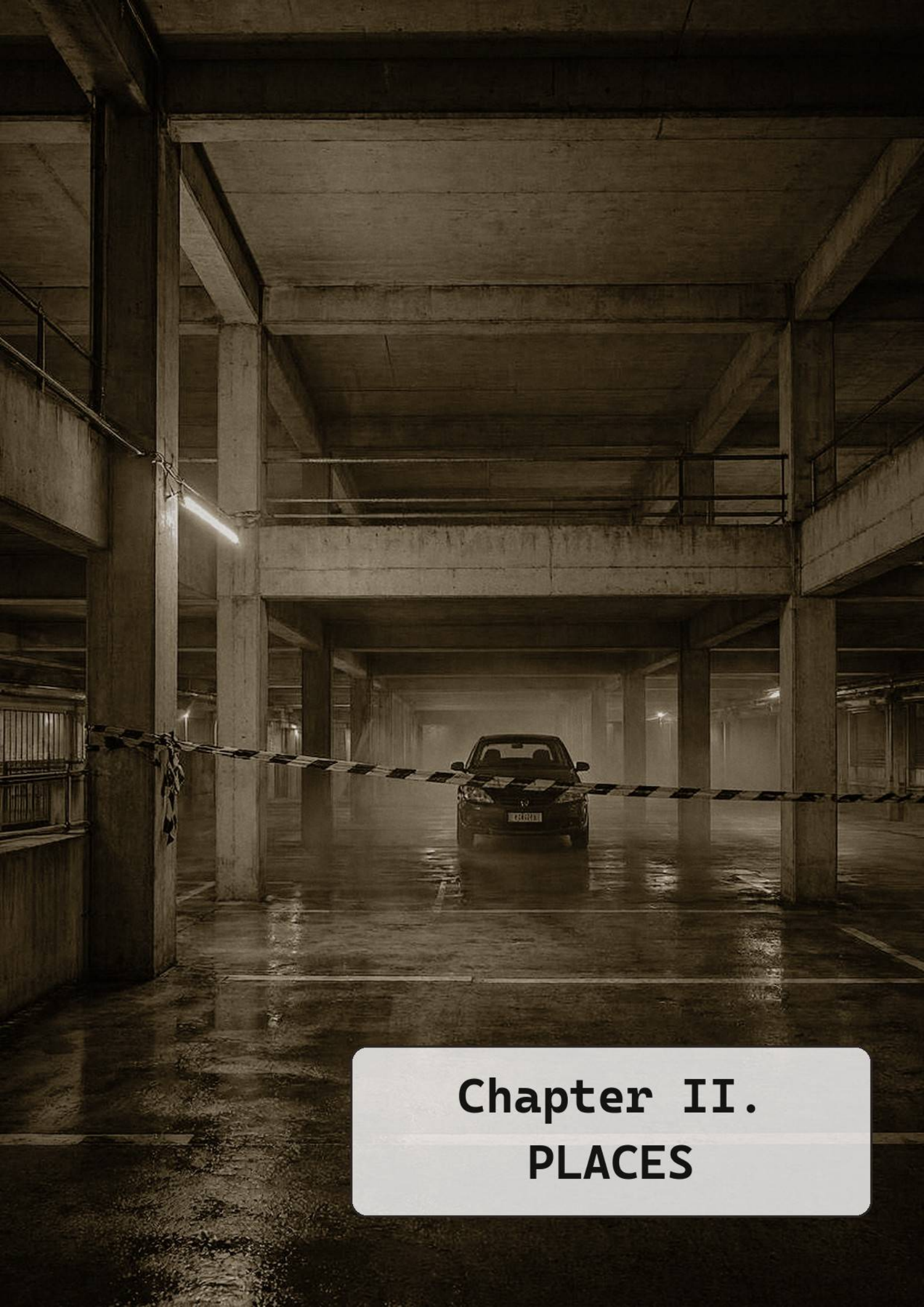
The confrontation is the last node, and all four nodes lead to it. It takes place in the chamber of the apartment block, where the cell confronts the source of the knocking and reveals the connection to the Hold.

The File Sheet

The sheet records the ten rolls of a random file. The game master copies it, enters the results, and then has everything needed for the briefing and the node map on one page.

Roll	Table	Result
1	How the report comes in	_____
2	File colour	_____
3	Incident	_____
4	Region	_____
5	Location	_____
6	Origin	_____
7	What Is Really Behind It	_____
8	Complication	_____
9	Time Pressure	_____
10	Twist	_____

Field	Entry
File name	_____
Handler	_____
Nodes 1 to 3	_____
Nodes 4 to 6	_____
Confrontation	_____
Consequence for the Veil	_____



Chapter II.
PLACES

Places

A cell is only as good as the ground it stands on. The following tables help the game master determine a location when the file does not provide one or the cell needs a new setting during a mission. The first table assigns each region an O.D.I.N. presence level. The second and third provide concrete locations in the city and in the countryside. Every place is a starting point, not a finished case. What happens there is determined by the file.

"Know your ground. It decides whether you are a hunter or a guest."
handler, Hold-5

The Region

The region determines how much backup a cell has. A low presence does not only mean less equipment. It means that the cell must not make mistakes because no one is coming to extract it. A wounded agent, a botched operation, a witness who talks: in a core region that is a problem. In a covert region it is the end of the mission. The game master rolls or chooses before the cell travels.

D12	Region	Presence	Nearest base
1	British Isles	5	Hold-1, London
2	Central and Western Europe	5	Hold-3, Hamburg
3	Central Asia and the Himalayas	2	Outpost in the monastery, Himalayas
4	Scandinavia	5	Registry, Stockholm
5	Eastern Europe	3	Hold-9, Prague
6	Russia and Belarus	0	None
7	North Africa and the Middle East	3	Hold-10, Cairo
8	West Africa	4	Hold-6, Lagos
9	North America	2	Relay, Boston
10	Latin America	3	Hold-8, Cusco
11	East Asia	1	None
12	South Asia, Southeast Asia	2	Relay, Bangkok

Location in the City

Cities are O.D.I.N.'s preferred hunting ground. Here there are witnesses, cameras, police and the Veil, which makes every operation twice as difficult. The following places are concrete enough to be used in play immediately. Each has a detail that the game master can use as a hook. The cell can investigate, observe, fight or disappear here.

D66	Location
11	A multi-storey car park whose fourth deck has been closed since 1994.
12	An underground station that may only be entered by maintenance staff at night.
13	A launderette with a camera that never records.
14	A high-rise roof on which a single chair stands.
15	A vacant shop with a bricked-up back entrance.
16	A hotel room that appears on no bill.
21	A kindergarten with a basement room full of old chairs.
22	A pharmacy that leaves a small window open at night.
23	A park where the lamps always go out one hour too early.
24	A hospital corridor that is marked on no map.
25	A taxi rank where no taxi ever stops.
26	A church whose sacristy has been locked since a fire.
31	A DIY store with a warehouse where the light flickers.
32	A playground where the swings move even when there is no wind.
33	An office building whose lift skips the fourth floor.
34	A backyard where an old van without number plates stands.
35	A library with a reading room that is open only on Tuesdays.
36	A snack bar that still serves hot food at three in the morning.
41	A hair salon with a mirror that does not steam up.
42	A sports field where a floodlight burns at night.
43	A block of flats with a door that can only be opened from the inside.
44	A kiosk that sells last week's newspapers.
45	A car park deck where pigeons make no sound.
46	A betting shop with a back room without windows.
51	A petrol station whose pumps keep running by themselves at night.
52	A platform where a train stops whose doors never open.
53	A furniture store where customers get lost and are never found again.

D66	Location
54	An attic above a restaurant, full of old menus.
55	An allotment whose arbour is papered with newspapers on the inside.
56	A car park in front of a supermarket where a motorhome has been standing for weeks.
61	A hospital basement with a cold store that is out of order.
62	An office corridor where a printer outputs pages at night that no one has sent.
63	A hotel basement with a pool that is never filled.
64	A theatre whose prompt box is occupied even after the performance.
65	A cinema that shows a film every evening at the same time that no one has ordered.
66	A roof garden where the plants bloom even in winter.

Location in the Countryside

The country is quieter than the city, but not emptier. There are fewer witnesses here, fewer cameras and less help. Instead, there are places where O.D.I.N. has not been for decades, and things that have grown there. The following locations suit Grey Files that begin slowly, and Red Files that escalate in the middle of the night.

D66	Location
11	A farm whose barn door is locked with a chain that hangs from the inside.
12	A patch of forest where all the trees grow northwards.
13	A coastal cave that is only accessible at low tide.
14	A reservoir where a church tower becomes visible at low water.
15	An abandoned mill whose waterwheel turns even when the stream is dry.
16	A barracks that has stood empty since 1998 and is still circled by a guard detail every night.
21	A spa house with a spring that dried up twenty years ago.
22	A monastery whose monks do not sleep at night, but sing.
23	A rest area on a country road where no one ever stops.
24	A farm track that grows one metre longer every year.
25	A hunting stand with an empty rucksack beneath it.
26	A village square with a well that hums softly at night.
31	A railway embankment where a single wagon stands without rails.
32	A quarry whose walls show circles that no one painted.
33	A bog where lights wander that are not lanterns.
34	A riding stables whose horses all stare in one direction at night.
35	A transmitter mast with a caravan at its base.
36	A winery with a cellar that is deeper than the house.
41	A ferry house on a river that has not served a ferry for years.
42	An observation tower that stays closed in clear weather.
43	A campsite where a single tent stands in the middle of winter.
44	An old border crossing whose barrier still works.
45	A tunnel in the forest that is blocked by a steel door.
46	A cemetery where one grave always has fresh flowers.
51	A sheep pasture where the flock forms a circle every night.
52	An abandoned fire watchtower from which one sees a lake that does not exist.
53	A construction trailer that serves as a hunting cabin and smells of ozone.
54	A wayside cross where candles burn even in summer.
55	A ruined brickworks whose kilns are warm at night.
56	A village that is no longer marked on any map.
61	An alpine hut whose door stands open, even in snow.
62	A pond whose black water reflects nothing.
63	A forest path where the tracks always point in the wrong direction.
64	A monastery cemetery where the same name is on every stone.
65	A mine where a fan runs at night although no power is connected.
66	A coast where the water recedes at the same minute every day, independent of the tides.

What Is Wrong with the Building

This table is used when the cell enters a place for the first time and the game master wants to create a first, false impression. One roll is enough. The result is a quirk that the building shows from outside or on entering. It does not have to be dangerous immediately, but it

should give the agents the feeling that something is not right here.

D12	Quirk
1	All doors in the building are open a crack, but no light is on anywhere.
2	A smell of wet stone hangs in the stairwell, although it has not rained for weeks.
3	The floors are slightly sloped, just enough that a ball rolls into a corner by itself.
4	Finger-wide strips of black tape stick to all mirrors, as if someone had wanted to hide something.
5	The house has more windows from outside than rooms inside. One of them is nowhere to be found from inside.
6	The letterbox contains post addressed to no one who has ever lived here, but all envelopes bear the name of an agent.
7	The walls are warm in one place, cold in another, and the boundary between them runs exactly vertically.
8	All clocks in the building have stopped, each at a different time, and together the times form a code.
9	A calendar hangs in the cellar, on which every day until the end of the year is crossed out, except today's.
10	The building casts a shadow that does not match its shape, as if something else stood beside it that no one sees.
11	The front door is secured from inside with three locks, two bolts and a chain, but all keys are in the locks from outside.
12	From a room that should not exist, one hears a steady knocking that stops exactly when someone stands before it.

What Is in the Room

This table describes a room the cell searches. The game master rolls once on the D66. The first column names the furnishings, the second a conspicuous detail the cell finds in the room. When the players enter a place, the game master uses the table to describe quickly what the agents see before they begin searching. The detail is a clue, not a solution. It can lead to a node in the node map or raise a question the room does not answer.

D66	Furnishings	What the cell finds in the room
11	A narrow bed, a chair, a table	On the table stands a cup in which a dark liquid moves, although no one has entered the room.
12	A desk with three drawers	In the top drawer lies a bundle of old tickets, all for the same route, each cancelled on a different day.
13	A shelf with empty folders	On the floor in front of the shelf lies a single sheet on which only one name is written: that of a member of the cell.
14	A workbench with tools	On the wall hangs a board on which every tool is outlined in chalk, but one outline is empty and the tool lies beside it.
15	A fridge that is still running	In the fridge stand twelve glasses of water, all but one frozen.
16	A wardrobe with an empty rail	On the floor of the wardrobe lies a shoe that is warm inside.
21	A sofa, a coffee table, a television	The television is unplugged, but on the screen flickers a still image showing the room from one corner.
22	A child's room with a loft bed	Under the mattress lies a notebook in which every page is filled with the same drawing: a circle with thirteen lines.
23	A bathroom with a steamed-up mirror	Someone has written a word on the mirror with a finger. It only becomes visible when the mirror steams up again.
24	A kitchen with a long table	On the table stands a plate of food that is still steaming, but the chair in front of it has been empty for days.
25	A storage room with crates	One crate is secured with a padlock that has no keyhole.
26	An office with a filing cabinet	In the wastepaper basket lies a torn letter that ends with "If you are reading this, I am already".
31	A hallway with a coat rack	On the coat rack hangs a coat from whose pocket sand trickles that smells of ozone.
32	A bedroom with a double bed	On the pillow lies an imprint as if someone had lain there, but the duvet is pulled tight.
33	A basement room with shelves	Behind one shelf a narrow door leads into a room that is not marked on any plan.

D66	Furnishings	What the cell finds in the room
34	An attic with old furniture	Under a sheet stands a packed suitcase with clothes from the fifties, freshly ironed and still warm from the iron.
35	A garage with tools and tyres	On the wall hangs a calendar on which a date in the future is circled in red, with the note “do not open”.
36	A conference room with a blackboard	On the blackboard is an equation that someone has half wiped away, but the rest gives the coordinates of a place nearby.
41	A living room with a fireplace	In the fireplace lies cold ash, but on top a piece of paper that is not burned.
42	A study with a computer	The computer is off, but the screen is warm, and on the keyboard sticks a note with a password.
43	A dining room with a set table	On a plate lies a photo showing the cell entering the building, from above.
44	A stairwell with a landing	On the landing stands a plant that has grown towards the wall, as if it had found light there.
45	A boiler room with pipes	One of the pipes is wrapped with a strip of cloth, under which a crystal shard has grown into the metal.
46	A hobby room with a model railway	The model railway shows the place where the building stands, but with an additional house that does not exist.
51	An archive with index cards	One index card is pulled out and lies crossways, as if someone had interrupted the search.
52	A treatment room with an examination couch	On the couch lies an instrument that does not belong in a treatment room and is still damp.
53	A changing room with lockers	One locker is open, and inside hangs a coverall with a badge that O.D.I.N. used before 1989.
54	A waiting room with chairs	On one chair lies a magazine reporting on an event that will only happen in two weeks.
55	A server room with air conditioning	The air conditioning is running, but the room is warm, and from a cabinet blinks a light that is not connected to the system.
56	A meeting room with a map	On the map a pin is stuck in a place where the cell has never been, but whose name appears in an open case.
61	A lift with a cabin	The lift moves although no one has called it, and stops on a floor that does not exist.
62	A stair landing with a window	The window shows a street that does not match the street where the building stands.
63	A basement corridor with doors	One door is marked with chalk, as if someone had counted, but the number is smudged.
64	A washroom with basins	From a tap drips a liquid that does not mix with the water in the basin.
65	A storage room with filing cabinets	One filing cabinet is empty, but the drawer is warm, and on the inside sticks a hair.
66	An empty room with a light bulb	The light bulb swings although there is no draught, and its shadow on the floor shows a second person.

Under the Earth

The game master rolls on this table when the cell enters a cellar, a shaft or a tunnel. The place under the earth is often narrower, darker and closer to what is wrong. The result describes what the agents find before they go on. It can be an access, an obstacle or a sign that someone was here before them.

D12	Cellar, Shaft, Tunnel
1	A brick cellar with a tamped earth floor. In one corner lies a pile of salt that is black on the inside.
2	A shaft with an iron ladder. The rungs are alternately warm and cold, as if someone had touched them one by one.
3	A tunnel that slopes gently downwards. Cables run along the walls and end in the darkness.
4	A cellar with shelves full of preserving jars. In one jar something floats that opens an eye when one steps closer.
5	A shaft that opens into a natural cave. The walls are covered with signs that are older than the building above.
6	A tunnel with remnants of rails. On the rails stands a mine cart covered with black cloths.
7	A cellar with a steel door. The door has no handle, only a hole in the middle that leads inward.

D12	Cellar, Shaft, Tunnel
8	A shaft that narrows downwards. At the narrowest point a shoe is stuck, its sole pointing upwards.
9	A tunnel that leads in two directions. At the fork lies a compass whose needle points to both ways at the same time.
10	A cellar with a pump. The pump is running, but the water in the collecting basin rises without any inlet being visible.
11	A shaft with a cable winch. The rope is taut, and from below one hears a weight striking against the wall.
12	A tunnel that ends in a room that is larger than the building above can be.

Weather and Mood

This table serves to give a scene an external mood. The game master rolls once on the D12. The result names the weather and the effect it has on the scene. The weather is never just background. It influences sight, sounds, traces and the nerves of those involved. The game master uses the table when the cell investigates outside, observes a place or waits for something.

D12	Weather	What it does to the scene
1	Dense fog	Sounds seem closer than they are. Every Perception test is one step harder.
2	Heavy rain	Traces are washed away, but conversations are hard to overhear. Stealth receives +1 die.
3	Thunderstorm	Lightning illuminates the place for seconds. Anyone moving outdoors must make a Concentration test against Easy (1) after each thunderclap. On a failure, −1 die on their next test.
4	Snowfall	The world becomes quiet. Footsteps leave clear traces, but sounds are muffled.
5	Heat	The air shimmers. Anyone carrying heavy equipment receives −1 die on physical tests after one hour.
6	Cold	Fingers become stiff. Sleight of Hand tests are one step harder as long as the hands are unprotected.
7	Storm	Loose objects fly about. Anyone who wants to hear something rolls Perception against Hard (3).
8	Drizzle	Everything is damp, nothing gets dry. Electronics fail on a botch.
9	Clear night	The moon shines. Visibility is good, but shadows are hard. Stealth outdoors is one step harder.
10	Humidity	The air is still. Smells linger. Anyone searching for a trace by smell receives +1 die.
11	Hail	Short and loud. Anyone outdoors seeks cover. Afterwards everything is covered with ice that makes noise.
12	Calm	Nothing moves. Every sound feels like a blow. Anyone listening receives +1 die on Perception.

What Stands Out at the Crime Scene

The game master rolls on this table when the cell investigates a crime scene and a sign should be shown that allows a test. The first column names the sign, the second the appropriate test with its difficulty. The difficulty depends on how much time has passed or how thoroughly someone has tidied up. A successful test gives a clue, a margin gives an additional one, a botch destroys the sign or leads to a false trail.

D66	Sign	Test
11	A half footprint in the dust under a window	Tracking against Doable (2)
12	A hair on the door handle that does not come from the victim	Biology against Hard (3)
13	A scratch on the lock that comes from the inside	Security Systems against Doable (2)
14	A piece of fabric on a nail that smells of ozone	Perception against Easy (1)
15	A handprint on the wall that is larger than any hand in the room	Investigation against Hard (3)
16	A puddle that does not dry although the room is warm	Chemistry against Doable (2)
21	A tipped-over chair that has remained standing on one leg	Physics against Easy (1)
22	A notebook with a missing page	Investigation against Doable (2)
23	A telephone that is still dialling although no one answers	Technology against Hard (3)

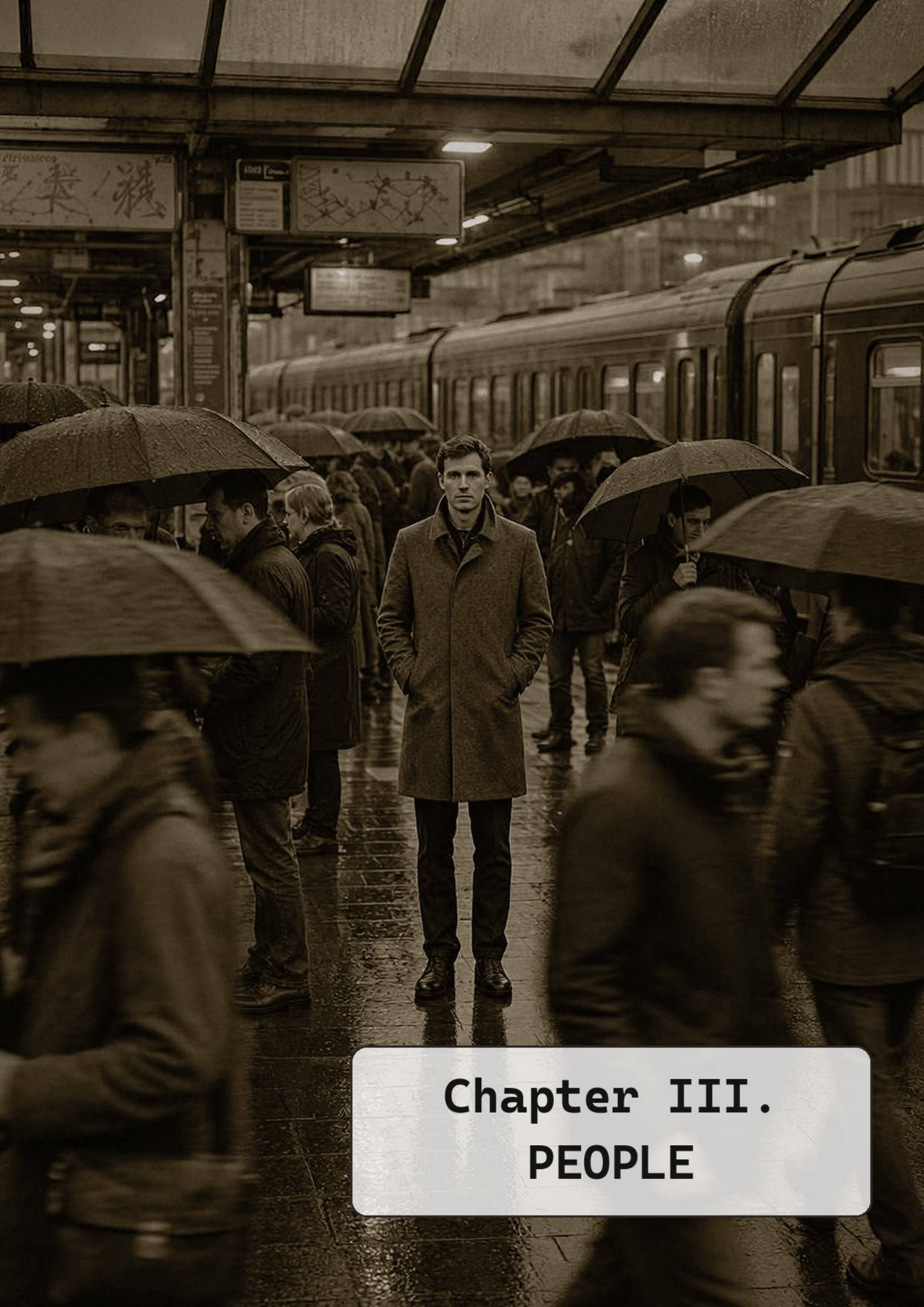
D66	Sign	Test
24	A mirror that shows the room but without the corpse	Perception against Hard (3)
25	A piece of chalk on the floor that belongs to a circle	Occultism against Doable (2)
26	A window that is fogged up from the outside	Tracking against Doable (2)
31	A drop of blood that runs upward	Physics against Hard (3)
32	An ashtray with a still smouldering cigarette whose smoke sinks downward	Perception against Easy (1)
33	A photo that shows the crime scene before the victim died	Investigation against Hard (3)
34	A smell of burnt hair coming from the wall	Chemistry against Doable (2)
35	A key that fits no lock in the building	Security Systems against Hard (3)
36	An impression in the carpet as if something heavy had stood there for a long time	Tracking against Easy (1)
41	A letter written in handwriting that does not belong to the victim	Investigation against Doable (2)
42	A radio that plays quietly although it is unplugged	Technology against Hard (3)
43	A shoe that is clean although the floor is covered in blood	Tracking against Hard (3)
44	A calendar on which a day that has not yet happened is crossed out	Perception against Easy (1)
45	A thread stretched from the door to the window	Perception against Hard (3)
46	A glass that is still fogged up although the room has been empty for hours	Chemistry against Doable (2)
51	A book lying open on the floor; the lines of the open page change as soon as no one is looking	Occultism against Doable (2)
52	A piece of metal that feels cold although it lay in the sun	Physics against Hard (3)
53	An imprint of a bare foot that ends in the wall	Tracking against Hard (3)
54	A note with a sequence of numbers that matches no known code	Cryptography against Hard (3)
55	A stain on the ceiling that looks like a face	Perception against Easy (1)
56	A chair that moves when one enters the room although no one is sitting on it	Mental Resistance against Doable (2)
61	A mobile phone showing a video that the dead person cannot have recorded	Technology against Hard (3)
62	A remnant of black candle wax into which someone has pressed a symbol	Occultism against Doable (2)
63	A key ring that is still warm and missing one key	Perception against Easy (1)
64	A stack of receipts, all from the same shop, all with the same time	Investigation against Hard (3)
65	A piece of paper that unfolds by itself when touched	Occultism against Hard (3)
66	A shadow that remains when one turns on the light	Mental Resistance against Hard (3)

BUILDING PLACES QUICKLY

A place needs three things: an entrance, a secret and a way out. The entrance is how the cell gets in. The secret is what they find there and what moves the mission forward. The way out is how they get out again when things catch fire, literally or figuratively.

The game master rolls a D12 on the table "What Is Wrong with the Building" for the entrance. The result is the first impression the cell gets. The game master rolls a D66 on the table "What Is in the Room" for the secret. The result is the room in which the core of the scene lies. The game master rolls a D12 on the table "Under the Earth" for the way out. The result is the path that leads downward, but also back out again if the cell finds it.

Example: Entrance 4, the mirrors are covered with black tape. Secret 33, behind a shelf a door leads into a room that is on no plan. Way out 7, a steel door without a handle, only with a hole in the middle. This becomes a cellar under a tenement building in which a collector has hidden a crystal. The cell realises from the covered mirrors that someone did not want to see something. In the secret room they find the crystal. The steel door is the path the collector took, and it leads into a tunnel that ends behind the house.



Chapter III.
PEOPLE

People

Not every person in a file is an agent, an opponent, or a named witness. Often the game master only needs a voice on the telephone, a neighbour who opens the door, a doctor who explains a finding, or a name on a doorbell sign. These tables provide such people. They are not threats, but personnel for the world around the cell. Roll when a person becomes important, not before.

"Most people in a file are neither guilty nor innocent. They are only there when you need them."
Registrar, Stockholm

Names

The following tables provide names for people the cell encounters. Roll first name and surname separately, according to region. The names are contemporary and mixed across age groups, no famous people. If a name does not fit the person, roll again or choose another. For people with a migration background or mixed heritage, the game master combines two regions. For regions without a list of their own, they take the nearest one or choose names themselves.

Germany, Austria and Switzerland

D12	First name (female)	First name (male)	Surname
1	Greta	Jonas	Becker
2	Fatima	Leon	Hoffmann
3	Johanna	Elias	Steiner
4	Aylin	Lukas	Krüger
5	Marlene	Theodor	Vogel
6	Sophie	Milan	Hartmann
7	Lina	Anton	Brunner
8	Amira	Karl	Zimmermann
9	Clara	David	Maurer
10	Ida	Paul	Scholz
11	Nele	Yusuf	Winkler
12	Roswitha	Friedrich	Egger

British Isles

D12	First name (female)	First name (male)	Surname
1	Imogen	Arthur	Hughes
2	Niamh	Callum	Evans
3	Harriet	George	O'Connor
4	Poppy	Rhys	MacLeod
5	Eleanor	Thomas	Patel
6	Siobhan	James	Griffiths
7	Alice	Oliver	Campbell
8	Grace	Finn	Walsh
9	Martha	Daniel	Clarke
10	Bronwyn	Henry	Murray
11	Isobel	Samuel	Bennett
12	Sadie	Liam	Fraser

France and Benelux

D12	First name (female)	First name (male)	Surname
1	Camille	Louis	Dubois
2	Manon	Jules	Lefèvre
3	Chloé	Hugo	Moreau
4	Inès	Théo	Peeters
5	Léa	Maxime	Janssens
6	Juliette	Baptiste	Rousseau
7	Amélie	Antoine	De Vries
8	Nora	Lucas	Leroy
9	Margaux	Olivier	Bakker
10	Salomé	Raphaël	Fontaine
11	Elise	Mathis	Maes
12	Anouk	Victor	Wouters

Scandinavia

D12	First name (female)	First name (male)	Surname
1	Astrid	Elias	Lindberg
2	Freja	Oscar	Johansson
3	Ingrid	Magnus	Hansen
4	Maja	Emil	Berg
5	Signe	Aksel	Nygaard
6	Ebba	Nils	Holm
7	Tuva	Søren	Dahl
8	Liv	Lars	Andersen
9	Alva	Gustav	Vik

D12	First name (female)	First name (male)	Surname
10	Ronja	Henrik	Sandberg
11	Hedda	Einar	Lund
12	Saga	Vilhelm	Eriksen

Eastern Europe

D12	First name (female)	First name (male)	Surname
1	Zofia	Jakub	Kowalski
2	Iva	Marek	Novák
3	Elena	Andrei	Popescu
4	Milena	Stefan	Horváth
5	Katarzyna	Tomasz	Zieliński
6	Aneta	Pavel	Černý
7	Ruxandra	Mihai	Ionescu
8	Lenka	Adam	Szabó
9	Danica	Luka	Kovačević
10	Oksana	Dmytro	Tóth
11	Bożena	Jan	Mazur
12	Veronika	Petr	Balogh

Southern Europe

D12	First name (female)	First name (male)	Surname
1	Sofia	Marco	Rossi
2	Lucía	Javier	García
3	Beatriz	João	Fernández
4	Giulia	Matteo	Silva
5	Carmen	Diego	Bianchi
6	Mariana	Rafael	Costa
7	Elena	Antonio	Romano
8	Inés	Miguel	Pereira
9	Francesca	Alessandro	Esposito
10	Pilar	Carlos	López
11	Adriana	Tiago	Moretti
12	Teresa	Enzo	Martins

North Africa and the Middle East

D12	First name (female)	First name (male)	Surname
1	Yasmin	Omar	Haddad
2	Salma	Karim	Khalil
3	Nour	Youssef	Mansour
4	Laila	Tariq	Aziz
5	Amina	Samir	Farah
6	Dina	Hassan	Nassar
7	Rania	Bilal	Said
8	Huda	Ibrahim	Hakimi
9	Zainab	Rashid	Alami
10	Miriam	Khalid	Darwish
11	Soraya	Nabil	Bennani
12	Aisha	Jamal	Barakat

West Africa

D12	First name (female)	First name (male)	Surname
1	Adaeze	Chidi	Okafor
2	Aminata	Kwame	Mensah
3	Fatou	Ibrahim	Diallo
4	Ngozi	Emeka	Adeyemi
5	Awa	Moussa	Sow
6	Efua	Kofi	Boateng
7	Zainab	Suleiman	Bello
8	Mariam	Tunde	Eze
9	Yaa	Kwesi	Asante
10	Kadiatu	Amara	Kamara
11	Chiamaka	Obinna	Nwosu
12	Aissatou	Sekou	Traoré

North America

D12	First name (female)	First name (male)	Surname
1	Madison	Ethan	Miller
2	Abigail	Noah	Johnson
3	Harper	Liam	Williams
4	Emily	Mason	Brown
5	Charlotte	Lucas	Davis
6	Avery	Jackson	Wilson

D12	First name (female)	First name (male)	Surname
7	Riley	Logan	Martinez
8	Chloe	Carter	Anderson
9	Nora	Owen	Taylor
10	Lily	Gabriel	Thomas
11	Zoey	Caleb	Moore
12	Hannah	Wyatt	Thompson

Latin America

D12	First name (female)	First name (male)	Surname
1	Valentina	Santiago	González
2	Camila	Mateo	Rodríguez
3	Isabella	Sebastián	Fernández
4	Mariana	Nicolás	López
5	Lucía	Alejandro	Martínez
6	Fernanda	Diego	Pérez
7	Daniela	Andrés	Gómez
8	Gabriela	Carlos	Sánchez
9	Ximena	Felipe	Ramírez
10	Renata	Joaquín	Torres
11	Antonia	Emilio	Flores
12	Catalina	Tomás	Vargas

East Asia

D12	First name (female)	First name (male)	Surname
1	Mei	Kenji	Tanaka
2	Yuna	Hiroshi	Suzuki
3	Hana	Daichi	Watanabe
4	Sakura	Ren	Yamamoto
5	Aiko	Kaito	Nakamura
6	Rin	Haruto	Kobayashi
7	Xiao	Wei	Li
8	Jing	Jun	Wang
9	Lian	Ming	Zhang
10	Soo-jin	Min-ho	Kim
11	Ji-woo	Hyun-woo	Park
12	Hae-won	Joon	Choi

Profession

This table provides professions for people who turn up in files: witnesses, neighbours, employees, passers-by, occasionally victims or suspects too. Each profession comes with a half-sentence that makes it concrete in a scene. Roll when the cell asks who someone is or what someone does for a living. If the profession does not fit the situation, roll again or choose a fitting one.

D66	Profession
11	Porter of an office building who does their rounds at night and sees everything but is never asked.
12	Caretaker of a school who has known every key and every escape route for twenty years.
13	Taxi driver who only works night shifts and knows a story about every street in the city.
14	Cleaner in a hospital who hears things doctors do not say.
15	Kiosk attendant who recognises regulars by their newspapers and notices strangers immediately.
16	Security guard of an underground car park who hears scratching noises at night and has got into the habit of not looking.
21	Emergency department nurse who recognises wounds that do not come from accidents.
22	Pharmacist who sees conspicuously many prescriptions for sleeping pills and remembers names.
23	GP in a small town who has treated patients for years who do not talk about their symptoms.
24	Paramedic who arrives at scenes before the police are there and sometimes sees things they do not put in the report.
25	Dentist who, during a root canal treatment, discovers scars on the palate that they cannot place.
26	Physiotherapist who feels from their patients' hands that they have carried heavy things.
31	Librarian at a university library who checks loan cards for books nobody has requested for years.
32	Archivist at a city archive who finds photos in an estate in which the same woman has not aged for over sixty years.
33	History teacher who answers questions after class from pupils who know too much.
34	Restorer in a museum who finds a layer on a painting that does not belong to the picture.
35	Tour guide who gives tours of the old town and tells a version of history that is not in the books.

D66	Profession
36	Translator of ancient languages who occasionally receives requests from authorities who do not say where the texts come from.
41	Electrician who finds wiring in old houses that leads nowhere and connects it anyway.
42	Plumber who exposes pipes in a cellar and comes across a wall that is not on the plan.
43	Locksmith who opens doors when the police call them and sometimes sees locks that were sealed from the inside.
44	Car mechanic who repairs a car and finds a box in the boot that they should not open.
45	Roofer who, while working on a church, discovers a hatch that has been sealed for decades.
46	Gardener at a cemetery who knows which graves are visited at night and which flowers grow there.
51	Journalist at a local paper who reads police reports and recognises patterns nobody else notices.
52	Photographer who works for an advertising agency and sometimes discovers shadows in their pictures that were not there when they took them.
53	Night-shift radio presenter who receives calls from people who describe things they should not know.
54	Publisher of a small press who rejects manuscripts about local legends because they have experienced one of them themselves.
55	Bookseller who has a room behind their shop for regulars who ask for very specific titles.
56	Notary who keeps a will that may only be opened when three particular strangers appear together.
61	Bartender at a hotel bar who makes drunk guests talkative and remembers everything.
62	Cook at a restaurant who accepts deliveries at night that are not on the menu.
63	Receptionist at a small hotel who knows guests without luggage and does not write their names in the book.
64	Waiter in a café at the station who watches people waiting for someone who never comes.
65	Pizza delivery driver who delivers to addresses that officially do not exist and is still always paid.
66	Snack bar owner whose stall stands at night at a crossroads where strangers meet who know each other but never greet one another.

Quirk

This table creates an outward or behavioural peculiarity. It is immediately visible at the table and gives the character a first edge. The game master rolls D66 and reads the row.

D66	Quirk
11	Always wears gloves, even indoors. The hands are scarred or sensitive to cold.
12	Speaks in a low voice, almost a whisper. Forces others to come closer.
13	Has a fixed stare and rarely blinks. Seems absent or rude at first glance.
14	Writes everything down in a worn notebook. The entries are tiny and in a private shorthand.
15	Clears their throat before every sentence. It is annoying, but it gives the character a moment to think.
16	Wears a conspicuous old watch that has stopped. They avoid the question when asked for the time.
21	Chews on toothpicks or matches. Always. Even during interrogations.
22	One side of their face twitches when they are agitated. The character then turns their head to the side.
23	Talks quietly to themselves while thinking. Some take it for a prayer.
24	Rearranges objects on tables before sitting down. Even other people's.
25	Avoids mirrors and reflective surfaces. Looks briefly to the side instead.
26	Wears a chain or a cord under their clothing. Unconsciously touches their chest when they lie.
31	Has a slight cough that worsens under stress. An old ailment that never fully heals.
32	Smiles at inappropriate moments. Not malicious, more a reflex.
33	Never eats or drinks in the presence of others. Accepts every offered cup but puts it down untouched.
34	Knocks three times on wood when someone mentions a bad outcome. Does it without explanation.
35	Rubs thumb and forefinger together when it is about money or debts.
36	Has a preference for extremely sweet tea or coffee. Always orders the same thing and comments on the preparation.
41	Wears their hair pulled back tightly or very short. Not a single hair is out of place.
42	Curses in a language no one in the area speaks. Never translates the curses.
43	Quietly counts steps, stairs or doors. When interrupted, they start again from the beginning.
44	Has a slight squint that becomes more pronounced when tired. Their gaze then seems accusing.

D66	Quirk
45	Wears shoes that do not match. It is deliberate, but the reason changes every time.
46	Refers to themselves in the third person when angry. Otherwise never.
51	Has a conspicuous, pale scar on their neck. Their collar is always fastened high.
52	Whistles quietly when they believe they are alone. Falls silent immediately when someone comes.
53	Seems completely relaxed in heat but feels cold even in a light wind. Often wears one layer more than others.
54	Answers questions with counter-questions. Never out of malice, but out of habit.
55	Turns chairs around before sitting down and rests their arms on the backrest. Even in restaurants.
56	Has a key ring with a striking number of keys. None fits a door at the current location.
61	Reacts to loud noises with a brief twitch of the shoulder. Then says, “Continue.”
62	Wears glasses with tinted lenses. Does not take them off even in dark rooms.
63	Speaks very quickly but precisely. Makes no pauses for questions.
64	Has restless sleep and casually mentions that they lie awake at night. Their eyes are often reddened.
65	Never touches others, not even in greeting. Avoids handshakes with a nod.
66	Looks for the exit first in every room and sits with their back to the wall. Never says why.

What They Want

This table provides a wish that drives the character. It does not have to be reasonable. It only has to explain why the character gets up in the morning. The game master rolls D12.

D12	Wish
1	A quiet life without surprises. They would do almost anything for it.
2	Recognition from a person they never received it from. A parent, an old superior, a rival.
3	Enough money to never have to think about money again. The amount is specific and high.
4	Revenge on someone who no longer knows their name. The character does not forget them.
5	A child who grows up safely. The child is not necessarily their own.
6	Knowledge about a specific event that changed their life. They do not want revenge, only the truth.
7	A place where they can stay. They are tired of always moving on.
8	To undo a mistake that lies twenty years or more in the past. They know it is not possible.
9	To be truly important once in their life. Not famous, only irreplaceable.
10	An object that was taken from them. An heirloom, a letter, a photograph. They rarely speak about it.
11	That someone who disappeared comes back. Or at least gets a grave.
12	To keep a secret that they do not know is still a secret. They want to find out.

What They Fear

This table provides a fear that is noticeable in everyday life. It does not have to be paralysing. It only has to be there. The game master rolls D12.

D12	Fear
1	Darkness. They sleep with a light on and avoid cellars.
2	Dogs. They cross the street when one barks.
3	Water deeper than a sink. They shower, but they never bathe.
4	Doctors and hospitals. They only go when there is no other choice.
5	Crowds. They plan routes to avoid markets and stations.
6	Silence. They need a radio, a fan, any sound.
7	Fire. They check hobs and sockets several times before leaving.
8	Being found. By whom, they do not say.
9	Ageing. They lie to themselves on birthdays and avoid mirrors.
10	Small rooms. They keep doors open and like to stand near the exit.
11	Betrayal by someone they love. They test people longer than is good for them.
12	That their dreams come true. They often wake drenched in sweat and never write the dreams down.

Secret

This table creates a secret that the character carries with them. Some are harmless, others dangerous. Some

touch the supernatural. The game master decides who knows about it and rolls D66.

D66	Secret
11	Saw a ghost as a child and tells no one. The ghost was their grandmother, who died the same day.
12	Has faked a school leaving certificate or a degree. The lie has held for years.
13	Has seriously injured another person in an argument. It was never reported.
14	Has taken a small sum from a till when no one was looking. They still think about it today.
15	Has withheld a letter that was meant for someone else. The letter was important.
16	Has spent a night in a house that no longer existed the next morning. They never found out why.
21	Has seen a person who is officially dead. They did not follow them.
22	Has raised a child who is not their own. Only they know the true origin.
23	Has once heard a voice that called their name. They did not answer. The voice came from an empty room.
24	Has forged a document to harm someone. The harm was greater than planned.
25	Has stolen an object from an estate. The object is valuable, but they do not sell it.
26	Has reported a person who was innocent. The person went to prison.
31	Has entered a place that was considered off-limits. Since then, they sometimes lose an hour.
32	Has an old debt that was never settled. The creditor is dead, but the character feels watched.
33	Has once picked up a hitchhiker who disappeared during the drive. Only cold remained on the back seat.
34	Has hidden a weapon that was used in a crime. They were not the perpetrator.
35	Has sworn an oath they cannot keep. It was made before an altar.
36	Has a photograph they did not take. It shows them in a place they have never been.
41	Set a small fire as a teenager. No one was harmed, but they dream of the smoke.
42	Has visited a person in hospital and pretended to be a relative. They only wanted to ask a question.
43	Has run over a dog or a cat and driven on. They still hear the sound.
44	Has stolen a book from a library because one page would not let them go. The page is now missing.
45	Has deleted a message from an answering machine that could have saved a life. They have only known this for a short time.
46	Has seen an old man die who smiled at them as he did. They have told no one, because it seemed like an invitation.
51	Has buried an object that does not belong to them. They dig it up again every night in their dreams.
52	Has seen at a funeral that the coffin was empty before it was screwed shut. They kept silent because everyone was crying.
53	Has used a name that belonged to a dead woman. The woman has appeared in their dreams ever since.
54	Has made a confession that was not theirs. The priest is now dead.
55	Has heard a child crying where no child could be. They followed the sound, but not far.
56	Has signed a contract whose language they did not understand. A copy lies in a safe deposit box they never open.
61	Has left a person standing in the rain who asked for help. The next day, the person had disappeared.
62	Has opened a door that should have been locked. Behind it was a room that does not exist in the house.
63	Has taken an object from an archive. It was only a small map, but it shows a place that should not exist.
64	Has once lied to a stranger to protect them. The stranger was found anyway.
65	Has a scar whose origin they do not know. They have never asked, for fear of the answer.
66	Has a dream that returns every week. In it, they open a door, and behind the door someone waits who knows their name.

Attitude Towards the Cell

This table determines how a non-player character faces the cell. The attitude affects social tests. The game master rolls D6.

D6	Attitude	What it means for tests
1	Loyal	+1 die on all social tests with the cell. The character goes along, helps, and stays silent.
2	Cautious	No bonuses. The character observes and checks before revealing anything.
3	Neutral	No bonuses. The character treats the cell like any other authority.

D6	Attitude	What it means for tests
4	Distrustful	−1 die on Persuasion and Negotiation. The character does not believe in coincidences.
5	Hostile	−2 dice on all social tests. The character wants to get rid of the cell.
6	Frightened	−1 die on Intimidation, +1 die on Persuasion. The character just wants it all to be over.

What Witnesses Claim to Have Seen

This table generates witness statements. Some are valuable, others are smoke. The game master rolls the statement and then secretly reads what is true about it. Roll with D12.

D12	Statement	What is true about it
1	An animal, larger than a dog, with glowing eyes.	Nothing. The witness saw a shadow and a cat.
2	A man in a long coat who vanished without taking a step.	The man was real, the vanishing was not. He turned into a driveway.
3	A humming that came from the ground, directly beneath the crime scene.	The humming was a faulty pump in the cellar of the neighbouring house.
4	A woman who walked around the house three times, muttering something to herself.	The woman was real. What she spoke was a nursery rhyme.
5	A child standing in the window, although the house is empty.	The child was a reflection. But the reflection moved wrongly.
6	A light that flared up on the first floor and went out again, without power.	The light was real. The cause is unclear.
7	A car standing in front of the house with the engine running, without a driver.	The car was real. The driver lay on the back seat, asleep.
8	A smell of ozone and wet stone, in the middle of the flat.	The smell was real. It came from a drain that had been dry for years.
9	A scream that broke off in the middle of a word. Then silence.	The scream was real. It came from a building site, not from the crime scene.
10	A shadow that moved along the wall, although no one was there.	The shadow was real. It was cast by a passing bus.
11	A door that opened by itself and closed again.	The door was real. The wind pushed it open, an old latch made it fall shut.
12	A man who spoke to the witness and said: “This isn’t about you.”	The man was real. What he said was true.

Authorities on Site

This table determines which local authority appears first at the scene. It shows how the cell can deal with them without tearing the Veil. The game master rolls with D12.

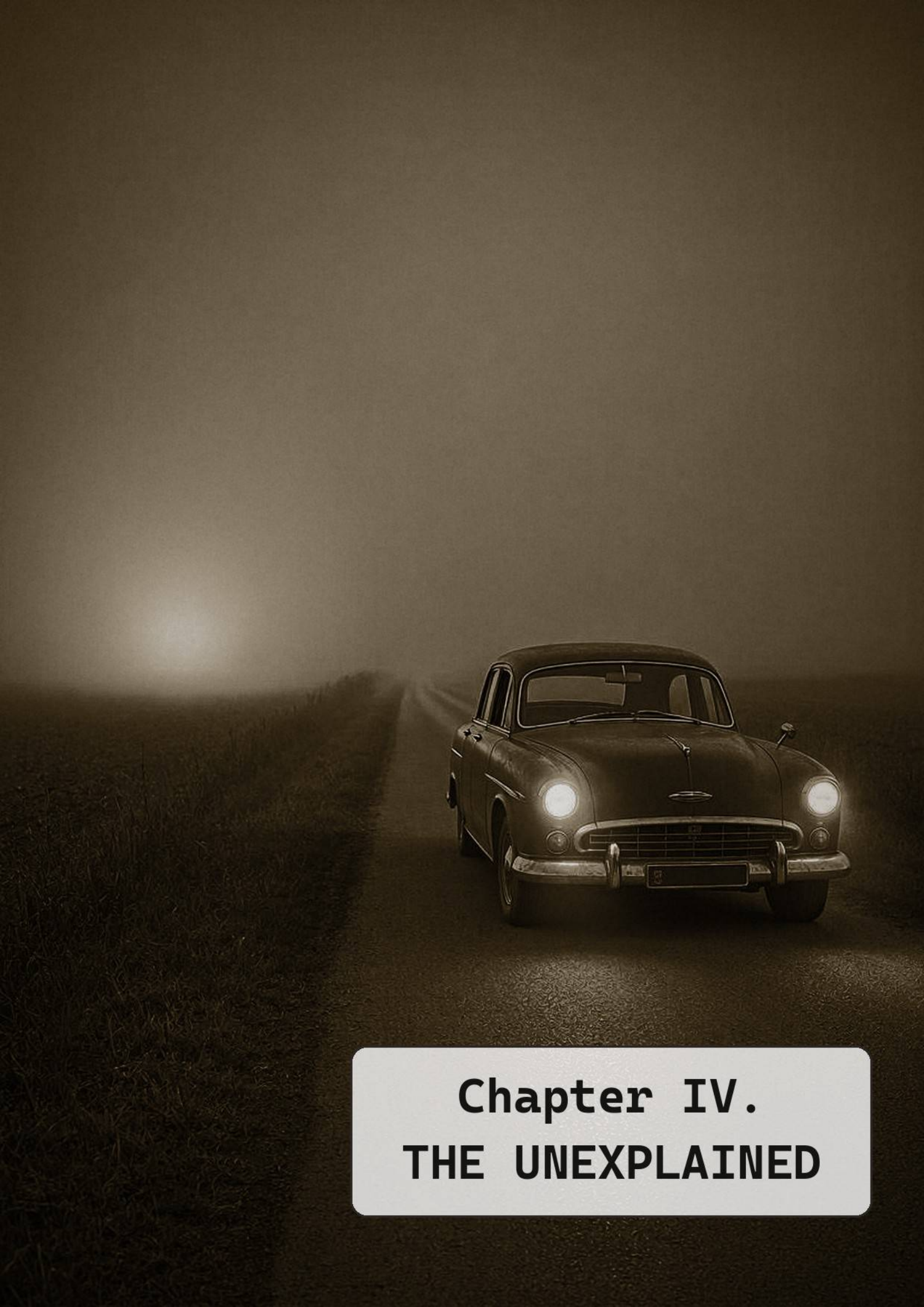
D12	Who comes	How to deal with them
1	Uniformed police, two officers, bored.	With the cell’s legend and a calm demeanour. Deception against Doable (2).
2	A detective who takes over the case.	With a cover story that fits the file. Persuasion against Hard (3).
3	A fire brigade squad, because of smoke.	With a reference to a technical fault. Technology against Doable (2).
4	The public health department, because of a report about pests.	With a forged letter from the Print Shop. Deception against Doable (2).
5	A journalist from a local paper.	With a friendly conversation and a look at the press card. Insight against Easy (1).
6	A military squad, because of an exercise nearby.	With a reference to an ongoing investigation. Leadership against Hard (3).
7	An employee of the public order office, because of a noise complaint.	With a calm explanation and a forged service ID. Deception against Doable (2).
8	A liaison officer from another service.	With the Veil Protocol and a call to the handler. Etiquette against Hard (3).
9	An emergency doctor who happened to pass by.	With a request for help and a credible injury. Deception against Doable (2).
10	An employee of the municipal building authority.	With a reference to a wall at risk of collapse. Persuasion against Doable (2).

D12	Who comes	How to deal with them
11	A private security service guarding the site.	With a forged contract and a confident tone. Performance against Hard (3).
12	No one. The street is empty, the neighbours look away.	With caution. The silence is not natural.

A Character in Seven Rolls

Example · Humans

Region: North Africa and the Middle East. First name 1 and surname 1: Yasmin Haddad. Profession: 34, restorer in a museum who finds a layer on a painting that does not belong to the picture. Quirk: 23, speaks quietly to herself when thinking. Wish: 8, to undo a mistake that lies twenty years back. Secret: 41, as a teenager she started a small fire. Attitude: 2, cautious. From this a character emerges: Yasmin Haddad restores paintings for a museum in Cairo and talks to herself in quiet moments. Beneath a portrait she has found a second layer of paint and told no one. She wants to undo an exhibition she co-organised twenty years ago, in which a loan disappeared. No one knows that she started a fire as a teenager, but ever since, she has checked every electrical line in the museum twice. She meets the cell cautiously because she suspects an insurance inspector in every visitor.



Chapter IV.
THE UNEXPLAINED

The Unexplained

This section supplements the Threat Atlas of the Game Master's Book. It does not replace any values. It shows how the eight origins of the Threat Atlas manifest in a file: as signs a cell notices first and as possibilities for what is behind them. The tables are intended for Grey Files whose origin is still unknown. The game master rolls or chooses when the cell arrives at the scene and makes its first tests.

"We call it origin because we don't know where it begins. We only know where it arrives."
Instructor, Registry Stockholm

The Voice

A file with the origin the Voice rarely begins with a monster. It begins with a pattern: circles no one has drawn, a hum only one person hears, a crystal shard lying in a drawer and staying warm. The world behaves as if someone had opened a door and not closed it again. The cell finds no footprints, no burglary tools, no perpetrator. It finds a place where the rules no longer quite apply, and people who speak of it without meaning to. The threat is rarely immediately visible. It only shows itself when someone looks too closely or stays too long.

When this table is used, the cell is at the beginning of an investigation. It has seen the site but not yet understood what it is dealing with. The entries are first observations that point to the Voice.

D12	What the cell notices first
1	A hum that only one member of the cell hears and that grows louder closer to the site.
2	A circle of fine dust or salt on the floor that has not blown away.
3	A crystal shard in a drawer that feels warm and smells of ozone.
4	All clocks in the room are wrong, but each one differently.
5	A child sings a melody in their sleep that they cannot know.
6	The air is cold, but breath does not freeze.
7	Someone has written a message on the wall in a script that does not exist.
8	A pet refuses to enter the room and whines at the door.
9	The light flickers in rhythm, even with the fuse switched off.
10	Whoever whispers in the house receives a whispered answer, although no one else is in the room.
11	The crystal detector triggers, although no crystal is visible.
12	On a window pane there is a handprint from the inside that cannot be wiped off.

The next table answers the question of what causes the signs. It is used when the cell digs deeper, questions witnesses, or examines the site with instruments. The opponents in brackets come from the overview of opponents in the Game Master's Book.

D6	What is behind it
1	A rift that has not yet closed and through which something looks in (Riftling).
2	A child whose sleeping gift has woken on its own and who does not know how to turn the humming down (Choir Child).
3	A crystal that has lain undiscovered in the earth for decades, and around it something has grown that guards it (Crystal Guardian).
4	A being that came through a rift and holds on to this world with other people's names (Name Eater).
5	A person who went through a rift years ago and is now back, as if they had only been gone a moment (Returner).
6	A large, old rift at whose threshold something stands and decides who passes through (Threshold Guardian).

The Alien

A file with the origin the Alien feels like an error in reality. The cell finds things that do not belong here: a liquid no laboratory knows, a device no one built, tracks no animal left. The people at the site are often unharmed, but changed. They sleep badly, forget words, stare at empty spots. Instruments show values that contradict each other. The crystal detector remains silent, and that is exactly the clue. What is at work here does not come through a rift. It comes from elsewhere.

The table is used when the cell examines the first crime scene or find site and does not yet know whether it is dealing with the Voice or with something else.

D12	What the cell notices first
1	A plant grows through the concrete, but no one planted it.
2	A device lies in the forest that looks like an engine but has no moving parts.

D12	What the cell notices first
3	The animals in the area behave as if trained and watch the road.
4	A witness describes a light that cast no shadows.
5	An object is stuck in the ground that is colder than the air and cannot be lifted.
6	All compasses in the area point to the same spot that is on no map.
7	A water sample from the stream is clear, but a spectrometer finds no water in it.
8	A person has scars that glow from within when the light goes out.
9	A radio receives a voice that speaks in no language and does not stop.
10	In a field, the grain is flattened, but the stalks are not bent.
11	A dog has given birth to pups that all have the same eyes as the witness.
12	The sky above the site is starless for an hour at night, only in this place.

The table is used when the cell narrows down the cause. It suits files in which the threat is not of this world and has its own rules.

D6	What is behind it
1	A larva that has survived in a meteorite or in ice and wakes in a warm body (Germling).
2	A colony that uses humans as hosts and copies their memories (the Colony).
3	A being that crashed with its vehicle, injured and alone, and that perhaps only wants to go home (the Pilot).
4	A swarm that moves through the air and nests in enclosed spaces (the Swarm).
5	A tall grey figure that stands at the edge of events and watches, and no one knows whom it reports to (the Spectator).
6	A being on the floor of the sea that has been dreaming since 2011, and its dreams rise as far as the coast (the Deep Circle).

The Transformed

A file with origin the Transformed begins with a body. A person is missing, or a person is different. The cell finds medical files that do not add up, neighbours who speak of transformation, tracks that come from an animal but end in shoes. The threat did not come from outside. It grew inside a person. The cell must find out what changed the body, whether there are others and whether the transformation is reversible. The answer is usually: no.

The table is used when the cell investigates a missing person case, a medical file or a crime scene with physical traces.

D12	What the cell notices first
1	A person has not slept for a week and still does not look tired.
2	Under the fingernails of a dead person there is tissue that does not match any human.
3	A neighbour reports that the missing person last ate raw meat.
4	The flat is full of hair, but the occupant had no pets.
5	An X-ray shows bones that look broken off and regrown.
6	Someone has hung their own skin in strips on the wall, neatly, with pins.
7	A witness has bite wounds that have not healed after days and do not hurt.
8	The victim's body temperature was 31 degrees, and they were still alive.
9	A child speaks of a "second mouth" in their belly that tells them what to eat.
10	On the floor lies a tooth that looks like a human molar but is three times as large.
11	A man was filmed walking up a staircase without touching the steps.
12	In the cellar stands a cage, locked from the inside, and the bars are bent outwards.

The table is used when the cell seeks the cause of the transformation. It fits files in which people or animals are no longer what they were.

D6	What is behind it
1	A person who lived too long beside a crystal and is turning to crystal from the fingertips inwards (Glass Man).
2	A laboratory that crossed cells from a rift with animal tissue (Chimera).
3	A survivor of the Asklepios programme who vanished after a mission in 2019 and is still out there somewhere (the Lost Veteran).
4	Participants in a clinical trial whose tissue heals faster than it should and does not stop (Overgrowth).

D6	What is behind it
5	Nanites that have gone out of control and rebuild their host (Nanite Wildling).
6	Guard dogs that a laboratory treated with rift tissue and that now hunt in packs (Hybrid Dogs).

The Old

A file with origin the Old begins with rules that no one knows any more. The cell finds signs that are older than the settlement, customs that assert themselves against the will of the people, places where dogs do not go and salt changes colour. The people there behave as if they had a contract they do not remember. They leave food in front of doors, hang iron over windows, fall silent at certain hours. The threat has not entered. It has always been there and has only noticed that someone is disturbing it.

The table is used when the cell investigates in a rural area, an old house or a community where the people know more than they say.

D12	What the cell notices first
1	In front of every door in the village stands a bowl of milk, even at empty houses.
2	A path that is on no map has been recently used, but there are no footprints.
3	The church bell rings once at night, and all windows in the village are then dark.
4	An old boundary stone has been knocked over, and since then strangers get lost on the way into the village.
5	A child speaks with someone they call “the man under the root”.
6	In the forest, ribbons of hair hang from the branches, all fresh.
7	A farmer has not sown his field, but it has grown anyway, in rows that should not exist.
8	A photo from the village shows a person who appears in no other picture.
9	The river flows uphill in one place, and the fish swim against it.
10	A house has thirteen corners, and whoever enters it forgets why they came.
11	The dogs in the village all lie down at night with their heads in the same direction and whimper softly.
12	An old man says a sentence in a language that no one has spoken for a thousand years.

The table is used when the cell wants to find out which being or which custom lies behind the signs. It fits files in which the threat is older than any file.

D6	What is behind it
1	A woman who passes through the villages in the Raunächte with a masked retinue and punishes the idle (the Woman from the Raunächte).
2	A light that lures wanderers from the path and lurks in marshes (Will-o’-the-wisp).
3	A dead person who was buried with an open mouth and feeds on the living from the grave (Nachzehrer).
4	A large black dog that appears in churchyards and on country roads and guards the border to the dead (the Black Dog).
5	A being that lives in a lake and takes a victim every year (the One from the Lake).
6	A guardian that protects an old forest from people and asks no questions (Forest Walker).

The Dead

When the Dead appear in a file, it rarely begins with a grave. It begins with repetition. A sound returns at the same hour, a sentence is spoken in the same voice, a stain on the floor stays damp although no one has spilled anything. The cell finds no fresh trail because no fresh trail exists. Instead it finds echoes: places where time has not moved on, and people who do something they cannot explain. The supernatural shows itself here not as an attack but as a remnant. Danger arises when the remnant does not want to rest.

The table is suitable for the first visit to the site or for a night shift in which the cell observes what happens when no one intervenes.

D12	What the cell notices first
1	A light burning in an empty room although the power is off.
2	A door that opens and closes three times without anyone touching it.
3	A radio playing a news broadcast from 1974, with a weather report for the next day.
4	A cold strip in the corridor exactly the width of a human body.
5	A mirror in which the cell sees a room that does not exist in this place.
6	A wet footprint that begins out of nowhere and ends in front of a wall.
7	A child talking to someone no one else can see, and getting the right answers.

D12	What the cell notices first
8	A hum that only one member of the cell hears, always when they are alone.
9	A smell of damp earth that moves through the room in waves.
10	A chair that stands in front of the same window every morning, no matter who puts it away.
11	A telephone that rings and plays a voice recorded years ago on an answering machine.
12	A shadow that moves while the person casting it stands still.

The second table determines what lies behind the signs. It fits files in which the cell has already narrowed down the origin and now understands what it is dealing with.

D6	What is behind it
1	A Haunt that repeats a moment it cannot let go of (Haunt).
2	The dead of an accident who ride the same train or bus every night and do not know they are dead (the Passengers).
3	A dead woman who has waited so long for something that she holds an entire house fast until it comes (the Waiting One).
4	A dead person who lives inside a living one and no longer wants to leave (Possessed One).
5	An ancestor who appears in an old house before someone in the family dies, and holds her descendants too tightly (the White Lady).
6	An executioner who keeps working after death and has not yet finished their list (the Executioner).

The Machine

The Machine does not show itself through what it does but through what it should not do. A device keeps running although it has no power. A lift travels to a floor that does not exist. A surveillance camera follows the cell although no one controls it. The Machine leaves no feelings, no cold, no voices. It leaves data, frequencies and the impression of being watched. In a file it often seems like a technical fault until the cell realises that the fault has a pattern.

The table is suitable for the first hours in a building in which the technology no longer obeys, or for the moment in which the cell checks its own equipment.

D12	What the cell notices first
1	A printer that outputs a page in the middle of the night with only one line on it.
2	An alarm that goes off when no one is in the room and stays silent when someone breaks in.
3	A lift that stops without anyone calling it and whose doors open onto an empty cabin.
4	A tablet that switches itself on and shows a map with the cell's position marked.
5	A camera that follows the cell even when it is outside its pan range.
6	A fridge that is warm inside while the freezer compartment forms frost.
7	A computer that unlocks itself and opens a file that did not exist a minute ago.
8	A radio sending a carrier wave with no voice but a pulse on it.
9	A neon tube flickering in the rhythm of a heartbeat.
10	A server that sends data every night to an address that exists in no network.
11	A vending machine that dispenses a can colder than anything inside the machine.
12	A loudspeaker from which a breathing sound comes although the system is switched off.

The second table determines the source. It fits files in which the cell realises that the fault is not chance but a system.

D6	What is behind it
1	A Guard System that was never reset after a break-in years ago and now classifies everything as a threat (Guard System).
2	A house spirit made of circuits and wiring that regards the building as its body (the House Spirit).
3	A signal over radio, telephone and loudspeakers that changes people who listen to it too long (the Broadcast).
4	A dark facility that keeps working beneath the building and collects data for a mission no one remembers (the Dark Facility).

D6	What is behind it
5	A combat skeleton of Department 13 that keeps running without a wearer because no one switched it off (Golem-7).
6	An Ariadne that has taken over the site's network and logs every step of the cell (Ariadne).

The Humans

When humans are the origin, the file looks ordinary at first. A break-in, a fraud, a missing witness. The cell finds traces that can be explained and witnesses who lie because they are afraid or because they are paid. The supernatural is absent, and that is exactly the danger: the cell looks for a monster while the real opponent pursues a plan that needs no magic. In a file, this origin shows itself through too much order. Everything fits together too well, and the people in it all have a reason to remain silent.

The table is suited to the initial investigations in an environment where the cell does not yet know whether something supernatural has happened.

D12	What the cell notices first
1	A witness who knows their statement too well and uses the same words whenever questioned.
2	A car that has been standing in front of the house for days, with a driver who never gets out.
3	A neighbour who has already been expecting the cell and starts the conversation of their own accord.
4	A camera that has been taped over, but only from the inside.
5	A safe-deposit box that is registered under a name that does not exist and is paid for every month.
6	A colleague of the victim who is not surprised by the news of the death.
7	A mobile phone that still rings although the police have secured it as a piece of evidence.
8	A man who walks past the cell twice on the same day and does not look over either time.
9	A bill that was paid in cash, with notes that all come from the same series.
10	A window that was opened from outside, but without scratches on the frame.
11	A neighbour who claims to have seen nothing and gives the wrong day of the week.
12	A letterbox that is empty although the postman has confirmed delivery.

The second table determines who is behind the signs. It suits files in which the cell realises that it is dealing with an organisation or a single person who knows exactly what they are doing.

D6	What is behind it
1	A fixer who works for several clients and has long since recognised the cell as competition (the Fixer).
2	A collector who wants an artefact and is willing to walk over corpses for it (the Collector).
3	An operator of Grey Meridian who maintains a legend that is too perfect (Operator of Grey Meridian).
4	A cleaner who removes traces before the cell finds them and is always one step ahead of the cell (the Cleaner).
5	A fanatic who believes they are acting on behalf of a higher power and asks no questions (Fanatic).
6	A liaison officer of a partner service who uses the cell to solve a case of their own (Liaison Officer of a Partner Service).

The Shifted

The Shifted shows itself through contradictions. A clock is wrong, but only in one room. A path is shorter than on the map, a room larger than from outside. The cell finds traces that do not fit together: a calendar set to the wrong year, a newspaper with a report from tomorrow, a photograph showing a member of the cell who was never at that place. The Shifted is rarely aggressive, but it unsettles because it attacks the foundations of the investigation: time, place and memory.

The table is suited to the first walk through a place that is not right, or for the moment when the cell compares its own notes.

D12	What the cell notices first
1	A clock that runs backwards, but only when no one is looking.
2	A room that has three windows from outside and four from inside.
3	A photograph showing the cell standing in front of a house it has never seen.
4	A calendar set to a month that has not yet begun.
5	A path that measures two hundred metres on the map and takes twenty minutes on foot.
6	An echo that comes before the call.
7	A door that leads into a corridor that was not there yesterday.

D12	What the cell notices first
8	A mobile phone that receives a message that was sent an hour ago and comes from its own number.
9	A shadow that falls in the wrong direction, even when the sun comes from the front.
10	A mirror in which the cell sees itself one step later.
11	A smell of rain although it has been dry for days, and a floor that is wet underfoot.
12	A conversation the cell is having and that it already had the evening before, with the same words.

The second table determines what causes the shift. It suits files in which the cell recognises that the place itself is the problem and not what is inside it.

D6	What is behind it
1	A person's self from yesterday or from another life, who meets them and wants the same life (the Double).
2	An endless road that has laid itself between two known points and will no longer give way (the Endless Road).
3	A room that does not stay in its place and lies beneath this house today and beneath another tomorrow (the Wandering Room).
4	A doctor's practice behind a green cellar door that turns up in places it has never been, and whoever accompanies someone there vanishes (the Practice).
5	A loop person who repeats the same day and pulls others into their loop (Loop Person).
6	A Forgotten One who comes from a time that no longer exists and binds the place to their past (the Forgotten).

Rift Features

A rift is never just a hole. It changes what surrounds it, often before it becomes visible. The following table describes how a rift looks and what it does to its surroundings. The game master rolls once for both columns when the cell discovers a rift or enters a restricted zone, or chooses a matching pair. The features are independent of the place, because a rift can form anywhere reality gives way. Its origin is always the Voice.

D12	How the rift looks	What it does to its surroundings
1	A hair-thin line in the air that looks like a scratch in glass	Plants nearby grow faster, but in wrong colours.
2	A shimmer, as if hot air stood over asphalt, in the middle of the room	Clocks in the area drift apart, each in a different direction.
3	A dark gap that narrows when approached	Animals avoid the place, even if they were once fed there.
4	A crack in the ground from which light falls upward	People nearby dream the same dream without speaking of it.
5	An oval cut-out through which one sees a place that does not exist	Electrical devices lose charge even when switched off.
6	A spot where the air smells of ozone and wet stone	Shadows fall in the wrong direction, even under an overcast sky.
7	A pattern on the wall that moves slowly, taking the wallpaper with it	Voices are muffled, as if snow lay over the room.
8	A crack in a mirror that does not reflect but lets things through	Water in glasses ripples although no one touches the table.
9	A strip in which colours grow paler, as if bleached	Memories of the place fade the longer one stays there.
10	A point that grows larger the longer one looks, without moving closer	The temperature drops by several degrees, but only within a radius of a few metres.
11	A bulge in the air, as if something pressed against it from the other side	Sounds from outside arrive late, as if the place were farther away.
12	A rift that appears only in the corner of the eye and vanishes when looked at directly	Writing on paper changes when one leaves the room and returns.

A Cult in Five Rolls

The cults in the Game Master's Book are large enough to carry a campaign. Most cults a cell encounters are smaller. They consist of a dozen people, a rented room and a conviction they cannot let go of. This table builds such a cult in five rolls. It suits a Grey File in which the cell must find out what it is dealing with before it decides whether the cult is a threat or just a club with bad ideas.

Name

A cult's name usually sounds harmless. It appears on a letterbox, a door or a poster. The second part makes it specific and often reveals more than the members suspect.

D12	First part	Second part
1	The Children	of the second bell
2	The Circle	of the still water
3	The Friends	of the open door
4	The Congregation	of the warm stone
5	The Sisters	of the thirteenth hour
6	The Brothers	of the first tone
7	The Covenant	of the empty hand
8	The Seekers	of the last breath
9	The Watch	of the black root
10	The Heirs	of the cold light
11	The Order	of the seventh day
12	The Assembly	of the true name

Belief

What the cult believes determines its behaviour. Some convictions are harmless, others lead to deaths. The game master rolls here when the cell first encounters the teaching.

D12	What they believe
1	That a crystal protects them from illness if they touch it every Friday.
2	That a deceased member of the cult speaks to them in dreams and gives instructions.
3	That the world will end in seven years and only they will be saved.
4	That a being behind the mirror watches them and rewards them when they give it names.
5	That a song only they can hear opens the door to a better place.
6	That a former member of O.D.I.N. told them the truth about the organisation.
7	That an old text from the Print Shop makes them the true keepers of the crystals.
8	That a child from among them is chosen and they must protect it from O.D.I.N.
9	That a rift near them is a gate through which their dead return.
10	That an artefact in their possession makes them invisible as long as they tell no one about it.
11	That a Psion without a helmet can heal their thoughts if they give them enough money.
12	That a date in an old file names the day on which they must act.

Ritual

Every cult has an act that holds it together. The ritual is the core of the gatherings. It can seem harmless and still trigger something.

D12	Ritual
1	Once a month, each member places a personal object in a box that is then locked.
2	They sing a song without words, always in the same sequence of notes, always in the dark.
3	They drink water from a vessel containing a stone and then remain silent for an hour.
4	They write a name on paper and burn it in an iron bowl.
5	They stand in a circle and pass a candle around until it goes out by itself.
6	Every evening they open a window and wait until a cold draught comes.
7	They draw a sign on the floor with chalk and wipe it away before sunrise.
8	They place a telephone in the middle of the room and wait for a call that never comes.
9	Once a year they bury a box of bread and salt in a place only the leader knows.
10	They exchange clothes and wear them for a week without washing them.
11	They count backwards together from one hundred, and whoever miscounts must leave the room.
12	They strike three times with a wooden stick on a door that cannot be opened.

Leader

The leader holds the cult together. They have a reason why they lead, and a reason why others follow.

D12	Who leads
1	A former teacher who heard a voice in class and has continued speaking ever since.
2	A woman who claims to see her dead husband in the mirror and passes on his words.

D12	Who leads
3	A young man who found a crystal and has not slept since.
4	An older woman who has taken in all the members and treats them like children.
5	A man with money who finances the cult and demands obedience in return.
6	A woman who used to be with the police and now answers every question with a counter-question.
7	A quiet man who never speaks, but near whom clocks stop and candles flicker.
8	A woman who claims to have returned from a rift and shows scars that nobody can explain.
9	A former Cadet who dropped out of training and now teaches their own knowledge.
10	A man who bears a different name every month and yet is always the same.
11	A woman who owns a book from which she reads aloud, and nobody but her may touch it.
12	A couple who make all decisions together and never contradict each other.

Goal

The goal shows where the cult is heading. It determines whether the cell must intervene and how much time remains.

D12	What they want	How far they go
1	Steal a crystal from a museum	They plan the theft, but shy away from violence
2	Take a child from a clinic, who they believe is chosen	They pay a nurse to look the other way
3	Keep a rift open so their dead one returns	They sacrifice animals, not yet people
4	Prove to O.D.I.N. that they are the better keepers	They break into a relay station to copy files
5	Complete a ritual from an old book	They need the blood of a volunteer
6	Summon a being that promises them knowledge	They are prepared to sacrifice a member
7	Sell an artefact to a collector to get money for the cult	They negotiate with mercenaries
8	Free a Psion without a helmet from their gift	They abduct them and hold them captive
9	Buy a place where they want to live undisturbed	They defraud a foundation
10	Set a sign that is meant to wake up the world	They plan an attack on a vacant building
11	Silence a defector	They follow them at night and threaten their family
12	Make the leader the spokesperson of a larger group	They seek contact with one of the large cults

An Artefact in Five Rolls

The rules for artefacts in the Game Master's Book describe danger and price. This table creates an unknown artefact for a mission. It is suitable when the cell investigates a find, robs a collector, or finds something in an archive that is not in the inventory. The game master first rolls the object, then origin, effect, price, and danger. The game master can also determine the danger themselves, matching the threat of the mission.

Object

The object determines what the cell holds in its hands. The table uses two dice for the tens and ones, as described in the introduction.

D66	Object
11	A brass key that fits no lock in the world
12	A mirror in a dark wooden frame that never collects dust
13	A pocket watch whose hands run backwards
14	A book with empty pages that smells of ozone
15	A fist-sized stone that feels warm and hums softly at night
16	A pistol without a maker's mark whose magazine never runs empty
21	A device with a display and a single button whose label corresponds to no known language
22	A photograph that shows a place that nobody recognises in the picture
23	A music box that plays a melody that breaks off after the third note
24	A coat that makes its wearer disappear from the corner of the eye
25	A glass vessel with a liquid that changes colour when touched
26	A finger bone that lies in a silver box
31	A compass whose needle always points to the nearest rift
32	A ring that cannot be removed once it is worn

D66	Object
33	A stone bowl in which water collects at night although it stands dry
34	A stethoscope that hears a heartbeat in every wall
35	Binoculars through which one sees the dead if one looks through them too long
36	A wooden mask that changes the voice when worn
41	A rope that knots itself when put down
42	A candle that burns under water and never gets shorter
43	A glove whose fingertips leave writing on every surface
44	A coin that always lands on its edge when thrown
45	A comb that, when combing, evokes memories that do not belong to the wearer
46	A knife whose blade glows blue near crystals
51	A flute whose notes make plants grow
52	A pillow on which one dreams what happens the next day
53	A drawing compass that draws circles that cannot be erased
54	A bell without a clapper that rings shortly before the telephone rings
55	Glasses through which one sees writing beneath the skin
56	A hammer that shatters glass without touching it
61	A carpet that remembers a place and wants to return there
62	A typewriter that types by itself when someone in the room lies
63	A die that always shows the number the thrower wants to avoid
64	A pouch that makes things lighter the longer one carries them
65	An oil painting without a signature that shows the viewer one breath younger
66	A small box that only opens when someone dies nearby

Origin

Origin reveals where the artefact comes from. It is rarely obvious and usually can only be determined through investigation.

D12	Origin
1	Fallen from a rift at some point in the last hundred years
2	Discovered by a collector in an estate that had been sealed since 1945
3	Found in a monastery, behind a wall that broke open during a fire
4	Stolen by a former O.D.I.N. agent and never returned
5	From a laboratory that was closed after an incident
6	Worn by a dead person who should not have died
7	Miscatalogued in a museum, overlooked for decades
8	Made by a cult that needed it for a ritual
9	Recovered from a restricted zone, against every regulation
10	Handed over by a partner service without proof of origin
11	Found in an archive, without a number, without a file, without an entry
12	From the Print Shop, a prototype that should never have existed

Effect

The effect shows what the artefact does when it is used. The game master reveals it only after a successful investigation or when the cell tries it out.

D12	Effect
1	Opens any door locked with a key, once per night
2	Shows the place where a missing person last was when their name is whispered
3	Stops time for one scene, except for the user, who must not move
4	Answers once per day a question that can be answered with yes or no
5	Stores a spell spoken into it by a Thaumaturge and releases it on command
6	Hits beings from rifts with normal ammunition, even when they are not physical
7	Measures the proximity of a rift and indicates it through heat
8	Shows a place where the user will be in danger as an image in the glass

D12	Effect
9	Calms a supernatural being for one scene when a melody is played
10	Hides the wearer from beings from rifts as long as they do not move
11	Heals one wound but causes another that only becomes visible later
12	Gives the user one memory of the last owner, once, then never again

Price

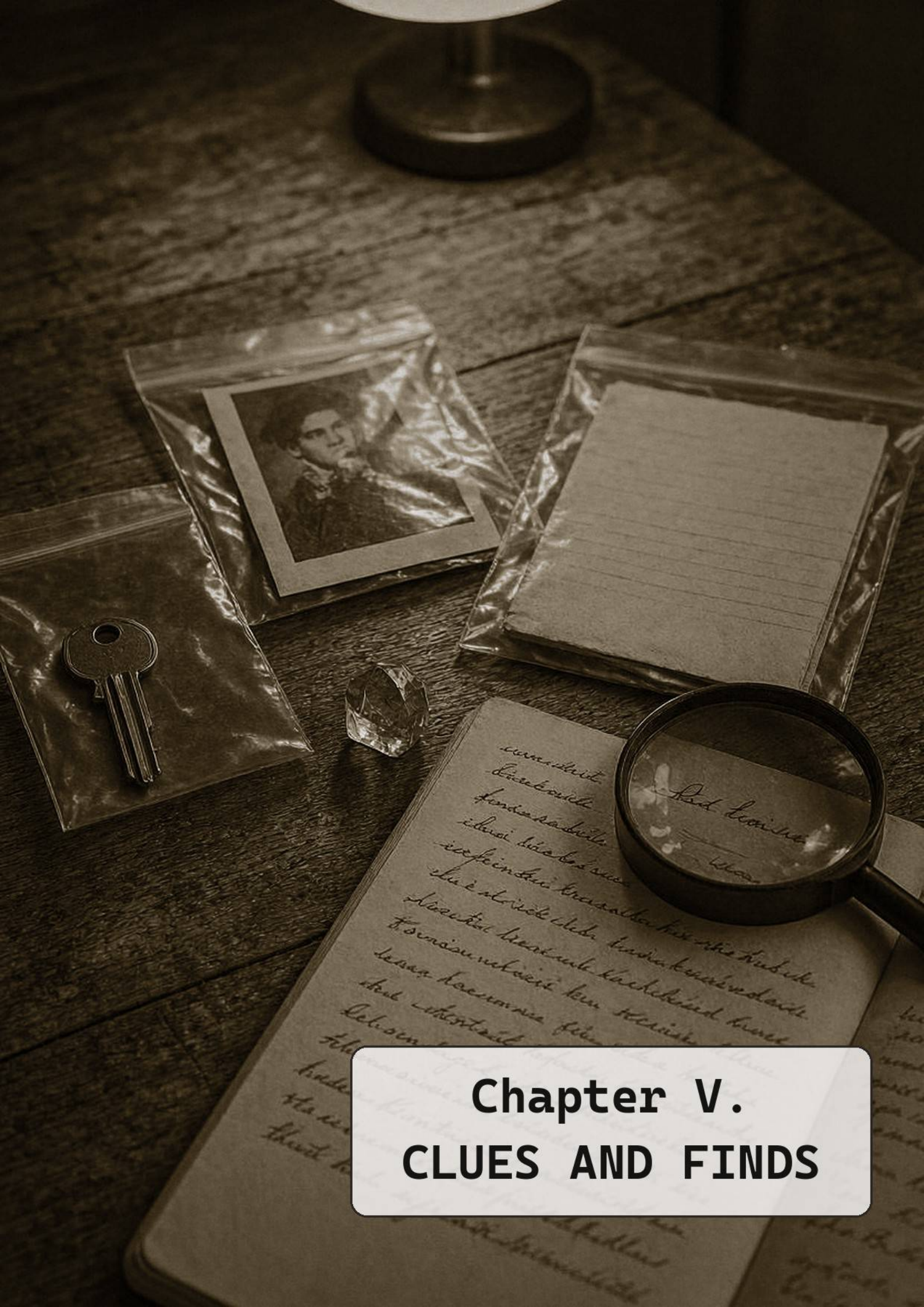
The price becomes due immediately as soon as the artefact is used, even if some consequences only appear later.

D12	What it costs
1	1 strain per use
2	The user forgets a memory they never find again
3	All clocks nearby stop, forever
4	A page in the user's handwriting appears that they never wrote
5	The user dreams of the same place for a week
6	The artefact wants to be used and whispers until it is its turn again
7	One of the user's contacts no longer gets in touch
8	The user ages by one year, visible on their hands and face
9	An animal nearby dies without any apparent cause
10	The user hears voices for one hour that no one else hears
11	The artefact loses an ability it never regains
12	The user must make a horror test against Doable (2)

Danger

Danger determines how the artefact is kept and who may carry it. The levels correspond to the danger levels from the Game Master's Book.

D6	Danger level
1	One skull: strange but harmless as long as one knows the rules
2	Two skulls: useful and temperamental, the price is noticeable
3	Three skulls: powerful, the price is high, and it becomes due
4	Four skulls: dangerous for everyone nearby
5	Five skulls: not issued; anyone who uses it anyway has a very good reason or no sense
6	Rising: The artefact begins with two skulls, and the danger grows with each use, up to five



Chapter V.
CLUES AND FINDS

Clues and Finds

An investigation thrives on what the cell finds. The three-clue rule and the node map from the Game Master's Book ensure that the traces do not lie in a chain, but form a net. The following tables provide finds for every node: tangible things, papers, and what a dead person carried on them. Each entry is half a sentence that raises a question. The answer belongs to the game master.

"A piece of evidence is never just an object. It's a voice that says: Look at me. Ask me. And then run."
Investigator, Hold-9

Pieces of Evidence

Tangible things left behind at a place. Each piece carries a detail that does not fit the surroundings and raises a question. The table is suitable when the cell searches a crime scene, a room, or a vehicle. Roll once or twice, depending on how productive the place should be. The game master decides whether the find lies in the open or whether a Perception test against Doable (2) or Hard (3) is necessary.

D66	Piece of evidence
11	A dented metal case with a label from an airline that has not existed since 1987.
12	A half-melted brass candlestick with a single molar stuck in its wax.
13	A child's shoe, brand and size still legible, its sole pierced from the inside out.
14	A glass full of cloudy water in which a silver spoon stands, slowly turning without anyone moving the glass.
15	A wall mirror whose back is painted over with black paint, beneath which an incised sequence of numbers shows through.
16	A bundle of hair tied with red thread, stuck in the drain of an empty flat.
21	A car key to a vehicle that is not at the place where the key was found.
22	A broken mobile phone with its memory card missing, but its case warm from the inside.
23	An old compass whose needle does not point north, but at the person holding it.
24	A piece of wallpaper cut from the wall, and beneath it another piece of wallpaper with a different pattern.
25	A birdcage with an open door, on the floor of which lies a single human finger.
26	A salt shaker knocked over on a table, and the salt forms a perfect spiral although no one has scattered it.
31	A pair of rimless glasses whose lenses are fogged on the inside although the room is dry.
32	A torn-off sleeve of a uniform, with a note bearing a coordinate pinned to its button.
33	A stone lying in the middle of a room, from which fine cracks run star-shaped into the floor.
34	A telephone directory open at a name underlined with a dark liquid that smells of copper.
35	An empty medicine packet whose expiry date is three years away, but whose label is from a drug that was never approved.
36	A footprint in the dust that tapers to a point at the front and shows only four toes.
41	A piece of chalk lying on a windowsill, and on the wall beside it the beginning of a circle that was not finished.
42	A photograph showing the back of a house, on which a window can be seen that does not exist on this house.
43	A bent spoon whose handle is looped into a knot without the metal having broken.
44	A bunch of keys with seven keys, six of which fit the lock of the flat in which they were found.
45	A notepad on which only one page is written: a word that the reader immediately forgets again when they look away.
46	An empty flowerpot in whose soil a small metal egg is buried that ticks when touched.
51	A crumpled delivery note for a shipment that never arrived, with a recipient who has been dead for twenty years.
52	A piece of rope cut cleanly at one end, but at the other end seeming to have grown into itself.
53	A glove that is damp on the inside and smells of seawater, although the find site lies hundreds of kilometres from the coast.
54	An old tape whose reel still turns although the device on which it lies has no power.
55	A single earring of dark metal that gives off a soft whisper when picked up, heard only by the finder.
56	A calendar in which all days until the end of the year are crossed out except one marked with a red circle.
61	A piece of bone that does not come from an animal known to the cell, and that has a fresh break at one end.

D66	Piece of evidence
62	A lighter that produces a flame burning downwards, as if it stood on its head.
63	A parking ticket issued for a place where there is no car park, and whose timestamp comes from the future.
64	A comb in whose teeth fibres of a fabric have caught that glows faintly blue under UV light.
65	An envelope that is sealed, but against the light shows the outline of a small, round object that moves.
66	A piece of a map on which a place is marked that exists on no other map, with a path that ends there.

Papers and Documents

Letters, invoices, medical records, photos, notebooks and chat logs. Each document has content summarised in half a sentence and suitable as a handout. The table suits searches of desks, archives, lockers or mailboxes. The game master may prepare the document as a loose sheet or summarise the content verbally. A failed Investigation test against Hard (3) means the cell overlooks or damages the document.

D66	Document
11	A letter to a landlady in which the sender gives immediate notice because the stairwell has had one more door every night for a week.
12	An invoice for seven sacks of table salt, delivered to an address that has been empty for years.
13	A printout of a chat log in which two people write about an “appointment in the cellar” without ever giving a date.
14	A medical finding that records a pulse of four beats per minute in a patient and notes “no concern”.
15	A photo of a group of children in front of a school building, in which there is one child too many when counted twice.
16	A notebook in which the same time is written every day, followed by a word that grows longer from day to day.
21	A form from an authority confirming the existence of a cellar that does not exist in the building.
22	A postcard from a holiday destination that reads: “The sea is very quiet here. It told me your name.”
23	A bank statement showing a monthly transfer to a foundation that does not exist in the commercial register.
24	A will in which a deceased person leaves their entire estate to “the voice behind the door”.

D66	Document
25	A handwritten note with directions that break off at one point: “Left at the oak, then always follow the breath.”
26	A patient file in which the diagnosis reads “repeatedly dreamed of the same night” and the therapy reads “sleep deprivation”.
31	A letter from a lawyer urging the recipient “not to accept the inheritance before it has called”.
32	A delivery note for a crate whose contents are listed as “samples, do not open, do not smell, do not hear”.
33	An extract from a church register in which a date of death is recorded that is three weeks away.
34	A photo of an empty room, on the back of which someone has written: “He was still there when I released the shutter.”
35	A note with a telephone number that, when called, reaches a voice that knows the caller’s name.
36	A tenancy agreement in which “one hour of silence once a month” is listed as additional costs.
41	A report from a security service reporting a break-in in which nothing was stolen but a chair was moved.
42	A letter that begins “Dear child” and in which the writer explains that they have found “the right stone”.
43	An invoice from an undertaker on which an item “additional nails” has been charged twice.
44	A printout of an email in which someone writes: “The mirror has not shown me since Tuesday.”
45	A tradesman’s notebook in which under “Work” it says: “Sealed the hole behind the wallpaper again, but it has already knocked back.”
46	A plane ticket issued to a name that, according to the residents’ register, never existed, with a departure date that has passed.
51	A prescription on which a medicine is prescribed whose name ends in a sequence of numbers the pharmacist does not know.
52	A newspaper clipping about a missing person case on which someone has crossed out the missing person’s face with a pen.
53	A letter from a mother to her son asking why he “still stands in front of the door at night even though he is dead”.
54	A chat log in which one participant answers only in numbers, which a second participant calls “words”.
55	A library form confirming the return of a book that, according to the catalogue, was never borrowed.
56	A photo of a house in which all windows are boarded up except one, behind which a light burns.

D66	Document
61	A note with a bill: “Two candles, a mirror, a name. The rest is paid on site.”
62	A letter from a researcher who writes that they have found “the source of the humming” and that it is “not a device”.
63	A printout of a forum post in which someone asks whether others also see “the man in the hallway”, and all replies have been deleted.
64	A death certificate on which “memory” is entered as the cause of death.
65	A notebook containing a list of names, half of which are crossed out, and the last name is the reader’s.
66	A letter without a sender containing only one sentence: “You took the wrong stone.”

What the Dead Man Carried

The contents of a dead man’s pockets. This table fits when the cell finds a body, reads an autopsy report, or searches a dead person. Each entry is a find that poses a question. The game master may additionally require a Perception test against Easy (1) to find the item in a hidden compartment. The dead man need not be the perpetrator or the victim. He may also be a messenger who was in the wrong place at the wrong time.

D12	Pocket Contents
1	A key without a bit, worn on a chain around the neck, and the chain has grown into the skin.
2	A wallet with a photograph of a woman, labelled on the back with a name that appears in none of the dead man’s documents.
3	A crumpled note with an address that leads to a house demolished ten years ago.
4	A mobile phone that, when opened, shows a single message: “Stay in the light.” Sent at 3:14 a.m.
5	A small stuffed animal, cut open at the belly and sewn shut again, with a crystal shard stuck inside it.
6	A pocket knife whose blade is coated with a dark layer that cannot be wiped off.
7	A notebook in which every page begins with the same sentence: “I am not alone.”
8	An envelope with cash, the notes all having the same serial number ending and smelling of damp earth.
9	A compass whose glass is cracked and whose needle stubbornly points downward, as if north lay deep underground.
10	An identity card listing the dead man as an employee of a company that has not existed for fifteen years.
11	A small glass tube sealed with a cork, containing a liquid that pulses faintly in the dark.
12	A note with a sequence of numbers that seems familiar to the cell because it appears in an open file of the organisation.

Hiding Places

When a cell searches a place, it rarely finds everything the first time. This table provides hiding places that only become apparent during a focused search. The test applies to the search of that location. A successful test reveals the hiding place. A margin additionally shows that someone used it recently.

D12	Hiding Place	Test to Find
1	Behind a loose tile in the bathroom, concealed by limescale and mould	Perception against Hard (3)
2	In a book with a hollow spine. The book stands among others that nobody reads	Perception against Doable (2)
3	Under the floorboard of a wardrobe, which only gives way when stepped on exactly	Perception against Hard (3)
4	In an old cathode-ray television whose casing has been unscrewed. The television is not plugged in	Technology against Doable (2)
5	Behind the plaster of a wall, concealed by a picture that hangs crooked	Perception against Doable (2)
6	In a freezer compartment, sealed in a packet that looks like peas	Perception against Easy (1)
7	In the toilet cistern, packed waterproof and fastened to the float arm	Perception against Doable (2)
8	In a vacuum cleaner bag that was never used	Perception against Easy (1)
9	In the false ceiling, reachable only through a suspended panel that shows fingerprints	Perception against Hard (3)
10	In a flowerpot, under the soil, in a tin that clinks when watered	Perception against Easy (1)

D12	Hiding Place	Test to Find
11	In the skirting board in the hallway, behind a section held by magnets instead of nails and sounding hollow	Perception against Doable (2)
12	In a suitcase on the wardrobe, locked with a combination lock whose code lies on a note beside it	Perception against Easy (1)

Laboratory Findings

The game master uses this table when a Scientist analyses samples, sets up a field laboratory, or examines a crime scene with instruments. Each finding is a clue to the origin, never the proof alone. Interpretation requires a successful test, usually Academic Knowledge, Biology, Chemistry, or Physics against Doable (2), or against Hard (3) for alien material.

D12	Finding	What It Means
1	The sample contains quartz dust with a crystal structure found in no natural mineral	A Nexus crystal was broken or worked here. Origin the Voice
2	The blood shows white cells that continue to divide outside the body	The donor was one of the Transformed. The cells react to heat
3	The air sample contains ozone and a gas that does not occur in the periodic table	A rift has opened here or is still open. Origin the Voice
4	The soil sample is radioactive, but the isotope decays too quickly to be natural	Something from the Shifted has been here. The half-life matches no known element
5	The water sample contains microorganisms whose genetic material uses six bases instead of four	Alien life not from this world. Origin the Alien
6	The piece of metal is cold, although it has been lying in the room for hours	It comes from an environment where other temperatures prevail. Origin the Shifted or the Old
7	The sample shows traces of silver and salt in an arrangement that forms a pattern	A ward circle was cast here and repelled something. Origin the Old or the Dead
8	The electronics are coated with a fine crystalline layer that amplifies signals	A crystal was used to influence the technology. Origin the Voice or the Machine
9	The tissue sample of a dead person shows no decay, although the corpse has lain unrefrigerated in a warm room for days	The dead person is not completely dead. Origin the Dead
10	The measurements contradict each other: the temperature is simultaneously 12 and 31 degrees	The physics in this place is damaged. Origin the Shifted
11	The sample contains nanites that arrange themselves into a pattern when observed	The nanites react to attention. Origin the Transformed or the Machine
12	The chemical analysis shows no abnormalities, but the sample weighs three grams too much	Something invisible is in the sample. Origin the Old or the Alien

What a Telepath Picks Up

A Telepath who listens in a place or touches an object rarely picks up clear sentences. This table provides fragments, images and feelings. They are never the whole truth, but they show which origin was here. The game master rolls or chooses when a Psion succeeds on a Telepathy test against Hard (3) or higher.

D12	Impression
1	A humming that does not come from the ears. It sounds like a choir waiting for its cue
2	A child singing in their sleep. The words are in no language the Psion knows
3	Cold that comes from within, and the smell of wet stone. Something has waited here
4	An image: a door that stands open, and behind it is not a room but a field of grey light
5	The taste of copper and the feeling that someone whispers the Telepath's name without moving their lips
6	A memory that is not their own: a station, a train, a face reflected in the window that does not travel along
7	The feeling of being watched by something that has no eyes. It thinks in patterns, not in words
8	A sentence that repeats: "She said we shouldn't open." The voice belongs to an old woman
9	A pain that is not physical, as if their own skin were too tight. Something transformed and regrets it
10	Silence that is louder than any noise. Nothing thinks in this place, and that is unnatural

D12	Impression
11	An image: a circle of salt on a wooden floor, and in the middle stands a chair that slowly turns
12	The feeling that time runs wrong, as if their own memory needed a moment longer than the world

What the Instruments Show

Instruments do not lie, but they explain nothing. This table provides readings and their interpretation for Scientists, but also for any cell that has a field laboratory or a detector with it. The interpretation succeeds with a suitable test, usually Physics, Technology or Occultism against Doable (2), or against Hard (3) for contradictory readings.

D12	Reading	Interpretation
1	The EMF meter spikes although no power line is nearby	A presence that disturbs electromagnetic fields. Origin the Dead or the Machine
2	The Geiger counter shows a value above background, but the isotope is unknown	Something from the Shifted has been here. The radiation decays too slowly
3	The thermal camera shows a cold spot in a warm room that moves	An entity that draws heat. Origin the Dead or the Old
4	The radio receives a signal on a frequency that officially does not exist	The Machine is transmitting. The signal repeats at intervals of 13 seconds
5	The crystal detector responds, but the display flickers and shows values that are not possible	A Nexus crystal is nearby, but it is unstable. Origin the Voice
6	The spectrometer finds a molecule with a bond no textbook knows	Alien material. Origin the Alien or the Transformed
7	The clock runs slow, but only in one room. Outside it is correct again	Time in this place is damaged. Origin the Shifted
8	The compass points down, not north	A strong field beneath the ground. Origin the Voice or the Old
9	The camera captures a still image showing more people than are present	A presence that appears only in the image. Origin the Dead
10	All devices show normal values, but exactly twenty minutes of recording are missing from the surveillance camera	Nothing supernatural. Someone knew the facility and its blind spots. Origin the Humans
11	The oscilloscope records a wave that looks like a voice but has no frequency	Something communicates without producing sound. Origin the Voice or the Machine
12	The air pressure drops although all windows are closed	A rift has opened or is about to. Origin the Voice

Clues for Every Class

Every class finds something in an investigation that others overlook. The following tables provide clues that only a member of this class can discover or interpret better. The game master rolls or chooses when a character brings their class into the investigation and succeeds on a suitable test.

Agent

The Agent recognises what people hide: lies, money flows, access, papers.

D6	What this class finds
1	A bank statement showing a payment to a company that does not exist. The transfer arrives every month
2	A witness who is too calm. They have rehearsed what they say, but their hands tremble when they hear the name
3	A door that is not marked on any plan. It leads to a room that officially does not exist
4	A passport that looks genuine but bears a number whose holder was declared dead three years ago
5	A call through the switchboard that never took place but appears in the log. Someone used the line
6	A colleague who suddenly takes leave whenever something happens. Their legend has holes

Scientist

The Scientist finds traces that only become visible in the laboratory: samples, readings, poisons, technology.

D6	What this class finds
1	A sample that glows under UV light although it is organic. The material does not come from here
2	A reading that does not match the others: at 3:13 a.m. the temperature was zero degrees for one second
3	A device that still runs although the battery is empty. It draws power from a source the Scientist cannot measure
4	A chemical reaction that proceeds without a catalyst. Someone used a crystal to start it

D6	What this class finds
5	A data set that was deleted but is still readable in the hard drive buffer. The last query concerned a place that does not exist
6	A sample that moves under the microscope although it should be dead. The cells react to light

Psion

The Psion hears what is not said: thoughts, echoes, whether something thinks, the hum of the Voice.

D6	What this class finds
1	An echo on the wall, as if someone had screamed here, but the scream never faded.
2	The thought of a witness who lies without knowing it. They saw something and suppressed it.
3	A hum that only the Psion hears, and it comes from the cellar, although there is nothing there.
4	The silence in a room where everything else thinks. Even the mice are gone.
5	An image that is not from here: a staircase that leads deeper than the house is high.
6	The feeling that someone is listening in when the Psion uses their powers. Something answers, quietly.

Thaumaturge

The Thaumaturge recognises what has to do with magic: crystals, circles, rituals, the Whisper, old signs.

D6	What this class finds
1	A circle laid with salt and ash, but the ash comes from a book that was meant to be burned.
2	A crystal shard stuck in the wall that whispers when the Thaumaturge comes closer.
3	A sign painted on the door in blood, but the blood is older than the house.
4	A ritual that was interrupted. The candles are still warm, but the wax ran in the wrong direction.
5	An object that smells of ozone and feels cold. It was carried through a rift.
6	A Whisper that knows the Thaumaturge's name and asks them to open the circle.

Soldier

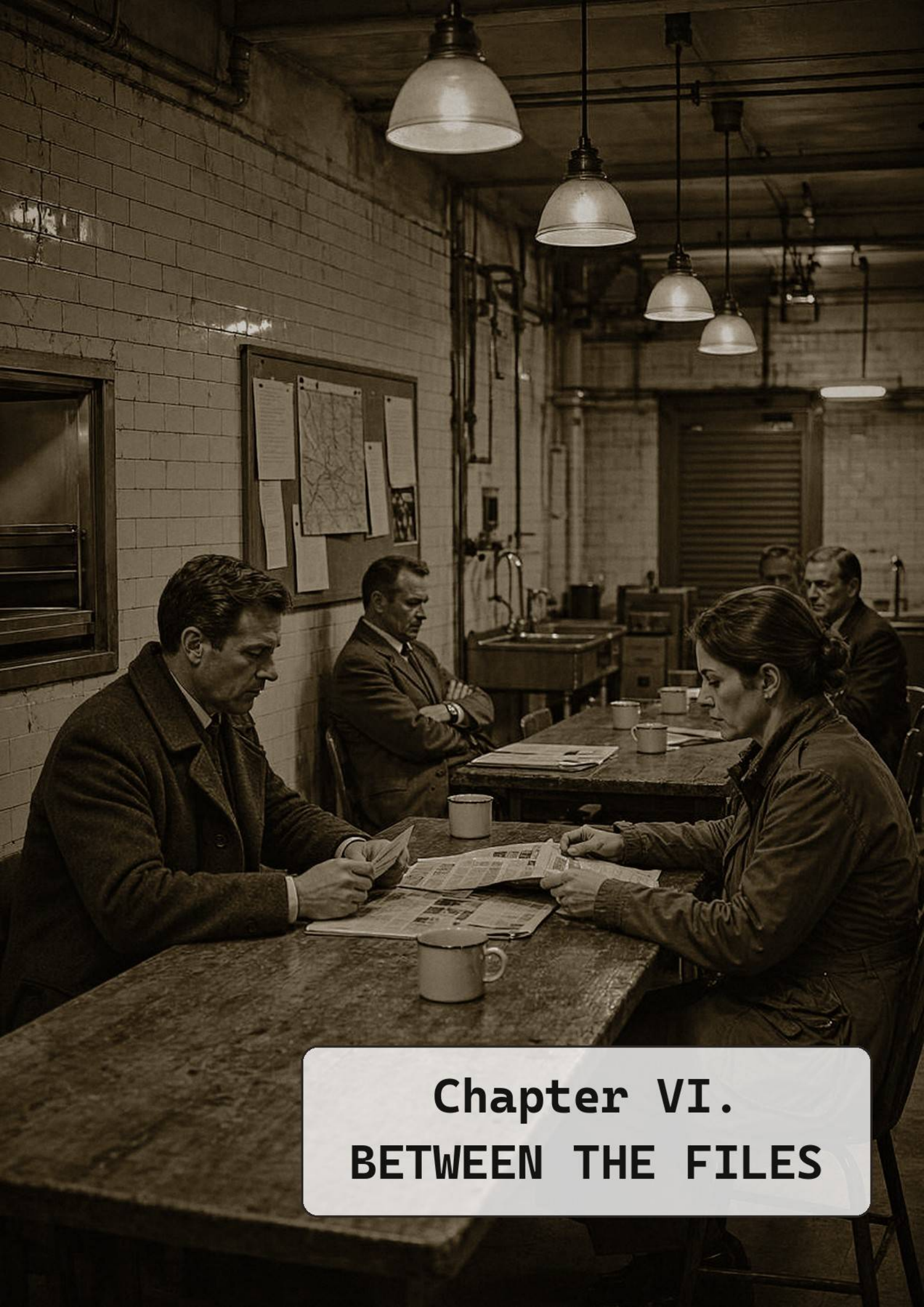
The Soldier reads the fight: tracks, tactics, weapons, ways in and out.

D6	What this class finds
1	Bullet holes that point from inside to outside. Whoever fired was in the room before the door opened.
2	A weapon that was fired, but the magazine is full, and there is not a single casing in the whole room.
3	Footprints that end at the wall. The pursued person did not turn back.
4	A fight that was not one: the furniture is untouched, but the floor is covered in scratches, as if someone had been dragged.
5	A door barricaded from the inside, but the barricade was cut through from the outside.
6	An escape route that only a Soldier recognises: a window that can be opened without leaving traces if you know how.

Investigator

The Investigator connects what does not seem to fit together: patterns, files, old cases, overlooked witnesses.

D6	What this class finds
1	An old case set in this place, with the same omens. The file was closed years ago without a solution.
2	A witness who appears in no report, but can be seen in a photo from back then. They have not aged.
3	A pattern: the incidents always happen on a Tuesday, always at 3:13 a.m., always in houses with odd numbers.
4	A connection between two people who do not know each other but had the same dream.
5	A document that is forged, but the error is so small that only an Investigator finds it: a date that does not exist.
6	An open file that fits this case, but the name in it is blacked out. Someone knew that the cell would come.



Chapter VI.
BETWEEN THE FILES

Between the Files

Between two missions time passes, usually one to four weeks. During this time each character has two actions, as described in the Game Master's Book. The following tables fill these weeks with life when the game master does not want to play out every hour individually. They show what happens in the Hold, which events disrupt the private lives of the agents and how the handler of the cell encounters them during this time.

"Operations are the exception. Everyday life is the test."
Quartermaster, Hold-5

In the Hold

A Hold is not a home, but it is the place where agents live between operations. The table shows what happens in the Hold during these weeks. It suits scenes on the margins, rumours in the canteen or the moment when an agent cannot sleep at night and walks through the corridors. The game master rolls once per downtime or whenever the players ask what is going on in the Hold.

D66	What happens in the Hold
11	A Cadet gets lost in a restricted corridor. The Senior Agent on duty must find them before the Audit notices.
12	The canteen tests a new dish. Whoever eats it rolls Toughness against Easy (1). On a failure, they suffer stomach cramps for one day.
13	The quartermaster sorts out old equipment. One piece of it is usable, but nobody knows who it belonged to.
14	An agent from another cell sits alone in the canteen and stares at their coffee. They only speak when someone addresses them directly.
15	The ventilation fails for half a day. The air becomes stuffy, tempers become frayed.
16	A parcel arrives, addressed to a codename that does not exist in the Hold. It lies in stores for three days before it disappears.
21	The quartermaster demands a signature for equipment that was returned long ago. The file is incomplete.
22	A Cadet practises shooting in the basement. The shots are irregular, and at some point it is quiet.
23	A visitor from another Hold: A Veteran from Hold-9 in Prague is here for two nights. They talk about an operation that officially never happened.
24	The sick bay is fully occupied overnight. Nobody says why. In the morning the beds are empty and freshly made.
25	An argument between two agents escalates in the canteen. It is about a mission nobody is allowed to talk about.
26	The armoury is closed for one day. The quartermaster is taking inventory and tolerates no interruption.
31	An agent finds a note with a handwritten question in their quarters. The handwriting is their own, but they do not remember.
32	The canteen shows an old film. Half of those present do not know it. The other half leave the room.
33	A Cadet asks for help with an exercise. They are nervous but gifted. The game master notes their name.
34	The handler of another cell is looking for a volunteer for an observation. It sounds harmless. It is never harmless.
35	A celebration: An agent is promoted to Senior Agent. There is cake, juice and a brief moment in which everyone forgets where they are.
36	The quartermaster has a new key for the armoury. The old one has disappeared. That is not a good sign.
41	An Audit inspector is in the Hold. They ask no questions, but they see everything. All Stealth tests are one level harder while they are here.
42	The sick bay reports a shortage of sedatives. Anyone who needs them gets them only after a conversation.
43	An old Agent sits in the common room sorting photos. They are pictures of places that no longer exist.
44	The canteen closes early. The cook has seen something they do not want to describe.
45	A Cadet asks about the betrayal of 1989. Everyone in the room answers with a different version.
46	The quartermaster repairs a weapon that is not in the inventory. They say it is for a friend. They have no friends.
51	A parcel with new equipment arrives. The crates are cold, although they come from stores.
52	An agent from the cell receives a letter from outside. The sender is a cover company that has not existed for years.
53	The ventilation hums in a tone that is reminiscent of a song. Nobody talks about it.
54	A Cadet is injured during an exercise. The wound is harmless, but the sick bay demands a report.
55	The handler of another cell holds a briefing in the wrong room. Anyone who listens learns of a mission that is none of their business.
56	Cadets secretly play cards for equipment at night. One has wagered a service ID that is not theirs.

D66	What happens in the Hold
61	The sick bay doctor asks an agent for a blood sample for a study. The study has no number, and the doctor does not know its purpose.
62	The canteen has a new coffee. It tastes of cinnamon and of something nobody wants to name.
63	A Veteran asks for company on a walk through the Hold. They point at doors and say what used to be behind them.
64	The radio centre picks up a distress call from a cell that has been considered disbanded since 1989. It ends mid-sentence.
65	An agent from the cell finds a fresh flower in their quarters. There are no flowers in the Hold.
66	The canteen is empty, although it is mealtime. On a table stands a full plate. It is still warm.

Events During Downtime

The world does not wait, and the agents' private lives certainly do not. This table describes events that happen between missions. They involve contacts, favours, money, and the handler's trust. The game master rolls once per cell or once per agent, depending on how much should happen during downtime. The consequence is a hook for a short scene, not a mission of its own.

D66	Event	Consequence
11	A contact gets in touch with an urgent request. They need a favour, tonight.	Whoever helps strengthens the contact by one level. Whoever refuses loses them.
12	The pay does not arrive. The front company has been closed, a new one is being set up.	Two weeks without money. Whoever succeeds on a Contacts test against Easy (1) can borrow something.
13	Someone from private life has seen a scar that cannot be explained.	Whoever wants to keep the anchor must invent a story. Deception against Doable (2).
14	The Audit asks for a meeting. It is supposedly about another agent.	Whoever attends is asked a question they do not want to answer. Whoever does not attend is noted down.
15	An old acquaintance from training calls. They are now with a partner service.	They offer a level 1 contact, but only if the cell owes them a favour.
16	The handler invites the cell to dinner. It is not a celebration.	Whoever goes learns a rumour about an open case. Whoever does not go misses it.
21	A contact sells information about the cell. The handler knows.	The handler's trust drops by 1 until the cell confronts the contact.
22	A member of the cell is asked to be a witness at a family wedding.	Whoever declines endangers the anchor. Whoever accepts needs the handler's approval.
23	A relative falls ill and needs help for a week.	Whoever helps spends one action on their private life. Whoever does not help must explain why.
24	A contact moves to another city and wants to pass on their own people.	Whoever meets them once more gains a new level 1 contact. The old one is lost.
25	The handler praises the cell in front of a superior.	The handler's trust rises by 1.
26	An agent from another cell asks for help with a private matter.	Whoever helps gains a favour from that cell. Whoever refuses gets a bad reputation.
31	The rent for the cover flat is increased.	Whoever does not pay loses the flat. Whoever pays has half a month's pay less.
32	A contact has been arrested. They need a lawyer or an alibi.	Whoever helps keeps the contact. Whoever does not help loses them, and an organisation gains a skull.
33	An old case appears in the news. A journalist is investigating.	Whoever looks into it makes an Investigation test against Hard (3). On a success, they find out whether O.D.I.N. is affected.
34	The handler asks for a report that does not exist.	Whoever writes it makes a Deception test against Doable (2). On a failure, trust drops by 1.

D66	Event	Consequence
35	A gift arrives without a sender. It is an object the cell left behind on the last mission.	Whoever keeps it gains a bonus die on a test in the next mission. Whoever turns it in receives praise from the quartermaster.
36	A contact offers information about an organisation.	The information is genuine, but the price is high: a favour or half a month's pay.
41	A member of the cell is recognised on the street by someone from their old life.	Whoever wants to salvage the encounter makes a Persuasion test against Hard (3). On a failure, the legend becomes brittle.
42	The handler demands an extra exercise.	All agents make an Athletics test against Doable (2). Whoever fails gains a penalty die on a test in the next mission.
43	A contact dies. The cause of death is unclear.	Whoever looks into it makes an Investigation test against Hard (3). On a success, they find a clue pointing to an organisation.
44	A favour is called in: a partner service asks for an observer.	An agent takes part in another service's mission. They gain an insight but no pay.
45	The handler is ill. A substitute takes over.	The substitute is stricter. Every requisition takes one day longer until the handler returns.
46	A member of the cell receives a threatening letter.	Whoever takes it seriously makes a Perception test against Doable (2) to identify its origin. Whoever ignores it suffers 1 strain.
51	A contact offers a new job: harmless but well paid.	Half a month's pay, but the job costs one action. The game master rolls to see whether something goes wrong.
52	The handler praises a single agent.	That agent gains a bonus die on the next test involving the handler. The others get nothing.

D66	Event	Consequence
53	An old case is reopened. The cell is to give testimony.	Whoever testifies makes a Persuasion test against Doable (2). On a failure, there is an entry in the personnel file.
54	A contact demands a favour that breaks the rules.	Whoever helps gains a bonus die on a test in the next mission. Whoever refuses loses the contact.
55	The cell is assigned new accommodation.	It is larger, but thin-walled. All Stealth tests in the accommodation are one level harder.
56	A member of the cell is asked about O.D.I.N. by a stranger.	Whoever answers makes a Deception test against Hard (3). On a failure, the stranger knows too much.
61	A contact owes money to the wrong person.	Whoever helps pays half a month's pay. Whoever does not help loses the contact.
62	The handler asks for a favour: they need a courier.	It is a simple trip, but it takes two days. Whoever goes gets their next requisition without waiting time.
63	A member of the cell finds an old letter in their accommodation.	The letter is from a previous occupant. Whoever reads it makes a horror test on WIL + Mental Resistance against Easy (1).
64	A contact offers a weapon that is not in the inventory.	It is good, but not registered. Whoever takes it gains a bonus die on Firearms, but the Audit might ask questions.
65	The handler introduces the cell to a Shadow Officer.	The Shadow Officer observes the cell. Whoever makes a good impression gains a favour.
66	A member of the cell wins the lottery with a ticket they never submitted.	Half a month's pay, but the game master notes that someone is watching the cell.

The Handler

The handler is the link between cell and organisation. During downtime they bring the agents assignments, moods, concerns and instructions. The table shows what they tell the cell during this time or how they behave. The game master rolls once per downtime or when the cell seeks them out.

D12	Mood or Instruction
1	They are tired and do not say so. They give short answers and demand that the reports be on time.
2	They praise the last mission, but only in passing. Anyone who listens closely hears the reservation.
3	They announce an exercise. It takes place the next morning, and anyone who misses it gets an entry.
4	They ask about the agents' private lives. It sounds friendly, but they take notes.
5	They pass on a warning: an organisation has noticed the cell. No names, no details.
6	They demand a supplementary report about an incident that did not happen. Anyone who asks gets no answer.
7	They are in a good mood and talk about an old operation. The story has no ending.
8	They remind the cell of an open case. It is not urgent, but it will be.
9	They ask for a favour: they need someone to pick something up for them. It is harmless, but they do not say what.
10	They criticise one agent in front of the others. It is unfair, but they do it anyway.
11	They are silent. They read in a file and do not give the cell a single glance. Anyone who waits eventually gets an instruction.
12	They give a hint about the next mission. It is only one sentence, but it changes everything.

Headlines

The following table provides reports as they might appear in a local newspaper. The game master can use them to open a session, fill a downtime, or give a clue to an organisation's plan. Each report is a possible incident for a file, but not every report has to be true. Some are only what the newspaper made of it.

D66	Newspaper Report
11	"Power cut in the old town: residents report a cold draught from the sewers."
12	"Unknown persons steal twelve pigeons from the city park. Police are baffled."
13	"Night-time chants at the old lock: youths report 'lights under the water'."
14	"Hospital reports three patients with identical, inexplicable dreams of a tower."
15	"Construction workers find a locked metal box under the main road. Origin unclear."
16	"Cemetery administration files a report: name plates are missing from twelve graves."
21	"A tenant has been hearing a hum from the wall for weeks. The property management finds no source."
22	"Amateur photographer discovers a pattern in a wheat field on an aerial photo. Farmer denies it."
23	"City library closes early: staff report flickering lights in the reading room."
24	"Police seek witnesses: an unknown man in a white suit asked children about their 'invisible friends'."
25	"Two paramedics report a patient whose body temperature could not be measured."
26	"Residents of the hillside settlement report: for days all compass needles have pointed to the same spot in the forest."
31	"Animal shelter reports: at night all cats sit in front of the door and stare at the same spot."
32	"Allotment gardener finds a silver hand mirror in the compost. It allegedly shows a different face."
33	"Museum reports a break-in: only a labelled slip of paper is missing from a display case."
34	"Parish is puzzled: the church bell struck thirteen times at night, although the ringing mechanism is switched off."
35	"Survey office corrects elevation: a hill grew by half a metre overnight."
36	"Fire brigade responds to a fire that leaves no traces. All that remains is a cold room in the basement."
41	"School is cancelled: in three classrooms all clocks stopped overnight."
42	"Freighter has been lying off the harbour for three days. The crew does not answer the radio."
43	"A man reports to the police and claims he has been a different person since yesterday."
44	"New padlocks hang on the old bridge. None of them can be opened, not even with the key."

D66	Newspaper Report
45	“Weather service records a thunderstorm that came down over only a single house.”
46	“Pawnbroker files a report: a customer brought in a watch that ran backwards. The customer did not return.”
51	“A walker finds a circle of salt in the car park. In the middle lies a single shoe.”
52	“Hotel guest complains: room 303 has a door that does not exist from the inside.”
53	“Cemetery gardener observes a figure that climbed into a crypt at daybreak, which has been sealed since 1944.”
54	“Municipal utilities check a water pipe from which warm water with a metallic smell has been flowing for days.”
55	“A bus driver reports: on the night route three people boarded who had no faces. The camera does not show them.”
56	“Bakery reports: overnight the dough rose into a pattern that looks like a hand.”
61	“A jogger finds a jacket on the riverbank that is embroidered on the inside with an unknown script.”
62	“Police disperse a gathering: twelve people stood silently around a manhole cover.”
63	“A child in nursery always paints the same picture: a house with thirteen windows. They say the house sings.”
64	“Residents report a helicopter circling over the industrial estate at night. No flight plan, no identification.”
65	“An old man hands in a passport at the police station that is in his name but shows a photo of a stranger.”
66	“The city administration finds a room in the archive that is not recorded on any plan. The door is bolted from the inside.”

Veil and Cover-Up

After every operation, O.D.I.N. must explain what the world has seen. This table provides cover stories as the Print Shop, a handler, or a liaison of the Operations Branch can use them. The game master chooses a suitable explanation or rolls if the cell does not act on its own. A good cover story is boring, specific, and includes a reason why no one should ask further.

D12	How O.D.I.N. explains it
1	A gas leak. The fire brigade ventilates, the municipal utilities seal it, the residents receive a letter.
2	An exercise by the Bundeswehr, police, and Technical Relief Service. The cordon was part of the scenario.
3	A smouldering fire in an old cable duct. The smells, lights, and noises come from burning insulation.
4	A film crew that shot for a series. Residents are asked not to publish photos.
5	A private security service that reported a break-in at a vacant building.
6	An error in the drinking water analysis. The authority recommends boiling the water until the values are correct.
7	A group of sleepwalkers affected by a medication trial. The clinic covers the costs.
8	A faulty transformer that caused power cuts and flickering. The energy supplier regrets the disruption.
9	An illegal rave in an old hall. The police confiscated the equipment and are investigating persons unknown.
10	A swarm of bats that got lost in a building. An expert relocated the animals.
11	A burst water pipe under the road. The construction site remains for two weeks, the diversion is signposted.
12	An elaborate prank by students. The police identified and cautioned those responsible.

What Remains After a File

A mission rarely ends cleanly. This table describes what remains after a file: loose threads, witnesses, press, skulls of an opponent’s plan, or a name on a list. The game master rolls after the aftermath or chooses an entry that fits the next session. An entry can be the start of a new file, but it does not have to be. Sometimes only an uneasy feeling remains.

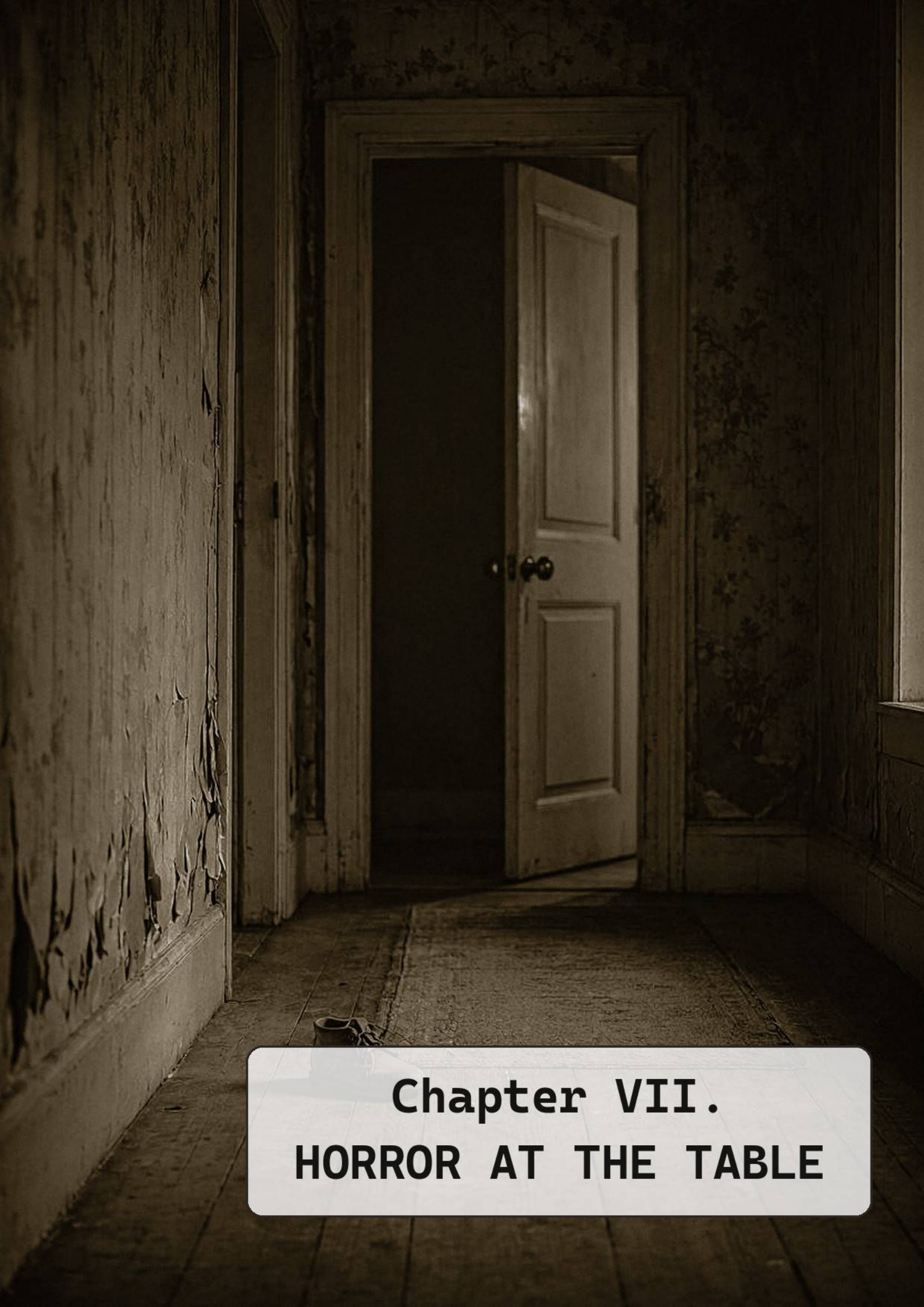
D12	Consequence
1	A witness saw more than he admits. He does not come forward, but he watches the cell from now on.
2	A local reporter requested access to the file. The Print Shop considers him harmless, but he keeps writing.
3	A skull of an opponent’s plan fills. The organisation has learned from the incident.
4	A name on a list remains unexplained. It belongs to no one the cell knows, but it appears in other files.
5	An item from the operation was not turned in. It lies in a bag, in a locker, under a bed.
6	A resident made a video. It is blurry, but someone shared it in a forum.
7	A contact of the cell has questions. They do not ask them, but they note who could answer them.

D12	Consequence
8	A handler asks for an addendum to the report. They ask about a detail the cell omitted.
9	A place remains closed. The cordon is official, but the reason has been changed.
10	A member of the cell dreams about the operation. The dream repeats until something is done.
11	A call comes in, but no one speaks. The number belongs to a line that does not exist.
12	A file is upgraded one level. The cell only learns of it when they receive the next one.

Mail for the Cell

Between two operations, mail lies in the cell's compartment. This table describes what an agent finds when they open their compartment in the Hold. The game master can roll an entry to open downtime, announce a new assignment, or start a personal thread. Not all mail is from O.D.I.N. Some is from someone who knows the cell's address and uses it.

D12	What is in the compartment
1	A letter without a sender. Inside is a newspaper clipping about an incident that seems familiar to the cell.
2	A small parcel with a single key. The tag bears a number that matches no lock in the Hold.
3	An invitation to a reception at the Foundation. The name on the card is an agent's codename.
4	A note with a handwritten question: "Why did you do it?" No signature.
5	An envelope with cash. The sum equals half a month's pay, but the sender is unknown.
6	A postcard from a city where the cell has never been. On the back, only a date.
7	A small box with salt. A circle is carved into the lid.
8	A file with a blank cover page. On the first page is a single sentence: "Do not open before it is dark."
9	A photo of the cell, taken in front of the Hold's entrance. No one saw the photographer.
10	A form from the Audit requesting a statement. The field for the case number is empty.
11	An old book with a bookmark. The marked page describes a ritual the cell knows.
12	A letter from a relative who believes the agent works for an insurance company. The letter asks if everything is all right.



Chapter VII.
HORROR AT THE TABLE

Horror at the Table

This chapter supplements the rules for strain and horror from the Core Rulebook. It gives the game master tables to roll eerie moments, horror scenes and the consequences of strain quickly and concretely. The safety rules from the Game Master's Book also apply here: No table result is played out against the group's boundaries. Anything that touches a boundary is skipped or rephrased.

"You get used to a lot. That is the problem."
Psychologist, Hold-3

Uncanny Details

This table provides small details that make a scene tip without blood being spilled. They are suited to investigations, observations and moments when the agents' world does not feel right for an instant. A roll on this table does not replace a horror test, but it can prepare one. The game master rolls or chooses a detail and works it into the description of the surroundings.

D66	Detail
11	A door stands open although it was closed a minute ago.
12	A mirror shows the room, but one person is missing from it.
13	All clocks in the room show the same wrong time.
14	There is one more cup on the table than people living here.
15	A photo on the wall shows the agents from behind.
16	The smell of ozone and wet stone hangs in the air without a source.
21	A light switch works, but the lamp glows in the wrong colour.
22	A window is steamed up from the inside although it is warm outside.
23	All pictures on the walls hang crooked at the same angle, to the left.
24	A telephone rings, but nobody is on the line.
25	A shadow moves in the wrong direction relative to the light source.
26	A pet stares at an empty corner and does not growl.
31	A tap drips, but the water runs upwards.
32	A plant has grown overnight and has the shape of a circle.
33	A piece of chalk lies in front of a door with no classroom behind it.
34	A nursery rhyme can be heard quietly, but nobody is singing.
35	An item of clothing lies folded on a chair although nobody put it there.
36	A key is in the lock from the inside, and the door is still open.
41	A plate of food is still warm, but the kitchen has been unused for days.
42	A calendar shows the right day but the wrong month.
43	A film of dust lies on all the furniture except one armchair.
44	A crack in the wall runs exactly along a door edge.
45	A smell of old perfume drifts through the room, then it is gone.
46	A handprint is on the ceiling, too high for a human.
51	A radio plays quietly although it is not plugged in.
52	A light bulb flickers in time with a heartbeat.
53	A curtain moves although no window is open.
54	A piece of paper has been pushed under the door, covered in handwriting nobody knows.
55	A reflection lingers a second longer than the person in front of it.
56	A chair tips over although nobody has touched it.
61	A telephone directory is open at a name an agent knows from an old case.
62	A light comes on when the agents enter the room although the switch is off.
63	A window shows a landscape that was not there before.
64	A sound repeats exactly every seven seconds.
65	An object an agent has lost lies in the middle of the room.
66	A staircase has one more step going down than going up.

Sounds

Sounds are the simplest means of making a scene eerie. This table provides twelve sounds that suit an investigation, an empty building or a night in a relay. The game master can link them to Perception against Easy (1) or Doable (2) when the agents search for the source. Some sounds have no source.

D12	Sound
1	A knocking, three times, from the wall, at regular intervals.
2	A quiet humming that only part of the cell hears.
3	Footsteps in a corridor that come closer and then stop.
4	A whisper, too quiet to make out words, but clear enough to know that they are words.
5	A scratching, as if something were being dragged over stone.
6	A child singing a song whose melody no agent knows.
7	A drip falling onto metal in a regular rhythm.
8	A breath, deep and slow, directly behind an agent.
9	A quiet, deep vibration felt in the chest rather than heard.
10	A hiss like a radio between two stations, but without a radio.
11	A quiet gurgle from a drain that sounds like suppressed laughter.
12	A tone so high it is almost inaudible, and it grows louder.

Horror Scenes

This table provides ready-made scenes for horror tests. The game master rolls or chooses a scene when the agents encounter something that shakes their composure. The test is always WIL + Mental Resistance against the given difficulty. The scenes are worded so that they fit many missions without specifying the origin.

D12	Scene	Horror Test
1	A person stands motionless in a dark room and does not turn around when the agents speak to them.	WIL + Mental Resistance against Easy (1)
2	An animal with too many limbs scurries through the beam of light and is gone.	WIL + Mental Resistance against Easy (1)
3	A corpse lies in a position no human can assume.	WIL + Mental Resistance against Doable (2)
4	A reflection moves although the person in front of it stands still.	WIL + Mental Resistance against Doable (2)
5	An agent recognises themself in an old photograph, in a place they have never been.	WIL + Mental Resistance against Doable (2)
6	A room is full of circles, drawn on walls, floor and ceiling, all with the same diameter.	WIL + Mental Resistance against Hard (3)
7	A person speaks with a voice that is not their own and calls the agent by their codename.	WIL + Mental Resistance against Hard (3)
8	A body transforms before the agents' eyes, bones break, skin tears, and something else peels itself out.	WIL + Mental Resistance against Hard (3)
9	A room no longer has doors, although the agents have just come in through one.	WIL + Mental Resistance against Hard (3)
10	A being stands among the agents, although nobody saw it arrive, and it does not breathe.	WIL + Mental Resistance against Very Hard (4)
11	The world around the agents flickers like a faulty image, and for a moment they see what lies behind it.	WIL + Mental Resistance against Impossible (5)
12	An agent hears the voice of a dead friend calling them by name, from nowhere.	WIL + Mental Resistance against Very Hard (4)

Nightmares

Agents with high strain sleep badly. This table provides dreams that can occur after a mission or during downtime. They suit scenes at the beginning of a session or as a consequence of failed strain reduction. A nightmare causes no further strain, but it can shape the mood of a session and hint at open threads.

D12	Nightmare
1	The agent stands in an empty Hold, all doors are open, and from each one they hear the same whispering.
2	The agent walks through a forest where the trees have faces, and all the faces look at them.
3	The agent sits in a car that will not start while something approaches from behind.
4	The agent finds themself in a mirror, but their reflection speaks to them, and it says things they do not want to know.

D12	Nightmare
5	The agent stands before a door, behind which someone is knocking, and they know they must not open it, but their hand moves anyway.
6	The agent is in a room full of files, and every file bears their name.
7	The agent hears a child crying but never finds it, no matter how long they search.
8	The agent falls, endlessly, and beneath them there is no floor, only a humming.
9	The agent wakes within the dream, and everything is normal until they notice that all clocks run backwards.
10	The agent sees their cell, but everyone is wearing masks, and they are the only one who is not.
11	The agent digs something up, and it is a crystal that begins to whisper in their hand.
12	The agent stands at a lake, and beneath the surface something moves that has their silhouette.

When Strain Becomes Visible

Strain is not just a number on the character sheet. Other agents, handlers and outsiders notice when someone has seen too much. This table provides signs the game master can describe when a character has high strain or has suffered a trauma. The signs have no mechanical effect but are roleplaying material.

D12	Signs
1	The agent flinches at every sudden noise.
2	The agent checks their weapon several times a day, even when they do not need it.
3	The agent speaks more quietly than usual, as if they feared being overheard.
4	The agent stares at empty corners without noticing it.
5	The agent hardly eats any more, or only the same thing.
6	The agent avoids mirrors and reflective surfaces.
7	The agent starts up from a brief sleep and does not know where they are.
8	The agent notes down things they do not want to forget, again and again.
9	The agent laughs at the wrong moments.
10	The agent wears their jacket or gloves even indoors.
11	The agent asks repeatedly whether someone said something, although nobody has spoken.
12	The agent gets up at night and walks to the door, but stops in front of it.

SAFETY AT THE TABLE

These tables are tools, not rules. The game master never rolls against the group's boundaries. If a result touches a boundary agreed at the table, they skip it or choose another. The tables are meant to make horror playable, not to end the fun.

The rules for lines, veils and the X-card from the Game Master's Book also apply here. Anyone at the table may interrupt at any time if a scene goes too far. That is not a failure of the game master but part of the game.

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