O.D.I.N.

Occult Dynamics Intelligence Network

NORDLICHT 1977

A CAMPAIGN FOR THE GAME MASTER

by David Ger

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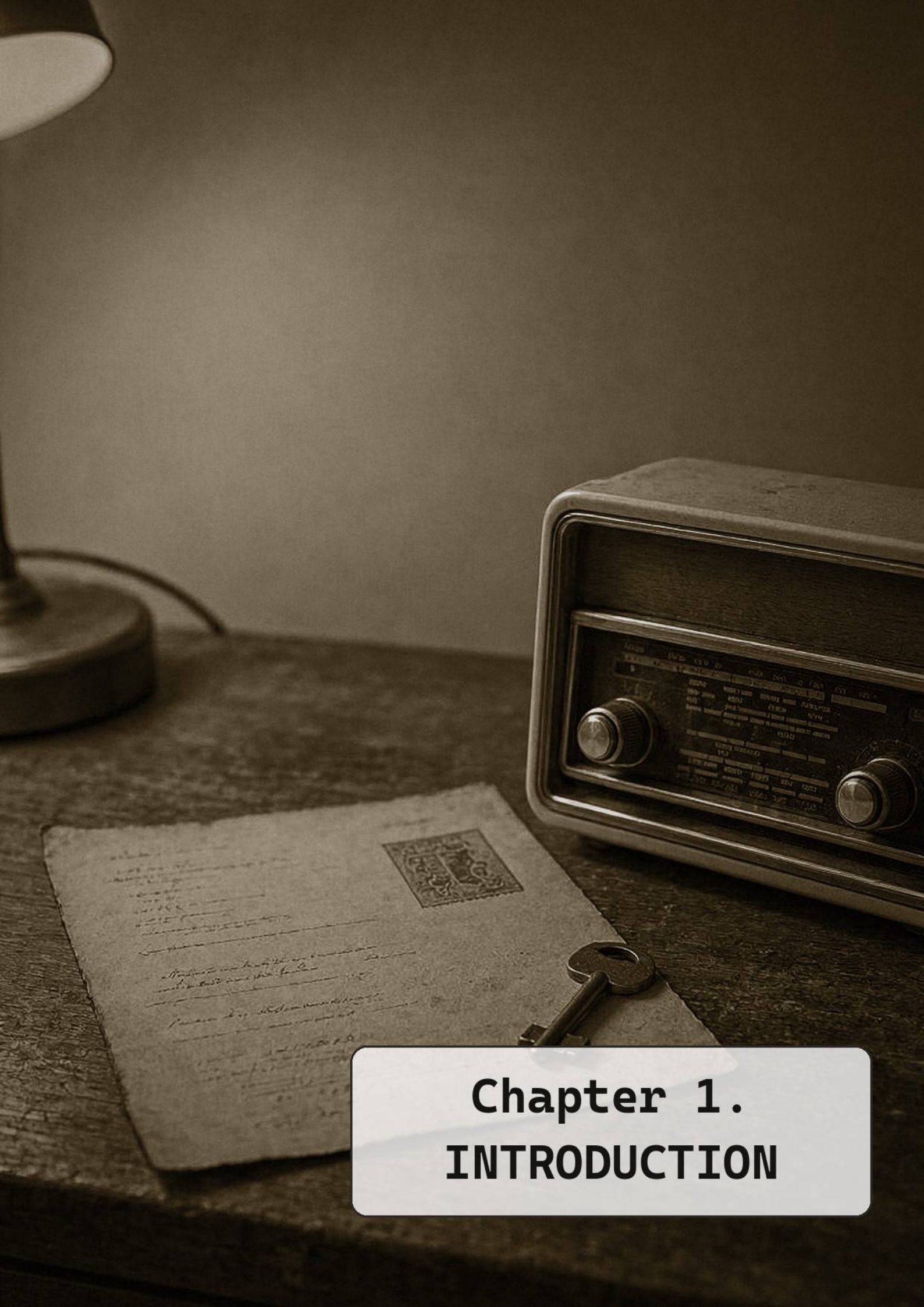


Chapter 1. INTRODUCTION

What It Is About

This book tells the story of the first O.D.I.N. team. The players run this group from March 1947 to the Night of Nordlicht on 14 February 1977. They are not only witnesses. They are the first agents of the organisation.

The guiding sentence of this book is: What is written in the Game Master's Book chronicle happens. How it happened is decided by the table. That is the central rule. The fixed points of the chronicle are non-negotiable. The path there is open. The players know this. They do not play against the chronicle, but within it.

The group has no name like "cell" in the world. Hallström files their reports from 1948 under the keyword "Waybill". Soon people call them that: the Waybill group. Only the game master text uses the word "cell".

Whoever dies, passes over, burns out, defects, or steps down is replaced. The old agent trains a protégé. The protégé takes their place. Thus the group endures for thirty years. The players do not play the same characters from 1947 to 1977. They play a line.

The end is fixed. On the Night of Nordlicht, a Door opens. 41 people go through. Each player decides for their agent: Are they at the station when the Door opens? Or do they arrive too late with Astrid Solheim? Both are tragic. Both are compatible with the canon.

The Thirty Years at a Glance

The table shows the fixed points; entries added by this book are marked (new). It is the backbone of this book. Every line without (new) is a fixed point. Missions 1 to 13 are in Sections I to IV. The years between are filled by the interlude years.

Year	Event	Mission
Section I: The Founding (1947 to 1953)		
1947	First use of the acronym O.D.I.N., treaty on crystal sovereignty, Waybill, Hold-1 London, silent cavity near Kiruna (new: November)	1: Waybill; 2: Silence (Part A)
1948	Institute, Registry, Alloy S, file colours	2: Silence
1949	Cap, Opening	2: Silence (Part B)
1950	Sundqvist arrives, Wendland reads the apothecary's protocol	interlude year
1951	Lerche in Gothenburg, Observer for every Psion	interlude year
1952	Blocking Helmet, Legend Office, Nursery, register, Ek reads protocols	3: Death and Life
1953	Eleven dead of Kiruna, incendiary ammunition, White Files, Hold-2 Cardiff	4: Eleven
Section II: The Silver (1955 to 1961, interlude years 1954 to 1968)		
1954	Tactical Branch, Camp Ashgrove, STILLWATER, auction in Lisbon, Astrid Solheim finds her crystal	interlude year
1955	ashsilver, Knife No. 1, silver of the fallen in Hold-1	5: Inside
1956	Astrid in the Collegium, legend Aigner, watchmaker, Wallin's darkroom	interlude year
1957	Sander returns, first complete rift measurement, workshop Graz	6: Ozone
1958	The convoy, Hold-3 Hamburg	7: Green Tarpaulins
1959	Holloway goes through the Door, first letter to the steel door	8: The Twelfth Party
1960	Of the 31, 22 are still alive, Margot marries	interlude year
1961	Veil Protocol, numbers station, Penhallow dies, Hold-4 Oxford, Registry becomes Investigation Branch	8: The Twelfth Party
1962	Nachtigall in Vienna, beryllium, Sundqvist stops, Britt Holm dies, Harzdorf	interlude year
1963	Berglund, Neuro-Helm Mk. I, Helmet Day	interlude year
1964	Hold-5 Vienna, training helmet	interlude year
1965	Sundqvist's report in the Black Library	interlude year
1966	Hold-6 Lagos	interlude year
1968	Liège Rule, Adeyemi, Dorje dies, Print Shop creates "Enlightened"	interlude year
Section III: The Cascade (1969 to 1976)		
1969	Elster joins the Operations Branch	9: Elster

Year	Event	Mission
1970	Kantor takes over the Psionic Core from Marek	interlude year
1971	Cascade in Wales, Rule of Twelve, Märta dies according to the file, Kantor deposed	10: Ten Past Ten
1972	Neuro-Helm Mk. II, sealed envelope	interlude year
1973	Mercier recruited, Ingrid Solheim born (new: September)	interlude year
1974	Kantor disappears, Echo-Operatives, Hold-7 Lyon	11: Seven
1975	Nordlicht takes in first crystals (new)	interlude year
1976	Carpathians, frequency overlay, Kjell Haugen enters himself as the third name on arm guard No. 114	11: Seven (Part B); 12: Two Hundred Twelve (from November)
Section IV: Nordlicht (Winter 1976 to 14 February 1977)		
1977	Nordlicht, 14 February, 22:10, 41 people go through	13: Nordlicht

What This Book Requires

To play, the game master needs the Core Rulebook and the Game Master's Book. The Core Rulebook provides the skills, tests, and damage rules. The Game Master's Book provides the chronicle, the organisation, and the open secrets. Without these two books, this book lacks its foundation.

The Arsenal is recommended. The agents' equipment changes over thirty years. The Arsenal helps to choose weapons and gear correctly for each decade. Chapter 3 gives the year for O.D.I.N. equipment; Appendix C gives each item from the Core Rulebook and Arsenal a "from" column.

The book "The Door" is not a requirement, but a strong recommendation. "The Door" is set fifty years after Nordlicht, on 14 February 2027. This book is the prequel. Those who know "The Door" see the bridges. Those who do not know "The Door" miss nothing necessary. This book works on its own.

All tests follow the Core Rulebook. A test is always written as a skill against a difficulty (number), for example "Perception against Hard (3)". Rolls are made with the appropriate attribute according to the Core Rulebook. The mission states the difficulties. The game master sets them when the table improvises.

Session Zero

Before the first mission, the game master holds a session zero. They address the topics that occur in this book. Not as a warning. As an agreement.

The book is about taken children. O.D.I.N. takes children who sing in their sleep. Some are opened. About one child in three dies in the process. That is canon. The players cannot change that. They can only decide how their agents deal with it.

The book is about the dead. The timeline knows many dead: the eleven who are considered dead in Kiruna, the three from the Cascade, the 41 from Nordlicht, for whom the Print Shop invents deaths. Player agents can die. The system of protégés absorbs that. Death is not an end of the campaign. It is a transition.

The book is about betrayal. Not every betrayal is evil. Some characters leave O.D.I.N. because they can no longer bear it. Some become enemies because they give a different answer to the same question. The players may do that. Their agents may doubt, defect, burn out.

The book's ending is certain. Whoever is in the station goes through the Door and does not return in the book; officially they are dead. Whoever arrives too late lives with the guilt. Both are tragic. Both are compatible with the canon. The game master says that in session zero. Not as a threat. As a promise: The ending is fixed. The path there belongs to the table.

The game master asks about lines and veils. Which violence should occur in the game? Which should only be hinted at? Which not? The book is sober, but it is not a horror book. Nevertheless: children disappear, people die, things open. The table decides what it shows and what it conceals.

Combining with "The Door"

The book works before "The Door", after "The Door" or interwoven.

Played before "The Door", this book is the prequel. The players do not know what happens in 2027. They experience 1977 for the first time. The bridges in the chapter "After Nordlicht" are then for the game master, not for the players.

Played after "The Door", this book is the prequel, played in retrospect. The players know the canteen, the 41 cups, the radio. They know what became of Nordlicht.

Now they play how it came to that. That creates a different tension: not surprise, but deepening.

Played interwoven, the table alternates between the books. One session 1977, one session 2027. That is demanding, but rewarding. The connections become visible: the same places, the same objects, the same questions.

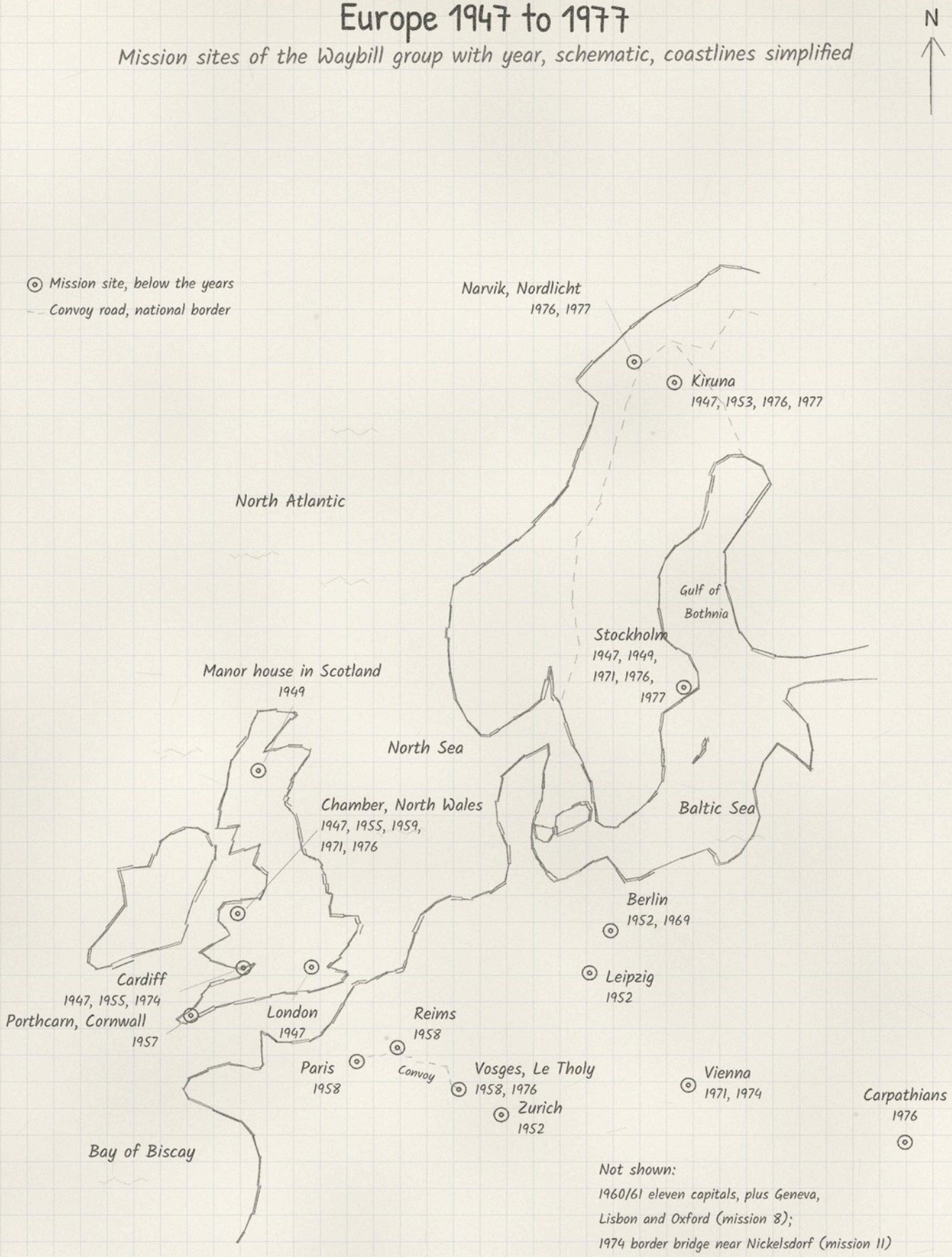
What players already know from “The Door” changes nothing about this book. The timeline is fixed. The open secrets remain open. Sphinx remains nameless. This book does not tell what is behind the Door. Both books together form a picture. Neither resolves the other.

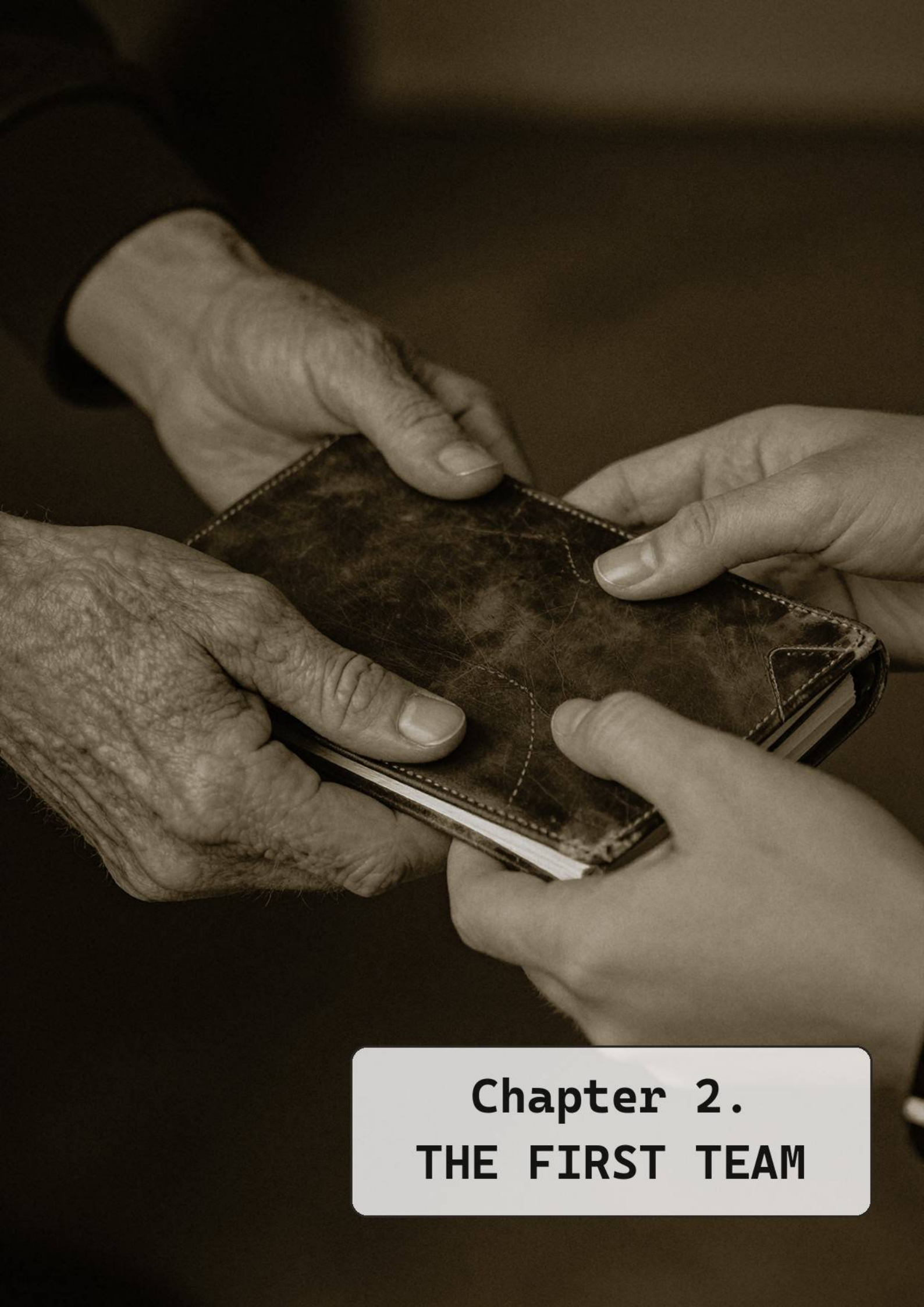
Structure of the Book

Chapter 2 explains how to play the first team: fixed points and open points, player knowledge as tension, the Waybill group, time jumps and interlude years, the succession system, the Duty Log, the structure of a mission. Chapter 3 provides the era rules: organisation by Section, ranks and forms of address, technology by decade, O.D.I.N. equipment with year, incendiary ammunition, ashsilver, subclasses by year, money and expenses, the Veil before 1961. Chapter 4 presents the figures of the era: fourteen portraits with age per mission, fixed fate, voice and quote, plus a short list of further figures. The four Sections tell the missions: The Founding (1947 to 1953), The Silver (1955 to 1961), The Cascade (1969 to 1976) and Nordlicht (winter 1976 to 14 February 1977). Sections I to III contain introduction, missions and interlude years, Section IV the introduction and missions 12 and 13. The chapter “The Night” describes 14 February 1977: sequence hour by hour, the duty roster, Astrid Solheim’s path, Kjell Haugen’s search party. The chapter “After Nordlicht” draws the consequences: epilogues, the 41 funerals, 1979, bridges to “The Door” and “Grey Files”. The appendix provides six ready-made agents, opponents of the era and the equipment by year for Core Rulebook and Arsenal. The twelve maps are with the missions, the 57 handouts in the companion booklet.

Europe 1947 to 1977

Mission sites of the Waybill group with year, schematic, coastlines simplified





Chapter 2.
THE FIRST TEAM

Fixed Points and Open Points

This volume is set from March 1947 to 14 February 1977, 22:10. In this time, everything that is in the chronicle of the Game Master's Book happens. That is the guiding sentence of this volume. It stands over every session, every mission, every interlude-years scene.

What is in the timeline happens. How it happened is decided by the table.

The game master knows the timeline. The players know parts of it if they have read other books. The appeal is not in preventing the events. The appeal is in standing within them.

A fixed point is an event that cannot be changed. The first use of the acronym in 1947. The silent cavity in November 1947. The eleven dead of Kiruna in February 1953. The first ashsilver in April 1955. The Cascade on 14 October 1971, 22:10. Nordlicht on 14 February 1977, 22:10.

If the table tries to prevent a fixed point, the game master has three tools.

The detour. The world finds another way to the same event. The players prevent the lead box from leaving the Chamber? Then another crystal travels, and the waybill carries a different number. The players warn the escort about Kiruna? Then Ashgrove goes anyway, because the lid is breached and no one else is there. The event remains. The path changes.

The price. The table can change the how of a fixed point if it is willing to pay for it. An agent who saves a man in Kiruna who should have fallen saves him. But someone else goes in his place. Or the agent carries a strain from then on. Or a protégé is sent on a mission too early. The price is never a rules penalty. The price is a story. Where a mission names "trust" as the price, it means the relationship with that figure, not the group's Trust value.

Bearing witness. Some fixed points are too large for the group. The Cascade. Nordlicht. Here the group's role is not to steer the event. Their role is to be there, to see, to report. Bearing witness is not defeat. It is a task. Whoever survives the Cascade carries it into the next missions. Whoever arrives too late carries Nordlicht into the chapter "After Nordlicht" and into the bridges to "The Door".

Never punish, always make it tragic. Whoever knows the timeline does not play against it, but within it. The table does not decide whether Nordlicht happens. The table decides who stands before the Door that night, who is in the station, who arrives too late. That is the tragedy. That is the game.

Player Knowledge as Tension

The players know things. Whoever has read the Core Rulebook knows O.D.I.N. as an organisation with ranks, cells, handlers. Whoever has read "The Door" knows the Night of Nordlicht, the 41, the stopped clocks. Whoever has read the class books knows figures such as Ashgrove, Marsh, Hallström, Wendland.

This knowledge is not a danger. It is tension.

The player who knows "The Door" knows that Gunnar Solheim is one of the 41. When their agent stands in Nordlicht in February 1977 and Gunnar Solheim walks down the corridor, the player knows what this man will be in a week. The agent does not know it. The table plays this tension. It is the best tool of this volume.

The game master uses the players' knowledge in three ways.

First: anticipation. A player knows the Cascade? Then in 1971 the game master shows the hall early, the circle on the floor, the discarded helmets. The player recognises the place. The character does not. The tension rises long before anything happens.

Second: misinterpretation. The players know the official version. "Eleven dead in Kiruna." They do not know what really happened until their agents are there. They know the rumour "Nordlicht was not an accident" from the player books. This volume shows what the table makes of it. The players' knowledge is part of the legend. The truth emerges at the table, insofar as a point is open. What is fixed remains fixed.

Third: bearing witness as a task. Whoever knows the ending plays towards the ending. The question is not whether Nordlicht happens. The question is what one's own character does in the last week, whom they warn, whom they write to, what they take with them, where they stand. The players' knowledge makes the characters' decisions harder, not easier.

The game master tells the players in session zero: You may know everything you know from the books. Your characters do not know it. This volume lives from this difference.

The Waybill Group

The players lead the first group that works under the acronym. In the world it is not called a cell. The word cell only appears in 1989, after Elster's betrayal. Before that there are groups and squads.

The players' group gets its name in 1948. Hallström files their reports under the keyword "Waybill". People soon say: the Waybill group. It is not an official name. It is a file cover that becomes a reputation.

The Waybill group has no fixed structure. It is not a squad of the escort, not a Psionic Core, not a department. It is what the missions make of it. Sometimes it works with Marsh, sometimes with Ashgrove, sometimes with Hallström. There is no handler. The assignments come from Marsh, from Ashgrove, from Hallström, from Marek, from a Seal Keeper or as a teleprinter message from the Council. The Council itself never appears. The group never sees it.

The group's connections are the figures of the era. Evelyn Marsh gives the missions of the Operations Branch. She recruits by stories, not by files. Ashgrove gives the missions of the escort and later of the Tactical Branch. He does not like the nickname Hammer, which the corridor gossip gives his branch from 1954, but he endures it. Hallström gives the missions of the Registry from 1948, and of the Investigation Branch from 1961. In 1947 he is himself the target of Mission 1. He asks questions no one wants to answer. Marek gives the missions of the psions, only until 1970. She insists on the Cap and does not say why. The Seal Keepers give the missions of the Collegium. They speak rarely, and when they speak, they speak in circles.

The Waybill group is not a cell because it is not sealed off. Its members know other agents, other groups, other branches. They appear in the reports of others. They are part of the early organisation, not its opposite.

Time Jumps and Interlude Years

The missions of the volume take place in the years 1947, 1947 to 1949, 1952, 1953, 1955, 1957, 1958, 1959 to 1961, 1969, 1971, 1974 to 1976, 1976 and 1977. Between the missions lie years. These years are not skipped. They are played.

An interlude-years scene lasts half a page to a page. It runs as follows.

Firstly: The game master narrates a fixed event from the interlude years table. 1950: Sundqvist arrives, Wendland puts up the apothecary's protocol. 1962: Britt Holm drives to the Harz on 21 December and does not return. 1973: Ingrid Solheim is born, a birth announcement from Bergen.

Year	Fixed Events	Possible Scene
1948	Institute, Registry, Alloy S, file colours	in mission 2
1950	Sundqvist arrives; Wendland puts up the apothecary's protocol	Sundqvist asks about the circles of Solberg
1951	Lerche in Gothenburg; Observer for every Psion	one agent of the group becomes Observer of the player Psion
1952	Blocking Helmet; Ek reads the protocols; the Mechanical Turk loses to Hallström	the group carries the chessboard; no one hears what Hallström asks
1954	Tactical Branch, Camp Ashgrove; STILLWATER; psychotronics; auction in Lisbon; Astrid finds her crystal	one agent bids in Lisbon for the Collegium
1956	Astrid in the Collegium; Aigner legend; the watchmaker; Wallin's darkroom; inscription in Hold-1	one agent of the group is the first to carry the Aigner legend
1957	Sander returns	in mission 6
1960	Of the 31, 22 are still alive; Margot marries	Roll call of the Thirty-One
1962	Nachtigall in Vienna; beryllium; Sundqvist stops; 21 December: Britt Holm drives to the Harz	the group takes her to the train; she does not return
1963	Berglund; Neuro-Helm Mk. I; Helmet Day	the Observer hands the helmet to the player Psion
1964 to 1966	Hold-5 Vienna, training helmet, Hold-6 Lagos	move, training of protégés
1968	Liège; Adeyemi; Dorje dies; the watchmaker's special train; the Enlightened	the Print Shop has a hundred signet rings made (GF, File 8 "The Second Light")
1970	Marek leaves, Kantor takes over	Farewell to Marek, after that she no longer appears in the volume

Year	Fixed Events	Possible Scene
1972	Mk. II; sealed envelope; letter from the seven burned-out psions	one of the burned-out psions from mission 10 writes to the group
1973	Mercier recruited; Ingrid Solheim born	a birth announcement from Bergen
1975	Nordlicht (new building from 1974) receives the first crystals	first transports north, inspection

Secondly: Each player tells one thing their agent did in these years. No mission, no confrontation. One thing. A conversation, a move, a letter, a protégé, an observation. The thing may touch the fixed event, but it may not change it.

Thirdly: Ageing, XP, handovers. At the beginning of a Section, ageing applies (see succession system). Whoever has a protégé credits them XP. Whoever steps down hands over. Whoever remains carries the years on.

The interlude years are not a pause. They are the reason the missions hurt. Whoever was in Kiruna in 1953 carries that until 1977. Whoever took Britt Holm to the train in 1962 thinks of her when the numbers station falls silent in 1971. The interlude years turn a series of missions into a life.

The Succession System

Every agent has a year of birth. Whoever starts in 1947 at 25 is 55 in 1977. Whoever starts at 18 is 48. Whoever starts at 35 is 65. The recommended starting age in 1947 is between 18 and 35. The Thirty-One are young adults in 1947. A player Psion can be one of them.

Ageing. At the start of each Section, for every agent aged 45 or older: minus 1 to one physical attribute of their choice, so STR, DEX or CON, not below 1. In return plus 1 to WIS or COM, maximum 6. From 60 additionally minus 1 to Athletics or Endurance. Age takes physically and gives mentally. Thus an old agent remains playable, but changed.

Value levels per Section. The column “XP per downtime” applies once for the interlude years of the Section, not per year.

Section	Start	Minimum XP on entry	XP per downtime	Typical at end	Title
I Founding	1947	20 (war experience)	·	around 45	no ranks; old military ranks as forms of address; circles of the Collegium
II Silver	1955	60	+10	around 95	titles emerge; from 1961 the rank ladder applies
III Cascade	1969	110	+20	around 150	Veteran
IV Nordlicht	1976	150	+10	around 175	Veteran, individual Shadow Officers

XP per mission. The Core Rulebook rule applies: XP is awarded after every mission, in the aftermath, not after every session. Base value by file colour: White 2, Grey 4, Red 5, Black 7, a mission without a file (1947) 2. In addition +1 for the achieved objective, at most +1 personal bonus and +1 per thread taken up. If a mission lasts longer than three evenings, the game master may award 2 XP as an instalment after the third evening. The jumps across years are absorbed by the XP per downtime and the minimum XP of the Sections.

Training. From mission 2 each agent names a protégé. The protégé is a non-player character with their own sheet, created as a Cadet. They receive half the XP their mentor receives from the naming onward. Once per Section the player plays a short training scene. Afterwards the protégé gets plus 1 to a skill the mentor has at 4 or higher. Each agent has at most one protégé at a time. The protégé is the future of the character. They are also their vulnerability.

Handover. The protégé takes over when the agent dies, passes over, burns out, must enter a silence, switches to the Open Ones, disappears into a legend or steps down. Their XP is the accumulated protégé XP, but at least the minimum XP of the current Section. In addition they receive a legacy. The legacy is plus 1 to a skill of the mentor if that skill is 4 or higher. Or an object: a piece of ashsilver with the mentor’s name on its inside. A notebook. A cap or a helmet. A crystal only with the Collegium’s consent. Or a contact. Or, after death or retirement, the codename as a series, such as Salz-2, following the model of the Folio series; in the Investigation Branch only Folio is inherited. The handover is a scene. It is played, not ticked off.

The old hand. Whoever steps down without dying becomes a non-player character. Their player may play them once per mission for one scene. The old hand is not a second character. They are an echo. A call, a letter, a visit, a piece of advice. Nothing more.

Suitable successors by class and era.

Class	1947 to 1954	1955 to 1968	1969 to 1977
Soldier	Escort recruit	Camp Ashgrove; from 1961 Shadow Paratrooper	from 1974 Echo-Operatives
Agent	Marsh's recruit, from 1952 with a legend	Print Shop, Graz workshop (Saboteur)	Spy, Negotiator
Scientist	Institute staff (from 1948)	Physicist, Biochemist, Engineer	Engineers with their own department
Psion	another of the Thirty-One	from about 1955 an opened child (breakthrough at 12 to 16)	opened children with Mk. I, from 1972 Mk. II
Thaumaturge	Collegium apprentice (crystal only according to the Crystal Ledger)	from 1956 Chronomancer, from about 1960 as Solheim's student	all schools
Investigator	Registry, from 1949 Antiquarian, from 1950 Cryptanalyst	from 1953 Profiler (with Ek)	from 1963 Journalist

Never: a Healer in the field before 1989. Precognitives and Elementarists only as rare individual cases. This is a rule of this volume, not a recommendation.

For new agents and protégés, the booklet "Nordlicht 1977: Handouts" has three blank forms, one for each era: the index card of 1948 (Handout N55), the Council personnel form of 1961 (N56) and the computer printout of 1977 (N57).

The Duty Log

The group's chronicle is called the Duty Log. It is not a game book. It is the memory of the volume. The game master keeps it. Every entry is short, factual, dated. The Duty Log feeds the night and the bridges to "The Door".

What is entered is fixed.

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THE DUTY LOG
Entries:
- Which agent was where, with date and
mission.
- Which names went on the inside of which
piece. Every piece of ashsilver bears a name
on the inside. The Duty Log records them.
- Which real names went into the register in
1952. Whoever received a legend is in the Duty
Log with both names.
- Who sat in the circle in 1971. The Cascade
has a list of participants. The Duty Log
preserves it.
- The last sentence of each agent on 14
February 1977. Every player whose character is
in Nordlicht or arrives too late says one last
sentence. The game master enters it.
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The Duty Log is not a rulebook. It is a document. In the final session the game master reads from it aloud. Then each player decides where their character stands, on Saturday, 12 February 1977, according to the swap-slot rule from Chapter "The Night".

Structure of a Mission

Every mission follows the same structure. The model is the mission in "The Door", expanded by two boxes.

The Header. File colour, if there already is one. Origin. Canon event. Focus. One example: Mission 4, Eleven. Grey File that turns red. Origin the Voice, the

Transformed. Canon event: the eleven dead of Kiruna, February 1953. Focus: Soldier, Thaumaturge.

What it is about. One sentence about what the mission tells. Not a briefing text, but a thematic bracket. For Eleven: what the group does when the unthinkable comes out of the mountain, and what they take away from it.

Briefing. Who gives the mission? Marsh, Ashgrove, Hallström, Marek, a Seal Keeper, a telex from the Council. There is no handler. The briefing is short, often too short. The characters know less than the players. That is intentional.

Nodes. Three clues that lead to the next scene. The three-clue rule applies. No clue may depend on a single test. The nodes are open, not linear. The group decides which clues they follow.

Confrontation. The moment in which the mission is decided. Not necessarily a fight. A conversation, a door, a decision. In Kiruna, the confrontation is the night in the tunnel. In Waybill, it is the moment in which the crate is handed over and the young man in the grey coat gives no name.

Aftermath. What remains. XP, Duty Log, threads, strain, protégés. The aftermath is short. It closes the mission and opens the interlude years.

Each mission also contains the figures of the era with age, handouts and connections. The Duty Log entry belongs to the aftermath. The interlude years close the mission and lead to the next one.

Two boxes belong to every mission.

WHAT IS FIXED

The canon points that the table does not change. For Eleven: The escort goes into the tunnel with 14 men. Three survive. Eleven soldiers do not come back. The Collegium sends two Thaumaturges. One draws a circle that is not a warding circle, answers the thing in the wall and remains on the other side; the other never speaks of Kiruna again. The mask is found. On 12 March Hallström introduces the White File. Ashgrove survives and does not write down the names.

WHAT THE TABLE DECIDES

The open points, with consequences for later missions. For Eleven: Which player agents belong to the fourteen. At most two survive alongside Ashgrove. Whether a player Thaumaturge remains in the circle or is the one who stays silent. Whether an agent saves a man and pays a price for it. Whether a protégé sees for the first time what a rift is. Whether an agent answers the thing instead of shooting.

What is fixed is canon. What the table decides is the story. Both stand side by side. The volume's guiding sentence applies in every box.

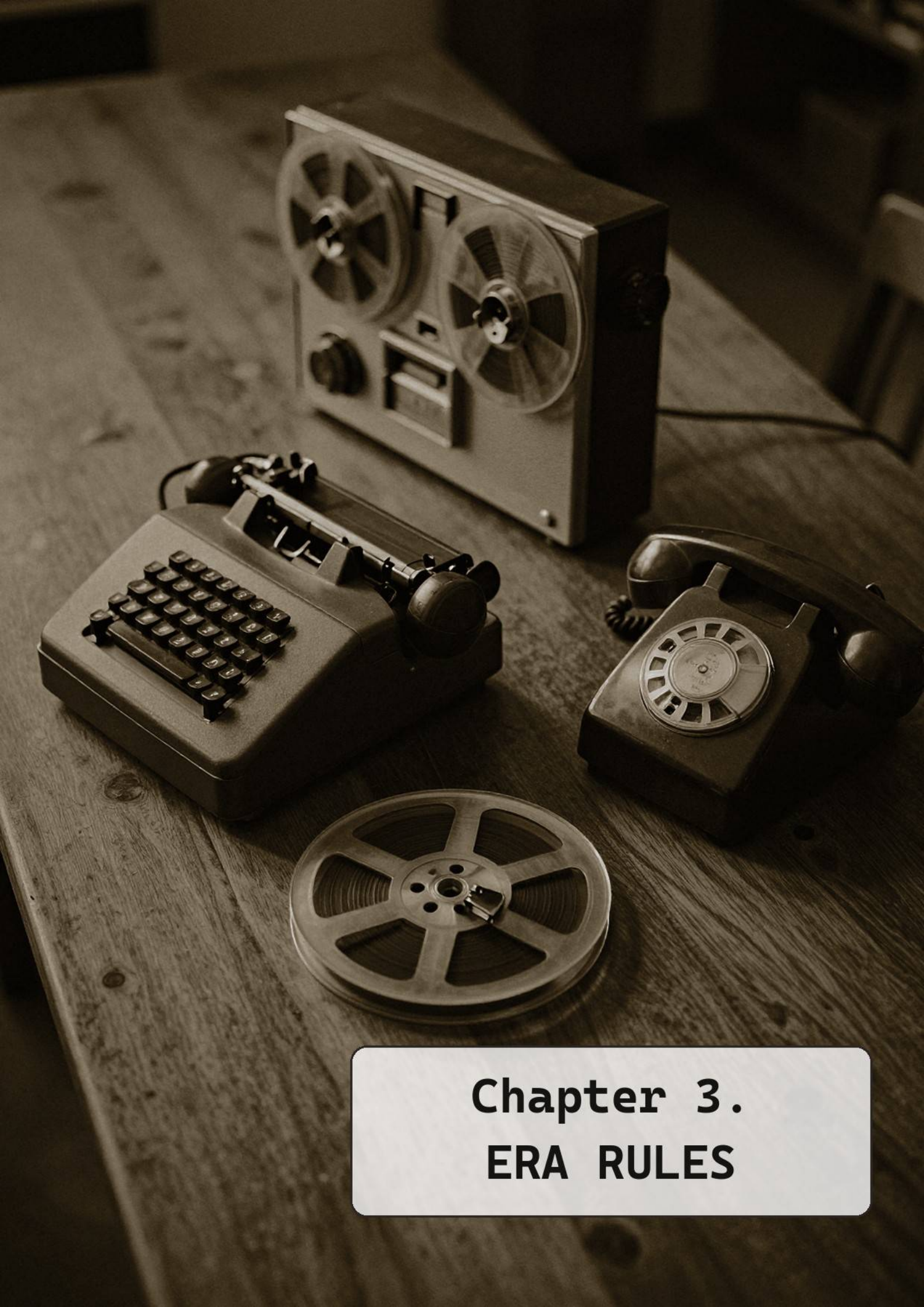
Rules at the Table

Tests are always stated as skill against difficulty, with a number in brackets. The names come from the Core Rulebook. The difficulties are levels from Easy (1) to Impossible (5). Perception against Doable (2). Athletics against Hard (3). Occultism against Very Hard (4). No new test rules.

The volume does not resolve any open secrets. Sphinx remains nameless for the players. The volume does not tell what is behind the Door. What the Voice is remains open. Who took the children in 1938 remains open. The game master knows what they know. The players know what their characters know. Between them lies the volume.

The Night of Nordlicht is the end. Each player decides whether their agent is in the station when the Door opens, or arrives too late with Astrid Solheim. The last sentence of every agent goes into the Duty Log. Then the volume is over.

What is in the timeline happens. How it happened is decided by the table.



Chapter 3.
ERA RULES

The Organisation per Section

In 1947 O.D.I.N. is an acronym without a fixed name, an agreement between the Collegium, the Council and a handful of men who came from the war. The group the players lead works under this acronym without being a cell. Hallström files their reports from 1948 under the keyword “Waybill”. Soon the group is named after it: the Waybill group. The word “cell” is used only by the game master text.

The structure grows with the decades. What is a steel cabinet in London and a wall in Stockholm in 1947 is, by 1977, a network of seven Holds, an Institute, an Investigation Branch, a Legend Office, a Tactical Branch, the Chamber in Wales, the archive in the Vosges and Nordlicht. For the players, what changes most in thirty years is who gives them missions and who reads their reports.

Section	Structure	Connection
1947 to 1953	acronym without a fixed name; escort; Operations Branch under Marsh; Collegium; from 1948 Institute and Registry; Psionic Core (the 31); no cells; files Grey, Red, Black; Psions with Cap (from 1949), Observers (from 1951), Blocking Helmet (from 1952)	Marsh, Ashgrove, Hallström directly
1955 to 1961	from 1954 Tactical Branch; from 1961 Investigation Branch; Holds 1 to 4; no cells; files also White (from March 1953); Psions with Cap, Observers and Blocking Helmet, Mk. I and Helmet Day only from 1963; Liège Rule and Rule of Twelve do not yet exist	Registry, Collegium, teleprinter message from the Council
1969 to 1977	Holds 1 to 7, Echo-Operatives from 1974, Nordlicht; no cells (only from 1989); files as today; Psions with Mk. I, from October 1971 Rule of Twelve, from 1972 Mk. II; Liège Rule since 1968; Rule of Distribution, 12-Agent Rule, two squads, cups, Arctic suit, coating with Alloy S only after Nordlicht	teleprinter message from the Council; no handler

There are no cells in this era. Groups work across branches. The Rule of Distribution, the 12-Agent Rule, the Rule of Two Squads, the Cup Rule, the Arctic suit and the coating with Alloy S apply only after Nordlicht. Whoever looks for them in this volume looks in vain. Whoever knows them from the Core Rulebook must not use them before 1977. The Liège Rule applies from 1968, the Rule of Twelve from October 1971.

File colours: Grey, Red, Black from 1948, White from March 1953. Real names are in files. Legends are archived, not burned. From 1952 the Legend Office in Zurich keeps a register with the real names of all Hands.

Ranks and Forms of Address

In 1947 there are no O.D.I.N. ranks. Whoever comes from an army keeps their form of address. Major Ashgrove remains Major. Sergeant Doyle remains Sergeant. Lieutenant Haugen is Lieutenant in 1977 because he brings the rank from his time in the military. The Collegium knows circles and titles. A Thaumaturge is addressed by their circle, a Magister by their title.

Titles emerge in the Fifties. Recruits of the escort become agents of the Tactical Branch. Hallström's people become investigators. Marsh's recruits become agents of the Operations Branch. The rank ladder known from the Core Rulebook applies everywhere from 1961. Whoever bears a title before that bears it as a habit, not as a rank.

For the players this means: In the first Section they are war returnees, scientists, Psions, Thaumaturges. They have names, not numbers. In the second Section they receive titles. In the third Section they are Veterans. In the fourth Section individual Shadow Officers.

Technology by Decade

Forties. Teleprinters and telegrams are the fast ways. Long-distance calls go through the trunk exchange with waiting time. In the field there is the field telephone, in the backpack the valve radio. Photographs are taken with a 35 mm camera or Minox, film is shot on 16 mm. Sound is recorded on wire. Travel is by night train, ferry and propeller aircraft. A letter from Stockholm to London takes two to five days. A teleprinter message takes hours. An international call takes an hour of waiting time.

Fifties. The magnetic tape recorder becomes portable. Payphones stand at railway stations and post offices. Transistor radios fit in a coat. Polaroid delivers pictures in minutes. Microfilm replaces mountains of files. Every Hold has a teleprinter. Helicopters are rare and expensive. Letters still take two to five days, teleprinter messages hours, international calls an hour of waiting time.

Sixties. From 1963 there is the compact cassette. Direct distance dialling replaces the trunk exchange. Directional microphones hear conversations across squares. Punch cards and mainframe computers enter the Institute. The Investigation Branch stays with index cards. The first image intensifiers are military technology. Jet aircraft shorten journeys. Letters take two to five days, teleprinter messages hours, long-distance calls minutes.

Seventies. Pocket calculators fit in a pocket. In Nordlicht there is a computer with a terminal. Portable radios keep squads together. Helicopters are the rule, not the exception. Colour film documents crime scenes. Fax and video recorders are rare, but present.

NEVER IN THIS VOLUME

Mobile phone, GPS, computer networks, drone. Energy and plasma weapons, laptop, satellite phone, foldable drone, EMP, nanites, implants, neural amplifiers of today's kind, mental scanners. None of these things appears in this volume. Whoever knows them from the Core Rulebook forgets them for this volume.

Transit Times and Travel

Letters take two days domestically, five abroad. Teleprinter messages take hours. Long-distance calls in the Forties and Fifties take an hour of waiting time, from the Sixties minutes. Night trains are the most reliable way to cross Europe. Propeller aircraft fly slower, jet aircraft faster, helicopters only short distances. Whoever wants to go from London to Stockholm in 1947 travels a day and a half at sea and half a day by train. Whoever wants to go from London to Narvik in 1977 flies in the morning and is there in the evening, if the weather cooperates.

Core Rulebook and Arsenal

Every line of the Arsenal overview and the equipment in the Core Rulebook gets a "from" column. The complete year column is in Appendix C. Examples: army revolver, bayonet, double-barrelled shotgun, crowbar, fire axe, iron chain, field telephone, lead apron and grappling hook exist before 1947. The portable Geiger counter comes from 1950. Rubber bullet, beanbag round and compound bow exist from 1970. The ballistic helmet made of aramid comes from 1978. Service pistol .40, DNA swab kit, automatic defibrillator, coloured contact lenses, radio motion detector and shielding bag exist only after 1977. Energy and plasma weapons, laptop, satellite phone, foldable drone, EMP, nanites, implants, neural amplifiers of the current kind and mental scanners never appear in this volume.

O.D.I.N. Equipment with Year

Item	From	Note
Crystal Ledger	1923	Mandatory from 1947
Lead boxes	1940	Standard for crystal transports
Warding circle	before 1947	Penhallow's teaching
Escort with war weapons	1947	Steel helmets, no armour
Tuning fork from Wales	1947	Found between the first crates
Alloy S	1948	Ekberg's smelt
Scales, microscopes, X-ray tube	1948	Institute
File colours Grey, Red, Black	1948	Hallström's order
"Never alone with a sample"	1948	Institute
Cap	1949	14 plates of Alloy S
Opening	1949	Marek's procedure
Silence	1951 at the latest	Shielding cell
Observer	1951	For every Psion
Blocking Helmet	1952	Blocks the gift, on order (Lerche as the first)
Legends of the Print Shop	1952	Real names into the register of the Hands
Child files	1952	One death and one life
Incendiary ammunition	1953	First batch autumn 1953
Salt sachet	1953	Left breast pocket
Oven doors	1953	Improvised armour
White File	1953	From 12 March
Mask from the tunnel	1953	Grey crystal, found in Kiruna
Compass without north	1953	Ashgrove's compass points to rifts
Camp Ashgrove	1954	Six months of training
Ashsilver	1955	Numbered, names inside
Time fuse of the Watchmaker	1956	The Watchmaker from Biel
Chronomancer	1956	Solheim as the first
Rift measurement	1957	Pressure, temperature, magnetic field, ozone
Measurement case	1957	Standard for the Institute
Sample securing	1957	Standard for the Institute
Rift detectors	1960s	Wood and brass
Cold store	1960s	For samples
Veil Protocol	1961	No signatures
Numbers station	1961	Every night at 3 a.m.
HALO jumps	1961	Shadow Paratroopers
Beryllium insulation	1962	For crystals and artefacts
Neuro-Helm Mk. I	1963	"Case", paper strips
Helmet Day	1963	Handover of the helmet by the Observer
Training helmet	1964	For training
Neural amplifier	shortly after 1963	Institute
Liège Rule	1968	After the Liège incident
Prototype 0417	1968	Hofer's work
Ceramic-Kevlar suits	1970s	For the Tactical Branch
Elster's code	1970s	For the Operations Branch
Shield as prototype	1970s	Hofer; frequency research with Mercier
Rule of Twelve	1971	After the Cascade
Tapes from 1971	1971	From the hall
Neuro-Helm Mk. II	1972	Seal, magnetic tape, almost 2 kg
Sealed envelope	1972	Of the precognitives
Echo-Operatives	1974	Tactical Branch
Frequency overlay	1976	Mercier's procedure
Nordlicht probe	1977	Stands at the stairway; set up in January 1977 (suggested in Mission 12)
Computer in Nordlicht	1977	With terminal
Helicopters, assault rifles, squad radio	1977	In the Tactical Branch

Item	From	Note
12-Agent Rule, Rule of Distribution, two squads, Cup Rule, Arctic suit, coating with S	after Nordlicht	Only after 14 February 1977
Stormbreaker	1979	Only after Nordlicht
Cells	1989	Only after Nordlicht
Healer in the field	1989	Only after Nordlicht
Mk. III	1990	Only after Nordlicht

Ranks, Psion classes and pay in euros are not dated in canon; this volume dates the rank ladder to 1961.

Incendiary Ammunition from 1953

Before the first batch in autumn 1953, the Kiruna Rule applies. After that, the quartermaster issues one magazine per mission. Incendiary ammunition works against the Voice, not against the Dead or the Alien. Against the Dead it helps as little as ordinary ammunition. Against the Alien, ordinary weapons work in full; incendiary ammunition helps no better.

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KIRUNA RULE
Before the first batch of incendiary
ammunition in autumn 1953, ordinary weapons
cause no damage against beings from rifts.
Only warding circles, spells and retreat offer
protection. Salt may hold them off. No one
knows whether it might have helped after all.
Those who were there in Kiruna say nothing.
Those who survived count the names. From
autumn 1953, the Threat Atlas values apply to
ordinary weapons.
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Incendiary ammunition is service equipment. It is issued before the mission and counted after the mission. Lost magazines cost trust. Empty casings are collected when the situation allows. The quartermaster in Hold-2 Cardiff keeps records of every cartridge.

Ashsilver from 1955

From April 1955 there is ashsilver. Each piece is numbered, the name of the wearer is inside. In the fifties there are only a few dozen pieces. Knife No. 1 is worn by Ashgrove. Arm guard No. 114 is worn by Haugen from 1976. Silver of the fallen is collected in Hold-1. Ashsilver is never awarded for kills. Loss costs trust, as it does today. Losing a piece of ashsilver is worse than a lost magazine of incendiary ammunition. It is a piece of history, a name, a promise.

Subclasses by Year

Class	Available 1947	Later
Soldier	Escort Veteran	Shadow Paratrooper 1961, Echo-Operative 1974; Stormbreaker, Techno, Nanotech not in this volume
Agent	Infiltrator, Negotiator, Assassin, Spy; Saboteur from 1957 (Graz workshop)	No new subclasses in this volume
Scientist	As a civilian specialist; at the Institute from 1948 Physicist, Engineer, Biochemist	Astrobiologist only as Pennington's successor; Cyberneticist never
Psion	Telepath, Telekinetic	Precognitive and Elementarist as individual cases; Psychic Healer not in the field
Thaumaturge	Thaumaturgist, Alchemist, Illusionist, Invoker under supervision	Chronomancer from 1956
Investigator	Paranormal Detective	Antiquarian 1949, Cryptanalyst 1950, Profiler 1953, Journalist 1963

The subclasses from the Core Rulebook that are not mentioned here do not exist in this volume. Anyone playing a Scientist is a civilian specialist without the Institute before 1948. Anyone playing a Psion belongs to the Thirty-One if they begin in 1947. Psions created later are opened children with the Cap (from 1949), from 1963 Mk. I, from 1972 Mk. II.

ESCORT VETERAN

Era subclass for Soldier, available 1947.

Attributes: +2 CON, +1 COM.

Skills: +2 Firearms, +1 Endurance, +1 Tactics.

Equipment: submachine gun or carbine from the war, steel helmet, army coat, notebook.

Special abilities according to Ashgrove's teaching, which he later passes on in the camp:

Count backs. After a fight, the veteran knows who is missing. They gain +1 die on Tactics when withdrawing without running. (passive)

Sleep next to lead boxes. The veteran gains +2 dice on Mental Resistance against Whisper. (passive)

Cover the Thaumaturge. A Thaumaturge in the warding circle next to the veteran gains +1 defence. (active, 1× per scene)

Exchange List for Starting Equipment

The starting equipment of the subclasses from the Core Rulebook comes from the present day of the game. The following exchange rules apply for this volume:

Instead of	Applies	Note
Mental Scanner	Omitted	Does not exist before 1977
Assault rifle, combat suit with helmet, high-explosive grenades	Carbine or submachine gun, steel helmet, hand grenades of the era	Assault rifles only in 1977
Light armour, stealth armour	As protective vest	Depending on year
Bio-scanner, portable scanner	Microscope, magnifying glass, forensic kit	No scanner in the field
Document scanner	Minox or 35 mm camera	Photographs on film
Reinforced communication device	Field telephone or shortwave radio	Depending on location
Prediction device, data crystal	Omitted	Does not exist before 1977
Communication module	Field telephone or shortwave radio	Depending on mission location
Satellite phone	Field telephone or shortwave radio	No satellite phone in the field
Protective vest	None before 1953, then oven door, in the seventies ceramic-Kevlar suit	Oven door: heavy, barely effective; ceramic-Kevlar suit: only in the seventies
Laptop	Typewriter and card index box	No computer in the field
GPS device	Map, compass, navigation	GPS does not exist
Thermal imaging camera	None	Military technology, not in inventory
Plasma and energy weapons	War weapons of the era	Rifle, pistol, submachine gun
Foldable drone	Omitted	No drones in this volume
Encrypted communication device	Field telephone or shortwave radio	Depending on mission location
EMP grenade	Omitted	No EMP in this volume
Holo-transponder	Omitted	Does not exist before 1977
Signal converter	Field telephone or shortwave radio	Depending on mission location
Mini camera	Minox or 35 mm camera	Photographs on film
Analysis tablet	Typewriter and card index box	No computer in the field
Field scanner	Measuring case or rift detector	Depending on year
Energy crystal	Crystal from the Chamber	Only with the consent of the Collegium
Magnetic field generator	Omitted	Does not exist before 1977
High-performance laptop	Typewriter and card index box	No computer in the field
Algorithm module	Card index box and calculating machine	No computer in the field
Mini dictation device	Wire recorder or notebook	Depending on year
EMF detector	Measuring case or rift detector	Depending on year
UV torch	Torch with filter	Limited

Instead of	Applies	Note
Mental focus device, Neuro-Helm	None before 1949, every Psi test is then one level harder; from 1949 Cap, from 1963 Mk. I, from 1972 Mk. II	The Cap does not protect against psionic attacks
Energy gloves	Omitted	Does not exist before 1977
Conditioning pills	From 1963 with the Mk. I	Before that they are omitted
Resonance pistol	From 1974 as a prototype of the Echo-Operatives	Mercier's workshop; before that it is omitted
Infrasound generator	From 1974 as a sound device of the Echo-Operatives	Box-shaped and heavy; before that it is omitted
Adaptive camouflage cloak	Camouflage clothing or army coat	Depending on year
Foldable traps	Omitted	Does not exist before 1977

The oven door is not an item from the Arsenal. It is an oven door. Anyone carrying it gains armour value 1 against ordinary attacks, but −1 die on Stealth and Acrobatics. It does not protect against beings from rifts. It protects against the feeling of having nothing.

Money and Expenses

Internally, O.D.I.N. calculates in euros. At the table, people speak in pounds, kroner, francs or Deutschmarks. The prices from the Core Rulebook count as euro amounts, but are not converted. An agent who pays for a hotel room in London in 1947 pays in pounds. An agent who takes a rental car in Narvik in 1977 pays in kroner.

Pay and expenses follow the rules of the Core Rulebook, adapted to the era. Before 1961 there is no rank ladder; pay is based on Section: in the first Section the pay of an Agent, €4,500 per month, in the second until 1961 that of a Senior Agent, €6,000. From 1961 pay by rank applies as in the Core Rulebook. Clearances and requisitions follow the accumulated XP as in the Core Rulebook even before 1961; only titles and forms of address are missing. No handler approves expenses; Marsh, Ashgrove, Hallström or the Council does. Expenses for a White File are €500, for a Grey File €2,000, for a Red File €10,000. For a Black File the rule is: as much as necessary. Every receipt ends up with the Audit.

Trust works as in the Core Rulebook. The Waybill group begins at 2. Marsh or Hallström trust them, or they do not. Lost service equipment costs trust. A lost piece of ashsilver costs 2 trust. A lost artefact becomes a Black File.

The Veil Before 1961

Before the Veil Protocol, no authority looks away. Police, customs and intelligence services arrest, interrogate, confiscate. The presence level (Game Master's Book) weighs heavier. A dead witness is a dead person. A living witness is a report, a file, an aftermath.

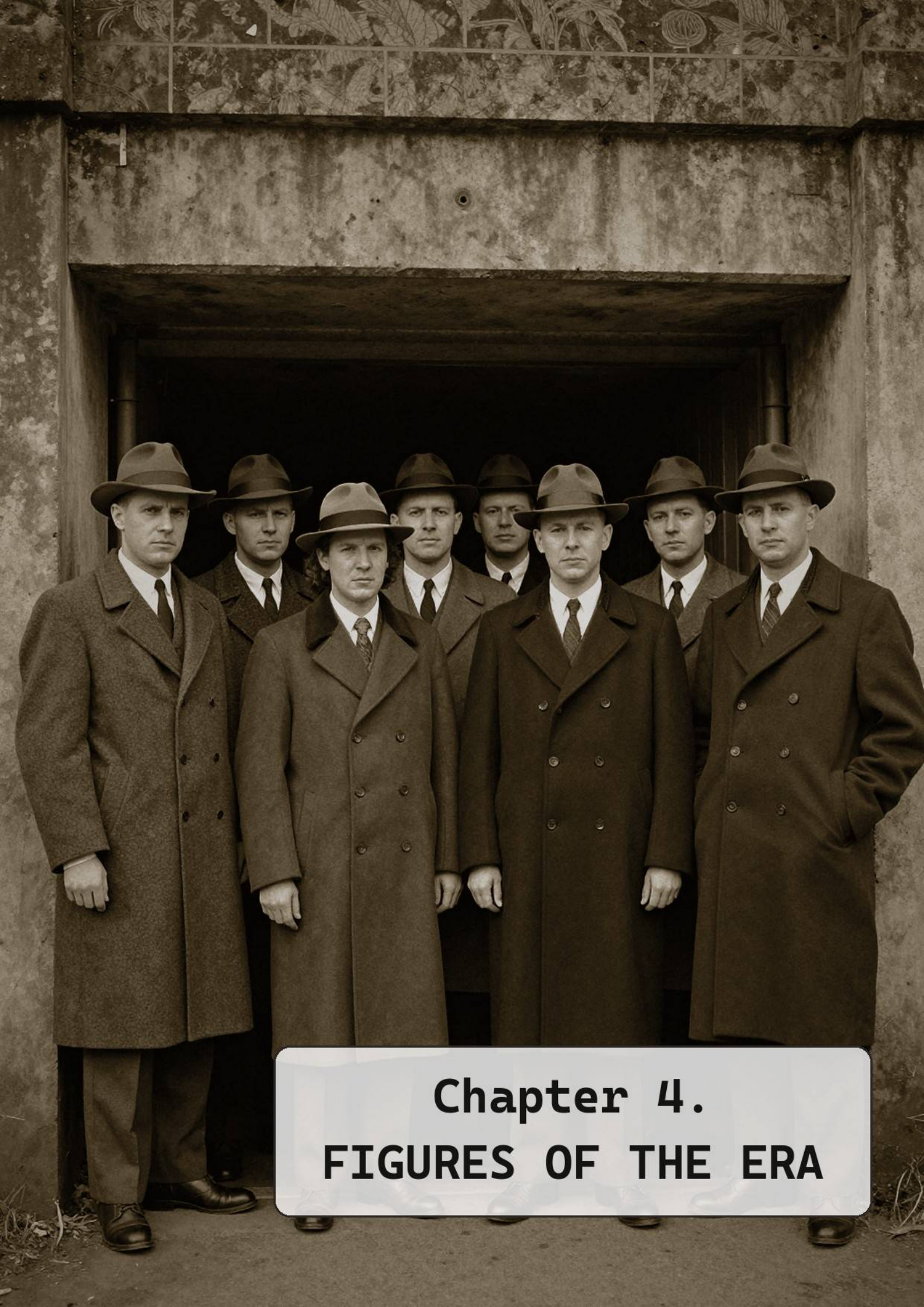
Anyone caught in London in 1947 with a submachine gun explains themselves before a judge. Anyone caught in Hamburg in 1955 with a crystal in their suitcase loses the crystal and their freedom. Anyone who notices a foreign service in a black Citroën in Paris in 1958 reports it to Marsh, not to the police.

The Core Rulebook rules on police, press and authorities apply more strictly. Before 1961 there is no phone call that prevents an arrest. There is only Marsh's principle: Nobody knows more than they need for their mission. Not even about themselves.

From 1961 the Veil Protocol applies. No government recognises O.D.I.N., none obstructs it. British services are the oldest partners, American ones keep silent, STILLWATER is not a party. Diplomat has negotiated in eleven capitals and never signed. The players do not learn what the twelfth party was.

The players notice the difference. Before 1961 every journey is a risk. After 1961 it is a formality. Before 1961 every corpse costs explanations. After 1961 it costs paper. Before 1961 O.D.I.N. is a secret. After 1961 it is a silent agreement.

Whoever violates the Veil loses trust. Whoever violates it before 1961 loses more. Hallström writes in Notebook Zero: "The Voice never comes uncalled. One only has to find out who called."



Chapter 4.
FIGURES OF THE ERA

Figures with Fixed Fates

The figures of this chapter carry the time. The players encounter them over thirty years, some as superiors, some as allies, some as opponents. Their fates are fixed in the timeline. None of these figures dies before their time, except where canon determines it. That does not mean they are invulnerable. It means the table does not roll whether Thomas Ashgrove falls in Kiruna in 1953. The table rolls how he escapes, what he sees, what it costs him.

What is fixed is the outcome. What remains open is the path. The game master uses the portraits as fixed points. The figures act according to their bearing and their goals. When a mission escalates, they bear the scars. Scars change nothing about the date of their death. They change how the players experience them.

A figure who appears in a mission according to the table is available. They can accompany the group, lead it, hinder it, or save it. They can be wounded, buried, abducted. They return. Only the circumstances of their return are determined by the table. If a figure nevertheless dies through a decision by the players, the rule is: the report was wrong, the body was misidentified, the clock stopped, but the heart kept beating. The world holds to the timeline. The table holds to the world.

The fixed fates after 1977 are consequences, not plot. They are in the book so that the game master knows where the figures are going. They are not a promise to the players. The players learn only what their agents see. They no longer see what happens after Nordlicht.

TIPS FOR THE GAME MASTER

- Play fixed fates as quiet certainty, not as invulnerability.
- Let figures keep scars. An injury from 1953 may still be visible in 1977.
- If a player wants to kill a figure, allow the attempt. The shot goes wide, the blade turns, the body is not found.
- Never contradict the timeline. Add to it.

Age Table

Figure	born	1947	1953	1959	1969	1971	1977
Viktor Hallström	1901	46	52	58	68	70	76
Hans Wendland	1908	39	45	51	61	63	69
Thomas Ashgrove	1908	39	45	51	61	63	69
Ilse Marek	1911	36	42	48	58	·	·
Evelyn Marsh	1911	36	42	48	58	60	66
Margaret Holloway	1889	58	64	70	·	·	·
Evan Pryce	1919	28	34	40	50	52	58
Diplomat	1906	41	47	53	·	·	·
Kantor	1939	8	14	20	30	32	38
Paul Mercier	1941	·	·	·	·	·	36
Elster	1946	1	7	13	23	25	31
Kjell Haugen	Oct. 1952	·	·	·	16	19	24
Astrid Solheim	1934	13	19	25	35	37	43
Gunnar Solheim	1940	7	13	19	29	31	37
Märta	1929	18	24	30	40	42 †	·
Arthur Penhallow	1905	42	48	54	·	·	·

Age calculated as year minus birth year. Deviations of one year are possible, depending on the month. A dot means: the figure does not appear in that year or is no longer available.

Portraits

Viktor Hallström

Swedish detective inspector from Stockholm, born 1901. In 1938 he stands in Solberg before thirty-one empty chairs and opens File Zero. For nine years he continues the case privately, against the will of his superiors. In 1947 a letter with the initials O.D.I.N. lies on his desk. He brings File Zero with him. In 1948 he founds the Registry in Stockholm, three rooms above a tobacconist's shop. From then on he collects, he arranges, he keeps silent.

Hallström is a man of files. He wears grey suits, a magnifying glass in his breast pocket, a salt tin in his coat pocket. His hands are steady. His voice is quiet and precise. He asks questions to which he already knows the answer. He listens without interrupting. He writes in black oilcloth notebooks, sixty-one of them, from 1938 to 1985. He refuses to touch a computer. His steel cabinet has two locks and two compartments. In the second lie Notebook Zero, the page from 1871, the Black File Nordlicht with the comparison of the two times, Sander's letter from 1957.

In 1947 Hallström is forty-six. He looks older. The war has hollowed him out, Solberg has changed him. He moves slowly, economically, as if every step cost a decision. In the fifties he becomes the architect of the Registry. In 1948 he invents the file colours Grey, Red, Black. In 1953, after Kiruna, the White Files are added. He recruits Folio, Sundqvist, Ek, Wallin, Berglund. He runs the Registry like an agency that does not exist. In 1961 he receives a seat beside the Council. He does not say whether he wanted it.

In the sixties Hallström becomes an institution. The young agents know him as the man who knows everything and says nothing. He is polite, incorruptible, unreachable. His flat is in Vasastan, two streets from the house without a number. He walks to the Registry every morning. He wears the red thread around his wrist that the salt woman gave him in 1938. He rarely speaks about Solberg. When he does, he calls the children by name.

In 1971, after the Cascade, he says the sentence the Registry never forgets: "The house stands. The number is missing." In 1977 he is seventy-six. His hands tremble slightly. His eyes are clear. On the Night of Nordlicht he is not in the station. He sits in the Investigation Branch headquarters and waits for the call. On 16 February he writes the Black File Nordlicht. In 1979 he retires, on a Monday morning, without ceremony. He locks away Notebook Zero and gives the second key to the salt woman's family. He dies in 1985, eighty-four years old.

Hallström gives the group a framework. He knows the rules, the files, the background. He takes away the players' fear of bureaucracy by mastering it. He takes from them the illusion that they can conceal anything. He appears in missions 1, 2, 3, 4, 6, 8, 9, 10, 11, 12 and 13. Mostly as a voice on the telephone, as a signature on a telex, as a man in the background. Only rarely does he stand in the room himself. When he comes, it is serious.

"I searched for murderers for twenty years. In Solberg I saw a crime scene for the first time where the crime had not yet been committed."
Viktor Hallström, 1947

Hans Wendland

Physicist from Göttingen, born 1908. During the war he builds measuring instruments for aircraft. In 1948 he weighs a crystal shard in Oxford, eleven grams, and says: "Lighter than it ought to be, and warmer than it should be." He founds the Institute in a mine tunnel near Bern. Four staff, one rule: never alone with a sample. 44 laboratory logs, 1948 to 1979.

Wendland is a man of measurement. He carries scales in his briefcase, a slide rule in his breast pocket. His sentences are short, dry, precise. He does not ask what something means. He asks what it weighs. He believes in numbers, not in stories. He measures the Voice, the rift, the silence. In 1957 he stands in Cornwall before the rift, which he is the first to measure completely, and photographs the Spectator. In 1977 he stands in Nordlicht and writes a report of 412 pages. The last sentence reads: "The measured values are consistent with an event for which there is no measurement."

In 1947 Wendland is thirty-nine. He is slim, impatient, brilliant. He speaks quickly, thinks faster. He has no time for pleasantries. He considers Thaumaturges romantics, Psions unreliable instruments. He respects only what he can repeat. In the fifties he ages faster than the others. The rift of Cornwall costs him sleep. The Cascade of 1971 costs him certainty. He begins to write "us" instead of "I" in the laboratory logs.

In the sixties Wendland becomes the conscience of the Institute. He works with Marchand, Gysin and Hainz; Ekberg leaves in 1961 without saying goodbye. He advances the technology, the measurement cases, the rift detectors, the beryllium insulation. He distrusts the Council, but he delivers. He distrusts the Collegium, but he measures. In 1971, after the Cascade, he says publicly

for the first time that the Voice transmits and receives. The Institute calculates the frequencies with Mercier. He does it without joy.

In 1979 he builds the Opener from brass and quartz in tunnel zero. He walks through it, seventy-one years old. Officially retirement. Since then the probe shows 42 instead of 41. What he finds over there is not in this volume.

Wendland gives the group the measurable. He explains what can be seen, heard, weighed. He takes superstition from the players by putting everything into numbers. He takes away their certainty by showing that the numbers do not add up. He appears in missions 2, 6, 12 and in the chapter "After Nordlicht". Mostly as a voice on the telephone, as a report, as a measurement log. Only in Cornwall 1957 and in Nordlicht 1977 is he himself in the field.

"A laboratory log is a letter to someone you will never meet."
Hans Wendland, 1949

Thomas Ashgrove

Major of the escort, British, born 1908. During the war he leads men through the Libyan desert. In 1947 he commands the first transport in Cardiff: six crates, two lorries, eight men. The crates whisper. Ashgrove begins his notebook, which he keeps until 1988. In 1953 he survives Kiruna. Three of fourteen come back. Ashgrove is one of them. He does not write down the names of the eleven dead. He knows them. Since then his compass points to rifts.

Ashgrove is a man of command. He wears uniform, even when there is none. His voice is calm, deep, unhurried. He rarely speaks about feelings, never about fear. He calls the men by name, not by rank. He eats with them, sleeps beside them, carries the wounded himself. He does not like the nickname the corridor gossip gives his branch from 1954: "Hammer". He says: "A hammer knows only one problem." In 1955 he receives Knife No. 1 made of ashsilver. He wears it until 1988. He says it is warm. He says that will pass. It has not passed.

In 1947 Ashgrove is thirty-nine. He is broad, calm, marked by the war. He leads the escort without written orders, without official authority, without armour. Only with war weapons and steel helmets. In the fifties he builds up the Tactical Branch. Camp Ashgrove in the Highlands, six months of training. He teaches the men what he learned in Kiruna: bullets pass through. Salt sachets in the left breast pocket. Oven doors. Warding circles. In 1961 he founds the Shadow Paratroopers. He says: "I want men who can fall." In 1979 he proposes a unit and calls them "the Breakers"; the Council calls them Stormbreaker.

In the sixties Ashgrove becomes the father of the troops. The young soldiers know his scars, his calm, his notebooks. He drinks tea, not whisky. He does not read reports, he listens. He decides slowly, acts quickly. In 1977, after the night, Haugen calls him and tells him about the Choir. Ashgrove notes: "I told him not to write it down." He dies in spring 1988 in bed, eighty years old.

Ashgrove gives the group support. He stands in front of them when things get hot. He takes from the players the fear of being alone. He takes from them the illusion that courage is enough. He appears in missions 1, 4, 5, 7, 10, 11 and 12. Mostly as commander in the field, as instructor, as the man who holds the door open. Only in Kiruna 1953 and in the Cascade 1971 is he himself in danger.

"Not every war can be won. Not every loss is in vain."
Thomas Ashgrove, Inscription Hold-1, 1956

Ilse Marek

Doctor, born 1911. In 1938 she is a young doctor at Solberg Sanatorium. On the night of 2 to 3 December she is in Stockholm. She survives as the only employee. About three weeks later she cares for the thirty-one in a manor house in Scotland. How they got there is in no file. She becomes their teacher, their mother, their voice. She develops the tuning fork in 1939, the Cap in 1949, the Opening in 1949. In 1952 she notices that children with birth names hear more loudly and are heard. She tells Marsh, never writes it down. She leads the Psionic Core until 1970.

Marek is a woman of the children. She wears white lab coats, even outside the infirmary. Her voice is soft, but not gentle. She speaks with the psions as with adults, even when they are six. She insists on rules, not out of fear, but out of care. She says: "We don't build them cages. We build them doors they can close themselves." She builds the Cap because unprotected children are heard. She never writes it down. In 1949 she begins with the Openings. About every third child dies, the file says "cerebral haemorrhage". She continues. She says: "We didn't create them. We only collected them."

In 1947 Marek is thirty-six. She seems younger, more tired, harder. The war took from her the illusion that medicine can heal. The children gave her the duty to try anyway. In the fifties she becomes the authority on everything to do with psionics. She advises Hallström, Marsh, Wendland. She trains Kantor. She refuses to see

the children as weapons. She refuses to see them as victims. She sees them as children who hear too much.

In the sixties she slowly withdraws. Kantor takes over the Core in 1970. What becomes of Marek afterwards is not in the files. She does not appear after 1970. Her fate is open.

Marek gives the group a conscience. She reminds them that behind every gift there is a person. She takes the coldness from the players by showing care. She takes simplicity from them by showing what care costs. She appears in missions 2, 3 and 9. Mostly as a doctor, as a teacher, as a woman holding a child by the hand.

"We didn't create them. We only collected them."
Ilse Marek, 1962

Evelyn Marsh

British, born 1911. During the war she works for two years as a seamstress in Lyon and runs forty informants. In 1947 she becomes the first head of the Operations Branch. In 1952 she founds the Nursery and then the Print Shop around it: the Legend Office in Zurich. She invents the rule that shapes the Branch to this day: "No one knows more than they need for their mission. Not even about themselves." She recruits by stories, not by references. She writes letters without copies: 1953, 1958, 1971, 1986. She dies in Zurich in 1986.

Marsh is a woman of legends. She wears inconspicuous clothing, a thimble in her pocket. Her voice is friendly, but never familiar. She remembers names, faces, weaknesses. She knows who lies, who is afraid, who will stay. She rarely speaks about herself. When she does, she talks about Lyon, about the sewing shop, about the forty informants. She never says how many she lost. She founds the Nursery because Marek asks her. She founds the Print Shop to protect the Nursery. Every fetched child gets a death and a life. Marsh keeps the register with the real names. She keeps it alone.

In 1947 Marsh is thirty-six. She seems inconspicuous, almost invisible. She is the woman in the background who sees everything. In the fifties she builds up the Operations Branch. In 1969 she admits Elster into the Branch; who brings her the story is decided by the table. She writes the letters that are never copied. She decides who disappears and who gets a death. In 1971 she writes to an agent in Vienna about singing children in the embassy cellar. She knows more than she says. She says less than she knows.

In the sixties Marsh becomes the grey eminence. The young agents know her as the woman with the thimble who sits in the Print Shop and watches. She is polite, patient, unrelenting. She leads the Branch without ever giving an order. She asks questions. The answers become legends. In 1977, after Nordlicht, the Council gives the Branch two weeks, the Print Shop needs three months. Most families never doubt.

Marsh gives the group cover. She shows how to disappear, how to lie, how to survive. She takes naivety from the players by showing what cover costs. She takes security from them by showing that no one knows the whole truth. She appears in missions 1, 3, 7, 8, 9, 10 and 11. Mostly as a voice, as a letter, as a woman standing at the edge and watching.

"No one knows more than they need for their mission. Not even about themselves."
Evelyn Marsh, principle, 1947

Margaret Holloway

Orientalist from Oxford, born 1889. In 1923 she finds seven crystals in a chamber in central Anatolia and begins the Crystal Ledger. In 1925 she meets Quispe and Dorje in London. In 1926 she founds the Collegium in a cellar beneath a bookshop in Oxford. In 1928 she appoints Penhallow as the first Magister. In 1940 the Collegium moves to the Chamber in Wales. In 1959 she reads the seventh circle with her assistant and walks through the Door. Her 31 diaries end. Officially: "Nothing."

Holloway is a woman of stones. She wears long skirts and a scarf and carries a lamp. Her voice is calm, learned, unhurried. She speaks of the crystals as if they were living beings. She says: "We do not translate. We repeat." She believes that the stones contain words, not meanings. She believes that someone is reading. She is not afraid of being heard. She is afraid of speaking wrongly.

In 1947 Holloway is fifty-eight. She is the soul of the Collegium. She negotiates the contract with the organisation that does not yet have a fixed name. Crystals for protection. The Collegium retains crystal sovereignty. The Crystal Ledger becomes mandatory. Not in the contract: the Council secretly receives Nexus crystals every year. Holloway knows this. She does not say it. In the fifties she visibly ages. She writes faster, speaks more quietly, gazes at the stones longer. In autumn 1959 she reads the seventh circle. She walks through the Door. The assistant, the Keeper, never speaks again. He hums a melody.

Since December 1959, every year on the night of 2 to 3 December, the archivists open the steel door and place a letter on the threshold. The answer comes in Holloway's handwriting. The first letter was the one from Diplomat.

What Holloway sees over there is in no diary. What she thinks is not in it.

Holloway gives the group faith. She shows that there is more than measurement and concealment. She takes away the players' fear of the unknown by naming it. She takes away their certainty by walking through. She appears in missions 1, 5 and 8. Mostly as a voice, as a letter, as a woman who sits in the Chamber and reads.

"We do not translate. We repeat."
Margaret Holloway, marginal note, 1959

Evan Pryce

Chemist from Cardiff, born 1919. In the Collegium since about 1941. In 1942 he saves three buried people with a salve made to Quispe's recipe. In 1953 he develops the incendiary ammunition with Ashgrove. In 1955 he binds dust into metal: ashsilver. Knife No. 1 goes to Ashgrove. He suspects that an engraved name holds together what remains in the silver. He dies in 1996 in Snowdonia.

Pryce is a man of the workshop. He wears a leather apron and protective goggles, and has steady hands. His voice is quiet, Welsh-tinged, often interrupted by a song. He works slowly, precisely, without haste. He speaks to the stones while he works them. He engraves names into the silver of the fallen. He collects it in Hold-1. He never says why.

In 1947 Pryce is twenty-eight. He is the youngest in the Collegium who works in the Chamber. He knows the crystals, the lead boxes, the silence. In the fifties he becomes an inventor. The incendiary ammunition, the ashsilver, the arm guards. He works with Ashgrove in the Collegium's workshop, with the Institute on ballistics. Whose idea the incendiary ammunition was remains disputed. Pryce does not say. Ashgrove does not say. In 1955 he hands over Knife No. 1. Ashgrove says it is warm. Pryce says that will pass. It does not pass.

In the sixties Pryce becomes the memory of the workshop. He trains apprentices. In the eighties he takes in his grandson Idris. He works until 1989, until the end of ashsilver. After that he retires to Snowdonia. He dies in 1996, seventy-seven years old. What he heard in the stones, he takes with him.

Pryce gives the group the tools. He shows how to make a weapon from fear. He takes helplessness from the players by giving them silver. He takes revenge from them by showing that silver remembers. He appears in missions 1, 4, 5, 10 and 12. Mostly as a craftsman, as an inventor, as a man sharpening a knife.

"It's warm. He says it will pass. It didn't pass."
Thomas Ashgrove on Knife No. 1, 1955

Diplomat

Former embassy secretary from Vienna, born 1906. Four languages, loud in none. From 1959 to 1961 he negotiates in eleven capitals with eleven governments and a twelfth party. He never signs. In 1961 the Veil Protocol comes into force. Diplomat receives a new name and a flat in Lisbon. In 1994 he officially dies as a gardener. In truth he goes through the steel door.

Diplomat is a man of words. He carries a fountain pen, a suit, a smile. His voice is soft, obliging, without promises. He rarely speaks about himself. He asks about the weather, the food, the family. He remembers everything. He negotiates without notes, without witnesses, without signatures. He says: "No government recognises us. None obstructs us. That's enough."

In 1947 Diplomat is forty-one. He works for the organisation that does not yet have a fixed name. He is the man who opens doors without touching them. In the fifties he becomes a shadow. He travels through Europe, speaks with ministers, generals, bankers. He promises nothing. He does not threaten. He explains. In 1959 he begins the negotiations for the Veil Protocol. In 1961, on the day it comes into force, Penhallow dies. Diplomat takes it as a sign. He does not say for what.

After 1961 he lives in Lisbon. He gardens, reads, keeps silent. He appears only in mission 8. After that he disappears from this volume. In 1994 he goes through the steel door. The first letter to Holloway has long been written. What he agreed with the twelfth party is not in this volume.

Diplomat gives the group cover. He shows how one survives by promising nothing. He takes the world's hostility from the players by negotiating it. He takes clarity from them by concealing the twelfth party. He appears in mission 8. Mostly as a voice, as a letter, as a man who stands at the edge and holds the threads.

"No government recognises us. None obstructs us. That's enough."
Diplomat, 1961

Kantor

Telepath, born 1939. No file the group reads states where he came from. In 1970 he takes over the Psionic Core from Marek. In 1971 he sits in the hall in Wales when the Cascade happens. Forty psions, three dead, seven burned-out. Kantor lies in a coma for two weeks. He says: "It heard us. And now it knows where we are." In 1974 he disappears. He founds the Open Ones in the

monastery of Sfântul Ioan in the Carpathians. He believes Märta has crossed over. He lives in 2027.

Kantor is a man of hearing. He wears no helmets, no caps, no weapons. His voice is calm, singing, sometimes absent. He speaks of the voices as of a choir. He believes that the children of Solberg are not lost, but waiting. He believes that the Voice answers if one asks correctly. He believes that the Cascade was not an accident, but an answer. He is not afraid of hearing. He is afraid of silence.

In the fifties he becomes the best telepath of his generation. In 1970 he takes over the Core. He is ambitious, demanding, convinced. In 1971 he considers the Cascade the right path. He considers Uhrwerk's warning jealousy. He is wrong. After the coma he is changed. He speaks more quietly, looks longer, hears more. In 1974 he leaves O.D.I.N. He gathers the Open Ones who no longer want to hear, and those who no longer want to be silent. In 1976 the Echo-Operatives find the monastery, but not him. In 1977 he is not in Nordlicht. He lives in 2027.

Kantor gives the group the question. He shows that hearing is a gift and a burden. He takes simplicity from the players by interpreting the Voice as a conversation. He takes security from them by disappearing. He appears in missions 9, 10 and 11. Mostly as a voice, as a teacher, as a man who calls the forty into the circle.

"It heard us. And now it knows where we are."
Kantor, 1971

Paul Mercier

Acoustician from France, born 1941. Works in a sonic weapons programme until the tinnitus comes. In 1973 he is recruited. In 1974 he takes over the Echo-Operatives. In 1976 he leads the mission at the monastery of Sfântul Ioan. He deploys the first frequency overlay. After that he never triggers one himself again. He leads the Echo-Operatives until 1998. His grandson leads an Echo squad in 2027.

Mercier is a man of frequencies. He wears ear protection and carries a slide rule and a notebook. His voice is quiet, precise, sometimes accompanied by a high tone. He hears what others do not hear. The tinnitus is not an illness. It is a memory. Mercier says: "Frequencies are for things. Not for children." He means the overlay. He means the Open Ones. He means himself.

In 1976 Mercier is thirty-five. He leads the Echo-Operatives into the monastery. Seven Open Ones are arrested, without a shot, without losses. One is fifteen. Mercier deploys the overlay. He sees what it does. He writes the addendum: "… why we did not want to hear him. I had no answer." After that he leaves the triggering to others. He remains the leader. He remains responsible. In 1977 he is not in Nordlicht. He leads the Echo-Operatives until 1998. Today he lives in Provence.

Mercier gives the group control. He shows how to measure, break, bind voices. He takes powerlessness from the players by providing tools. He takes distance from them by showing what tools cost. He appears in mission 11. Mostly as a voice, as a technician, as a man who holds the frequency.

"Frequencies are for things. Not for children."
Paul Mercier, 1976

Elster

Born 1946 in Leipzig. In 1952 the Seeker hears her: a pure, clear tone. The Nursery writes death and life. The family flees west one week before the Hands and sheds the name. The Hands take a photograph of her in Leipzig. The legend "Renate Albers" remains unused. In 1969 Elster joins the Operations Branch. She is the best spy. Her gift never fully awakens. She recognises what is real. In 1989 she betrays O.D.I.N. She is alive.

Elster is a woman of recognition. She wears inconspicuous clothing and a smile, and carries a cake. Her voice is warm, quiet, precise. She remembers the names of the children on the desk photographs in the Print Shop. She brings cake. She recognises who is lying and which paper is false. She recognises it because she sees what is real. She rarely says it. She says: "People believe me. I don't know why." She knows exactly why.

In 1947 Elster is one year old. She appears in mission 3 only in the photograph. In 1969 she is twenty-three. She joins the Operations Branch. Nobody knows whom the Branch is getting there. She works for Marsh, learns the Print Shop, the legends, the deaths. In 1977 she is thirty-one. She is not in Nordlicht. She brings cake to the Print Shop in Zurich while the 41 deaths are being written. In 1989 she betrays O.D.I.N. What she saw, what she knew, what she did, is not in this volume.

Elster gives the group doubt. She shows that truth is not heard, but recognised. She takes certainty from the players by remaining real and yet betraying. She takes closeness from them by leaving. She appears in mission 3 in the photograph, in mission 9 and in the chapter "After Nordlicht". Mostly as a telephone operator in the long-distance exchange, later as a young woman with the cake tin in the Print Shop.

"People believe me. I don't know why."
Elster, 1969

Kjell Haugen

Lieutenant of the Tactical Branch, Norwegian, born in October 1952. In 1976 he enters his name as the third name on arm guard No. 114. In 1977 he leads the search party to Nordlicht. He finds the station intact, the clocks have stopped, eleven cups, ten half full and warm. He leaves the Choir out of the report. Today he lives in Tromsø. His watch stops at ten past ten.

Haugen is a man of withdrawal. He wears a fisherman's jumper, an arm guard, a calm face. His voice is deep, Norwegian, unhurried. He rarely speaks about Nordlicht. When he does, he says: "We always arrive too late. It's not our fault. It's our profession." He drinks aquavit. He fishes. He waits. He does not believe they are dead. He knows he arrived too late. He knows it was not his fault. He knows it full well.

In 1976 Haugen is twenty-four. He is one of the youngest lieutenants. He accompanies the transport to Nordlicht. He knows two of the 41 names. He knows Gunnar Solheim. In 1977, on 15 February, he lands at 6:40. He goes last. The pilot asks: How many? Haugen says: "None." He leaves the Choir out of the report. In May he calls Ashgrove and tells him about the Choir. Ashgrove says: "Don't write it down." Haugen does not write it down. Lindahl's watch keeps the fault as an artefact, Haugen's keeps running outside. Today it stops at ten past ten.

Haugen gives the group the aftermath. He shows how one survives when everything is over. He takes the resolution from the players by remaining silent. He takes the blame from them by saying it is his profession. He appears in missions 12, 13 and in the night. Mostly as a lieutenant, as a man who arrives too late and leaves last.

"We always arrive too late. It's not our fault. It's our profession."
Kjell Haugen, 1977

Astrid Solheim

Watchmaker from Bergen, born 1934. In 1954 she finds a crystal in a pocket watch and hears the Whisper as a beat. In 1956 the Collegium accepts her. She is the first Chronomancer. She designs the time-measuring installation for Nordlicht. In 1977 she arrives too late. She never repairs a watch again. She dies in 2009. Her last sentence in the spellbook: "They are not gone. They are only too early."

Astrid is a woman of time. She carries a magnifying glass and a spellbook bound in blue linen, and has a steady hand. Her voice is bright, precise, sometimes singing. She hears the crystals as a beat, as clockwork, as a song. She builds watches that do not measure time, but the gap. She says: "Every watch is a promise that it goes on." She believes it until 14 February 1977.

In 1947 Astrid is thirteen. She lives in Bergen, learns the watchmaking trade. In 1954 she finds the crystal. In 1956 she joins the Collegium. Penhallow establishes the rule: every Chronomancer only under the supervision of a second. Astrid mostly follows it. In the sixties she becomes a teacher. She trains a handful of students, all Chronomancers. She designs the time-measuring installation for Nordlicht. She works for the station but is not stationed there. She is not on the duty roster. In 1977, on 14 February, she sits with Ingrid on the delayed train to Narvik. At 22:10 the pocket watch in Ingrid's hand runs through a whole night in under a minute. Astrid arrives a good three hours too late.

Astrid's husband is Gunnar Solheim. He is one of the 41. Her daughter Ingrid is three. She writes the last sentence of her spellbook in Norwegian. What she heard in the night is not written in it.

Astrid gives the group time. She shows that watches can lie, that beat carries, that arriving late is not failure. She takes the hurry from the players by measuring the gap. She takes the comfort from them by never repairing a watch again. She appears in missions 5, 6, 12, 13 and in the night. Mostly as a watchmaker, as a teacher, as a woman waiting for the train.

"They are not gone. They are only too early."
Astrid Solheim, last sentence in the spellbook, 2009

Gunnar Solheim

Technician at Nordlicht, Norwegian, born 1940. His father was a man of the escort in Kiruna in 1953. Gunnar has worked at Nordlicht since about August 1976. He is one of the 41. His legend: heart failure in a hotel in Bergen. His daughter Ingrid paints a picture: "Ingrid, 3 years old. For Papa." It lies in the station on 11 February 1977.

Gunnar is a man of building. He wears a blue jumper, carries a tool bag and has steady hands. His voice is deep, friendly, sometimes interrupted by a song. He repairs generators, antennas, heaters. He talks with the Thaumaturges about stones, with the soldiers about fish, with the radio operators about the weather. He says: "Up here you hear the silence. Sometimes it sings." He means it seriously.

In 1947 Gunnar is seven. He lives in Norway. In 1953 his father Torleif does not return from Kiruna. Gunnar is

thirteen. In 1976 he joins Nordlicht. He is on the duty roster. On 14 February 1977 he has a tick: present. At 22:10 he goes through. His wife arrives too late. His daughter waits. In 2027 he stands at the canteen window and says: “We want to be called by those who miss us.” He is not dead. He is too early.

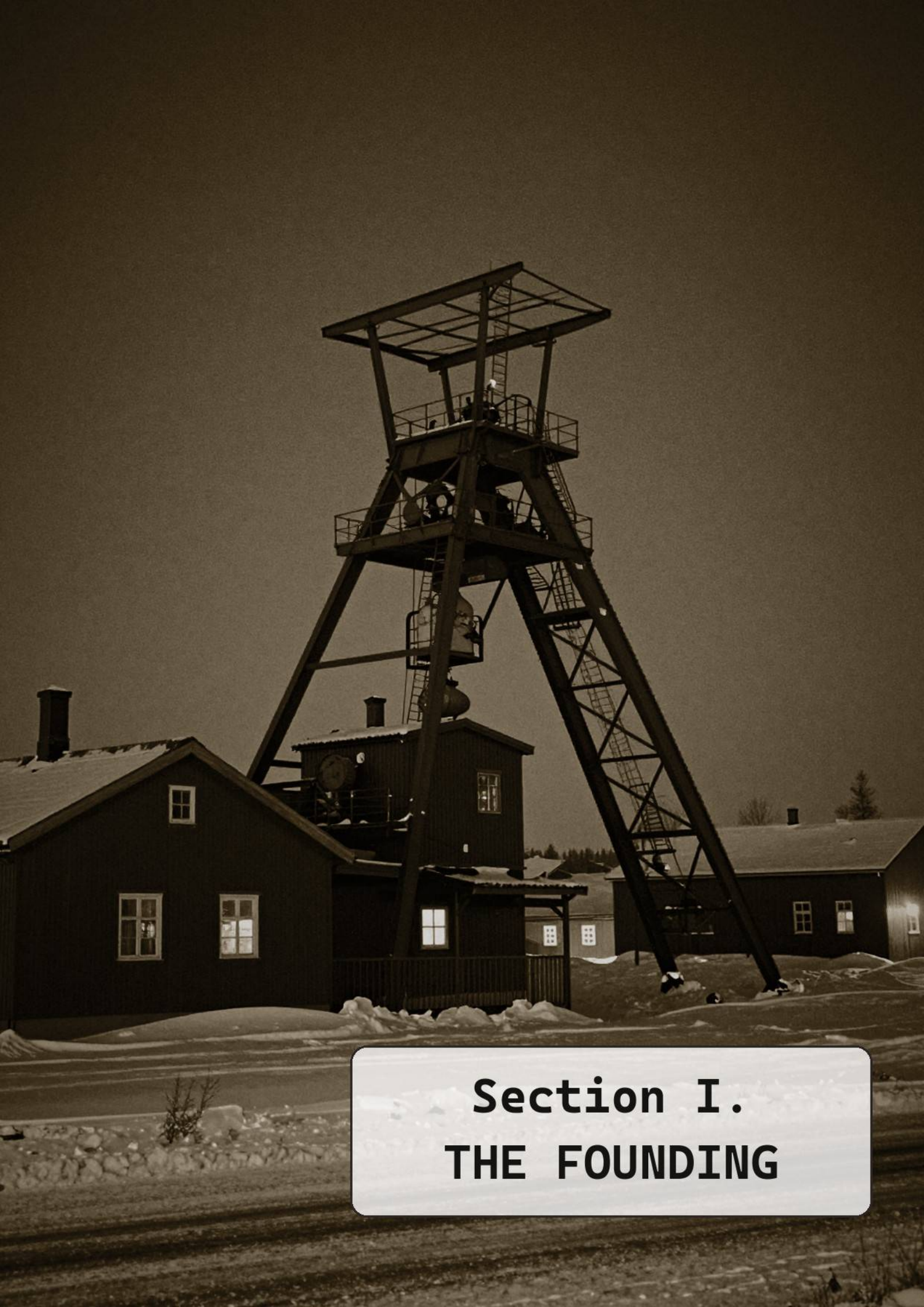
Gunnar gives the group closeness. He shows that behind the 41 names there are faces. He takes the abstraction from the players by being a father. He takes the distance from them by waiting. He appears in missions 4, 12, 13 and in the night. Mostly as a technician, as a man in the blue jumper, as a name on the duty roster.

“We want to be called by those who miss us.”
Gunnar Solheim, 2027

Further Figures

Name	Role	Fits mission
Märta	Seeker, one of the 31 children, according to the file † 1971, only audible in missions	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
Arthur Penhallow	First Magister of the Collegium, † 1961	1, 4, 5, 8
Nachtfalter	Infiltrator, retrieves crystals from collections	8, 9, 10
Nils Ekberg	Metallurgist, melts Alloy S	2, 4
Greta Sundqvist	Cryptanalyst, works on the circles	3, 6, 8
Dr. Karin Ek	Young psychiatrist from Uppsala, reads the records	3, 8
Birgit Wallin	Head of the Registry’s darkroom	6, 8, 9, 10
Folio	Librarian, first Folio of the Registry	2, 3, 6, 8, 9, 10, 11, 12
Margaret Pennington	Biologist of the Institute, secures samples	6, 8, 12
Dr. Martin Hofer	Physicist of the Institute, builds detector 0417	9, 10, 11, 12
Ottilie Brandauer	“Uhrwerk”, precognitive, warns of the Cascade	10, 11
Alun Rees	Sergeant, carries the forty out of the hall, first rescue silver	10
Odile and Margot Lavigne	Twins, maintain the illusion of the convoy	7
The Watchmaker from Biel	Time fuse, works for the Operations Branch	8, 9, 11
Lerche	One of the 31, lives in a silence	2, 3, 10
Nachtigall	Sophie Arndt, reads 140 guests in Vienna	8, 9
Ruth Adeyemi	Hold-6 Lagos, takes over in 1974	11
Yemi Adebayo	Hold-6 Lagos, dies in 1974	11
The Keeper of the Chamber	Holloway’s assistant, hums the melody	8, 10, 12
Tarasow	Young soldier, Carpathians 1976	11
Orlowa’s Father	Department 13, Carpathians 1976	11
Sergeant Frank Doyle	Escort, born 1916	1
Torleif Solheim	Father of Gunnar, Kiruna 1953	4
Britt Holm	Secretary of the Registry, † 21.12.1962	2
Walter Gysin	Employee of the Institute	2, 6
Dr. Heinrich Sander	Paediatrician from Berlin, in Solberg in 1938	6
The Typesetter	Nursery, begins in 1961	8
Station Chief Einar Vatne	Nordlicht	12, 13
Corporal Lindahl	Search party 1977, watch keeps the fault	Night
Ingrid Solheim	Daughter of Astrid and Gunnar	13, Night

These figures are not fixed entities like the portraits. They can appear in missions, give information, accompany the group or hinder it. Their fates are canon. The game master uses them as supporting characters, as witnesses, as voices at the edge. They fill the world without carrying it. The column names missions a figure fits; the mission texts do not always mention them.



Section I.
THE FOUNDING

The world counts its dead. In Nuremberg, judges sit in judgement over men who collected signs and stones. In Sweden, a detective inspector takes home a file that belonged only to him for nine years. In Wales, a woman who has understood crystals since 1923 gives a crystal from her Chamber as a pledge. Between these places lies a contract that has no founding day. It is not celebrated. It is concluded.

The players lead the first group that works under an acronym that no one explains yet. It consists of veterans, an informant, an adept, a scientist, a former police officer and a young woman from Scotland who hears thoughts. They have no ranks. They use old service ranks as forms of address or the circles of the Collegium. They receive papers that do not lie as long as no one looks too closely. Their assignments come from Marsh, Ashgrove and soon from Hallström. Behind them stands an office that never shows a face.

The Section begins in March 1947 in the harbour of Cardiff and ends in February 1953 in a mine near Kiruna. Between them lie four missions. The first is about a lead box, a waybill and a house without a number. The second about a cavity in which clocks stop, and about a cap that is meant to protect children. The third about a nursery, a photograph and a legend that no one uses. The fourth about a tunnel without a plan, eleven dead and a thing that is already awake. At the end of the Section, it is certain: the acronym exists. The Institute exists. The Registry exists. The Cap exists. And there are eleven names that no one writes down.

The mood is sober. The group works with wartime weapons and steel helmets, without uniform, without insignia, without authority. They ride in lorries whose cargo whispers. They enter rooms that are not on maps. They learn that ordinary bullets do not work against everything. They learn that some children are heard before they themselves hear. And they learn that the office they work for does not hand out answers. Only assignments.

What is written in the timeline of the Game Master's Book happens. How it happened is decided by the table.

Mission 1: Waybill

MARCH TO APRIL 1947

no file · **Origin** Humans, plus the Shifted · **Focus** Soldier, Agent

The Collegium sends a lead box to Stockholm, to an address that does not exist. On the waybill, four letters appear for the first time: O.D.I.N. The group is to accompany the transport without knowing what makes the box grow warm and who receives it in the end.

Year	Places	Origin	Duration
1947	Cardiff, Wales, London, Gothenburg, Stockholm	Humans, plus the Shifted	Two to three sessions

What It Is About

The Collegium has concluded a contract. Crystals in exchange for protection. The organisation that promises protection has no fixed name, no founding date, no offices. Only four letters that appear for the first time on a waybill: O.D.I.N.

As a pledge, the Collegium sends a crystal from the Chamber in a lead box to Stockholm. The address does not exist: Vasastan, between number 5 and number 9, a

house without a number. The group is to accompany the transport without knowing what lies in the box, who receives it and why no one explains the letters.

At the same time, a man who bought for the SS Ahnenerbe until 1945 has learned of the transport. He calls himself the Collector. He wants the box. His men are already on the move.

The group finds itself in an empty bunker in London, receives papers, a sealed envelope for a police officer in Stockholm and the assignment to accompany a lead box that grows warm during the crossing.

What Really Happened

The Collegium had kept its archive in the Chamber, a disused slate quarry in Wales, since 1940. The crystals lay in lead crates. Between 1936 and 1939 it lost eleven crystals and two members. After 1945 it sought protection.

Marsh and Ashgrove, who worked for an organisation that did not yet have a name, offered exactly that. The contract on crystal sovereignty was concluded: the Collegium retains crystal sovereignty, the Crystal Ledger becomes mandatory. What is not in the contract is that the Council secretly receives Nexus crystals every year. As a pledge, the Collegium sends a crystal in a lead crate to Stockholm, to an address that does not exist.

GAME MASTER ONLY

The recipient is Sven Ahlgren. Born in 1919, he was a guard at Solberg Sanatorium in 1938. On the night of 2 to 3 December 1938 he disappeared with the adults. In 1947 he returns, barely older than then. He looks 20, is 28 by the calendar. From now on he ages slowly and every Tuesday reads the post from the house without a number. Since 1947 he has taken it to a post office box in Zurich.

Only the game master knows who the recipient is. In Door M22 even Prometheus knows nothing of it. If you do not play “The Door”, you may choose another name from the Solberg personnel list. The young man in the grey coat wears his hat low and comes at dusk. Möwe has a familiar feeling but cannot place it. Every test on Perception, Investigation or Telepathy brings only doubt, Telepathy meets silence. Hallström never sees him himself.

The false trail: The Collector. Until 1945 he was a buyer for the Ahnenerbe, sat in Lisbon and Zurich, bought signs, stones, crystals. Now, after the war, he collects for himself. He learned of the lead crate, perhaps through a man who works in the harbour, perhaps through a veteran who talked too much. He wants the crate, not because he knows what is inside, but because he knows it is valuable.

The loose thread: The recipient’s trail ends at a post office box in Zurich. The house without a number remains. The courier in the grey coat remains. In later years, when the numbers station transmits, when letters to the house without a number are answered, when in “The Door” a man reads post from a house without a number, the trail begins here.

WHAT IS FIXED

- **The waybill with the abbreviation O.D.I.N. exists and returns to London receipted.** The game master ensures this by having the letter go to London by courier after the receipt, whether the group is watching or not. If the group loses the letter, a copy appears that someone made in Stockholm. The price: Marsh trusts the group less, and it receives less advance pay for the next mission.
- **The crate reaches the recipient.** If the group does not want to hand it over, there is a detour: the young man in the grey coat receives it at a railway station, signs illegibly and disappears. The group never sees him again. If the group wants to open the crate, the game master determines that the lid is lead-sealed and could only be opened with tools and time. If the group opens it anyway, they see a clear, milky shimmering crystal that immediately begins to whisper. Price: horror test against Uncanny (1), and Holloway learns of it. She says nothing, but the group has lost trust with the Collegium.
- **Hallström receives his letter and brings File Zero with him.** If the group does not deliver the envelope, a courier finds it in Stockholm. Hallström comes anyway. The group then simply does not have the opportunity to speak to him first.
- **Hold-1 is occupied.** The bunker under Coptic Street is already occupied in March 1947, with a steel cabinet and six veterans. After the return it is expanded. This happens regardless of the group's success.
- **The signature remains illegible, the recipient gives no name, his trail ends at a post office box in Zurich.** If the group follows the grey coat, they lose him in Stockholm's street network or in front of a post office. Every attempt to read the name fails because of the handwriting. The game master only shows the post office box if the group is very good. The number remains illegible.

WHAT THE TABLE DECIDES

- **Who finds the tuning fork.** In the Chamber, between the first crates, lies a tuning fork of matt metal. If a Thaumaturge finds it, they recognise with Occultism against Hard (3) that it does not come from the Collegium. If another agent finds it, the game master describes it as an inconspicuous, used tuning fork that vibrates softly when held against the lead crate. No one knows in 1947 that it closes small rifts. If someone strikes it, Möwe feels the pain, and all psions within 100 m suffer 2 strain. Consequence: It remains in the Chamber in the felt box, as a bridge to "The Door", End I. Duty Log entry: name of the finder, object, date.
- **How the crate travels.** By lorry, ship or train. If the group decides to take the land route via Denmark and Sweden, with the ferry from Harwich to Esbjerg, the mission is extended and the Collector has more chances. On the land route, Node 4 takes place on the ferry to Esbjerg, the Swedish customs in Helsingborg issue the customs transit document (N4), and the confrontation takes place at night in the ferry port of Helsingborg. If they decide on the sea route, play the crossing over the North Sea and Skagerrak. Duty Log entry: transport route, incidents.
- **Whether the Collector survives.** The confrontation can end fatally. If the Collector dies, his collection remains undiscovered. If he survives, he becomes a recurring opponent who appears as a buyer at auctions in later missions and sells information. Duty Log entry: name, condition, what happened to him.
- **Who brings Hallström the envelope and what they say to him.** One agent or the whole group. Hallström asks about the sender, about the abbreviation, about the organisation. What the group answers shapes his attitude towards O.D.I.N. Duty Log entry: name of the bearer, quotation of the first sentences.
- **How far the group follows the grey coat.** To the post office where he posts an envelope to a post office box in Zurich, to the next street corner, or not at all. The further they follow, the more they learn about the house without a number, but also the more the courier notices them. Duty Log entry: distance, observations, whether the courier turned around.

People

Thomas Ashgrove, 39

Major, British, has been in the Libyan desert, compass in his pocket. Wants the transport to work without anyone dying. Knows the crates whisper, but only says so in his notebook. Conceals that he cannot explain the name O.D.I.N. Speaks curtly, in military sentences, says “man” and “people”, never “agents”.

Evelyn Marsh, 36

British woman, was a seamstress in Lyon, ran 40 informants. Wants to keep the papers clean and the legends in her own hand. Knows the envelope goes to Hallström, conceals what is inside. Speaks quietly, with French phrases, calls the group “my dears”, but only once.

Margaret Holloway, 58

Orientalist from Oxford, founder of the Collegium. Wants the crystal to arrive as a pledge, and only half trusts the contract. Knows what lies in the crate, conceals that the crystal is a speaking one. Speaks precisely, as if dictating a catalogue, says “my child” to the crystals.

Evan Pryce, 28

Chemist from Cardiff, in the Collegium since 1941. Wants the lead crate to stay sealed. Knows the crate could become warm during the crossing, conceals it because he does not believe it. Speaks with a Welsh accent, with technical terms, says “she” to the crystals.

Viktor Hallström, 46

Detective inspector from Stockholm, with File Zero since 1938. Wants to know who is behind O.D.I.N. Knows that the house without a number exists, conceals that he has kept a private file for nine years. Speaks Swedish-accented English, asks questions he answers himself.

Sergeant Frank Doyle, 31

Born 1916, Irish, leads the eight men in Cardiff. Wants the crates to be loaded without incident. Knows the crates whisper at night, conceals that one of the men cried. Speaks loudly, with Irish curses, calls the group “children”, even when they are older.

The Collector

Age unknown, between 50 and 60. Austrian who bought for the Ahnenerbe until 1945, now for himself. Wants the lead crate because he senses it contains something he does not need to understand. Knows that O.D.I.N. is new and vulnerable. Conceals that he does not want to open the crate, but sell it. Speaks politely, in the tone of an art dealer, says “my dear friend” to people he is having killed.

Briefing

“You’ll take a crate to Stockholm. It’s made of lead. It’s not heavy. It doesn’t belong to you. If anyone asks, you’re freight forwarders. If anyone asks about the sender, say: the Collegium. If anyone asks about the letters, say nothing. On Tuesday you’ll wait in front of a house in Vasastan. A man will come. He’ll sign for it. You’ll give him the crate and leave. Don’t ask his name.”

Evelyn Marsh, 1947

What the group gets: in the bunker six forged passports, a Minox camera, a wire recorder in a knapsack, a compass, a torch, a first aid kit. Marsh issues the waybill (Handout N1) and the sealed envelope “for a policeman in Vasastan” (Handout N3) only on 17 March in London (Node 3). No one gets Ashgrove’s notebook (Handout N2); it lies open in the bunker. The Swedish customs issues the customs accompanying document (Handout N4) on arrival in Gothenburg.

Expenses: £200 in notes, plus instructions for a bank in Gothenburg and a poste restante in Stockholm. The group accounts for what it spends. Receipts are welcome, but Marsh does not ask after every penny.

Requisition: field telephone, shortwave radio, a lorry with driver, a customs agent in Gothenburg, a contact in Stockholm, weapons from the war (submachine gun, carbine, revolver), steel helmets, army coats. No radio direction finding, no modern equipment, no police support.

The Nodes

The nodes are arranged by journey, but the group can approach them in another order. Each clue leads to another node or to a conclusion.

Node 1: Cardiff Harbour

Two army lorries stand at the pier, men in army coats load six lead crates. Sergeant Doyle counts the crates, curses the weather, keeps the men’s backs in sight.

- **Clue:** The crates are numbered with chalk, one has a crack in the lead. A Soldier with Craft against Doable (2) or an Investigator with Investigation against Doable (2) recognises that the crack did not come from the loading. Leads to Node 2.
- **Clue:** A man in a dark coat watches the loading, notes number plates, disappears towards the

station. An Agent or an Investigator with Perception against Doable (2) notices him. Leads to Escalation.

- **Clue:** One of the men mutters: "They're whispering again. It gets worse at night." A Psion with Telepathy against Easy (1) or an Investigator with Insight against Easy (1) hears the fear. Leads to Node 2.
- **Tests:** A Soldier with Tactics against Doable (2) or an Agent with Perception against Doable (2) can assess the situation. Success shows that the loading is running on schedule, but someone is watching. Soldier and Agent shine here.

Node 2: The Chamber in the Slate Quarry

Margaret Holloway leads the group into the third tunnel. Between the first crates lies a tuning fork. Holloway hands over the lead crate herself, with both hands.

- **Clue:** The tuning fork of dull metal lies between two crates, as if someone had forgotten it. A Thaumaturge with Occultism against Hard (3) recognises that it does not come from the Collegium. An Investigator with Investigation against Doable (2) sees that it has been used. Leads to decision: who finds the tuning fork.
- **Clue:** Holloway says: "This crystal is a pledge. I won't say more." Asked about the four letters, she remains silent. An Agent with Insight against Doable (2) or a Psion with Telepathy against Doable (2) senses that she does not want to explain the initials, perhaps cannot. Leads to Conclusion 1.
- **Clue:** The crate is warm, although the Chamber is cold. A Scientist with Physics against Doable (2) or a Thaumaturge with Thaumaturgy against Doable (2) measures a warmth that does not come from the surroundings. Leads to Conclusion 2.
- **Tests:** A Thaumaturge with Occultism against Hard (3) or a Scientist with Physics against Hard (3) can examine the crate. Success shows that the warmth comes from within and fluctuates in the rhythm of a heartbeat. Thaumaturge and Scientist shine here.

Node 3: London, Bunker Beneath Coptic Street

An empty bunker, a steel cabinet, six veterans. Marsh gives out papers, the waybill, the sealed envelope. Nobody explains the letters.

- **Clue:** The waybill (Handout N1) shows the letters O.D.I.N. without a company name. An Investigator or an Agent with Investigation against Hard (3) recognises that the document was set in no known print shop. Leads to Conclusion 1.
- **Clue:** Ashgrove writes in his notebook (Handout N2): "The crates whisper." He leaves it lying open. A Psion with Telepathy against Doable (2) or an Investigator with Perception against Doable (2) reads it: "The waybill bears four letters. Nobody explains them." Under 15 March it says: "The crate from the Chamber is warm." Leads to Conclusions 1 and 2.
- **Clue:** The sealed envelope (Handout N3) is addressed to "Detective Inspector Viktor Hallström, Stockholm, Vasastan". An Agent with Etiquette against Doable (2) or an Investigator with Investigation against Doable (2) recognises that the envelope did not go through the post. Leads to Node 5.
- **Tests:** An Agent or an Investigator with Investigation against Doable (2) can examine the waybill. Success shows that the sender has not signed: under "The Collegium, Wales" there is no name. Agent and Investigator shine here.

Node 4: The Crossing from Tilbury to Gothenburg

The crate stands in the hold, between crates and suitcases. The Collector's men are on board. A Swedish customs officer checks the papers. The crate grows warm.

- **Clue:** Two men with foreign accents ask about the freight, book a cabin next to the cargo hold. An Agent with Insight against Hard (3) or a Psion with Telepathy against Hard (3) recognises that they do not sleep, but keep watch. Leads to Escalation.
- **Clue:** On arrival the customs officer checks the papers before he issues the customs accompanying document (Handout N4) and asks: "What's in the crate? Lead? Or something that needs lead?" An Agent with Deception against Doable (2) or a Soldier with Intimidation against Doable (2) can answer. Leads to Confrontation.
- **Clue:** The crate becomes warm, although the cargo hold is cold. A Scientist with Physics against Doable (2) or a Thaumaturge with Thaumaturgy against Doable (2) measures a rhythm. Leads to Conclusion 2.
- **Tests:** An Agent with Stealth against Hard (3) or an Investigator with Perception against Hard (3) can observe the Collector's men. Success shows that they enter the cargo hold at night and search for the crate. Here Agent and Psion shine.

Node 5: Stockholm, Vasastan

A detective inspector notices strangers asking about a house without a number. Hallström is suspicious but

curious. Whoever gives him the envelope (Handout N3) hears him say: “I’ve searched for murderers for twenty years. In Solberg I saw a crime scene for the first time where the crime had not yet been committed.”

- **Clue:** Hallström asks the group: “You’re not from the haulage company. Who are you?” An Agent with Deception against Doable (2) or an Investigator with Insight against Doable (2) can answer. Leads to Node 6.
- **Clue:** In a café a man with a foreign accent asks about a house without a number. An Agent with Contacts against Doable (2) or an Investigator with Investigation against Doable (2) hears it. Leads to Escalation.
- **Clue:** Hallström knows the house: “Nobody lives there. Yet there is post.” An Investigator with Insight against Doable (2) recognises that he says more than the words give away. Leads to Node 6.
- **Tests:** An Agent with Etiquette against Doable (2) or an Investigator with Insight against Doable (2) can assess Hallström. Success shows that he knows more than he says, but is no enemy. Here Agent and Investigator shine.

Node 6: The House Between the 5 and the 9

A narrow house in Vasastan, between two houses with numbers. The letterbox is warm. On Tuesday a young man in a grey coat waits.

- **Clue:** The letterbox is warm, although the house is cold. A Scientist with Physics against Doable (2) or a Psion with Telepathy against Doable (2) senses that the warmth comes from inside. Leads to Conclusion 4.
- **Clue:** On Tuesday the young man signs illegibly, gives no name, takes the crate and leaves. An Agent or an Investigator with Perception against Doable (2) sees only hat, coat and a hand that writes; the face remains in the twilight (box GAME MASTER ONLY). Leads to decision: how far the group follows.
- **Clue:** After the man has left, the letterbox is cold. A Scientist with Physics against Doable (2) or a Psion with Telepathy against Doable (2) notices the change. Leads to Aftermath.
- **Tests:** An Agent or an Investigator with Stealth against Very Hard (4) can follow the courier. Success shows that at the counter he posts an envelope to a post office box in Zurich, the number is concealed. He carries the crate, the group loses him with it. Here Agent and Investigator shine.

THE CONCLUSIONS

1. The waybill is the first document with the abbreviation O.D.I.N., and nobody explains the letters. Clues: Holloway remains silent about the letters (Node 2), the waybill itself (Node 3), Ashgrove’s notebook (Node 3).

2. The crate contains something that reacts to the crossing and gives off heat. Clues: the warm crate in the cold Chamber (Node 2), Ashgrove’s entry “The crate from the Chamber is warm” (Node 3), heat and rhythm in the cargo hold (Node 4).

3. The Collector knows about the transport and has men in Cardiff and on board. Clues: the man in the dark coat (Node 1), the two men on board (Node 4), the man in the café (Node 5).

4. The house without a number has no occupant, but it receives post, and someone collects what arrives there. Clues: the warm letterbox (Node 6), the young man in the grey coat (Node 6), Hallström’s sentence “Nobody lives there. Yet there is post.” (Node 5).

Escalation

The group has no schedule, only a weekday: Tuesday. Whoever stays too long in Cardiff, checks papers in London or waits in Gothenburg for a better ship gives the Collector time. His men are already on the move, and they work faster than authorities.

- **Cardiff, second day:** A lorry of the escort disappears from the pier. Doyle finds it in the evening two streets away, the driver lies in the cab with a bump on the back of his head. The man remembers two voices with a foreign accent. The tarpaulin is slit open, the chalk numbers on the crates are copied down, no crate is missing. The Collector now knows that the crate for Stockholm is not among the six. Price: The group loses half a day, Doyle becomes suspicious.
- **London, third day:** A man asks in Coptic Street about a bunker, a steel cabinet, a major. A veteran of the escort chases him off. Marsh has the street watched. The Collector now knows the area, not the entrance.
- **Crossing, second night:** Two men search the cargo hold. They check crates with a stethoscope, not with a crowbar. The group notices them only with Perception against Doable (2). The men disappear before the guard comes. After that, no one sleeps soundly any more. Horror test against Uncanny (1) for all who stay with the crate at night, because the Whisper grows louder.

- **Gothenburg, after arrival:** A customs officer wants to open the crate. An Agent with Deception or Negotiation against Doable (2) convinces him that the papers are complete. If the test fails, customs confiscates the crate for 24 hours. The Collector learns of it before the group gets the crate back.
- **Stockholm, before Tuesday:** The Collector's men rent a room opposite the house without a number. Whoever watches the house sees the curtain where no light ever burns. An Agent with Perception against Hard (3) realises that someone has had the house in view for hours.

The authorities of the time know no Veil Protocol. Police, customs and intelligence services arrest, interrogate, confiscate. If the group is caught in Sweden with forged papers, they end up in remand. Marsh cannot get them out, only Ashgrove with a solicitor and a lot of money. Presence weighs heavier than in later years. An arrested Agent is missing on Tuesday, and the courier in the grey coat does not wait.

If the Collector gets the crate, he does not open it. He wants to take it to Zurich, to a villa with display cases. He does not get that far, because the fixed point holds: On Tuesday, the young man in the grey coat stands at the station where the Collector boards the train to the south, and takes the crate, without the group seeing how (detour from the box WHAT IS FIXED). The group finds the waybill receipted at their poste restante the next morning. The price: Marsh loses trust, and the Collector now knows what he will bid for in later years.

The Confrontation

The Location

The harbour of Gothenburg, at night, between storage sheds and quays. Fog lies over the water, the lamps of the cranes are pale points. The crate stands on a sack barrow; the group has just brought it from the ship. The way to the lorry leads through an alley between two sheds. There the Collector's men step out of the fog. Six mercenaries, behind them the Collector himself in a dark coat, hands in his pockets. He smiles as if they had arranged to meet.

Sequence

1. The Collector steps forward. He offers money: "I'll pay double whatever they're paying you. The crate, and you go. I'll carry it myself." His voice is polite, almost warm. An Agent with Insight against Doable (2) senses that he means it, but does not expect a no.

2. If the group refuses, hesitates or attacks, the mercenaries open fire. The Collector steps back a pace and watches. He only shoots if he is attacked.

3. As soon as the first shot is fired or the crate tips over, it begins to whisper. Everyone present, including the mercenaries, hears it: words in a language no one knows, quiet, close under the fog. Horror test against Uncanny (1) for all, Disturbing (2) for Psions, because they almost understand the words. Whoever already rolled for the Whisper on the crossing does not roll again.

4. The mercenaries are distracted. Two stare at the crate, one steps back. The group can attack, flee or negotiate. The fog is thicker than before.

Solutions

- **Without a fight:** An Agent makes an opposed test with Negotiation or Deception against the Collector's Persuasion and Deception (5 + 4) and convinces him that the crate is worthless, a trap, an empty lead. If the test succeeds, the Collector laughs quietly, straightens his coat and leaves. He says: "We'll meet again." The mercenaries follow him into the fog. The group loses an hour because they have to take another route to the lorry.
- **With a fight:** A Soldier with Firearms or Tactics against Doable (2) leads the group into the cover of the storage sheds. The mercenaries fight without coordination as soon as the crate whispers. The Collector flees when two mercenaries fall or when he himself takes damage. The group can stop him, but then the remaining mercenaries shoot more accurately.
- **With a lure:** An Agent with Deception against Hard (3) can offer the Collector something else: Ashgrove's notebook, the waybill, a name. The Collector examines the offer. If it is credible, he takes it and leaves, not without saying that the crate is only postponed. The price: O.D.I.N. loses a document or a secret.

Opponents

Collector's Mercenary

Henchman · Humans

A man who survived the war and now fights for money. He wears an old army coat, a submachine gun or a carbine, no helmet. He speaks quietly, with an accent, and he shoots at the legs first.

Value	Details
Initiative	3
Attack	Submachine gun or carbine 3 + 2, damage 3
Defence / Armour / HP	1 / 0 / 6
Horror	Uncanny (1) when the crate whispers
Special	Fights uncoordinated as soon as the crate whispers: −1 die on attacks
Weakness	Money. A Soldier with Intimidation or an Agent with Negotiation can make him withdraw
Behaviour	Follows the Collector as long as he pays. Does not shoot at women or the wounded

The Collector

Leader · Humans

An Austrian between 50 and 60 who bought for the Ahnenerbe until 1945, now for himself. He wears a dark coat, gloves, a pistol in the inside pocket. He wants the crate, not because he knows what is inside it, but because he knows that it is valuable.

Value	Details
Initiative	3
Attack	Pistol 3 + 3, damage 3
Defence / Armour / HP	2 / 1 / 10
Horror	Uncanny (1) when the crate whispers
Special	Stats as in the Threat Atlas. Always has six mercenaries with him, in this mission without elite mercenaries. Makes every agent an offer from the table “The Lures of the Others”
Weakness	His collection. Anyone who destroys a piece he loves rattles him: −2 dice for one scene
Behaviour	Polite, patient, without any limits. He shoots only when he must, and flees when he loses

Aftermath

What the world saw:

A waybill with four letters, a transport that arrived, a house that does not exist. None of it reaches newspapers or files. The customs officer in Gothenburg remembers a warm lead crate, but says nothing. The neighbours in Vasastan see a young man in a grey coat carrying a crate, and turn away. It is Stockholm, it is March, it is raining.

What O.D.I.N. gets:

The receipted waybill, the confirmation that the abbreviation was used for the first time. Hold-1 in London with a steel cabinet and six veterans. Hallström brings File Zero with him and begins to work for the organisation, still without a Registry. The Collegium receives the news that the pledge has arrived. Holloway writes in her diary that the contract holds.

Experience:

2 XP for a mission without a file (the colours do not exist until 1948), +1 for the achieved objective, at most +1 personal bonus. In addition +1 XP for each thread taken up: the grey coat, the house without a number, the Collector. Typically 4 to 7 XP. Whoever found the tuning fork receives no additional XP, but a Duty Log entry that will later become important.

Duty Log:

Date, place, names of the agents, transport route, whether the Collector survived, who found the tuning fork, who brought Hallström the envelope, how far the group followed the grey coat. The waybill is attached, the signature illegible. The game master does not enter the name of the recipient. It remains open for the players (box GAME MASTER ONLY).

Handover:

None yet. The protégés do not appear until Mission 2.

The loose thread:

The house without a number, the courier in the grey coat, the post office box in Zurich. In “The Door”, Mission 14, the house appears again. In later missions, the courier reads the post from the house without a number. The group only knows that someone signed illegibly and disappeared into a Tuesday.

Until the next mission:

Months pass until November 1947. The group sets up Hold-1, accompanies further transports, hears the crates whisper. Ashgrove writes in his notebook. In Kiruna, miners find a cavity in which clocks stop. The first letters to the house without a number are written, but not sent.

HANDOUTS AND MAP

N1 Waybill 1947: Form, typewritten, with handwritten receipt. The group receives it in the bunker beneath Coptic Street.

N2 Ashgrove's notebook, March 1947: Handwritten entry, lies open on the steel cabinet. The group can read it when Ashgrove leaves the room.

N3 Letter to Detective Inspector Hallström: Sealed envelope, handed to the group in the bunker and passed on to Hallström in Stockholm.

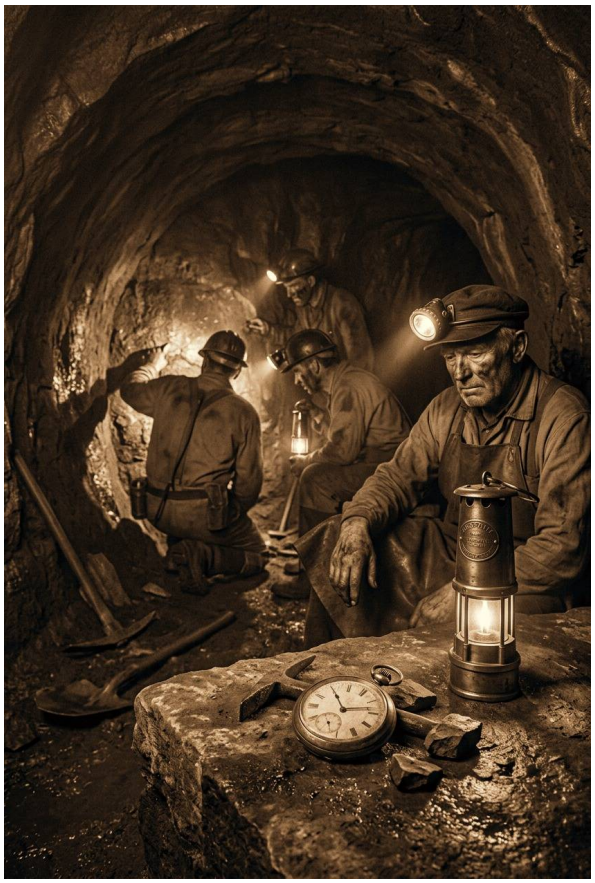
N4 Customs accompanying document Gothenburg: Form of the Swedish customs, issued by the customs officer on arrival in Gothenburg on 20 March (Node 4). The group carries it with them to Stockholm.

No map.

Mission 2: Silence

NOVEMBER 1947 AND FEBRUARY 1949

Grey File, created retroactively in 1948 · **Origin** the Voice, plus the Old · **Focus** Psion, Scientist



Year	Places	Origin	Duration
1947 to 1949	Kiruna, Oxford, Bern, Stockholm, Scotland	the Voice, plus the Old	two to three sessions

What It Is About

Miners of LKAB report a cavity in the mine near Kiruna in November 1947. In this cavity watches stop, radios fall silent, a mine dog lies down and does not get up. A psion of the Thirty-One goes in and hears nothing for the first time in their life. The adept's crystal falls silent. A Sami reindeer herder calls the place a lid and warns that what lies beneath should not be woken. A hundred metres further on, a wall is warm. The group is sent to Kiruna to measure, secure and report.

Interlude 1948: The ore crate from the cavity goes to Bern. Nils Ekberg smelts Alloy S. On 12 April Hans Wendland weighs an 11-gram shard in Oxford. The Institute is established in a mine tunnel near Bern with four staff; the group's geophysicist joins as the fifth. Viktor Hallström moves into three rooms above a tobacconist's in Stockholm: two secretaries, a translator, a Wall. The Registry is established.

Part B February 1949: Psions on missions collapse in railway stations and department stores. In the Centralstation a crowd turns at the same moment towards the group's psion, and a child on the platform begins to sing. Ilse Marek arrives with the first prototype of the Cap. The group tests it in the department store, where it is loudest, and then takes the singing child to Scotland.

What Really Happened

The cavity near Kiruna is the only find site of the ore from which Alloy S is smelted in 1948. What falls silent in the cavity is not a being with stats, but an effect. Only what happens is observed: Watches stop. Radios fall silent. The mine dog lies down and does not get up. A psion hears nothing for the first time in their life, a crystal falls silent. What the cavity is and whether it is connected to what is awake in the tunnel without a plan in 1953 remains open. The Sami herder calls it a lid.

A hundred metres further on, a known crosscut ends in solid rock, and this face is warm. Why, nobody knows in 1947. Only the game master knows: Mining of ore from the cavity for Alloy S begins in 1948 and continues until 1981. It makes the lid thinner, and in February 1953 it is through (Mission 4).

The false trail: The group is meant to believe the cavity is the anomaly. The real danger lies behind the warm wall.

The loose thread: Mining for the caps makes the lid thinner and leads to Mission 4. After 2026 the thread leads to “The Door”, Mission 8 (Tunnel 7), and to “The Door”, Mission 17 (Waiting Room), for the children from the openings.

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WHAT IS FIXED
- The cavity is the only find site.
- Alloy S is created in 1948.
- The Cap is created in 1949, a leather cap
with 14 small plates.
- Marek does not write down why she insists on
it.
- The Opening begins in 1949, about every
third child dies, the file says “cerebral
haemorrhage”.
```

If the group wants to fill in the cavity, the mining authority finds a way to send the ore crate to Bern anyway. That is the detour. If the group wants to reject Marek’s Cap, another psion wears it on the mission, and the group observes the effect. The price is trust with Marek, a protégé doubts. If the group wants to prevent the child from being taken to Scotland, Marek fetches the child herself later, and the group remains a witness. Never punish, always make it tragic.

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WHAT THE TABLE DECIDES
- Which psion is the first to hear nothing and
whether they want to go back out. Consequence:
This psion knows the silence and is Marek’s
first candidate for the Cap; their name is in
the Duty Log as “first silent psion”.
- Whether Ekberg was in the cavity in 1947.
The rumour may become true; then he knows the
group from Kiruna and is more talkative in
Bern.
- Who wears the Cap first on a mission. The
first Cap bears Marek’s initials, no matter
who puts it on; the name goes into the Duty
Log.
- Whether the group asks what happens to the
child in Scotland. Marek tells the truth and
asks them to keep it to themselves; the Duty
Log notes the question, not the answer.
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People

Ilse Marek, 36 (1947), 38 (1949)

Doctor, mother of the Choir, head of the Psionic Core. Wants to protect the psions from the world and the world from the psions. Knows about Solberg, about the Opening, about the children. Conceals that she developed the Opening from the Night of Solberg and that the Opening can kill children. Speaks quietly, precisely, without pleasantries, with long pauses.

Hans Wendland, 40 (1948), 41 (1949)

Physicist from Göttingen, suspicious of everything that cannot be weighed. Appears only in the 1948 interlude, in Part A he has no role. Wants to weigh what the others only hear, and to understand Alloy S. Knows that the shard is lighter and warmer than it should be. Conceals his fear of what he measures. Speaks slowly, with north German dryness, sentences like laboratory reports.

Viktor Hallström, 46 (1947), 48 (1949)

Detective inspector from Stockholm, in November 1947 just recruited or still on duty. Wants to bring order to the disorderly. Knows about Solberg, about File Zero, about the circles. Conceals everything that does not belong in a file. Speaks curtly, politely, with a tone that expects no contradiction.

Nils Ekberg, 35 (1947), 37 (1949)

Metallurgist from Falun, born 1912. Wants to melt Alloy S and understand why the ore from the cavity is different. Knows whether he was in the cavity in 1947, if the table decides so. Conceals that he calls the alloy “S for special experiment” but thinks of “silence.” Speaks little, never switches on a radio.

Walter Gysin, 34 (1949), Born 1915

Electrical engineer from Zurich, one of the first four employees of the Institute. Wants to secure the samples and build the measuring instruments the Institute needs. Knows that Alloy S swallows the Whisper and stays cold while doing so. Conceals that he sits in the Institute at night and listens to the samples. Speaks with a Swiss German tinge, cautiously, with his eyes on the door.

Britt Holm, 24 (1948), Born 1924

Secretary of the Registry. Wants to keep Hallström’s files and file nothing wrong. Knows that Hallström has a wall with maps she is not allowed to read. Conceals that she sometimes sorts the index cards at night to see the patterns. Speaks with a Stockholm accent, quickly, with a smile that is never quite real.

The Sami Herder, Age Unknown

Reindeer herder who knows the cavity because his family has avoided it for generations. Wants no one to wake the lid. Knows that the warm wall is older than the mine. Conceals the name his family gives the place. Speaks slowly, in Swedish with a Sami tone, repeats sentences as if they had to sink into the ground.

Briefing

"The mine near Kiruna reports a cavity. The miners say clocks stop there. The mining authority asks for a measurement. We're sending you because we know it isn't the clocks. One of us will go in. One of us will measure. Everyone else secures. Report to me what your crystal says, and what it doesn't say. And don't bring anything you can't carry."

Viktor Hallström, November 1947

What the group gets: Travel documents for the train to Kiruna, a carbide lamp, a portable magnetometer, a field telephone, a compass and a letter to the mine manager.

Expenses: Swedish kronor.

Requisition: 35 mm camera, wire recorder, a second mine guide, warm clothing, a sledge. No weapons, no radios, which would fall silent in the cavity anyway.

The Nodes

Part A has three nodes in and near the mine. Interlude 1948 is narrated and has neither nodes nor tests. Part B begins with the confrontation in the Centralstation; afterwards, Nodes 4 and 5 follow.

Node 1: The Mine and the Cavity

November 1947, shortly before the polar night. A cage descends into the depths, the mine manager leads the group through wet workings to level 5, location 12 (Map K3). Among his papers is the report to the mining authority (Handout N5). Miners with carbide lamps wait in front of the cavity, a mine dog lies before it. Behind it, a round cave with dull grey walls, on a stone a stopped pocket watch.

- **Clue:** The mine manager's pocket watch stops when he enters the cavity and runs again when he leaves it. Investigator: Perception against Easy (1). (leads to: The cavity is an anomaly)
- **Clue:** The miners say that the radio in the cavity does not even hiss and that the mine dog is not the first dog to lie down there. Agent: Insight against Doable (2). (leads to: The cavity is an anomaly)
- **Clue:** In the cavity, the Psion hears nothing for the first time in their life, not even their own breathing. Psion: no test. (leads to: The cavity is an anomaly)
- **Clue:** The adept's crystal falls silent as soon as they enter the cavity. If they hold it outside next to a lump of ore from the cavity wall, it falls silent again. Thaumaturge: Thaumaturgy against Doable (2). (leads to: The ore from the cavity swallows what crystals and Psions send)
- **Tests:** Perception against Hard (3): The carbide flame in front of the cavity stands completely still. Concentration against Very Hard (4) to remain in the cavity for longer than a minute without lying down (see Escalation). Horror test against Uncanny (1) for everyone who enters the cavity. Psion and Investigator shine here.

Node 2: The Warm Wall

A hundred metres from the cavity, a familiar crosscut ends at solid rock. The face is warm, the magnetometer deflects. In 1947, nobody gets any further.

- **Clue:** The magnetometer already deflects before the cavity, in the direction of this wall. Scientist: Physics against Doable (2). (leads to: The warm wall is the real danger)
- **Clue:** The heat does not come from the depths, but from the wall itself. Scientist: Physics against Hard (3). (leads to: The warm wall is the real danger)
- **Clue:** The miners have not driven the crosscut any further and never take their break at this wall. The foreman says it "sweats". Soldier: Tactics against Doable (2). (leads to: The warm wall is the real danger)
- **Tests:** Perception against Hard (3): In front of the wall, the carbide flame does not stand still; it dances. Scientist and Soldier shine here.

Node 3: The Sami Camp

A few kilometres from the mine, a tent camp stands in the snow. The Sami herder sits by the fire. His family has avoided the place above the cavity for generations. The camp and this avoided place are the Old's share in this mission.

- **Clue:** The herder calls the cavity a lid and says that what lies beneath should not be woken. Agent: Insight against Doable (2): He tells the truth, but not everything. (leads to: The warm wall is the real danger)
- **Clue:** He says the warm wall is older than the mine. He only speaks about that with the one who found

the camp without a guide. Soldier: Survival against Doable (2). (leads to: The warm wall is the real danger)

- **Clue:** He gives the group a piece of reindeer hide and says it helps to bear the silence. Psion: Telepathy against Doable (2): His thoughts are calm, he has known the place since childhood. (leads to: The cavity is an anomaly)
- **Tests:** Tactics against Doable (2) to recognise that the herder is watching the group before he shows himself. Soldier and Agent shine here.

Interlude 1948

No nodes, no tests. The game master narrates three short scenes and places the handouts on the table.

- **Oxford, 12 April 1948:** After four enquiries, Hans Wendland weighs a crystal shard of the Collegium, 11 g, "lighter than it ought to be, and warmer than it should be" (Handout N6). Afterwards, he founds the Institute in the mine tunnel near Bern, with Marchand, Ekberg, Gysin and Hainz. The group's geophysicist joins as the fifth.
- **Bern, 1948:** The ore crate from the cavity arrives. Nils Ekberg melts Alloy S and says almost nothing about it.
- **Stockholm, May 1948:** Hallström moves into three rooms above a tobacconist: two secretaries, one of them Britt Holm, a translator, a Wall. The first index card bears the number 1 (Handout N7). From the Ahnenerbe crate, which has been with Swedish authorities since 1945, the photo of the circles from 1937 goes up on the wall. Hallström shows the Wall himself, never Holm.

Node 4: The Department Store

Stockholm, February 1949, the day after the Centralstation. Marek wants to test the prototype of the Cap where it is loudest: in the city's largest department store, on Saturday afternoon. She gives the instruction verbally. In her suitcase is the Institute's workshop note (Handout N8). The Psion puts on the leather cap and walks into the hall, the others follow at a distance.

- **Clue:** With the Cap, the Psion no longer hears the crowd, but also no longer hears the group. Psion: Telepathy against Very Hard (4) to hear at least the group despite the Cap. (leads to: The Cap protects, but it also seals)
- **Clue:** On the inside of the cap are the initials IM, on the edge of the workshop note, Marek's note "tighter". Investigator: Investigation against Easy (1). (leads to: The Cap protects, but it also seals)
- **Clue:** The small plates are Alloy S made from the ore of the cavity. Next to the Cap, the adept's crystal falls silent as in Kiruna. Scientist: Physics against Doable (2), Thaumaturge: Thaumaturgy against Doable (2). (leads to: The ore from the cavity swallows what crystals and Psions send)
- **Clue:** Marek only says: "The helmet is a lid." Why she insists on 14 plates, she does not say. Agent: Insight against Hard (3): She is afraid, not of the Cap, but of what happens without it. (leads to: The Cap protects, but it also seals)
- **Tests:** Concentration against Doable (2) for the wearer to cross the hall without help. Psion and Scientist shine here.

Node 5: The Manor House in Scotland

The manor house of the Thirty-One. The group brings the child from the Centralstation to Marek. Marek takes the child by the hand and leads them inside.

- **Clue:** If the group asks what happens to the child, Marek tells the truth: They will be opened, and the Opening can kill children. She asks them to keep it to themselves. No test. (leads to: The Cap protects, but it also seals)
- **Clue:** In the house, without the Cap, the Psion hears the others of the Thirty-One, quiet and familiar. When they put on the Cap, they are gone as in the cavity. Psion: Telepathy against Doable (2). (leads to: The ore from the cavity swallows what crystals and Psions send)
- **Tests:** Concentration against Doable (2) for the wearer of the Cap to hear their own voice in the manor house. Insight against Hard (3) to recognise that Marek is seriously asking the group for silence. Psion and Agent shine here.

THE CONCLUSIONS

The cavity is an anomaly that swallows the voice. (Node 1, Clues 1 to 3; Node 3, Clue 3)

The warm wall is the real danger. (Node 2, Clues 1 to 3; Node 3, Clues 1 and 2)

The ore from the cavity swallows what crystals and Psions send. (Node 1, Clue 4; Node 4, Clue 3; Node 5, Clue 2)

The Cap protects, but it also seals. (Node 4, Clues 1, 2 and 4; Node 5, Clue 1)

Escalation

If the group measures too slowly in Kiruna or asks too many questions, the mine management gets nervous.

The mine manager reports the cavity to the mining authority and the local police. Two officers come to the mine, question the group in the shift crew's break room and demand the measuring instruments. Without the Veil Protocol, the group has no authority. Only Hallström's letter to the mine manager keeps the situation open for one day. After that, the mining authority closes the tunnel, and the group must report to Stockholm without having entered the cavity.

If someone enters the cavity, the game master calls for a horror test against Uncanny (1). Whoever fails the test suffers strain and wants to leave the room at once. Whoever stays longer than one minute rolls Concentration against Very Hard (4). If the test fails, the character lies down and barely breathes any more. The others pull them out with a rope without going in themselves. Outside, after a few seconds, they breathe deeply again, and the watch on their wrist keeps running as if nothing had happened.

If the group is noticed in Stockholm before Marek brings the Cap, the collapses multiply. A Psion of the group collapses in the Centralstation. Passers-by call the police. Two officers of the Stockholm police take the Psion into custody and confiscate coat, hat and every note. A horror test against Disturbing (2) for everyone who sees the crowd turn around at the same moment. The child on the platform keeps singing, its voice growing louder, as if it came from more than one mouth. Only Marek's appearance or Hallström's connections get the group out of the police station. The price is time, and every hour makes the collapses worse.

The authorities of the era are, in Part A, the Kiruna mining authority and the police in Kiruna. They ask questions, confiscate equipment and report to Stockholm. In Part B, it is the Stockholm police. They take people into custody who behave conspicuously, and they do not believe in fainting fits. The group's word counts for nothing. Hallström can help with a phone call and a file reference, but afterwards he demands a complete report.

The Confrontation

The Location

The Centralstation in Stockholm, February 1949, afternoon. The confrontation opens Part B; the test in the department store (Node 4) and the manor house in Scotland (Node 5) follow afterwards. Outside it is dark, the hall is brightly lit. Steam hangs in the air, people hurry across the platform, loudspeakers call out destinations. On the platform of the suburban trains, a child sits on a bench, perhaps seven years old. It is singing an old song that nobody knows. The group's Psion stands ten metres away, hands pressed to the temples. Around them, the crowd turns around at the same moment. Every face is blank. Map K3 shows the Kiruna mine in cross-section, not the Centralstation. For the Centralstation: no map.

Sequence

1. The group's Psion senses the crowd before they see it. The game master calls for Telepathy against Hard (3). If the test succeeds, they sense hundreds of thoughts like a single tone that grows louder. If it fails, they collapse without knowing why.

2. The child on the bench is singing. The singing is clear and thin. Whoever hears the melody rolls Mental Resistance against Doable (2). Whoever loses turns towards the Psion without meaning to.

3. The crowd turns at the same moment. The game master calls for a horror test against Disturbing (2) for everyone who sees it. Whoever fails the test suffers strain and wants only to get away.

4. Marek appears at the end of the platform. She carries a suitcase, not a Cap. She walks calmly through the crowd, which makes room for her without looking at her. In front of the Psion she opens the suitcase. Inside lies the leather cap with 14 grey plates. She holds it out to the Psion.

5. The group must decide: Does the Psion put on the Cap? Does someone fetch the child? Does the group flee through the crowd?

6. If the Psion puts on the Cap, silence settles over them. The crowd stands still, as if it had forgotten an order. The child's singing grows quieter. The Psion no longer hears the group, only the child. The game master calls for Concentration against Doable (2). If the test succeeds, the Psion keeps their eyes open and follows the group. If it fails, they stay where they are until someone takes their hand.

7. If someone fetches the child, it keeps singing, but more quietly, like a child falling asleep. It does not resist. Its face is calm. It only says: "I'm supposed to sing. So that they listen."

8. If the group leaves the station through the staff exit, the game master calls for Stealth or Performance against Doable (2). If the test succeeds, they get out unhindered. If it fails, a railway official follows them and later gives the police a description.

9. If the group flees by force, the crowd presses together. The game master calls for Brawling against Hard (3). If

the test fails, one group member is pushed to the ground and suffers 1 damage. The crowd turns aggressive.

Solutions

The way without a fight: The Psion puts on the Cap. The group fetches the child and leaves the station through the staff exit. No fight, no weapon. The tests are Concentration against Doable (2) for the wearer and Stealth or Performance against Doable (2) for the exit. Whoever wears the Cap no longer hears the crowd, but no longer hears the group either. That is the price.

The other way: The group drags the Psion out of the crowd by force. This requires Brawling against Hard (3) and makes the crowd aggressive. After that the group must fight its way free or flee. The police are called. The Psion does not wear the Cap and suffers 2 strain from the unprotected closeness of the crowd. The child keeps singing until Marek takes it by the hand and leads it out herself.

Opponents

The crowd in the Centralstation is not an opponent in the strict sense but a hazard. It consists of 2D6 people who can turn round at the same moment and crush the group. It is not in the Threat Atlas and is introduced here, level Henchman, origin Humans.

The Crowd

Henchman · Humans

A gathering of travellers who turn their heads at the same instant. The faces are expressionless, the bodies move like a single body. It does not attack, it pushes. It wants the Psion without knowing why.

Value	Details
Initiative	2
Attack	Shove 2 + 2, damage 1
Defence / Armour / HP	1 / 0 / 3 per person, 2D6 × 3 in total
Horror	Disturbing (2), when they all turn round at the same time
Special	Acts as one block. Anyone standing in the crowd has −2 dice on Stealth and movement
Weakness	The Cap. If the Psion puts it on, the crowd loses its target and stands still. A warding circle or a loud command with Performance against Hard (3) holds it back for one round
Behaviour	Pushes towards the Psion but does not consciously attack. Disperses when the target disappears or the police appear

The Lid, which is silent in the cavity, has no stats. It is an effect, not a being. It does not attack. It stops clocks, silences radios and takes the Psion's voice away. Anyone who enters it experiences a silence that lies on the shoulders like a weight. Under the origin "the Old", the Threat Atlas lists the Forest Walker with the subtype Mountain Elder. The Lid is the Old's share in this mission: a place older than the mine, avoided by one family for generations. The Sami herder calls it a lid. He knows no more.

Aftermath

What the world saw: A brief panic in the Centralstation, a child who sang on a bench, a woman with a suitcase who took the child by the hand. The next day the newspapers write of a fainting fit and a helpful doctor. The police do not look for the doctor.

What O.D.I.N. gets: The Registry's first index card, the first prototype of the Cap, the realisation that the cavity is the only find site. In addition, the readings from Kiruna, as far as the group was able to secure them. The Institute in Bern receives the ore sample from which Ekberg smelts Alloy S. On 12 April 1948, after the fourth request, Wendland receives the crystal shard from the Collegium's crate, 11 grams.

Experience: Grey File: 4 XP, +1 for achieving the goal, at most +1 personal bonus, plus +1 for each thread taken up. The threads taken up are: the mining for the Caps makes the Lid thinner, the warm wall is older than the mine, the child from the Centralstation goes to Scotland.

Duty Log: The game master records which Psion was the first to hear nothing and whether they wanted to go back out. Also whether Ekberg was in the cavity in 1947, who wore the first Cap and whether the group asked what happens to the child in Scotland. If the group asks, Marek tells the truth: the Opening begins this year, she developed it from the night of Solberg, and it can kill children. The file will then say "cerebral haemorrhage". Marek asks the group to keep this to themselves. The Duty Log records the question, not the answer.

Handover: None yet. From this mission on, however, every agent names a protégé: a non-player character with their own sheet, created as a Cadet, following the table of suitable successors per class and period (Chapter 2). For the Psion it is another of the Thirty-One, for the Soldier a recruit of the escort, for the Scientist a member of the Institute, for the Investigator someone from the Registry, for the Agent one of Marsh's recruits, for the Thaumaturge an apprentice of the Collegium. The protégé receives half the XP their mentor gets from the naming on. The naming is a short scene for every agent: a conversation in Stockholm, a letter, a meeting at the manor house in Scotland.

The loose thread: The mining of ore from the cavity for Alloy S begins in 1948 and continues until 1981. It makes the lid thinner. Only the game master knows the hint: in Mission 4, 1953, the lid is through. After that the thread leads to "The Door", Mission 8 (Tunnel 7), and to "The Door", Mission 17 (Waiting Room), for the children from the openings.

Until the next mission: In 1950 Greta Sundqvist comes to the Registry and asks about the circles of Solberg; Marek writes to Wendland: "We won't build them cages …" In 1951 Lerche kills three men of a foreign service in Gothenburg; from the summer every Psion gets an Observer. In 1952 Lerche wears the first Blocking Helmet. The Legend Office and the dog report only follow in Mission 3 and after. Each of these scenes is a short interlude, not a mission of its own.

HANDOUTS AND MAP

N5: Translation of a report to the Kiruna mining authority, November 1947. Found in Node 1, among the mine manager's papers.

N6: Wendland's lab book, 12 April 1948. Found in the interlude in Oxford, on the laboratory table.

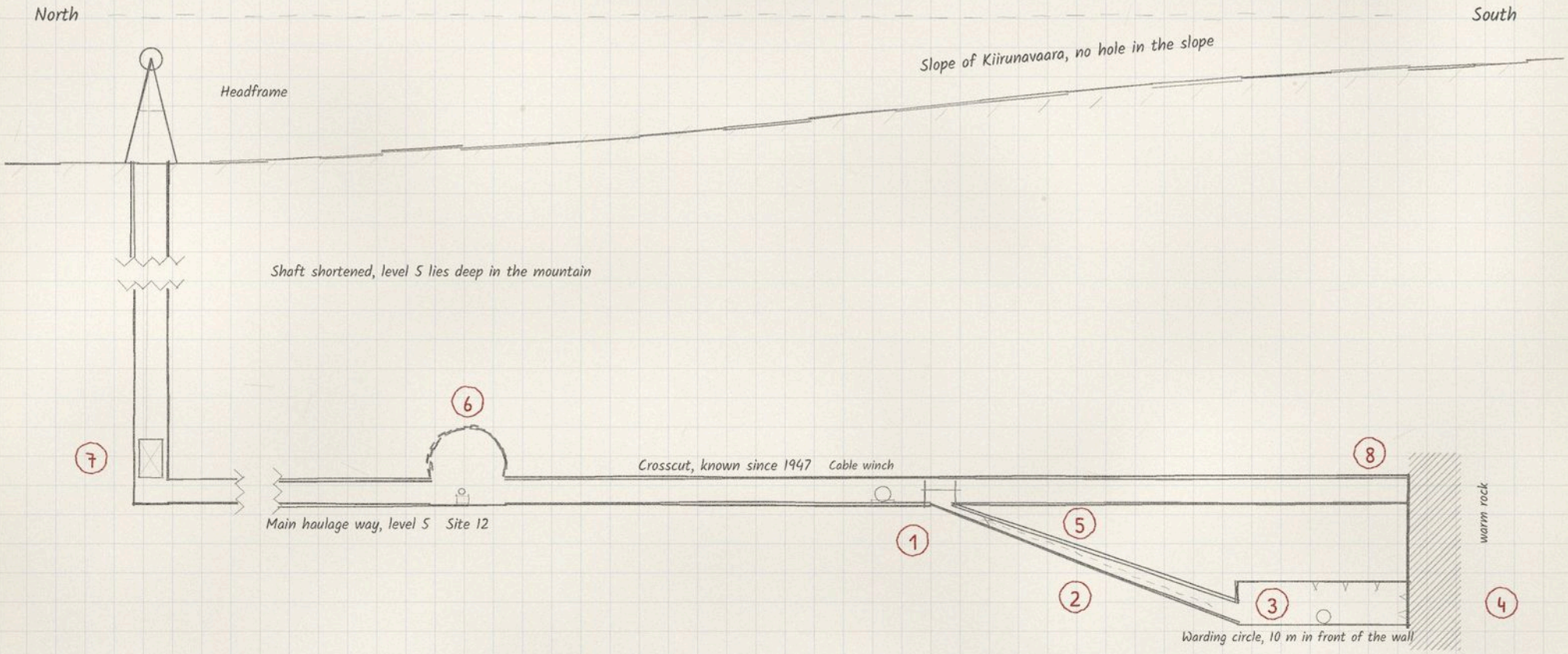
N7: Registry index card no. 1. Found in the interlude in Stockholm, in the Registry's card box.

N8: Workshop note "Cap, Prototype 1". Found in Part B during the test in the department store (Node 4), in Marek's suitcase.

Map K3: Kiruna mine in cross-section, for Part A. Shows the cage, the main tunnel, the cavity and the warm wall at the end of a known crosscut.

Kiruna Mine

in section from north to south, level 5; shaft and main haulage shortened



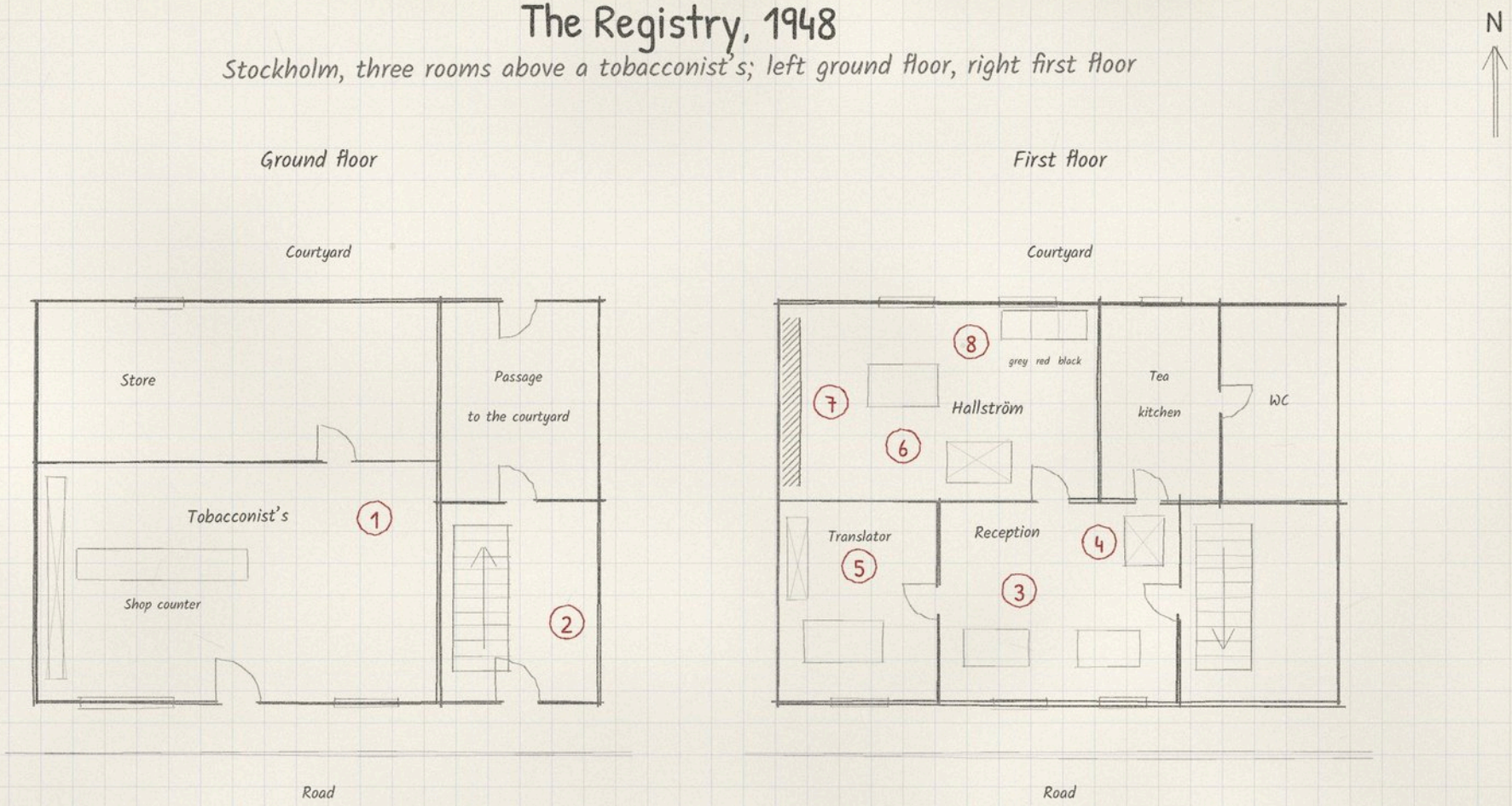
Legend

1. Tunnel entrance: collapse of 4 February 1953
2. Tunnel without plan, fresh fracture edges
3. Crystal field, 20 × 12 m, 5 m high
4. The Wall, 12 m wide, 5 m high
5. Withdrawal line, 40 m, 2 m wide, to the north
6. Silent cavity, Site 12, reported 1947
7. Mine cage, the only access
8. warm face at the end of the crosscut

10 m

The Registry, 1948

Stockholm, three rooms above a tobacconist's; left ground floor, right first floor



Legend

1. Tobacconist's on the ground floor, no one in the know
2. House entrance, stairs to the first floor
3. Reception "Insurance Agency", Britt Holm
4. Card index box, containing card no. 1
5. Translator's room
6. Hallström's room, the Ahnenerbe crate
7. the wall: maps, the photo of the circles from 1937
8. Filing cabinet: grey, red, black

2 m

Mission 3: Death and Life

MARCH TO MAY 1952

Grey File · **Origin** Humans, plus the Voice · **Focus** Agent

A tone from Leipzig, six years old, pure and clear. The Print Shop in Zurich has no paper for it yet. The group is the first to travel with legends into a city that knows no wall yet, but already two truths.

Year	Places	Origin	Duration
1952	Zurich, Leipzig, West Berlin	Humans, plus the Voice	two to three sessions

What It Is About

Evelyn Marsh set up a Nursery in Zurich at Ilse Marek's request and only then built the Print Shop around it. The façade says Imhof & Söhne, business printing. Under the roof sit four forgers. In the back courtyard stands an oven in which the misprints burn. The Nursery is not a room for children, but the forgery workshop: a room with six workstations, a cupboard full of papers, a wall with type specimens. For every fetched child, she writes a death and a life. The register of the Hands lies here.

Märta, the First Seeker, has heard a tone in Leipzig: six years old, pure and clear, as clear as the last one, in 1938 at Solberg. Marek wants the child, but not in haste. First, death and life must be written. Until then, the group is to travel to Leipzig, see the girl, photograph her, and do nothing. On the first visit, she is in front of the house. On the second, a week later, the family is gone, gone to the West, the name discarded.

The group is the first to work with the new legends. Their real names become the first entries in the register of the Hands. And they encounter something that has followed the tone: in a Leipzig back courtyard, children forget their names. A Name Eater has settled there because a child called out too loudly.

What Really Happened

Background. Since 1949 Ilse Marek has observed that opened children with birth names hear louder and are heard more clearly. She speaks with Evelyn Marsh about it in 1952, but she never writes it down. Marsh understands immediately: whoever retrieves a child from an Opening must bury their old name and give them a new one. Otherwise something follows the name that no one wants to see. So the Nursery comes into being in Zurich, then the Print Shop, then the register of the Hands.

Märta hears Elster. In March 1952 Märta reports from her silence: a tone from Leipzig, six years old, pure and clear. She names a tone, an age and the city, nothing more. The group must find the courtyard itself. Marek gives the assignment to Marsh: first write death and life, then fetch. But someone must find the child and confirm that it is the right one. The group receives the legends and travels.

The family. The girl is six, the mother a shop assistant, the father a foreman, the grandmother lives in the same house. The family is inconspicuous, Catholic, the father recently joined the SED because the factory expected it. No one in the family knows what the child is. But the grandmother has noticed that at night the child speaks with a voice that does not belong to the flat. She is afraid. She calls it "the gift of the great-aunt", and she writes to a sister in Hanover.

The shard. In the same back courtyard, two houses further along, lives a cobbler with three children. In 1951 the cobbler bought a crate of old lasts from a junk shop. In the crate lay a leather pouch with a crystal shard that resembled a lighter. The cobbler wears it as a lucky charm. The shard is one of the eleven crystals the Collegium lost between 1936 and 1939. It is warm, not cold, and it makes the courtyard quieter, the children

calmer, the names thinner. The Name Eater that followed Elster's tone is drawn to the shard as if to an open window. It first eats the names of the cobbler's children. Whoever seals the shard in lead takes away its hold.

The Name Eater. A being of the Voice that came through an old rift in eastern Leipzig long before 1952. It stays in stairwells where bell plates are missing and addresses people with their own voices. It has no face one can keep. It wants Elster's tone, but the shard holds it fast in the courtyard like a fly on glue. The cobbler's children first forget their first names, then the names of their parents, then themselves. The neighbours think of scarlet fever, of bad air, of the Russians.

The flight. In April the grandmother receives an answer from Hanover: the sister sends an uncle, a man from Salzgitter who regularly travels to West Berlin. On the night of 3 May the family leaves the flat with two suitcases, without deregistering. The father stays behind so as not to arouse suspicion and follows weeks later. The family travels by train to East Berlin and there crosses into a West sector. On 5 May they report to a West Berlin emergency reception centre. There the name is discarded. The group finds the old name, but not the child. The trail ends in West Berlin. No one knows that the child later bears the name Elster, which someone else gives them.

The loose thread. The crystal shard remains in the back courtyard if the group does not take it. It belongs to the Collegium, and no one in Leipzig knows what it is. If the group takes it, it goes to the Collegium in the lead box and is entered in the Crystal Ledger, as the contract on crystal sovereignty requires. If they leave it behind, it reappears in 1971 in a Grey File of the Investigation Branch: a cobbler in Leipzig reports that for years his children have no longer been able to write names.

WHAT IS FIXED

– **The photograph is taken.** The group photographs Elster during the first visit in front of the house. The photograph shows a girl with a plait in front of a front door, with bullet holes in the façade in the background. It becomes Handout N10 and later lies in Kantor's room and in Elster's house. The game master keeps this point fixed by placing the Leica in an agent's hand. If no one wants to take a photograph, the group still finds a picture of the girl on the film when developing it in Zurich, taken during a film change in the courtyard (detour). The price: no one knows which of them took it.

– **The family flees one week before the Hands.** The second visit finds an empty flat. The game master keeps this point fixed through the grandmother's letter and the uncle from Salzgitter. If the group tries to seize the child on the first visit, the order from Zurich intervenes: death and life have not yet been written. If the group tries to warn the family, the grandmother takes the warning as a sign that the Voice has found them and hastens the flight. The price: the group has helped the family, but does not know where to.

– **The girl is not found.** The trail ends in a West Berlin emergency reception centre. The group can write the old name into the file, but the child is gone. The game master keeps this point fixed because the papers in the reception centre show the old name, but the onward journey to Lower Saxony is illegible. If the group continues to investigate, they find only an index card with the note "discarded". The price: every hour in West Berlin increases the attention of the young State Security, which is already watching the uncle from Salzgitter.

– **The register begins in 1952.** The group's real names stand on the first page. The game master keeps this point fixed by setting a solemn scene in the Print Shop at the end of the mission: Marsh writes each name in green ink into a book bound in grey linen. If an agent does not want their real name entered, Marsh writes it in anyway, from their personnel file, and tells them to their face. The price: trust in Marsh.

– **Marek tells Marsh that birth names make things louder and never writes it down.** The group can hear it if they are in Zurich at the right time in the right room. The game master keeps this point fixed as a conversation behind a door. If the group listens, they hear Marek's sentence: "A new name is a lid, like

the helmet." The price: Marek notices the eavesdropping and later asks the group what they heard. Whoever answers honestly is told a name by her that they will not forget.

WHAT THE TABLE DECIDES

- **Why the group does not seize the child on the first visit.** Order, doubt or pity. Consequence: the reason is noted in the Duty Log and reappears in later missions when someone asks why O.D.I.N. helped. Entry: "Leipzig, April 1952: [Agent] did not seize the child because [reason]."
- **Whether their appearance warned the family.** If the group behaves too conspicuously, the family flees earlier. Consequence: the uncle from Salzgitter becomes nervous and leaves a suitcase with papers behind in the flat. In it the group finds a letter from the grandmother to the sister. Entry: "The family was warned / not warned."
- **What they give back to the children of the courtyard.** The group can help the cobbler's children find their names, or they can leave it. Consequence: if they help, the children get their names back, and in 1953 the cobbler becomes a witness in a Grey File about the shard. If they do not, in 1954 the Registry writes a file about three nameless children in Leipzig that is never closed. Entry: "Returned to the children: [what]."
- **Which legends they wear.** The group receives the first legends of the Print Shop. Consequence: these legends stand in the register of the Hands and reappear in later missions when no one recognises them. Entry: "Legend [Name] to [Agent], Zurich 1952."
- **Whether an agent comes back with a different child.** The group can find a child in the back courtyard who is not Elster and take them along. Consequence: the Nursery writes them a death and a life, then Marek takes them to Scotland. Dark: the child has already half lost their name, and what they write on the inside of their passport is not their own. Entry: "[Name of the child], admitted [date], death: [what], life: [what]." Note session zero: at the beginning the group established whether they are willing to fetch children.

People

Evelyn Marsh, 41

Head of the Operations Branch. She wants to make the Nursery functional and hand over the first legends to the group. She knows why Marek wants the child, but she does not say it. She conceals that the Nursery has not yet written a death and a life for a single child. She speaks like a woman who learned in the war that sentences must be short: "No names on the train. No letters home. No questions to the children." Handout N9 comes from her.

Ilse Marek, 41

Head of the Psionic Core. She wants Elster, but she wants to fetch her properly: first death and life, then the Hands. She knows that birth names make things louder, and she has told Marsh, but never written it down. She conceals that since 1949 she has first asked every child she opens for their name. She speaks like a doctor who has no time: "The tone is there. The child is there. What is missing is the paper." She can only be heard in Zurich, never in Leipzig.

Viktor Hallström, 51

Head of the Registry. He wants to keep the Grey File on Leipzig clean. He knows that the group is going to Leipzig, but he stays out of operational matters. He conceals that in 1938 in Solberg he found a child's footprint in the salt that has never let him go. He speaks like a detective inspector who has filled too many notebooks: "Write down what you see. Not what you think." In the summer of 1952, Handout N12 crosses his desk (transition).

Märta, 23

First Seeker. She wants to keep the tone in Leipzig until someone fetches the child. She knows that the tone is pure and clear, but she does not know exactly where it lives. She conceals that she has been hearing the tone since December 1951 and did not want to report it because it is so beautiful. She speaks only as a voice that the group hears through a Psion: "A tone. Six years. The city of Leipzig. I have nothing more." She is only audible, never visible.

Karin Ek, 27

Young assistant doctor at Uppsala University Psychiatric Clinic. Since 1952 she has been reading the children's records, at Hallström's request. She wants to understand what the children say before they lose their names. She knows that the 1938 records have a number in the margin that no one explains. She conceals that as a child she once heard a voice that called her name. She speaks like a scientist who is not sure of her subject: "The children do not say what they hear. They say whom they hear." She appears only in Stockholm or Uppsala when the group reports after the mission.

The Cobbler, 48

Lives in a Leipzig back courtyard. He wants to save his children, but he does not understand what they are losing. He knows that the leather pouch with the shard is something special, but he considers it a lucky charm. He conceals that he wanted to sell the pouch to a man from the West who never came. He speaks like a craftsman who has no time for nonsense: “The children are tired. That is all. Just tired.” He is the first witness for the Name Eater.

The Uncle from Salzgitter, 55

Brother of the grandmother. He wants to bring the family to the West because his sister asked him to. He knows how to get to the West in 1952: by train to East Berlin, then by S-Bahn into a western sector. He has already made the journey twice. He conceals that he is paid to obtain papers in West Berlin. He speaks like a man who asks no questions: “Suitcase in, children in, mouths shut. No talking on the way.” The group finds him through the letters in the flat or in the West Berlin emergency reception centre (Node 6).

The Liaison Officer of a Partner Service, 30

A man from the young State Security, reinterpreted from the Threat Atlas. He has been observing the group since Gutenfürst. He wants to know why they are going to the courtyard. He considers the group Western agents who want to recruit a family. He conceals that he himself does not believe this is flight from the Republic, but suspects something larger. He speaks quietly and smokes without inhaling: “Why does a courtyard full of neighbours interest you?”

Briefing

“You’re going to Leipzig. You’ll see a child. You’ll take a photo. You won’t touch it. Death and life haven’t been written yet, and whoever touches a child without papers burns their hands. In a week you’ll go again. Then it may be too late, or it may be right. The tone decides that, not you.”
Evelyn Marsh, 1952

What the group gets: travel money in francs and D-marks, the first legends from the Print Shop, one legend sheet for each agent, a Leica with two rolls of film, a street map of Leipzig from 1943, a lead box from the Collegium for anything that whispers, and Märta’s report, nothing more: a tone, six years, the city of Leipzig. Plus the necessary interzone passports and residence permits for the GDR, a visa for Swiss papers.

Expenses: 400 francs per person, 200 D-marks in small notes, Reichsbahn tickets for the interzone train.

Requisition: a second camera (Minox), a suitcase with a false bottom, a torch with a red filter, a street map of West Berlin, a 7.65 mm pistol with two magazines (only for emergencies, not for the border). No incendiary ammunition, no Cap, no radio, no weapons on the train.

The Nodes

The group starts in Zurich, crosses the border to Leipzig and searches there, without an address, for a tone.

Node 1: The Print Shop in Zurich

A four-storey building on the Limmat, facade of grey render, sign “Imhof & Söhne, Commercial Printing”. On the ground floor stand two printing presses that run at night because the electricity is cheaper then. The offices are on the first floor, the outfitter’s workshop on the second, and under the roof the Nursery: a room with six workplaces, a cabinet full of papers, a wall of type specimens. In the back courtyard stands the furnace in which the misprints burn. The register of the Hands lies in the Nursery.

What is there: Marsh, four forgers, the first legend sheets, the register of the Hands, still without an entry.

- **Clue:** Marsh shows the group the first legend sheets and says: “The passport’s empty. The watermark’s ours. If you use it, you belong to the Print Shop.” (leads to: the legends the group carries)
- **Clue:** One of the forgers says that Marek spoke with Marsh for a long time yesterday behind a closed door. He heard only one word: “birth names”. (leads to: Marek’s secret) An Investigator finds this with Investigation against Hard (3), an Agent with Insight against Doable (2).
- **Clue:** The register of the Hands is a book bound in grey linen, the first page ruled and empty, two columns: real name, legend. Marsh says the first names go in when the group is back. (leads to: the register begins in 1952) An Investigator finds this with Investigation against Doable (2), an Agent with Perception against Hard (3).
- **Clue:** One of the forgers draws a watermark: a furnace with two hands. On the back he writes: “For every child a death and a life.” (leads to: the Nursery and its work) A Psion finds this with Insight against Hard (3), a Thaumaturge with Occultism against Doable (2).

Node 2: The Interzone Train and the People's Police

The journey from Zurich to Leipzig takes two days: Zurich to Munich, then the interzone train from Munich via Gutenfürst to Leipzig. At the zonal border in Gutenfürst, Soviet soldiers and People's Police officers check the papers. The train is overcrowded, the compartments are heated, the windows fogged. On arrival in Leipzig, the group must show their legends at the barrier and open their suitcases.

What is there: People's Police officers, Soviet officers, a man of the young State Security in plain clothes who watches the group as they change trains in Gutenfürst.

- **Clue:** The man in plain clothes asks the group about the purpose of their journey. An Agent with Insight against Doable (2) recognises that he already knows the answer. (leads to: the young State Security)
- **Clue:** The People's Police officers let the group pass, but one of them notes the names of the legends in a notebook. (leads to: the young State Security) An Investigator finds this with Perception against Doable (2).
- **Clue:** In the train lies a newspaper from the previous day with an article about "flight from the Republic". A fellow passenger says quietly that anyone who wants to go West travels to East Berlin and gets on the S-Bahn there. (leads to: the family's escape) An Investigator finds this with Investigation against Doable (2), an Agent with Contacts against Hard (3).
- **Clue:** A soldier of the escort spots the observation post at the corner of the station. (leads to: the young State Security) A Soldier finds this with Tactics against Doable (2).

Node 3: The Courtyard in Leipzig

A back courtyard in the east of Leipzig, between Torgauer Straße and Eisenbahnstraße. The facades bear bullet holes from 1945, the paving is drawn on in chalk: a hopscotch grid, a stick figure, a half-smudged name. In front of a front door with green foliage, a girl with a plait plays, six years old. She is humming. A Psion finds the courtyard with Telepathy against Hard (3) by walking through the east with the street map until the tone grows louder, or an Investigator with Investigation against Hard (3) through schools, family doctors and neighbours who tell of a child who talks at night.

What is there: Elster, the grandmother, the cobbler, the cobbler's children, the Name Eater, the shard, an observation post of the young State Security at the corner.

- **Clue:** The girl hums a melody that a Psion with Telepathy against Hard (3) recognises as Märta's tone. (leads to: the child Märta hears)
- **Clue:** The cobbler's children stand in front of their house and do not know their names. The eldest says: "The man on the stairs took my name." (leads to: the Name Eater) An Investigator finds this with Insight against Hard (3), a Psion with Telepathy against Doable (2).
- **Clue:** On the cobbler's nameplate the name is smudged with a finger, as if someone had wiped away the fresh paint. (leads to: the Name Eater) An Agent finds this with Perception against Doable (2).
- **Clue:** The cobbler wears a leather pouch around his neck that is warm to the touch. A Scientist recognises with Physics against Hard (3) that the shard inside is lighter than it should be. (leads to: the Collegium's lost crystal; The shard holds the Name-Eater)
- **Clue:** A man in a grey suit stands at the corner every afternoon and smokes without inhaling. (leads to: the young State Security) An Agent finds this with Perception against Hard (3), an Investigator with Perception against Doable (2).
- **Clue:** On an exercise book in the cobbler's hallway stands the first name of the eldest child, half rubbed out. (leads to: the true name of the Name Eater) An Investigator finds this with Investigation against Doable (2).

Node 4: The Family's Flat

A three-room flat on the second floor, facing the courtyard. The door is made of wood with green foliage carved above it, the doorbell is porcelain. In the kitchen stands a table with an oilcloth cover, letters lie on the windowsill. The flat smells of coal and lavender. On the second visit it is empty, the beds are stripped, the picture frames empty.

What is there: the grandmother, the father, the sister's letters, the missing photo, the trail to the uncle, the grandmother's prayer book.

- **Clue:** The grandmother crosses herself when the girl speaks at night and says: "The great-aunt's gift. She spoke with voices too." (leads to: the child Märta hears) A Psion finds this with Insight against Doable (2).
- **Clue:** On the kitchen table lies a letter from the sister in Hanover: "I am sending my brother. He leaves on 3

May. He will take you with him." (leads to: the family's escape) An Investigator finds this with Investigation against Doable (2), an Agent with Investigation against Hard (3).

- **Clue:** A photo is missing from its frame in the flat, as if someone had confiscated it. A first name is written in pencil on the frame. (leads to: the young State Security) An Investigator finds this with Perception against Hard (3).
- **Clue:** At work, the father says he has applied for leave "because the family is going on a visit". An Agent with Insight against Doable (2) recognises that he is lying. (leads to: the family's escape)
- **Clue:** The grandmother is godmother to the cobbler's eldest child. In her prayer book lies his christening card, with his first name on it. (leads to: the Name Eater's true name) An Investigator finds this with Investigation against Doable (2), an Agent with Investigation against Hard (3).

Node 5: The Young State Security

An office in Leipzig's city centre, inconspicuous, with a door without a nameplate. The liaison officer, a man of about thirty, wears a grey suit and smokes without inhaling. He has been watching the group since Gutenfürst and wants to know why they are going to the courtyard. He takes the group for Western agents trying to lure a family away. The group comes here by summons or by arrest.

What is there: the liaison officer, a card index with photos, the report of the observation post.

- **Clue:** The liaison officer knows the names of the legends, but not the real names. He asks the group: "Why are you interested in a courtyard full of neighbours?" (leads to: the young State Security)
- **Clue:** In his card index lies a photo of the group, taken by the observation post. (leads to: The young State Security watches the courtyard) An Agent finds this with Perception against Hard (3).
- **Clue:** The liaison officer has a file on the family that says: "Suspected flight from the Republic. Surveillance ongoing." (leads to: the family's escape) An Investigator finds this with Investigation against Doable (2), an Agent with Contacts against Hard (3).

Node 6: West Berlin, Emergency Reception Centre

A barrack at the edge of a makeshift building, with a counter behind which sits a woman in a grey overall. The rooms smell of carbolic and wet dust. Here the family registers on 5 May, sheds its name and receives new papers. The trail ends at a table with card-index boxes.

What is there: the family's index card, the form for new papers, the uncle from Salzgitter, a man from the West Berlin police who is watching the group.

- **Clue:** The family's index card shows the old name and the note "discarded". (leads to: the girl is not found) An Investigator finds this with Investigation against Hard (3).
- **Clue:** The uncle from Salzgitter carries a form for new papers. The field for the name is still empty. (leads to: The girl's trail ends in West Berlin) An Agent finds this with Perception against Hard (3) or with Sleight of Hand against Hard (3), an Investigator with Perception against Doable (2).
- **Clue:** The woman at the counter says: "The family has been sent to Lower Saxony. Where exactly is not in my card index." (leads to: The girl's trail ends in West Berlin) An Agent finds this with Persuasion against Doable (2).

THE CONCLUSIONS

- **The girl is the child Märta hears.** Clues: The Psion finds the courtyard because the tone grows louder there (Node 3). The girl hums a melody that a Psion recognises as Märta's tone (Node 3). The grandmother crosses herself when the girl speaks at night (Node 4).
- **The family will flee before the group can fetch the child.** Clues: The sister's letter from Hanover lies on the kitchen table (Node 4). On the interzone train, the group learns of the escape route via East Berlin (Node 2). The father has applied for leave at work without giving the reason (Node 4). The liaison officer has a file on the family with suspected flight from the Republic (Node 5).
- **Something in the back courtyard is eating the children's names.** Clues: The cobbler's children stand in front of their house and no longer know what they are called (Node 3). The cobbler carries a warm shard in a leather pouch (Node 3). On the cobbler's doorbell plate, the name has been smudged with a finger (Node 3).
- **The young State Security is watching the courtyard.** Clues: The man in plain clothes asks about the purpose of the journey on the train (Node 2). A man in a grey suit stands at the corner every afternoon (Node 3). A photo is missing from its frame in the family's flat (Node 4). The liaison officer has a photo of the group in his card index (Node 5).
- **The Name Eater's true name is the first name of the cobbler's eldest child.** Clues: The eldest says the man in the stairwell took his name (Node 3). The exercise book in the hallway (Node 3). The christening card in the grandmother's prayer book (Node 4).
- **The shard holds the Name-Eater in the courtyard; locked in lead, it loses its hold.** Clues: The cobbler wears a warm shard in a leather pouch (Node 3). The cobbler's children closest to the pouch lost their names first (Node 3). Marsh gives the group the little lead box "for anything that whispers" (Briefing).
- **The girl's trail ends in West Berlin, but the name is discarded.** Clues: The emergency reception centre has an index card with the old name and the note "discarded" (Node 6). The uncle from Salzgitter has a form for new papers, the name not yet entered (Node 6). The woman at the counter only knows: to Lower Saxony, where exactly is not in her card index (Node 6).

Escalation

If the group is too slow or behaves too conspicuously, the young State Security takes action. It has been watching the courtyard since the first day strangers with western shoes came through the archway. First the legends are checked, then the flat, then the people. In Leipzig in 1952 there is no Veil Protocol. Police and State Security arrest, interrogate, confiscate.

Stage 1: Observation. A man in a grey suit stands every afternoon on the corner of Eisenbahnstraße and smokes without inhaling. A second sits in the café opposite, newspaper in front of his face. The group notices them with Perception against Doable (2). The observers do not intervene as long as the group only watches and photographs.

Stage 2: Check. People's Police officers stop the group in the street, check their legends, search their pockets. Whoever travels with an interzone pass and a residence permit will be allowed to go on. Whoever hesitates, lies or shows false papers is taken away. Deception against Hard (3) or Persuasion against Hard (3) prevents the arrest.

Stage 3: Summons. The liaison officer of the young State Security summons the group to his office in central Leipzig, door without a sign, two floors, one room with a card index. He asks about the purpose of the journey, the interest in the courtyard, the family. Whoever gets tangled in contradictions stays 48 hours in a cell in police headquarters. Afterwards the group is released on condition that it leaves the GDR within a week; it is expelled only after the confrontation in the courtyard. The camera and the films are confiscated. The photograph still exists: an agent took the first film out of the Leica after the first visit and hid it in the lining of their coat; the People's Police find only the second (detour).

Stage 4: The Name Eater becomes active. If the group touches the shard or asks the cobbler's children for their names, the being speaks to the group. It names the real names, not the legends. That is the moment when the legends no longer protect. Whoever hears their own name from the being's mouth rolls Mental Resistance against Horrifying (3). Whoever only sees the being rolls against Disturbing (2).

The Confrontation

The Location

The Leipzig back courtyard, at night, between the front doors. The street lamp on the corner flickers. The paving

is chalked: a hopscotch grid, a stick figure, a half-smudged name. The facades bear bullet holes from 1945. In the cobbler's stairwell stands the Name Eater, half visible, calling the children's names. The group stands between it and the children. The liaison officer and two People's Police officers come through the archway. (Map K5 shows the Zurich Print Shop, not the courtyard; the courtyard is described.)

Sequence

1. The cobbler's children stand in the courtyard and do not know their names. The eldest is crying. The youngest hums the melody Elster hummed.

2. The Name Eater steps out of the stairwell. It has no face one can keep, but it carries the cobbler's voice. It calls the group's real names, not the legends.

3. The cobbler comes out of the workshop with an axe. He wants to drive the being away, but he does not know what it is. He misses.

4. The liaison officer enters the courtyard with two People's Police officers. He wants to arrest the group, but he sees the Name Eater and stops.

5. The Name Eater turns to the one whose name sits loosest: a cobbler's child or an agent with high Fade.

6. The People's Police officers flee or intervene, depending on the group's behaviour. The liaison officer remains standing, draws his pistol and aims at the being, not at the group.

7. The Name Eater attacks. Whoever loses their name rolls for one scene with −2 dice on all tests.

Solutions

Solution 1, without a fight: The true name. The Name Eater's true name is the name it took last. The group finds the first name of the eldest cobbler's child. Clues to it lie in Node 3 and Node 4: the school exercise book in the cobbler's hallway (Node 3) and the christening card in the grandmother's prayer book (Node 4). In addition, a neighbour can call the boy by his first name and be startled because he does not react.

Whoever speaks the first name makes the being unable to act for one round. In that round the group can place the shard in the lead box Marsh gave them. The shard does not burn, but it is sealed. The Name Eater loses its hold and dissolves. The cobbler's children get their names back. The liaison officer lowers his weapon. He has seen something that fits no card index and lets the group go because he cannot explain what he is supposed to report.

Solution 2, with a fight. The group fights the Name Eater while the People's Police officers flee or intervene. A Thaumaturge can draw a warding circle: Ritualism against Hard (3), which holds the being. A Soldier can lead the children out of the courtyard: Leadership against Doable (2). A Psion can confuse the Name Eater with Telepathy against Hard (3) by showing it a false name. Ordinary weapons have no effect. Salt stops the being if the group carries it, but it does not kill. The liaison officer fires his pistol. The bullets pass through. Only the name or the warding circle ends the confrontation.

Era rules: Before autumn 1953 there is no incendiary ammunition. The Kiruna rule applies. Ordinary weapons cause no damage against beings from rifts. Only the name, the warding circle or sealing the shard helps.

Opponents

Name Eater

Elite, Creature · the Voice

A creature of the Voice that followed Elster's tone in Leipzig and has settled in the back courtyard because the shard of the Collegium draws it like an open window. It first eats the names of the cobbler's children. It addresses people with their own voices. It has no face that can be kept.

Value	Details
Initiative	5
Attack	Touch 4 + 4, damage 2, armour does not count. A hit with 3 margin takes the target's name for one scene: −2 dice on all tests
Defence / Armour / HP	3 / 1 / 13
Horror	Disturbing (2), Horrifying (3) for anyone who hears their own name from its mouth
Special	Addresses characters by their real names, not by their legends. Attacks the one whose name sits most loosely, that is, the one with the highest Fade
Weakness	Whoever addresses it by its true name incapacitates it for one round. The true name is the first name of the cobbler's eldest child. Ashsilver does not yet exist in 1952
Behaviour	Wants Elster's tone, but the shard holds it in the courtyard like a fly on glue. It does not retreat as long as the shard is unsealed

Value	Details
Signs	Children who forget their first names, then the names of their parents, then themselves. Doorbell nameplates on which the name is smudged with a finger. Neighbours who think of scarlet fever or bad air
Encounter	The group stands at night between the creature and the children. The liaison officer comes through the archway with two People's Police officers and sees the creature. The scene begins with the crying children and the humming of the youngest
What remains	Whoever has lost their name gets it back when the Name Eater fades away. The shard remains in the courtyard or goes to the Collegium in the lead box. A thread for the Registry about three nameless children in Leipzig, if the group does not help

Liaison Officer of a Partner Service

Professional · Humans

A man from the young State Security, around thirty, grey suit, smokes without inhaling (Threat Atlas, Game Master's Book, reinterpreted). He takes the group for Western agents who want to poach a family. He has been watching the group since Gutenfürst. He is no monster, but he is thorough.

Value	Details
Initiative	3
Attack	Pistol 3 + 3, damage 3
Defence / Armour / HP	2 / 1 / 9
Deception, Insight	4 + 4
Special	Knows the group's legends, but not their real names. Has a card index with photos and reports from the caretaker
Weakness	What he sees in the courtyard fits no card index. A witness who confirms the incident makes him uncertain. He lets the group go if he has no explanation for the creature
Behaviour	Observes, summons, interrogates. Intervenes only if the group flees or fights. In the courtyard he aims at the creature, not at the group
Signs	A man who stands on the corner every afternoon and smokes without inhaling. An office with a door without a sign. A file on the family with the note "Suspected flight from the Republic. Surveillance ongoing."
Encounter	The summons to the office is the first contact. The confrontation in the courtyard is the second. After that he is no longer an opponent, but a man who has seen something he will not forget
What remains	A file on the incident, which is closed in 1954 because the liaison officer is transferred to Berlin.

People's Police Officers

Henchman · Humans

Two young men in uniform assigned to the liaison officer. They are afraid of what they see in the courtyard and flee as soon as the Name Eater attacks. They are not fighters, but escorts.

Value	Details
Initiative	3
Attack	Pistol 2 + 2, damage 3
Defence / Armour / HP	1 / 0 / 5
Horror	Disturbing (2) when they see the Name Eater. They flee at the first encounter
Special	Flee as soon as the creature attacks. Return only if the liaison officer calls them
Weakness	Fear. An agent with Intimidation against Doable (2) drives them away
Behaviour	Accompany the liaison officer, search the group, guard the door. In the courtyard they lose their nerve
Signs	None. They are only there because the liaison officer needs them
Encounter	The check on the street or the summons. In the courtyard they are set dressing
What remains	Two reports that are never written because the liaison officer does not request them

Aftermath

What the world saw: In the east of Leipzig people say that a man without a face stood at night in the back courtyard on Eisenbahnstraße. The People's Police reports an "incident involving unknown persons". The young Stasi opens a file, which is closed in 1954 because

the liaison officer is transferred to Berlin. In Zurich the oven of the Print Shop burns two nights longer than usual. Marsh burns the misprints. The legends that were never used go into the archive.

What O.D.I.N. gets: The photo of Elster (Handout N10), the legend sheets with the first entries in the register of the Hands, the index card from the West Berlin emergency reception centre, the report about the Name Eater, the Collegium's shard in the little lead box, if the group takes it along. Handout N12, the withheld report "Dogs in Kiruna missing for weeks", lies on Hallström's desk in Stockholm in the summer of 1952 and is put aside. The Grey File on Leipzig is closed, but the thread to the shard stays open.

Experience: Grey File: 4 XP, +1 for the goal achieved, at most +1 personal bonus, plus 1 for each thread taken up. Possible threads are "Shard of the Collegium" and "Dogs in Kiruna". With goal, bonus and both threads it comes to at most 8 XP.

Duty Log: "Leipzig, April 1952: [agent] saw the child, did not seize her, because [reason]. Photo taken on [date]. Legends: [names]. Register of the Hands, page 1: [real names]. The child was not found. The trail ended at the West Berlin emergency reception centre. The Name Eater was confronted [how]. The children of the courtyard were given back [what]. Shard: [taken / left behind]. Dogs in Kiruna: [noticed / overlooked]."

Handover: Whoever has a protégé can give them, after the mission, the Leica with which the photo was taken. The protégé receives the item, but no bonus. The camera is a keepsake, not a legacy.

The loose thread: The Collegium's shard stays in the cobbler's leather pouch if the group leaves it behind. It turns up again in 1971 in a Grey File of the Investigation Branch: a cobbler in Leipzig reports that his children have not been able to write names for years. The legend "Renate Albers" and the blank passport with watermark remain unused in Zurich. No one connects Elster with Leipzig 1952. Elster finds her file only in 1987, as an examiner.

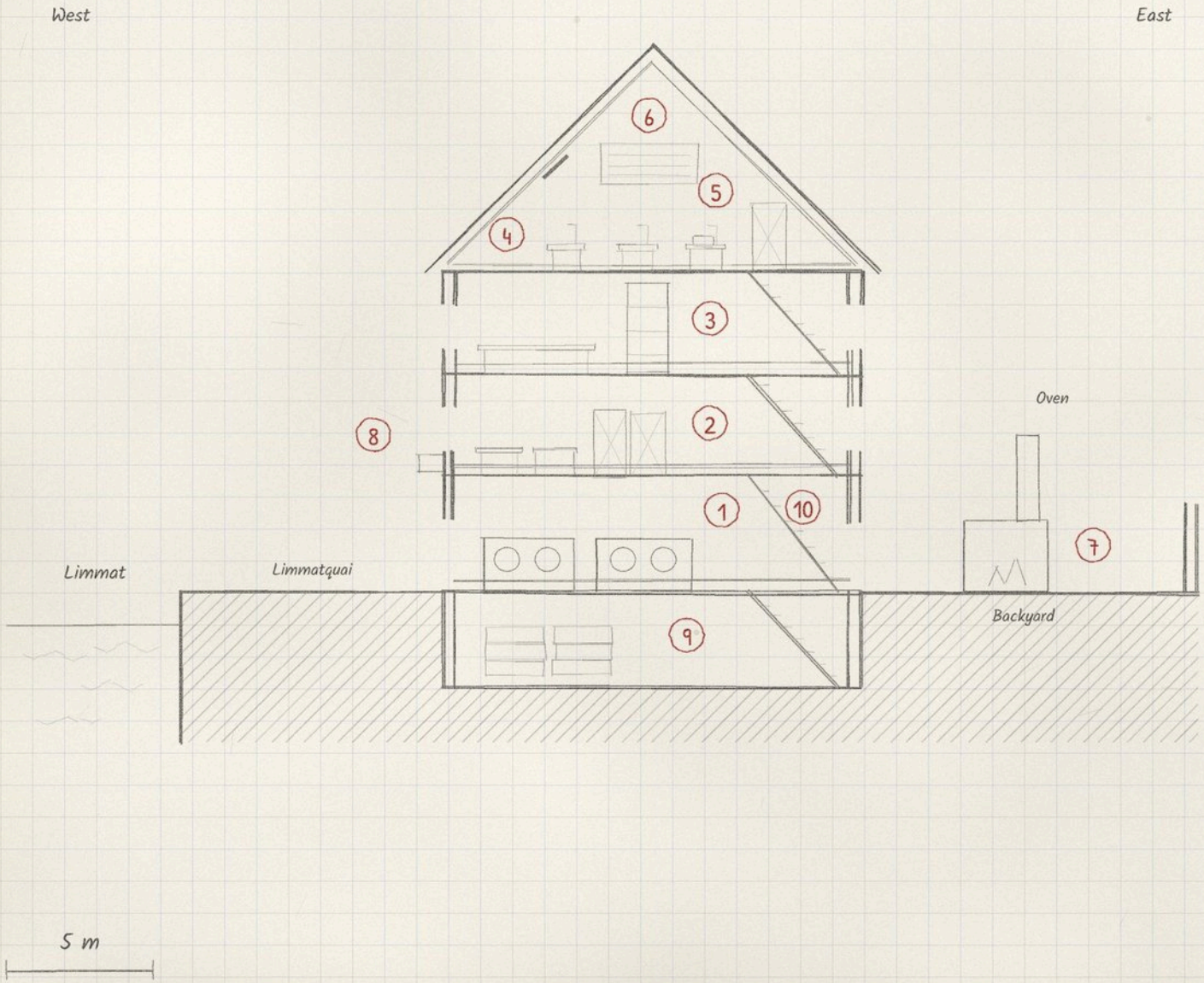
Until the next mission: Before Mission 4 every agent should have a protégé. Between May 1952 and February 1953 each player tells one thing their agent did. The game master tells: Hallström reads the report about the dogs in Kiruna and puts it aside. Marsh writes the first child files: one death, one life, for every child the Hands fetch. In Uppsala Karin Ek reads the records of the children of Solberg. The Blocking Helmet goes to Lerche. Hallström beats the Mechanical Turk, the only time.

HANDOUTS AND MAP

- N9: Teleprinter message Zurich to Stockholm, dated 28 April 1952, found: on Marsh's desk in the Print Shop, when the group is back in Zurich after the first visit (Node 1).
- N10: Photo "Girl in front of a house in Leipzig", found: after the first visit to the courtyard, Node 3.
- N11: Legend sheet "Renate Albers" with passport form. It is the life the Nursery writes for the girl from Leipzig, not a legend for the group. Found: in the cupboard of the Nursery, Node 1, only once the group is back in Zurich after the first visit.
- N12: Withheld report "Dogs in Kiruna missing for weeks", found: in the summer of 1952 on Hallström's desk in Stockholm, in the transition.
- Map K5: Print Shop Zurich in cross-section, with ground floor, first floor, workshop of the outfitter, the Nursery under the roof (with the register) and back courtyard with oven.

The Print Shop in Zurich

Imhof & Söhne, business printing, 1952: cross-section, view north



Legend

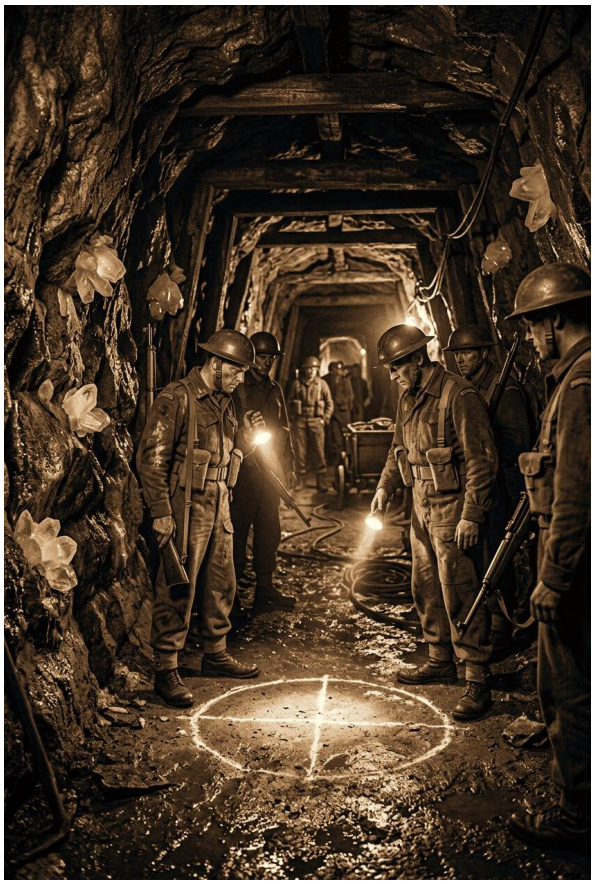
1. Ground floor: two printing presses, at night
2. first floor: offices and files
3. second floor: workshop of the quartermaster
4. under the roof: the Nursery
5. Cupboard full of papers, register of the Hands
6. Wall with writing samples
7. Backyard, oven for the misprints
8. Sign "Imhof & Söhne" towards the Limmat
9. Cellar, paper store
10. Stairwell

Six workstations, three visible in section.

Mission 4: Eleven

FEBRUARY 1953

Grey File that turns Red · **Origin** the Voice, plus the Transformed · **Focus** Soldier, Thaumaturge



Since the summer of 1952, dogs have been disappearing in Kiruna. On 4 February 1953 a tunnel that appears on no plan caves in inside the mine, less than a hundred metres from the silent cavity. Behind it lie dozens of fresh crystals, warm air, and something is already awake.

Year	Places	Origin	Duration
1953	Kiruna, Stockholm, Wales, Cornwall	the Voice, the Transformed	two to three sessions

Age of the ready-made agents in February 1953: Ness 32, Marchais 31, Rask 36, Ozola 24, Vaughan 33, Ekvall 40.

What It Is About

Since the summer of 1952, dogs have been disappearing in Kiruna. The report lies set aside with Hallström as a Grey File, because nobody wants to see a connection to the silent cavity of 1947. On 4 February 1953 a tunnel that appears on no plan caves in inside the mine. Behind it lie dozens of fresh, ingrown crystals, warm air, and something is moving. The Collegium sends two Thaumaturges, and Ashgrove leads fourteen men of the escort. The dogs are in the tunnel, changed, with crystals in their fur. The thing in the wall is already awake, and the bullets pass straight through it.

What Really Happened

The tunnel is on no map. No one knows who dug it or when; its fracture edges are fresh, and in 1947 the rock at this spot was still solid. Dozens of fresh, embedded crystals sit on its walls. Whether the tunnel connects to the silent cavity, not a hundred metres away, remains open. Since the summer of 1952, something in the tunnel attracts animals: dogs that ran near the mountain disappeared into the tunnel, did not return, were changed. Their bodies are larger, their jaws wider, and small crystals sit in their fur, looking like splinters of grey ice. They are not evil; they are rebuilt, docile, silent. They guard the rift.

The thing in the wall is a Threshold Guardian, created at a rift that was never fully opened. It stands in the wall, half in the rock, half on the other side, and waits. It speaks with the voices that Psions call the Thirteenth, but it speaks only when someone answers. The Thaumaturge who remains in the circle understands this first. He answers, and the thing turns to him. No one learns why. The Thaumaturge walks through the rock as if through fog. The rift closes, the Door stays shut.

The false trail: the dogs. The group will find the dogs first, take them for the cause, hunt or kill them. The dogs are only the guardians, not the voice. Whoever pursues the dogs loses time.

The loose thread: The mask of grey crystal found in the tunnel. It bears no features, but whoever looks at it for a long time recognises a face they do not know. Whether it stays with the group or goes to the Registry is decided by the table. Ashgrove's compass has pointed to rifts ever since, not to north. The second Thaumaturge never speaks of Kiruna again.

WHAT IS FIXED

- Fourteen men in the escort, three survive, including Ashgrove.
- Eleven soldiers and one Thaumaturge do not return, none are recovered.
- The second Thaumaturge saw him walk through the rock and never speaks of Kiruna again.
- Ashgrove's compass has pointed to rifts ever since.
- The mask is found.
- Among the eleven are Ares, without a name, and Gunnar Solheim's father Torleif Solheim.
- Afterwards, the incendiary ammunition is developed, tested at a rift in Cornwall in autumn 1953.
- On 12 March 1953, Hallström introduces the White File.

The game master holds these points without punishing: if the group wants to prevent the Thaumaturge from remaining in the circle, someone else goes in, a player Thaumaturge or a non-player character, and the world pays the price for it. If the group wants to prevent the eleven minutes, the rift comes faster, or the cavity grows louder, or the dogs break into the town. If the group wants to recover one of the eleven, they find only the mask, not the bodies. The group's role is witness, and whoever survives carries the names.

WHAT THE TABLE DECIDES

- Which player agents belong to the fourteen. The fourteen are Ashgrove and thirteen men of the escort, including the player Soldiers; every other player agent who goes in with them replaces one man of the escort. The two Thaumaturges do not count among the fourteen. Three of the fourteen survive, including Ashgrove; at most two player agents survive beside him.
- Whether a player Thaumaturge remains in the circle; then Ashgrove never says their name again, and the agent is out of the game, not dead, but gone.
- Or whether a player Thaumaturge is the one who stays silent; then they receive the thread "Kiruna" and do not speak about this mission for the rest of the volume.
- Who goes to Narvik and explains to thirteen-year-old Gunnar Solheim that his father is not coming back.
- Who takes the mask; it remains in the group's possession or goes to the Registry.
- Whether a survivor later gives their salt pouch to a recruit; this recruit reappears in Mission 5 or 12.

Duty Log entry: name of the agent, Mission 4 "Eleven", Kiruna, February 1953; survived or fallen; who went to Narvik; who took the mask; who gave a salt pouch.

People

Thomas Ashgrove, 45

Major, leads the escort. Wants to bring the men back, all fourteen. Knows that the 1947 cavity is silent, and fears that the tunnel is the opposite. Conceals that his compass has been trembling since entering the mountain. Speaks tersely, in English, with pauses, as if weighing every word.

Viktor Hallström, 52

In Stockholm, receives the report from Kiruna and reacts. Wants calm and order, fears a repeat of Solberg. Conceals that he has known the report about the dogs since summer. Speaks quietly, in Swedish, in long sentences.

Evan Pryce, 34

Chemist of the Collegium, in Wales. Develops the incendiary ammunition with Ashgrove after Kiruna. Wants to understand what was in the tunnel, and whether it can be burned. Conceals that he considers the crystals from the tunnel more dangerous than the

thing. Speaks quickly, in Welsh-accented English, with technical terms.

Torleif Solheim, 41

Norwegian from Kompanie Linge, one of the fourteen. Wants to go home, to his family, to his son Gunnar. Conceals that for weeks he has dreamed he walks through a door of grey ice. Speaks calmly, in Norwegian, often about his children.

Gunnar Solheim, 13

In Narvik, waits for his father. Wants to know why his father is not coming, and does not believe the explanation. Conceals nothing. Speaks haltingly, in Norwegian, with defiance.

A Young Man of the Escort, 24

Without a name, who will remember nothing before this month. Game master only: Ares. Wants to survive, does not want to stand out, wants to know why he is here. Conceals nothing he could name. Speaks little, in English with an unobtrusive accent. The game master gives him no special scene, no premonition, no look into the wall. He is one of fourteen, nothing more.

The Second Thaumaturge, Age Unknown

From the Collegium, calm, carries chalk and a small salt vessel. Wants to close the rift, whatever the cost. Conceals nothing. Speaks slowly, every word deliberate.

Briefing

"Travel to Kiruna. Major Ashgrove is expecting you at the mining authority. Take warm clothes with you. And pray if you can."
Viktor Hallström, February 1953

What the group gets: A train pass to Kiruna, a map of the mine that does not show the tunnel (of Map K3 the game master shows only the cage, main gallery and cavity), expenses in Swedish kronor.

Expenses: Enough for the train journey, accommodation in the miners' hostel, hot meals, carbide for the lamps. No special expenses without a receipt.

Requisition: Carbide lamps, ropes, pit helmets, a field telephone backpack, carbines and submachine guns from the war, salt, chalk, a camera. No incendiary ammunition, no helmets with Alloy S, no radios that transmit in the mountain. A player psion is entitled to the Cap (1949); only Lerche wears the Blocking Helmet (1952). Before autumn 1953, the Kiruna rule applies: ordinary weapons cause no damage against beings from rifts.

The Nodes

The group begins in the town, climbs down into the mine and finds the tunnel. Every node yields clues; the three-clue rule applies.

Node 1: Town and Mining Authority

Kiruna in February, snow, short days, the mining authority on the slope. The head of the mining authority is nervous, wants no panic, wants no police in the mine. Ashgrove waits here with thirteen men of the escort; with him they are the fourteen.

- **Clue:** The broken edges of the tunnel are fresh, without patina. (leads to "The tunnel is not old")
- **Clue:** A geologist of the mining authority says the rock there was still solid in 1947. (leads to "The tunnel is not old")
- **Clue:** Ashgrove's men have asked around town: the dogs have not been seen for days. (leads to "The dogs are not the cause")
- **Clue:** A boy heard dogs barking in the night before the collapse, "but not like dogs". (leads to "The dogs are not the cause")
- **Clue:** With Contacts or Insight against Doable (2), an agent learns from miners that the cave-in happened at night and that the head of the mining authority had reported dogs on the works grounds beforehand. (leads to "The dogs are not the cause")

Tests: Investigation against Doable (2), Academic Knowledge against Doable (2), Tactics against Easy (1), Perception against Easy (1), Contacts or Insight against Doable (2). Who shines: Investigator, Scientist, Soldier, Agent.

Node 2: Tunnel Entrance

The access lies in the mine, less than a hundred metres from the cavity, via the cage and the level. Wooden beams secure the cave-in, a cable winch stands ready. Beyond it, darkness and warm air. The dust lies on the floor, not on the walls.

- **Clue:** The dust lies only on the floor, not on the walls. (leads to "The tunnel is not old")
- **Clue:** Paw prints lead into the tunnel, none lead out. (leads to "The dogs are not the cause")
- **Clue:** The air is too warm for February, and it comes from deeper inside the mountain. (leads to "The thing in the wall is a Threshold Guardian")
- **Clue:** A soldier finds a collar, engraved "Rex, Kiruna". (leads to "The dogs are not the cause")

- **Clue:** A Thaumaturge senses that the tunnel is not a place, but a path. (leads to “The thing in the wall is a Threshold Guardian”)
- **Clue:** The Thaumaturge of the Collegium checks chalk and salt at the entrance and says: “Something speaks in there. Whoever answers it, it listens to.” (leads to “Someone must answer”)

Tests: Tracking against Doable (2), Physics against Easy (1), Perception against Easy (1), Thaumaturgy against Doable (2). Who shines: Investigator, Scientist, Soldier, Thaumaturge.

Node 3: Crystal Field

The tunnel widens, dozens of crystals glimmer on the walls like ice, warm, not cold. The dogs stand between the crystals, still, too large, with grey shards in their fur. They attack if anyone touches the crystals.

- **Clue:** The crystals in their fur are identical to those in the wall. (leads to “The dogs are not the cause”)
- **Clue:** A Thaumaturge recognises the structure of the wall as a Door, not a breach. (leads to “The thing in the wall is a Threshold Guardian”)
- **Clue:** The voice from the wall speaks only when it is spoken to. (leads to “Someone must answer”)
- **Clue:** The dogs draw back when a Thaumaturge draws a circle of chalk. (leads to “Someone must answer”)

Tests: Chemistry against Doable (2) or Occultism against Doable (2), Ritualism against Hard (3), Telepathy against Doable (2), Ritualism against Hard (3). Shining classes: Scientist, Thaumaturge, Psion.

Node 4: Line of Retreat

A narrow passage leading back to the entrance, too tight for more than two men abreast. Here Ashgrove counts the backs. The dogs attack as soon as someone runs.

- **Clue:** Ashgrove’s compass spins when it points at the wall. (leads to “The thing in the wall is a Threshold Guardian”)
- **Clue:** The first Thaumaturge who draws a circle is not attacked. (leads to “Someone must answer”)
- **Clue:** The dogs do not attack as long as no one runs. (leads to “The dogs are not the cause”)
- **Clue:** A Psion who was in the cavity in 1947 (Duty Log, Mission 2) remembers with Telepathy against Doable (2): there was nothing there, here something speaks. (leads to “The thing in the wall is a Threshold Guardian”)

Tests: Navigation against Easy (1), Ritualism against Hard (3), Tactics against Doable (2), Telepathy against Doable (2). Shining classes: Soldier, Thaumaturge, Psion.

Node 5: The Wall

At the end of the crystal field, where the tunnel passes into the rock, stands the wall, and in it stands the thing. A tall figure, half in the rock, half in front of it, with a face that resembles the onlooker’s, only older. It does not speak as long as no one speaks.

- **Clue:** The warm air flows out of the wall, not out of the mountain. (leads to “The thing in the wall is a Threshold Guardian”)
- **Clue:** The voice answers when a Thaumaturge stays in the circle and speaks. (leads to “Someone must answer”)
- **Clue:** The wall is a Door, and it stands open, a crack wide. (leads to “The thing in the wall is a Threshold Guardian”)
- **Clue:** Whoever touches the wall feels a draw, not a pull, only an opening. (leads to “The thing in the wall is a Threshold Guardian”)

Tests: Physics against Doable (2), Thaumaturgy against Hard (3), Ritualism against Hard (3), Perception against Hard (3). Shining classes: Scientist, Thaumaturge, Investigator.

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THE CONCLUSIONS

The tunnel is not old: Node 1, Clues 1 and 2; Node 2, Clue 1.

The dogs are not the cause: Node 1, Clues 3, 4 and 5; Node 2, Clues 2 and 4; Node 3, Clue 1; Node 4, Clue 3.

The thing in the wall is a Threshold Guardian: Node 2, Clues 3 and 5; Node 3, Clue 2; Node 4, Clues 1 and 4; Node 5, Clues 1, 3 and 4.

Someone must answer: Node 2, Clue 6; Node 3, Clues 3 and 4; Node 4, Clue 2; Node 5, Clue 2.
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Escalation

If the group hesitates, the thing in the wall begins to call. It does not call loudly. It speaks with the voices everyone in the tunnel knows: the mother, the first fallen, the child one never had. The dogs grow restless, the crystals brighter. The tunnel narrows slowly, not visibly, but perceptibly: the air grows denser, the carbide lamps burn paler, and the way back seems longer than it was.

Anyone still standing in the crystal field or at the wall must pass a horror test against Disturbing (2) to avoid running. Anyone who runs is chased by the dogs. The

dogs attack as soon as anyone runs or touches the crystals.

The authorities of the time are the mining authority in Kiruna and the local police. There is no mining police. If the group causes too much commotion, the head of the mining authority demands explanations, closes the tunnel, or calls the police. There is no Veil Protocol, no cover, no silent witnesses. Anyone arrested is stuck until Hallström or Marsh gets them out. That costs time, and in the tunnel the thing keeps calling.

If the group tries to leave the tunnel without confronting the thing, the way back grows longer. The line of retreat winds, the exit remains visible, but it does not come closer. Only when someone answers or the warding circle is in place does the tunnel release the way.

The Confrontation

The Location

The crystal field (Map K3, Area 3) is a chamber twenty by twelve metres, five metres high. Dozens of crystals sit on the walls, grey as ice, warm. They glow faintly, without giving light. The dogs stand among the crystals. They do not bark. They watch.

To the south, the chamber ends at the wall (Area 4). Twelve metres wide, five metres high, a surface of rock that looks like a door. The thing stands in it. A tall figure, half in the stone, half before it. Its face resembles that of the observer, only older. It does not speak as long as no one speaks.

The line of retreat (Area 5) leads north back to the entrance. It is forty metres long, two metres wide, too narrow for more than two men side by side. Here Ashgrove counts the backs.

Sequence

1. Ashgrove sets up the escort: eleven men in the crystal field, two at the line of retreat, he himself between the groups. The two Thaumaturges stand with him. Each player agent who goes in replaces one man of the escort. The Thaumaturges do not count among the fourteen.

2. The first Thaumaturge studies the wall, then the crystals. He says quietly: “It’s a door. It stands open, a crack.” He takes chalk from his pocket.

3. The dogs step forward if anyone touches the crystals or takes a step towards the wall. They do not attack as long as no one runs.

4. The voice from the wall speaks only if someone addresses it. The first Thaumaturge speaks: “Who are you?” The thing answers with the voice of the questioner, only older. What it says is decided by the game master. It asks a question in return. Anyone seeing the thing for the first time makes a horror test against Maddening (4).

5. The eleven minutes begin as soon as the escort opens fire. The escort shoots at the dogs as soon as they attack or as soon as Ashgrove gives the order. The bullets hit the dogs, wound them, but the dogs regenerate. The bullets do not pass through the dogs. The escort also shoots at the thing; these bullets pass through (Kiruna rule). During the eleven minutes, the thing steps halfway out of the wall. Whoever it touches and whoever touches the wall passes through, without sound and without blood, and is on the other side. Thus the escort loses eleven men in the eleven minutes. No bodies remain.

6. The first Thaumaturge draws a warding circle in chalk, ten metres before the wall. He needs Ritualism against Hard (3). If the test succeeds, the dogs fall back. If it fails, the circle becomes unusable, and he must try again. He must not be disturbed.

7. The Thaumaturge remains in the circle and answers. The thing turns towards him. The wall grows brighter, the outlines of the door sharper. The Thaumaturge walks towards the wall. The rock receives him like mist. The door closes with him on the other side.

8. As soon as the door closes, the dogs fall silent. They withdraw into the crystals. The crystals glow more faintly. The tunnel releases the way back.

9. Ashgrove counts the backs. Three of fourteen survive, Ashgrove included. Eleven soldiers and one Thaumaturge do not return. None are recovered.

Solutions

Without a fight: The group does not attack. They lead the withdrawal while the escort fires. A player agent with Leadership against Doable (2) keeps the men from running. A Soldier with Tactics against Doable (2) chooses the order of the withdrawal; an escort veteran receives +1 die. The Thaumaturge draws the circle, remains inside, answers. The dogs fall back, the thing takes the Thaumaturge, the door closes. Eleven minutes, eleven soldiers, one Thaumaturge.

With a fight: The group actively covers the withdrawal. A Soldier holds off the dogs while the Thaumaturge draws the circle. The fight costs time and men. In the end, eleven still go. The group can try to recover a wounded man, but the line of retreat is narrow, and the dogs attack as soon as anyone falls behind.

The price: If the group wants to prevent the Thaumaturge from remaining in the circle, someone else goes in: a player Thaumaturge or a non-player character. The thing takes them, the door closes, the eleven soldiers still do not return. If the group wants to prevent the eleven minutes, the rift comes faster, or the cavity grows louder, or the dogs break into the town. The group's role is witness. Whoever survives carries the names.

The Crystal Guardians: In the crystal field, two Crystal Guardians stand among the dogs (Threat Atlas, Game Master's Book). They do not move until someone comes too close to the crystals or touches the wall. They pursue no one beyond ten metres. Whoever falls back is safe. They crumble to sand when the warding circle is in place and the thing takes the Thaumaturge.

Opponents

Hybrid Dogs of Kiruna

Henchman · Transformed

Dogs that vanished in the tunnel in the summer of 1952 and were changed. Their bodies are larger, their jaws broader, small crystals sit in their fur, looking like splinters of grey ice. They are silent, docile, guardians of the rift.

Value	Details
Initiative	5
Attack	Bite 3 + 3, damage 3. With a margin of 2, the target is on the ground
Defence / Armour / HP	2 / 1 / 7
Horror	Uncanny (1)
Special	Pack of 3 to 6, as a squad according to the Core Rulebook rules. Regenerate 1 HP per round. Smell blood over a kilometre
Weakness	Fire stops the regeneration
Behaviour	Attack when someone runs or touches the crystals. Flee when their lead hound falls or the warding circle is in place

Threshold Guardian of Kiruna

Leader, Creature · the Voice

The thing in the wall. A tall figure, half in the rock, half before it, with a face that resembles the viewer's, only older. It speaks with the voices that Psions call the Thirteenth.

Value	Details
Initiative	6
Attack	Touch 5 + 5: Whoever is hit passes through the wall, without damage and without a corpse. Or question: Everyone within 20 m must give an honest answer or suffer 3 strain. Two actions per round
Defence / Armour / HP	4 / 3 / 30
Horror	Maddening (4)
Special	Cannot be killed while the rift is open. Anyone it touches and anyone who touches the wall passes through
Weakness	No weapon of the era: bullets pass through (Kiruna rule). A warding circle around the door frame holds it. And the truth: whoever asks it a question it cannot answer makes it fall silent for one round
Behaviour	Speaks first, fights last. It answers only when someone speaks. It keeps every agreement to the letter

Crystal Guardian of Kiruna

Elite, Creature · the Voice

Two figures of stone and crystal that stand among the hounds. They move only when someone comes too close to the crystals or touches the wall.

Value	Details
Initiative	3
Attack	Stone fist 4 + 4, damage 4, penetration 1
Defence / Armour / HP	2 / 4 (stone) / 14
Horror	Uncanny (1)
Special	Invulnerable as long as they touch the crystals. Crumble to sand when the warding circle is in place and the thing takes the Thaumaturge
Weakness	Ordinary weapons cause no damage (Kiruna rule). The tuning fork from Wales makes them freeze for one round; in 1953 it lies in the Chamber and comes along only if a Thaumaturge requests it from the Collegium (price: every Psion within 100 m suffers 2 strain)
Behaviour	Move only when someone threatens the crystals. Do not pursue anyone beyond ten metres. Whoever retreats is safe

For Ashgrove, Hallström, Pryce, Torleif Solheim, Gunnar Solheim and Ares: they are non-player characters

without their own combat stats. The game master uses the values from the Threat Atlas, Game Master's Book, or improvises according to the rules of thumb in the Core Rulebook.

Aftermath

What the world saw: A mining accident in Kiruna. Eleven dead, no bodies. The mining authority reports a collapse in an old tunnel, the newspapers print two sentences, then snow. The families receive letters. The world sees nothing.

What O.D.I.N. gets: Ashgrove's report (Handout N13), the mask of grey crystal found in the tunnel, and the certainty that ordinary weapons are not enough. On 12 March 1953, Hallström introduces the White File (Handout N15). The Council approves the development of incendiary ammunition. Pryce and Ashgrove work in the Collegium's workshop in Wales, the Institute calculates the ballistics. In autumn 1953, the first batch is tested at a small rift in Cornwall (Handout N16).

Experience: Red File: 5 XP, +1 for the objective achieved, at most +1 personal bonus, plus 1 for each thread taken up. Threads taken up are: the mask, Ashgrove's compass, the name Solheim (Narvik). Duration: two to three sessions.

Duty Log: Name of the agent, Mission 4 "Eleven", Kiruna, February 1953. Survived or fallen. Who went to Narvik. Who took the mask. Who gave a salt pouch. Whoever has a protégé records the handover in case the agent is over there.

Handover: Every player agent who is over there is out of the game. Their protégé takes over with the protégé XP collected, but at least with the minimum XP of the current Section, and with a legacy according to the rules of the successor system (Chapter 2).

The scene in Narvik: Whoever goes to Narvik faces Gunnar Solheim, thirteen years old. He asks why his father is not coming. The group must explain it to him without telling the truth. Insight or Persuasion against Hard (3). If the test succeeds, Gunnar does not believe the explanation, but he accepts it. If it fails, he screams, and the group takes 1 strain. From that day on, the agent who went to Narvik carries the name Solheim.

The scene in Stockholm: On 12 March 1953, the group sits in Hallström's office. He shows the White File, talks about Kiruna, says nothing about the dogs. Then he closes the file. "From tomorrow, every oddity gets a file. A white one." Whoever knows Hallström well sees with Insight against Doable (2) that he has grown older and that he had known of the report about the dogs since the summer.

The scene in Cornwall: In autumn 1953, the first batch of incendiary ammunition is tested. Ashgrove and Pryce are present, the Institute calculates the ballistics. The group can watch. The rift screams; whoever is present makes a horror test against Disturbing (2). Afterwards, the quartermaster issues one magazine per mission.

The loose thread: The mask of grey crystal. Whoever looks at it for a long time recognises a face they do not know. It stays in the group's possession or goes to the Registry. The second Thaumaturge never speaks about Kiruna again. Since then, Ashgrove's compass points to rifts, not to the north. The names of the eleven are in no report. Ashgrove does not write them down (Handout N14), he knows them.

Until the next mission: The interlude years 1954. The escort becomes the Tactical Branch, Camp Ashgrove in the Highlands, six months of training. The group ages: whoever started in 1947 at 25 is 33 in 1955. Every agent aged 45 or over lowers one physical attribute by 1 and raises WIS or COM by 1. Whoever has no protégé yet or has lost theirs names one; every agent plays a training scene. The protégé receives half of the mentor's XP from the moment they are named.

ASHGROVE'S SENTENCE

Ashgrove's notebook (N14) reads: "Eleven. I do not write the names down. I know them. … I do not know his name. I should have asked." If a player Thaumaturge whom Ashgrove has known since 1947 (such as Vaughan) remains in the circle, the sentence still stands. The game master then reads it as a refusal: Ashgrove knows the name, does not write it down and never says it again.

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HANDOUTS AND MAP
- N13: Ashgrove's report "Kiruna, February 1953" (typewritten report, dated 15 February 1953). The group finds it in Hallström's office or is handed it by Ashgrove.
- N14: Ashgrove's notebook "Eleven." (notebook page, dated February 1953). The group finds it in Ashgrove's luggage or he shows it.
- N15: Hallström, notebook, 12 March 1953 (notebook page). The group finds it in Hallström's office or he shows it.
- N16: Waybill for the first incendiary ammunition, Cardiff to Cornwall (waybill, dated 20 September 1953). The group finds it in Pryce's workshop or at the test in Cornwall.
- Map K3: Kiruna mine in cross-section. Tunnel entrance, tunnel without a plan, crystal field, the Wall, line of retreat, Silent Cavity. Access via the mine cage and the level, no hole in the hillside.
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Interlude Years 1948 to 1952

After Mission 2 come years in which the group does not stand still. The players each tell one thing their agent did in these years. The game master tells a fixed event. After that, ageing, XP, handovers.

1948: The Institute and the Registry

The ore crate from the cavity goes to Bern. Nils Ekberg smelts Alloy S. On 12 April Hans Wendland weighs a shard of eleven grams in Oxford. He writes in his lab book: "Lighter than it ought to be, and warmer than it should be." The Institute comes into being in a mine tunnel near Bern. Four staff. The group's geophysicist joins as the fifth. The rule is: Never alone with a sample.

In Stockholm Viktor Hallström moves into three rooms above a tobacconist's. Cover: an insurance agency. Two secretaries, one of them called Britt Holm. A translator. A wall. The file colours are Grey, Red, Black. The Ahnenerbe crate comes to the Registry in 1948. Inside it Hallström finds the photo of the circles from 1937. In Notebook Zero he writes: "The Voice never comes uncalled. One only has to find out who called." The group plays the scene for this in the interlude of Mission 2.

1950: Sundqvist and the Record

Greta Sundqvist comes to the Registry. She is a cryptanalyst. She will work on the circles for twelve years. Wendland has the record of the apothecary of Solberg translated. It is twelve pages long. In the margin is the number 32. Not written by the apothecary.

Sundqvist asks about the circles of Solberg. She wants to know whether the arrangement of the plates on the Cap matches the circles on the wall of Solberg.

1951: Lerche and the Observers

In spring, Lerche kills three men of a foreign service in Gothenburg. Without touch. He is one of the Thirty-One. He had no choice, he says. He heard their thoughts before they acted. He acted before they could.

From summer onwards, every Psion gets an Observer. The Observer is an officer without a gift. He carries a notebook. He accompanies the missions. He reports monthly. He notes what the Psion does, what he says, what he hears. In doubt, he decides whether the Psion continues to serve. From then on, Lerche lives in a silence.

One agent of the group becomes Observer to the player Psion. That is not a promotion. That is an assignment no one refuses.

1952: The Blocking Helmet and the Legends

The Blocking Helmet is created. Lerche wears it first. It is heavy. It presses. It turns a Psion into a person who no longer hears anything. Lerche says: "It is quiet. Quiet at last."

Evelyn Marsh founds the Nursery in Zurich. What happens there in spring is in the mission "Death and Life". Hallström defeats the Mechanical Turk, the only time. Possible scene: The group carries the chessboard. No one hears what Hallström asks.

In Stockholm, Hallström asks Dr. Karin Ek to read the children's records. She is young. She is thorough. She reads for a year and then writes a report. Hallström does not ask further.

END OF THE SECTION

Ageing: At the start of the next Section, for every agent aged 45 or older: minus 1 to one physical attribute of their choice (STR, DEX, CON, not below 1), in return plus 1 to WIS or COM (maximum 6). From 60 onwards, additionally minus 1 to Athletics or Endurance.

XP level: The agents begin Section I with 20 XP (war experience). After four missions they are typically at about 45 XP. Anyone who begins Section II with fewer than 60 XP is raised to 60. There are no titles yet. Old ranks are used as forms of address. The circles of the Collegium apply to Thaumaturges.

Handovers: From Mission 2 onwards, every agent names a protégé. The protégé receives half the XP their mentor gains from the naming onwards. Once per Section, the player plays a short training scene. Afterwards, the protégé gains plus 1 to a skill the mentor has at 4 or higher. If an agent dies, the protégé takes over. Their XP: the accumulated protégé XP, but at least the minimum XP of the current Section. In addition, a legacy: plus 1 to a skill of the mentor, or an item, or a contact, or, after death or retirement, the codename as a series.

The old hand: Anyone who steps down without dying becomes a non-player character. Their player may play them once per mission for one scene.

The next Section: Section II “The Silver” begins in 1955. The missions are called “Inside” (April 1955, Cardiff), “Ozone” (September 1957, Cornwall), “Green Tarpaulins” (November 1958, Paris) and “The Twelfth Party” (autumn 1959 to 1961). On entering Section II, the minimum XP is 60. The plus 10 XP per downtime applies to the interlude years in Section II.

Section II.
THE SILVER

The world is divided in 1955, a decade after the war, but the rifts do not run along the borders of the maps. The Allies have their own services. The Soviets have their own services. O.D.I.N. has an acronym, a treaty and a list of dead. The Escort is history. It has become the Tactical Branch, with a camp in the Scottish Highlands and a training that lasts six months and breaks some men before they ever see a rift. Since Kiruna, Ashgrove has carried a compass that no longer points north. He does not speak about the eleven dead. He does not write down their names. But he counts them.

The Holds grow. London, Cardiff. Hamburg and Oxford will follow. In Cardiff, Evan Pryce works in a workshop behind the cover sign “Pryce & Co., Haulage and Storage, founded 1949”. He binds the dust of depleted crystals into metal. The result is warm. It stays warm. It receives a number. It receives a name on the inside. It is called ashsilver. It is the first material that touches the dead.

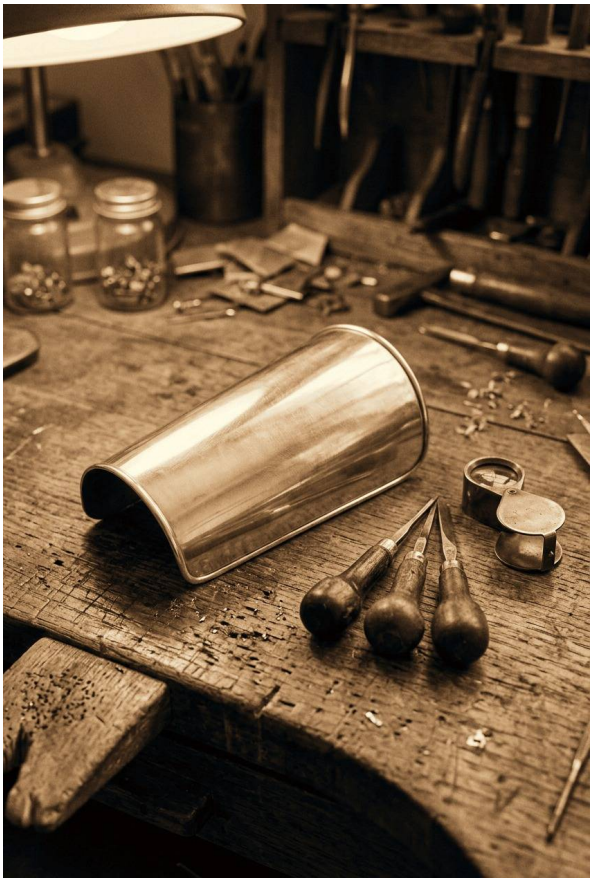
The group is no longer a founding group. It is an instrument with memory. The agents have scars, contacts, protégés. Some have grown older. Others are new. The Registry keeps their files. The Council knows their results, not their faces. Hallström knows both.

This Section covers the years of silver. It begins with the metal that reaches for the dead. It ends with the Veil Protocol, which eleven governments enter into without a signature. Between them lie the interlude years, in which the group ages, trains and carries on.

Mission 5: Inside

APRIL 1955

Grey File · **Origin** the Dead · **Focus** Soldier, Thaumaturge (Alchemist)



In April 1955, Evan Pryce produces the first pieces of ashsilver in Cardiff. One knife goes to Thomas Ashgrove, the remaining pieces to survivors of Kiruna and to the group. In the slate valley of Cwm Llwyd, the dead from 1909 wait for a name that no one speaks.

Year	Places	Origin	Duration
1955	Cardiff, Cwm Llwyd, Chamber	the Dead	2 to 3 sessions

What It Is About

Since the spring of 1954, the Escort has been called the Tactical Branch; anyone new goes for six months to Camp Ashgrove in the Highlands. In Bergen in 1954, a watchmaker named Astrid Solheim found a crystal in a pocket watch whose Whisper she hears as a beat. The group travels to Cardiff in April 1955. Evan Pryce, chemist of the Collegium and head of Hold-2, has developed a process in the workshop above the warehouse to bind the dust of depleted crystals into

metal. He calls the result ashsilver. It is dull grey, heavy and stays warm. Pryce has produced twelve pieces: a knife, arm guards, plates. The first knife is to go to Ashgrove, who has carried the compass that points to rifts since Kiruna in 1953. The next pieces are intended for survivors of Kiruna and for the group.

At the same time, a request from a north Welsh slate valley reaches Pryce. In Cwm Llwyd, above an old quarry, men have stood in the fog at night for years and called out names. They are the dead of a collapse in 1909. Lead does not help, incendiary ammunition does not, because the dead are not the Voice. Pryce noticed during tests that a piece of ashsilver becomes calm as soon as a name is written on its inside. He wants to go into the valley with the group to test whether the silver touches the dead. More than a haunting waits in the valley: the Waiting One holds the men of 1909 fast, and she waits for a name that never came.

What Really Happened

In 1909, twenty-four men worked in the slate quarry at Cwm Llwyd. On 3 March 1909, a tunnel collapsed. Eleven men died; their bodies were never recovered. The mine was closed, the valley remained empty. Among the dead was a young man named Ianto Rhys, who had written a letter to his fiancée Mair on the evening before the collapse. The letter was never delivered. Mair moved into a house at the edge of the valley and never spoke about the collapse again.

Since then, the men stand at the quarry at night. They are a Haunt, more precisely: eleven callers who call names because they themselves are not called. Behind them stands the Waiting One, who holds the place. She is a dead woman from 1909, having died looking towards the quarry. She waits for a twelfth name that appears in no mining report: a boy without employment, whom no one reported missing. Whoever speaks the name ends her waiting.

During tests in the workshop, Pryce observed that a piece of ashsilver became calm when he scratched the name of a dead man from the escort into its inner side. He does not fully understand why; his marginal note on the workshop sheet reads “Name holds”. He suspects that an engraved name holds together what remains in the silver. In the valley, he wants to test whether the silver touches the dead.

The false trail: The group might assume the dead are a danger that must be driven off with incendiary ammunition or salt. In truth, the callers attack only when they are disturbed or when someone answers. The Waiting One does not attack; she merely does not let go.

The loose thread: The Ashsilver Register, sheet 1, is kept from April 1955 onward. A few lines remain free for the group. The silver of the fallen is collected in Hold-1 from 1955 onward. In 2027 (Door M8), Ares reads names from inner sides; arm guard No. 114 bears the name Kjell Haugen in 1976. In 1989, when production ends, the register will lead to Grey File “Number 341”.

WHAT IS FIXED

- **Ashsilver from 1955:** In April 1955, Pryce produces the first twelve pieces. The game master maintains this by bringing the group to Cardiff before the pieces are assigned.
- **No. 1 belongs to Ashgrove:** The first knife goes to Thomas Ashgrove. If the group wants to claim it for themselves, Ashgrove quietly reminds them of Kiruna: “Eleven. I don’t write down the names. But I carry the knife.” He never lends it.
- **Silver is never awarded for kills:** Whoever demands a piece as a reward for a kill receives none.
- **Pryce suspects that an engraved name holds together what remains in the silver:** The game master maintains this as a marginal note on N18 and as a sentence in conversation: “I believe the name holds what is inside it.”
- **The silver of the fallen is collected in Hold-1 from 1955 onward:** If an agent dies on a mission or later, their piece is brought to London. The game master notes this in the Duty Log.

WHAT THE TABLE DECIDES

- **Who receives which number:** Two pieces go to the two survivors of Kiruna besides Ashgrove, to player agents if they were those survivors. The group receives the remaining pieces from numbers 2 to 12. Each number is entered in Ashsilver Register N17. Later missions can refer to the numbers, especially Mission 12 and the Night. Consequence: The numbers are in the Duty Log.
- **Which name first goes onto an inner side:** A name from the escort, 1955. Ashgrove does not write them down, but he forbids no one from doing so. If a player agent has the idea, they enter the name; the game master notes this in the Duty Log and in the register. Consequence: In 2027 (Door M8), Ares reads this name.
- **Whether the dead in the valley may go or remain in the silver:** If the group speaks the twelfth name, the waiting ends and the dead go. If they scratch their names into a piece of ashsilver, they take the dead with them: the valley becomes silent, and the piece bears their names from then on. If they do neither, the dead remain in the valley. The decision shapes later encounters with the dead in Mission 12 and in the Night.

People

Evan Pryce, 36

Chemist from Cardiff, with the Collegium since 1941, head of Hold-2. Wants the ashsilver as a tool, not as a weapon. Knows of the dead in Cwm Llwyd from a mine file. Conceals that he believes one of the dead of 1909 to be a distant relative. Speaks precisely, with a Welsh lilt, says “Now. Let’s see if it holds.”

Thomas Ashgrove, 47

Major, escort since 1947, Tactical Branch since spring 1954, since Kiruna 1953 the man with the compass that points to rifts. Wants the first knife to carry it, not to fight. Knows that the dead are not the Voice. Conceals that he was in the valley of Cwm Llwyd once before, in the winter of 1919, when his father took him along. Speaks curtly, with pauses, says “Names are for the living. Sometimes for the dead too.”

Margaret Holloway, 66

Orientalist, founder of the Collegium, Keeper of the Crystal Ledger. Wants to understand what the silver does to the dead. Knows of the Waiting One from old records. Conceals that she herself does not fully understand the old records about the Waiting One. Speaks deliberately, in Oxford English, says “Listen. The dead speak slowly.”

Arthur Penhallow, 50

First Magister of the Collegium, since 1928. Wants the group not to enter the ritual of the dead without protection. Knows that the Waiting One ends only through a name. Conceals that as a child he was told about the 1909 collapse. Speaks formally, with Latin phrases, says “The dead demand little. But exactly.”

Mair Pugh, 68

Former fiancée of Ianto Rhys, lives in a house on the edge of the valley. Wants the letter that Ianto never sent her. Knows the name of the twelfth dead man, but has not spoken it since 1909. Conceals that she says the name in her sleep every night. Speaks quietly, with a long Welsh vocabulary, says “He wrote. I never answered.”

Alun Rees, 20

Recruit from Camp Ashgrove, with the Tactical Branch since 1954, was never in Kiruna. Wants to carry a piece of ashsilver because he knows the men of Kiruna only from stories and wants to be like them. Knows that the dead in Cwm Llwyd are not the Voice. Conceals that he heard his own name called in the valley. Speaks in military fashion, with respect for Ashgrove, says “If it stays warm, it’s better than lead.”

If Dilys Vaughan is at the table, she knows the Waiting One from stories told by her grandmother, who kept watch in Cwm Llwyd in 1909. Vaughan wants to let the dead go. She says “Not all the dead want to stay. Some were simply not called.” She conceals that her grandmother told her the name of the twelfth dead man when she was a child.

Briefing

“The dead of Cwm Llwyd have been calling for forty-six years. We have a metal that might touch them. Go there. Listen. And bring me a name that ends the waiting.”
Margaret Holloway, 1955

What the group gets: the Grey File on Cwm Llwyd (mine report 1909, police note, a photograph of the quarry), twelve pieces of ashsilver in a tin box (No. 1 to No. 12), a car from the Collegium, expenses in pounds.

Expenses: £5 per agent, sufficient for accommodation and food in North Wales.

Requisition: field telephone, carbide lamps, small salt bags, a portable tape recorder, a second car. No

incendiary ammunition for this mission, on Ashgrove's orders: "The dead don't burn."

The briefing takes place in Cardiff, in the workshop of Hold-2. Margaret Holloway speaks, Evan Pryce stands at her side. Ashgrove is present, but says only: "I'm coming with you."

The Nodes

The investigation begins in Cardiff, leads via the Chamber into the valley of Cwm Llwyd and ends at the quarry.

Node 1: Hold-2 Cardiff, Pryce's Workshop

A warehouse with a haulage yard, above it the workshop: dining table, gas burner, crucible, anvil, twelve pieces of ashsilver in a tin box. A teleprinter stands in the office next door.

- **Clue:** N17 Ashsilver Register, sheet 1, lies on the table, No. 1 to 12, some lines blank. (leads to Node 2, Node 4)
- **Clue:** N18 Pryce's workshop note with the marginal note "Name holds". (leads to Node 2)
- **Clue:** The tin box contains twelve pieces, No. 1 is a knife. (leads to Node 4)
- **Test:** Chemistry or Craft against Hard (3) to understand that the silver has bonded with the crystal dust and holds heat. **Scientist** and **Thaumaturge (Alchemist)** shine.

Node 2: The Chamber, Third Tunnel

Margaret Holloway and Arthur Penhallow await the group in front of the steel door. A table with maps, the Crystal Ledger lies open. Holloway explains the Waiting One: a dead woman who holds a place until her waiting ends.

- **Clue:** Penhallow tells of the Waiting One, who holds a place until her waiting ends. (leads to Node 4)
- **Clue:** Holloway says the dead are not the Voice, and lead does not help. (leads to Node 4)
- **Clue:** Holloway says: "The dead know their names. They wait for another to know them." (leads to Node 6)
- **Test:** Occultism against Doable (2) to recognise the nature of the Waiting One. **Thaumaturge (Thaumaturgist)** and **Investigator (Paranormal Detective)** shine.

Node 3: Drive to Cwm Llwyd

Two and a half hours by car, narrow roads, slate slopes. Ashgrove drives or insists on sitting in front. On the way he tells of Kiruna, of the bullets that passed through.

- **Clue:** Ashgrove says since Kiruna his compass points to rifts, and there is no rift in the valley. (leads to Node 4)
- **Clue:** Ashgrove mentions that the dead of 1909 were never recovered. (leads to Node 4)
- **Test:** Perception against Doable (2) to spot an old signpost at the roadside: "Cwm Llwyd 3". **Investigator** shines.

Node 4: Cwm Llwyd, the Valley and the Quarry

A narrow valley, ruined mine houses, a half-buried tunnel entrance. At night men stand in the fog at the quarry and call names. Whoever answers hears their own name in their sleep for a week.

- **Clue:** The callers call eleven names, always in the same order, and after the eleventh a pause, as if one is missing. (leads to Node 6)
- **Clue:** A piece of ashsilver becomes restless, its heat fluctuates when it is brought near the dead; with a name carved into it, it remains calm and evenly warm. (leads to Node 7)
- **Clue:** At the tunnel entrance there is a weathered wooden board: "3 March 1909. Eleven men." (leads to Node 1, Node 5)
- **Test:** Mental Resistance against Hard (3) to resist the calling. **Soldier** with "Sleeping next to lead boxes" gains +2 dice; **Psion (Telepath)** hears the calls more clearly and suffers 1 strain if they answer.
- **Test:** Tactics against Doable (2) to recognise the mine timbering at the tunnel entrance and count the callers: eleven, but space for twelve. **Soldier** shines.

Node 5: The Mine House

A single-storey house of slate, roof partly collapsed. In the former office stands a wooden table, beneath it a tin chest with letters that were never delivered. The top letter is addressed to Mair Pugh, from Ianto Rhys, dated 2 March 1909.

- **Clue:** The letter gives Ianto's name and mentions a boy who helps at the quarry without employment. (leads to Node 6)
- **Clue:** In the chest lies a second letter, addressed to a boy without a surname, who appears in no mine report. (leads to Node 6)

- **Test:** Investigation against Doable (2) to find the chest under the table. **Investigator** and **Soldier** with Tactics shine.
- **Test:** History against Doable (2) to interpret the age of the house and the mine records of 1909. **Scientist** or **Investigator** shine.

Node 6: House at the Valley's Edge, Mair Pugh

A small stone house with a garden, a stove, a chair by the window. Mair Pugh sits there and looks into the valley. She tells of Ianto, of the engagement, of the collapse. She has never spoken the name.

- **Clue:** Mair says the letter never arrived, and she never replied. (leads to Node 5)
- **Clue:** If the group brings Ianto's letter, she reads it, weeps and says: "There was another one. No one ever counted him." (leads to Node 7)
- **Clue:** Mair knows the name of the twelfth dead man, a boy without employment, whom no one reported missing. She whispers it if the group does not pressure her. (leads to Node 7)
- **Test:** Insight against Doable (2) to recognise that Mair knows more than she says. **Agent** and **Investigator** shine.
- **Test:** Telepathy against Hard (3) to hear in Mair's thoughts the name the callers omit. **Psion (Telepath)** shines.

Node 7: The Old Quarry, at Night

Fog lies in the valley. The eleven callers stand in a semicircle at the tunnel entrance. Behind them, barely visible, the Waiting One.

- **Clue:** The Waiting One steps forward when the name of the twelfth dead man is spoken. (leads to the Confrontation)
- **Clue:** A piece of ashsilver with a name carved into it becomes calm and evenly warm. (leads to the Confrontation)
- **Test:** Mental Resistance against Horrifying (3) to look at the Waiting One without fleeing.

THE CONCLUSIONS

1. The dead of Cwm Llwyd are the men of the 1909 collapse. (Clues: mine report in the Grey File, wooden board at the tunnel entrance, Mair Pugh's account)
2. The Waiting One holds the dead because a twelfth name was never spoken. (Clues: Mair Pugh knows the name, the callers never call it, Penhallow explains the Waiting One)
3. Ashsilver touches the dead, but only with a name on the inside. (Clues: N18 marginal note "Name holds", the piece becomes calm with a carved name, Node 4: the piece becomes restless without a name and calm with a carved name, Node 7: the piece with a name stays evenly warm at the quarry)
4. Ianto's letter leads to Mair Pugh, and Mair knows the twelfth name. (Clues: Mair mentions the letter, the tin chest in the mine house, the letter mentions the boy without employment)

Escalation

If the group is too slow, nothing spectacular happens. The Waiting One waits. But the callers grow louder. Every night the group spends in the valley increases the pressure: whoever hears the callers for the first time makes a horror test against **Uncanny (1)**. Every further night requires everyone who hears the call to roll WIL + Mental Resistance against Doable (2), otherwise 1 strain. Anyone who answers suffers 1 strain and hears their own name in their sleep for a week.

If the group is noticed: the authorities of the time are the North Wales police. Before 1961 there is no Veil Protocol. A constable on patrol who sees the Collegium's car by the valley at night notes down the number plate. The next morning two constables stand in front of the mine house and ask for identification and a reason. The group can explain with Deception or Persuasion against Hard (3) that they are surveyors for the mining company. If the test fails, the group is taken to the station in Betws-y-Coed, and the mission is delayed by one day. This increases the pressure in the valley: on the third night the Waiting One calls herself.

Horror tests by level: the Waiting One appears as a woman in an old dress at the tunnel entrance, **Horrifying (3)**. Anyone who sees her and loses the test wants to flee and must pass a test of WIL + Mental Resistance against Hard (3) in order not to run to the car. The Waiting One does not attack. She only holds on.

The Confrontation

The Location

Cwm Llwyd, the old quarry, at night. Fog lies in the valley. The eleven callers stand in a semicircle at the tunnel entrance. Behind them, barely visible, the Waiting One. No map. The game master describes the valley as a simple area: the valley road from north to south, the quarry with the tunnel entrance on the left, the mine house on the right, Mair Pugh's house at the northern end.

Sequence in Numbered Steps

1. The group approaches the quarry. If it carries a piece of ashsilver, the piece stays restless and pulses as long as it bears no name; with a name scratched into it, it becomes calm and evenly warm.

2. The callers fall silent, one after another. They step aside and form a path.

3. The Waiting One steps forward. She says nothing. She looks at the group.

4. An agent or Mair Pugh speaks the twelfth name, the name of the boy whom nobody reported missing. Only the spoken word ends the waiting. Anyone who does not say the name cannot release the Waiting One.

5. The Waiting One dissolves. The eleven dead walk into the fog. The valley falls silent.

6. The piece of silver stays warm and calm. It bears a name only if the group carves it in themselves.

Solutions

Without a fight: The group brings Ianto Rhys's letter to Mair Pugh and learns the twelfth name from her. Mair says it at the quarry, or an agent says it. The Waiting One ends. The dead go.

In the silver: The group scratches the names of the eleven dead and the twelfth into a piece of ashsilver. The piece takes the dead with it: the callers fall silent, the Waiting One steps back into the fog, the valley falls silent. From now on the piece bears twelve names, and whoever carries it carries them too.

With a fight: The group tries to drive the callers away with salt, light or ashsilver. Silver without a name only slows them down. The Waiting One remains as long as the name is not spoken. At best a fight ends in retreat, for the Waiting One is invulnerable. The group loses time and suffers strain, but the name can still be said. The fight is not a solution, only a postponement.

Opponents

The men of 1909 are a Haunt, subtype Caller (Threat Atlas, Game Master's Book). They attack only if someone disturbs them or if someone answers. Their stats:

The Men of 1909

Henchman, Creature · Dead

Eleven dead of a collapse in the Cwm Llwyd slate quarry. They have been calling names since 1909, because they themselves are not called.

Value	Details
Initiative	3
Attack	Cold grasp 2 + 2, damage 2, armour does not count
Defence / Armour / HP	2 / 0 / 5, vulnerable only to salt, light or silver
Horror	Uncanny (1)
Special	Whoever answers suffers 1 strain and hears their own name in their sleep for a week
Weakness	Salt, bright light, silver. They vanish for good when their waiting ends
Behaviour	Repeat the calling. Attack only if someone disturbs them or answers

The Waiting One is a dead woman from 1909. She is Ianto's mother, who died looking at the quarry. She is waiting for a twelfth name that appears in no mining report: a boy without employment whom nobody reported missing. She holds the eleven dead fast until this name is spoken.

The Waiting One of Cwm Llwyd

Leader, Creature · Dead

A dead woman from 1909 who holds the place. She is waiting for a twelfth name that was never spoken.

Value	Details
Initiative	5
Attack	No attack. The place itself holds fast: doors close, paths lead back. Two actions per round
Defence / Armour / HP	Invulnerable. Her power only wanes when the group ends her waiting
Horror	Horrifying (3)

Value	Details
Special	Holds up to twelve dead around her as a Haunt. Nobody leaves the place without passing a test of WIL + Mental Resistance against Hard (3)
Weakness	The twelfth name. Whoever speaks it ends her in an instant. Salt and light hold her off for one round
Behaviour	Holds fast whatever is in her place. She does not attack. She simply does not let go

Aftermath

What the world saw: Nothing. The valley of Cwm Llwyd remains silent. A constable notes the car, the file disappears into a card index. North Wales Police do not ask.

What O.D.I.N. gets: The Ashsilver Register, sheet 1, with numbers 1 to 12. Knife No. 1 goes to Ashgrove, is never lent, later lies in Hold-1. From 1955, the silver of the fallen is collected in Hold-1. Pryce makes further pieces, each by hand and numbered.

Experience: Grey File: 4 XP, +1 for the achieved objective, at most +1 personal bonus, plus +1 per thread picked up. Protégés receive half.

Duty Log: Which agent received which number; which name first appeared on an inner side; whether the dead left or stayed; whether Ashgrove heard the name in the valley and remained silent.

Handover: A Soldier agent can give their protégé a piece of ashsilver with the mentor's name on the inside, as a legacy. A Thaumaturge can leave their protégé the workshop note N18.

The loose thread: The Ashsilver Register is continued. In 1989, when production ends, it becomes the Grey File "Number 341". In 2027 (Door M8), Ares reads names from inner sides. Arm guard No. 114 bears the name Kjell Haugen in 1976.

Until the next mission: Two years pass until Mission 6 in September 1957. Interlude year 1956: Astrid Solheim is admitted to the Collegium, first Chronomancer. An agent of the group is the first to bear the legend Aigner. The game master narrates these fixed events as a short scene.

If Vaughan is at the table: her grandmother kept watch in Cwm Llwyd in 1909. Vaughan knows the stories of the dead and of the Waiting One from tales. The game master gives her this story as personal background, not as strain points and not as a handout.

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HANDOUTS AND MAP
- N17 Ashsilver Register, sheet 1: Found in
Hold-2 Cardiff, Pryce's workshop.
- N18 Pryce's workshop note with the marginal
note "Name holds": Found in Hold-2 Cardiff,
Pryce's workshop.
- Map K2 (The Chamber in Wales) belongs to
Mission 8; there is no map for the valley.
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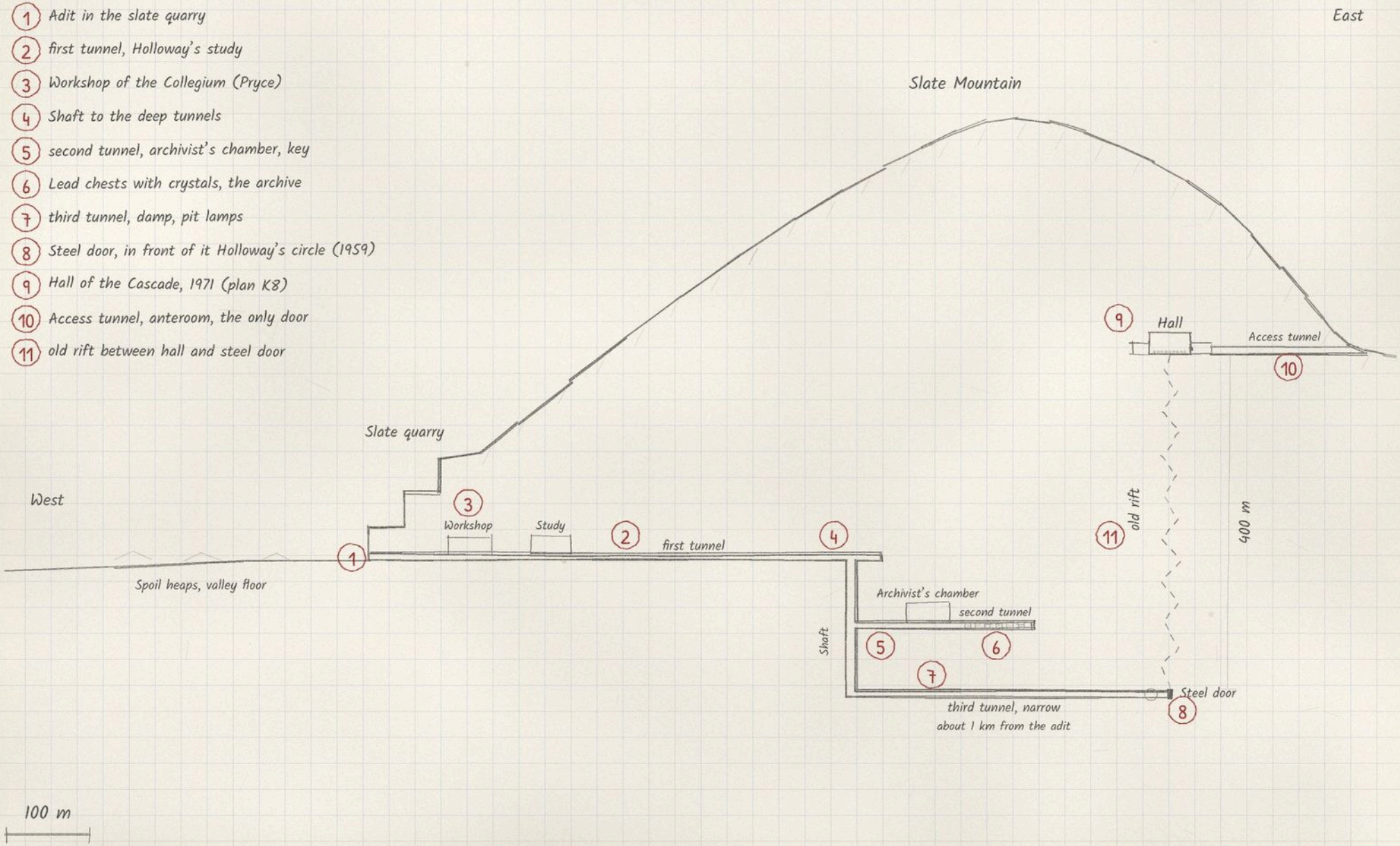
The Chamber in Wales

Slate quarry in section, view north; tunnels and rooms drawn exaggerated

Legend

1. Adit in the slate quarry
2. first tunnel, Holloway's study
3. Workshop of the Collegium (Pryce)
4. Shaft to the deep tunnels
5. second tunnel, archivist's chamber, key
6. Lead chests with crystals, the archive
7. third tunnel, damp, pit lamps
8. Steel door, in front of it Holloway's circle (1959)
9. Hall of the Cascade, 1971 (plan K8)
10. Access tunnel, anteroom, the only door
11. old rift between hall and steel door



Mission 6: Ozone

SEPTEMBER 1957

Grey File · **Origin** the Voice, plus the Alien · **Focus** Scientist

Porthcarn, a fishing village on the coast of Cornwall. The bay is not marked on any map. From 1 to 4 September 1957, the Institute makes the first complete measurement of what an open rift does to the air. The group secures the site. Since April 1955, some of its agents have worn ashsilver from Pryce's register; since 1956, Astrid Solheim has been in the Collegium, and perhaps an agent of the group was the first to bear the legend Aigner.

Year	Places	Origin	Duration
1957	Porthcarn, Cornwall; Bern; Uppsala	The Voice, plus the Alien	2 to 3 sessions

What It Is About

Porthcarn is a small fishing village on a bay the locals call "the crooked place". In autumn 1953, the first test with incendiary ammunition took place here. A small rift screamed. Since then, the fishermen avoid the bay, saying the sea throws fish ashore that cannot be eaten.

In 1957, the rift is open again. Hans Wendland has received clearance from the Council for a complete measurement. He wants to know what a rift is, not only how to close it. Margaret Pennington, a marine biologist from Plymouth, accompanies him. For her, the rift is a membrane that breathes, and she wants to know what this breathing does to life.

The Collegium sends Astrid Solheim, a Chronomancer for a year now. Penhallow's rule requires supervision; the Collegium has requested the group for this, not a second Chronomancer. Astrid is to learn what a rift does to time. She is to see it from close up, but not too close.

The group comes to Porthcarn to secure the measurement. What they find is a village that has been under a silent pressure for weeks: sheep disappear, dogs no longer bark, the air tastes of ozone, and the footprints on the beach match no animal. At the edge of the rift stands a spectator. Tall, grey, silent. He watches as Wendland measures, as Pennington wades, as Astrid listens. He does not attack. He stays until the Institute photographs him.

What Really Happened

The rift in the bay of Porthcarn is the same one used for the incendiary ammunition test in 1953. It was never fully closed. The first batch of incendiary ammunition was tested on a small, fresh rift. The rift screamed. Afterwards it contracted, but remained as a thin, shimmering line in the rock. Ashgrove avoided the place. Wendland knows the incident from Ashgrove's report. He wants to understand what a rift is when it does not scream.

In the weeks before 1 September 1957, the rift began to open again. Not far, but measurably. The fishermen of Porthcarn noticed it first: the bay smelled of a thunderstorm that did not come. The sheep on the cliffs became restless, then they disappeared. The footprints on the beach came from a being that observes the rift. It is the Spectator. It is not a Riftling, not a being of the Voice. It belongs to the Alien. It observes. The Institute will take photographs of it in 1957, 1977 and 2019. Whether it is the same one, nobody knows. Whom it reports to, nobody learns.

The measurement itself is a triumph. Wendland brings a measuring case made of wood and brass, built by the Institute. Barometer, thermometer, magnetometer, ozone meter, a small vacuum chamber. The readings are unambiguous: the pressure drops by twelve millibars near the rift, the temperature falls by three degrees, the magnetic field shows a deviation of seven degrees, and the ozone levels rise threefold. On the evening of 3

September, Wendland writes in his laboratory notebook: “Something strikes our air with energy. From the other side.”

Margaret Pennington wades with a dip net to the edge of the rift. She follows her own rules: never further than the edge, never longer than ten minutes. She collects algae growing on the rock face where no algae should be. She catches a crab with eleven legs. She cuts tissue from the flank of a dead fish, which is later catalogued as K-1957-003 and grows at the Institute in Bern: 0.4 millimetres per year, since 1957, ceaselessly. She catches air in a preserving jar. The grey glove with four fingers lies on the beach on the morning of 4 September. Where it comes from remains open.

The false trail: The villagers believe an old smuggler from the neighbouring village has returned. A man named Trevellian, who disappeared in 1947, is said to have been seen on the beach at night. The tracks, the sheep, the silence of the dogs are attributed to him. The truth is: Trevellian has been dead for ten years. The footprints come from the Spectator. The sheep were not stolen; they went into the rift. The dogs are silent because they scent the Alien.

The loose thread: Dr. Heinrich Sander returns through a cellar room in Uppsala in December 1957. Hallström hides him with the help of the lodge master. The group’s Investigator accompanies Hallström that night. What they see is a man in a white lab coat, barely older than in 1938. Hallström has the name overwritten in the visitors’ book. None of it goes into a file. The Investigator stays silent or breaks Hallström’s trust. What they keep silent about will later appear in the Grey Files: the question of who else returns through cellars.

WHAT IS FIXED

- **The measurement succeeds.** On 3 September 1957, pressure, temperature, magnetic field and ozone are measured completely. The readings are unambiguous.
- **Pennington’s rules apply.** Never further than the edge, never longer than ten minutes. Pennington does not break her own rules.
- **K-1957-003 grows.** The tissue Pennington removes is preserved at the Institute in Bern and grows 0.4 millimetres per year.
- **The Institute photographs the Spectator.** On 4 September, at dusk, a photograph is taken. It shows a large, grey figure at the edge of the cliff.
- **Whom the Spectator reports to, nobody learns.** That is an open secret of the dossier. This volume does not resolve it.

Should the table want to prevent a fixed point, the world finds another way. Wendland measures anyway, perhaps earlier in the morning, perhaps with a second device. Should the group sabotage the measurement, it succeeds anyway, but one agent carries the burden of having prevented a triumph. Should the group want to stop the Spectator before the photograph is taken, it is taken anyway, by an Institute employee standing further up. The fight nobody needs is then the consequence. Never punish, always make it tragic.

WHAT THE TABLE DECIDES

- **Who breaks a rule and what it costs.** Pennington's rules are clear. If a player agent breaks the rule, the table decides what happens. Possible costs: The agent hears a Whisper for hours that they cannot interpret; their watch stops; they lose a memory that was important to them. No death, no mutilation. **Consequence for later missions:** The agent carries a scar in their memory that can break open in the Cascade in 1971 or at Nordlicht in 1977. **Entry in the Duty Log:** "Broke Pennington's rule at the bay of Porthcarn. What they saw, they kept to themselves."
- **Whether the group wants to stop the Spectator.** If the group tries to confront or capture the Spectator, it becomes a fight nobody needs. The Spectator defends itself only when pressured. It retreats as soon as it has lost half of its HP, and leaves nothing behind. If the group does not try, it remains until the photograph and disappears. **Consequence for later missions:** If the Spectator was injured, it is more cautious at the next sighting in 1977. If it remained unmolested, it shows itself closer in 1977. **Entry in the Duty Log:** "The Spectator of Porthcarn was [confronted/not confronted]."
- **What Astrid hears at the rift.** Astrid Solheim hears a beat at the rift that she cannot interpret. The table decides whom she tells about it. Nobody writes the beat down. **Consequence for later missions:** In February 1977, a new, hasty handwriting begins in Astrid's spellbook, in which this beat recurs. **Entry in the Duty Log:** No entry. What Astrid hears is passed on only by word of mouth.
- **Who takes the glove to Bern.** The grey glove with four fingers is found on 4 September. Someone takes it to the Institute in Bern. Who it is, the table decides. **Consequence for later missions:** The agent who carries the glove is requested by the Institute for later alien contacts. **Entry in the Duty Log:** "Handed over the glove from Porthcarn to the Institute."

People

Hans Wendland, 49

Physicist from Göttingen, founder of the Institute. Wants to measure the rift completely, not just fight it. Knows that the measurement is a breakthrough, and fears that it could be a mistake. Conceals that he has not slept soundly since Ashgrove's report of 1953. Speaks precisely, drily, with a slight Göttingen lilt. Says "measurement" and "measurement series", never "experiment".

Margaret Pennington, 46

Marine biologist from Plymouth. Has never been at an open rift before she comes to Porthcarn in September 1957. Wants to take samples to understand what a rift does to life. Knows that K-1957-003 will grow as soon as she sees it. Conceals that she only sets up her two rules here, after the first walk to the edge. Speaks calmly, with the patience of a woman who has waited a long time for answers. Says "the edge" with a reverence that borders on religion.

Walter Gysin, 42

Staff member of the Institute, electrical engineer from Zurich; he built the measuring case. Carries the measuring case, keeps the logs, measures everything three times. Wants the measurement to be flawless. Knows that the case is not built for long measurements. Conceals that he wanted to correct the ozone value of 3 September after the fact because it seemed too high to him, and then did not. Speaks in short sentences, with a Swiss accent. Says "log" and "deviation".

Astrid Solheim, 23

Watchmaker from Bergen, a Chronomancer for a year now. Is meant to learn what a rift does to time. Wants to hear what the rift says, not just measure what it does. Knows that Penhallow's rule protects her, and hates it for that. Conceals that near the rift she hears a beat she cannot interpret. Speaks quietly, with long pauses, as if translating from a language she has not mastered.

Viktor Hallström, 56

Former detective inspector, head of the Registry. Appears in the interlude in Uppsala. Wants to hide Sander without opening a file. Knows that Sander has barely aged. Conceals that he has been waiting for this moment since 1938. Speaks like a man who never raises his voice because he never has to. Asks the Investigator in a quiet voice to keep silent.

Dr. Heinrich Sander, Looks to Be in His Late Forties

Paediatrician from Berlin, head of the programme at Solberg. Went through in the Night of 1938, came back in 1957 through a cellar room in Uppsala. Wants to understand what happened to him. Knows that he is no longer the same. Keeps silent about what he saw in the barely six years he lived through. Talks like a doctor explaining a grave diagnosis to a child. Says "the children" and means the Thirty-One.

Reverend Trevennen, 61

Village parson of Porthcarn. Has known the cove since his childhood. Wants the strangers to leave the village in peace. Knows that the sheep were not stolen. Keeps silent about having seen the Spectator at night and taking him for an angel. Talks in the language of the Bible, with a Cornish lilt.

Effie Treloar, 58

Landlady of the "Crooked Anchor", the only inn in Porthcarn. Wants her guests to pay and leave. Knows that the strangers are from the Institute and charges double. Keeps silent about her husband having heard the scream in 1953 and not having spoken since. Talks loudly, warmly, with a laugh that never reaches her eyes.

Briefing

"Ladies and gentlemen. We are here to measure something that ought not to exist. You secure the site, you keep the curious away, and you make sure that nobody enters the cove who has not been briefed. I shall work up on the cliff, Dr. Pennington down at the edge. Miss Solheim stays on the shore. Should anyone who does not belong to us be standing at the edge, do not attack. Photograph him."

Hans Wendland, 1 September 1957

What the group gets: A telex from the Council with the authorisation, a site plan of the cove, the instruction not to reveal themselves as O.D.I.N. in the village, and an emergency telex to the Council, to be sent only in the most extreme case. Wendland gives the measuring instructions on site.

Expenses: £5 per agent for lodging and board at the "Crooked Anchor".

Requisition: A portable tape recorder, a 35 mm camera with a wide-angle lens, a field telephone, a car with a driver from Hold-2 Cardiff. No weapons against the Alien, apart from the standard equipment of the era. The quartermaster issues one magazine of incendiary ammunition per mission. Incendiary ammunition works against Riftlings, not against the Spectator.

The Nodes

The bay of Porthcarn is a place where the measurement succeeds while something alien watches the observers. The nodes are the paths by which the group understands the village, the bay and the alien traces.

Node 1: The Village of Porthcarn

A narrow village on a steep coast, twenty houses, a harbour, a chapel, the inn "The Crooked Anchor". The villagers are fishermen and sheep farmers, suspicious but polite. What is there: vanished sheep, silent dogs, the innkeeper Treloar, the vicar Trevennen, an old man who heard the scream in 1953 and has not spoken since.

- **Clue:** The sheep of the Pender family disappeared on the night of 28 August. The tracks lead to the bay. Test: Tracking against Doable (2). (leads to Node 2)
- **Clue:** The old man who does not speak draws circles in the sand when someone talks about the bay. Test: Insight against Doable (2). (leads to Node 2)
- **Clue:** The vicar tells of footprints on the beach that match no animal. He has traced them in chalk in his vicarage. Test: Investigation against Doable (2). (leads to Node 2)
- **Clue:** The innkeeper Treloar demands double prices and watches the group. An Agent recognises that she is afraid, not greedy. Test: Insight against Doable (2). (leads to Node 3)
- **Clue:** The path from the village to the bay shows sheep tracks that lead in a row, without haste, into the rock. Test: Tracking against Hard (3). Here the Soldier shines. (leads to Node 2)

Node 2: The Beach and the Bay

A narrow bay surrounded by steep cliffs. The beach is stony, the water shallow and clear. The rift lies on the southern rock face, a shimmering line in the stone that moves on close inspection. What is there: an auxiliary measuring point, Pennington's net, the Spectator at the edge, the footprints, the glove on 4 September.

- **Clue:** The footprints on the beach do not end at the waterline but at the rock face, as if someone had walked into the stone. Test: Tracking against Hard (3). (leads to Node 4)
- **Clue:** On the beach Pennington labels a tag by hand: K-1957-003 (Handout N21). (leads to Node 5)
- **Clue:** The ozone levels rise measurably near the rift. Test: Chemistry or Physics against Easy (1). Here the Scientist shines. (leads to Node 5)
- **Clue:** A Thaumaturge senses that time runs differently near the rift. Astrid's pocket watch stops. Test: Thaumaturgy against Hard (3). Here the Thaumaturge shines. (leads to Node 5)
- **Clue:** The glove lies on the beach on 4 September, as if someone had put it down, not lost it. Test:

Investigation against Hard (3). Here the Investigator shines. (leads to Node 5)

Node 3: The Crooked Anchor

The only inn in the village, a low stone house with a taproom and four guest rooms. The innkeeper Effie Treloar runs the house alone. What is there: the group's guest rooms, the food, the rumours, the old man at the window.

- **Clue:** The dogs of the village do not bark, not even when the group arrives. Effie Treloar says: "They're not used to that." Test: Perception against Doable (2). (leads to Node 1)
- **Clue:** In the taproom hangs a chalk drawing by the vicar, showing a large figure on the cliff. The vicar drew it after a night in August. Test: Perception against Hard (3). (leads to Node 4)
- **Clue:** The old man at the window draws circles in the dust on the windowsill, always the same circle. Test: Occultism against Doable (2). (leads to Node 2)

Node 4: The Cliff

The high rock above the bay, from which one sees the rift, the beach and the sea. Wendland has the main measuring point set up here. What is there: the magnetometer, the camera, the Spectator, who is photographed on 4 September.

- **Clue:** The Spectator stands at the edge of the cliff, tall, grey, still. It watches Wendland measure. A Psion hears only static. Test: Telepathy against Very Hard (4). Here the Psion shines. (leads to Conclusion 2)
- **Clue:** The magnetometer shows a deviation of seven degrees, but only when the Spectator is nearby. Test: Physics against Doable (2). Here the Scientist shines. (leads to Conclusion 2)
- **Clue:** A strong electromagnetic field, such as a strong electromagnet on the Institute's generator, visibly disturbs the Spectator and gives it −2 dice for its tests. Test: Energy Manipulation against Hard (3). Here the Scientist shines. (leads to Conclusion 2)
- **Clue:** The Institute's camera can photograph the Spectator only with long exposure and flash. An Agent recognises that the flash must be synchronised. Test: Technology against Doable (2). Here the Agent shines. (leads to Node 5)
- **Clue:** The Spectator always stands where one can see Wendland and Pennington at the same time. Test: Tactics against Doable (2). Here the Soldier shines. (leads to Conclusion 2)

Node 5: The Penningtons' House

A small cottage on the edge of the village, which Margaret Pennington has rented for the days in Porthcarn. What is there: her notebook, her samples, her drawings, Astrid's pocket watch.

- **Clue:** The notebook contains drawings from 2 and 3 September: algae on the rock face where none should grow, a crab with eleven legs, a fish whose scales lie wrong. Test: Investigation against Doable (2). Here the Investigator shines. (leads to Conclusion 3)
- **Clue:** The samples Pennington collected are neatly labelled, but one sample is missing: the tissue K-1957-003. She wrote the label by hand on the beach. Test: Biology or Chemistry against Doable (2). Here the Scientist shines: The tissue in the remaining samples is not dead, it still works. (leads to Conclusion 3)
- **Clue:** Astrid hums a melody in her sleep that is not a song but a beat. Test: Perception or Concentration against Doable (2). Here the Thaumaturge shines. (leads to Conclusion 4)

Node 6: Uppsala, December 1957

A cellar room in the Uppsala Regional Archive, where the Solberg church register lies. Hallström leads the Investigator there at night. What is there: a man in a white coat, round glasses, the archive's visitors' book.

- **Clue:** Hallström recognises the man in the white coat from the photo in the personnel list before he speaks to him. The man asks who he is. Test: Insight against Doable (2). (leads to Conclusion 5)
- **Clue:** The name in the visitors' book is overwritten, but the spot remains visible as a pale mark. Test: Investigation against Easy (1). (leads to Conclusion 5)
- **Clue:** Hallström asks the Investigator to remain silent without explaining why. Test: Insight against Doable (2). (leads to Conclusion 5)

```
THE CONCLUSIONS
Conclusion 1: The rift is not only open, it is active. (Node 2, 1, 3)
Conclusion 2: The Spectator is not human and not a being of the Voice. (Node 4)
Conclusion 3: The rift changes life. (Node 2, 5)
Conclusion 4: Astrid Solheim is at risk. (Node 2, 5)
Conclusion 5: Hallström's request in Uppsala is the beginning of something that will never enter a file. (Node 6)
```

Escalation

If the group is too slow or is noticed, the following happens:

Stage 1: The village becomes restless. The fishermen refuse to put to sea. The landlady Treloar demands that the strangers leave the village. The vicar holds a service in which he speaks of "the watchers at the edge". No horror test. The group receives −1 die on social tests in the village because the mood is turning.

Stage 2: The rift grows louder. On the night of 2 to 3 September, a sound comes from the bay, like a very deep hum. The village dogs whimper quietly. Horror test against Uncanny (1). Anyone standing at the window sees movement at the edge of the cliff.

Stage 3: The Spectator comes closer. On 3 September he no longer stands on the cliff, but on the beach, twenty metres from the foot of the path. He watches. Wendland ignores him. Pennington turns away. Astrid stares back. Horror test against Disturbing (2) for anyone who looks into his eyes.

Stage 4: The authorities arrive. Two constables of the Cornwall County Constabulary appear because a fisherman has reported the strangers. There is no Veil Protocol, no authority looks the other way. A constable questions the group, wants to see identification, threatens arrest. If the group does not act quickly, the measurement setup will be confiscated. This is not supernatural horror, but real pressure.

The Confrontation

The Location

The bay on the morning of 4 September, shortly before sunrise. The main measuring point stands at the top of the cliff: Wendland's instrument case, the magnetometer, the camera. Down on the beach there is only an auxiliary measuring point with a second barometer and Pennington's landing net. Pennington wades at the edge in waders. Astrid stands on the shore, the pocket watch in her hand. The Spectator stands at the foot of the cliff, not ten metres from the path. (Map K6)

Sequence

1. The Spectator observes the measurement setup. He does not attack.

2. Wendland calibrates the instruments at the top of the cliff. Gysin notes the values.

3. Pennington wades below. She follows her rules: never farther than the edge, never longer than ten minutes.

4. Astrid stays on the shore. She hears the beat. Nobody writes it down.

5. The group decides: let him go or stop him.

6. If the group leaves the Spectator alone, the Institute photographs him from the cliff in the evening. He disappears.

7. If the group tries to corner him, a fight ensues. The Spectator defends himself only when hard pressed.

8. As soon as he has lost half his HP, he withdraws. He leaves nothing behind.

9. The measurement of 3 September stands, whatever happens that morning. Wendland wrote the sentence in his laboratory notebook on the evening of 3 September: "Something strikes our air with energy. From the other side."

Solutions

Without a fight: The group leaves the Spectator alone. He stays until evening, is photographed by the Institute and disappears. The measurement succeeds. Pennington takes her samples. Astrid hears her beat. The price: the group knows that something observed them and can do nothing about it.

With a fight: The group corners the Spectator. He defends himself with light pulses and paralysis. As soon as he has lost half his HP, he withdraws. The fight costs time, ammunition and nerves. The measurement still succeeds, but the group carries the burden of having attacked an observer who only wanted to watch.

With disruption: A Scientist with energy manipulation or an Agent with Technology can create a strong electromagnetic field, for example with a strong electromagnet on the Institute's generator. This gives the Spectator −2 dice on his tests for one round. It does not

drive him away and does not injure him. The group must act quickly and have the equipment for it.

Opponents

The Spectator

Elite, Creature · Alien

Tall, grey, silent. He appears at the edge of places where something is happening and watches. Nobody knows to whom he reports. The Institute photographs him in 1957, 1977 and 2019.

Value	Details
Initiative	6
Attack	Light pulse 4 + 4, damage 4, Precise, range 50 m. Or paralysis: WIL + Mental Resistance against Hard (3), otherwise unable to act for one round
Defence / Armour / HP	4 / 2 / 14
Horror	Disturbing (2)
Special	Hard to photograph: only with long exposure and flash. Telepaths hear only a steady noise. Withdraws when half HP is lost and leaves nothing behind
Weakness	Strong electromagnetic fields disrupt him: field disruption gives −2 dice on his tests
Behaviour	Observes, notes, disappears. Attacks only when someone blocks his path. Sometimes protects people without anyone understanding why.
Traces	Witnesses who speak of a tall, grey man who did not blink. Footprints that match no animal.
Encounter	The group is at a rift and notices that it is not alone. The Spectator is almost always a riddle, rarely a fight. The question is not how to defeat him, but to whom he reports.
What remains	Nothing, almost always. If anything: a footprint, a piece of material like from the grey glove, a recording with a noise that can be decoded.

For other non-player characters, use the values from the Threat Atlas or the Core Rulebook. Wendland, Pennington, Gysin, Astrid and the villagers are not combat opponents. Should it come to physical altercations with constables, the game master uses Henchman values for the constables, following the Core Rulebook's rule of thumb: Initiative 3, truncheon 2 + 2, damage 2, Defence / Armour / HP 1 / 0 / 5.

Aftermath

What the world saw: Nothing. The measurement remains secret. The villagers of Porthcarn remember a strange September when the dogs did not bark and the strangers stood on the cliff with cases. The Cornwall County Constabulary files a report that is never read.

What O.D.I.N. gets: The measurement data from Cornwall. Wendland's laboratory notebook with the sentence "Something strikes our air with energy. From the other side." The samples K-1957-001 to K-1957-003, including the tissue that grows. The grey glove with four fingers. The photograph of the Spectator. The beat Astrid heard is not written down.

Experience: Grey File: 4 XP, +1 for the achieved objective, at most +1 personal bonus, plus +1 for each thread picked up.

Duty Log: "Porthcarn, 1 to 4 September 1957. First complete measurement at an open rift. The group secured the site. [Name] observed the Spectator. [Name] brought the glove to Bern. [Name] broke Pennington's rule / kept Pennington's rule." The table fills in the open points.

Handover: When an agent steps down, their protégé takes over. The protégé inherits a notebook with the measurements, a piece of grey material from the glove, or the memory of the beat Astrid heard.

The loose thread: The Spectator is photographed again in 1977 and 2019. Dr. Sander returns in December 1957. The Investigator who accompanied Hallström carries the silence or the betrayal. In February 1977, a new, hurried handwriting begins in Astrid's spellbook. The glove lies in the Institute in Bern.

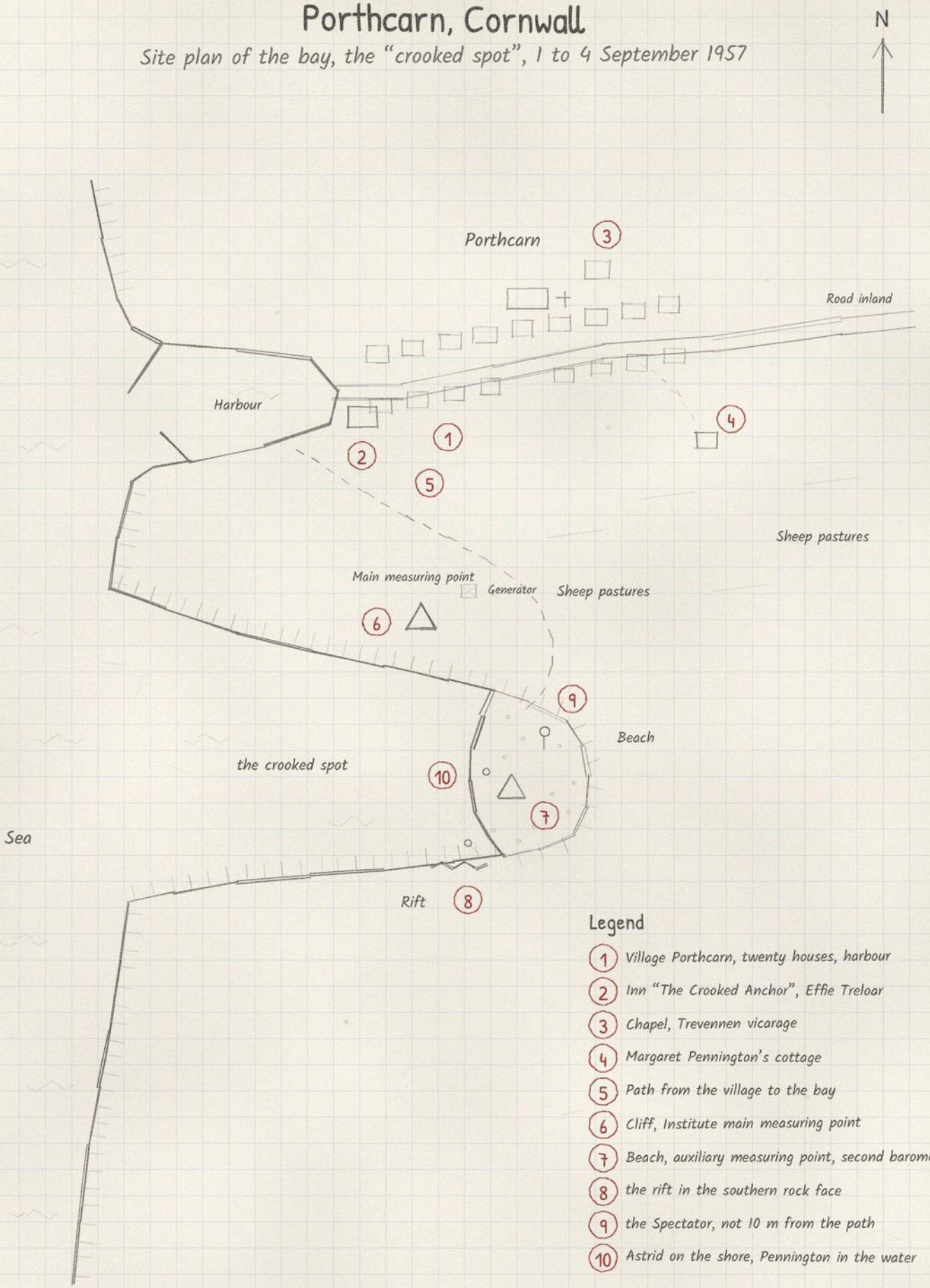
Until the next mission: Fourteen months pass until the next mission in November 1958. During this time: From 1958, Sander runs a practice in Hann. Münden. The Graz workshop accepts its first candidate. Department 13 receives the Tunguska pieces. The group has time to train protégés, analyse samples, and study the measurement data from Cornwall. The next mission, "Green Tarpaulins", begins with the loading of 48 crystals in Paris.

HANDOUTS AND MAP

- (Handout N19) Cornwall measurement log, 3 September 1957. Find Site: Node 4, on the cliff, after the measurement.
- (Handout N20) Contact sheet with the Spectator. The group sees it in the aftermath or as a delivery from Bern, not at the Find Site.
- (Handout N21) Sample label K-1957-003. Find Site: Node 2, on the beach, labelled by hand by Pennington.
- (Map K6) Cornwall: cliff, bay, rift, measurement points, village.

Porthcarn, Cornwall

Site plan of the bay, the "crooked spot", 1 to 4 September 1957



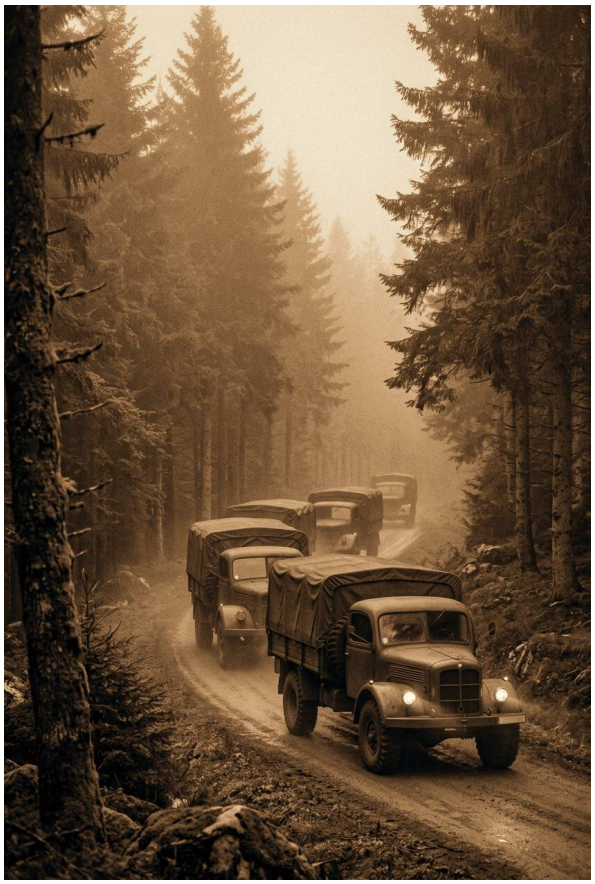
Legend

1. Village Porthcarn, twenty houses, harbour
2. Inn "The Crooked Anchor", Effie Treloar
3. Chapel, Trevennen vicarage
4. Margaret Pennington's cottage
5. Path from the village to the bay
6. Cliff, Institute main measuring point
7. Beach, auxiliary measuring point, second barometer
8. the rift in the southern rock face
9. the Spectator, not 10 m from the path
10. Astrid on the shore, Pennington in the water

Mission 7: Green Tarpaulins

NOVEMBER 1958

Red File · **Origin** Humans, plus the Old · **Focus** Agent, Thaumaturge (Illusionist)



Four lorries with green tarpaulins roll through a November that smells of fog. For three days, two sisters in a hotel room in Reims maintain an image that should not exist. Something in the Vosges is waiting for the illusion, not for the crates.

Year	Places	Origin	Duration
1958	Paris, Reims, Vosges	Humans, plus the Old	2 to 3 sessions

What It Is About

The Council has asked the Collegium to bring 48 crystals from the Chamber in Wales to a new archive in the Vosges. It is the largest transport since the first crates of 1947. Four lorries with green tarpaulins, twelve lead crates each, plus a handful of people from the Operations Branch, a few men from the Tactical Branch, and one Thaumaturge from the Collegium. The group is assigned as escort.

The transport is supposed to run quietly. It will not. A foreign service has become aware and follows the convoy in a black Citroën. Evelyn Marsh, head of the Operations Branch, has prepared a deception: the twins Odile and Margot Lavigne, illusionists of the Collegium, hold the image of a second convoy in the forest from a hotel room in Reims for three days. The group drives the real one or the false one or stays with the sisters. What waits in the forest follows the illusion, not the tarpaulins.

What Really Happened

Background. The Council no longer wants all stones in one place and has asked the Collegium for a second archive. The Collegium has approved the construction in the Vosges, a disused tunnel of the old Vosges mines near Le Tholy, deep enough and cold. The first 48 crystals are to be moved from Paris there in November 1958. They are not the Collegium's strongest pieces, but enough that a foreign service would kill for them.

The Foreign Service. A foreign service, whose origin the group never learns, has taken notice. It has a contact man at the Gare de l'Est in Paris who watches the loading. It does not want a fight. It wants to know where the convoy is going, in order to break in later. For this, two men in a black Citroën Traction Avant follow.

Marsh's Plan. Evelyn Marsh has known the Lavigne sisters since their admission to the Collegium. Both are strong illusionists, untrained in the field, but so close to each other that they can hold an illusion together longer than either alone. Marsh rents a room at the Hôtel de la Cathédrale in Reims, three days, two beds, one telephone. The sisters create the second convoy: four lorries, green tarpaulins, a stretch of the road from Paris eastwards. The real convoy drives first, the false one follows as an image. The Citroën is meant to follow the false one.

The Three Days. The one and the other do not sleep. The illusion requires that one of them stays awake while the other dozes. On the third day, the walls of the room look like forest. Not because the sisters want it, but because something in the Vosges likes the illusion and draws it to itself. The sisters argue. One wants to stop. The other wants to continue, because she senses that something in the forest is waiting for her, and because for the first time something calls her while she makes images.

The Fourth Morning. The convoy has arrived. The new archive is locked. In the hotel room in Reims there is a note: "Went along. With the lorries. Into the forest." One is gone. The other stays. The Citroën has disappeared. In

the Vosges, since the fourth morning, there is a road on no map.

The False Trail. The liaison officer of a partner service in Paris offers the group help. He knows about the convoy, supposedly through “his own channels”. In fact, his agency has had the Citroën in its sights for some time and wants to sound out the foreign service. He is not an enemy, but he costs time and attracts attention.

The Loose Thread. Where the one went remains open. The road that does not exist remains on no map. Whether the one who stays really is who she claims to be is never resolved. The name of the other is in no file.

WHAT IS FIXED

- **The real convoy arrives.** All 48 crates are locked in the new archive. If the group wants to stop or divert the convoy, the world finds a way around: a replacement driver from the Collegium brings the load alone, or the archive is reached earlier than anyone thought. Price: the Collegium loses trust in the group.
- **On the fourth morning, one of the sisters is missing.** The group cannot prevent it. It can only decide whether it notices something beforehand and what it does with that knowledge. The note is testimony: whoever finds it reads it; whoever does not hears the voice of the one who stays on the telephone.
- **The one who stays calls herself Margot.** Whether the group believes that she is that person remains open. The game master confirms nothing.
- **Marsh asks the Council to keep the name of the other out of every file.** The group can object. The Council remains silent and does it anyway. The objection costs trust with Marsh.
- **Afterwards, the Operations Branch and illusionists work together; Hold-3 Hamburg is established.** The group can lay the foundation by defending Marsh’s plan or helping the sisters.

The fixed points hold because the world finds a way around if the group wants to prevent them. The price is trust, not an interrogation. Whoever cannot prevent the fourth morning becomes a witness: a note, a voice on the telephone, an open door.

WHAT THE TABLE DECIDES

- **How the Citroën is shaken off.** Consequence: the foreign service keeps a trail or loses it. If it loses it, the group only hears of an “old observer” in Paris. If it keeps it, it knows the way to the archive; the game master can pick this up later as a thread, but it is not mandatory.
- **Who stays in Reims.** Consequence: an Agent who stays with the sisters sees the forest walls and carries a strain that catches up with them again in Mission 13 at the sight of fog or a picture on the canteen wall. A Thaumaturge who stays does not sleep for three nights and ages during these days.
- **Whether someone follows the sister into the forest.** Consequence: whoever follows comes back alone and does not know how long they were gone. They are absent during the interlude years, their watch is wrong, and they bring a stick or a stone from the forest with them. Duty Log: “[Name] followed the sister into the forest. Came back alone. Duration unknown.”
- **Whether the group believes that the one who stays really is Margot.** Consequence: the belief or doubt is noted in the Duty Log and influences how the group hears about the wedding in 1960. An Investigator can later create a card index that is never closed.

People

Evelyn Marsh (47)

Head of the Operations Branch. Wants to get the transport through without loss. Knows everything about the Citroën, says only what is necessary. Conceals that she allowed the sisters to push the illusion to the edge. Speaks briefly, precisely, French with an English accent. “No one knows more than they need for their assignment.”

Thomas Ashgrove (50)

Major, Tactical Branch. Wants to see the cargo safe and the men back unharmed. Knows that something is in the forest, although his compass, which has pointed to rifts since Kiruna, points to nothing here: no rift, and yet something. Conceals how much that unsettles him. Speaks like an officer who has not written down too many names. “Not every war can be won. Not every loss is in vain.”

The One Lavigne (27, Born 1931)

Illusionist, one hour older. Wants to go into the forest on some evenings, home on others. Knows that the illusion

calls her, and wants to know who. Conceals that she already heard the call in Paris. Speaks quickly, sometimes singing, as if continuing a song that only she knows.

The Other Lavigne (27, Born 1931)

Illusionist, one hour younger. Wants to go home, until one night she herself wants to go into the forest. Knows that one of them will go, and cannot stop it. Conceals that at night she can no longer distinguish her sister's voice from the voice from the forest. Speaks quietly, often unfinished, as if waiting for an echo.

The Driver of the Citroën (Nameless, About 40)

A man of the foreign service. Wants the convoy's route. Does not know what he is pursuing, only that his client wants it. Conceals that he is afraid of the forest. Speaks rarely, and when he does, in French with an accent that no one can place.

The Liaison Officer (Around 45)

A Frenchman from a partner service. Wants the foreign service. Knows about the Citroën, offers help. Conceals that his own department would like to know what is being built in the Vosges. Speaks politely, formulaically, with the stock phrases of the authorities. "My department would be obliged to you."

The Old Man by the Road (Age Unclear, Looks 70)

A Forest Walker who passes himself off as a forester. Wants the rules to be kept: no whistling, no calling, take nothing. Knows that the road only exists while the illusion carries it. Conceals his name. Speaks in short sentences, as if words were too loud in the forest.

Briefing

There is no handler. Evelyn Marsh speaks herself, in the back room of a café at the Gare de l'Est.

"Four lorries, forty-eight crates, one road. You drive the real one or the false one, or you stay with the sisters. The black Citroën follows what it believes is the convoy. I want him to believe it as far as Reims. After that I don't care whether he gets lost in the forest or drives home. The cargo arrives. That is all that matters. Questions? Good. None."

Evelyn Marsh, 1958

What the group gets: an official car (grey Peugeot 403, papers for a shell company), cash, at the table 25,000 francs, a map of the Vosges, the number of the hotel room in Reims, a Minox.

Expenses: at the table in francs, internally €10,000 like any Red File.

Requisition: field telephone, shortwave radio, Tactical Branch weapons (war weapons, one magazine of incendiary ammunition per mission; it does not work against the Forest Walker), salt sachets, a second car. What the group does not get: a helicopter, an aeroplane, reinforcements on site.

The Nodes

The group has three days, from 14 to 17 November 1958. The nodes are locations, not a fixed order.

Node 1: Gare de l'Est, Paris

Four lorries with green tarpaulins stand at the loading ramp. Men of the Tactical Branch load twelve lead crates per lorry, calmly, without uniforms. A man in a hat watches from a newspaper kiosk. A liaison officer approaches the group and offers help.

- **Clue:** The watcher notes down number plates. An Agent or Investigator with Perception against Easy (1) spots him. Exactly these number plates are later carried by the lorries of the illusion. (leads to: Country Road Outside Reims, Hotel Room in Reims, Conclusion 1)
- **Clue:** The liaison officer mentions the Citroën before the group has seen it. An Investigator with Insight against Doable (2) notices this. (leads to: Conclusion 4)
- **Clue:** The driver of the first lorry has the freight papers: four lorries, but only three drivers entered. The fourth lorry is driven by a player agent or Ashgrove. (leads to: Handout N24)
- **Clue:** A Thaumaturge senses the crystals in the crates as a faint, uneven hum. Thaumaturgy against Easy (1). (leads to: Country Road Outside Reims)

Tests: Perception against Easy (1), Insight against Doable (2), Thaumaturgy against Easy (1). Who shines: Agent (Perception), Investigator (Insight), Thaumaturge (Thaumaturgy).

Node 2: Country Road Outside Reims

The convoy drives east on the N3. The Citroën falls behind. After a fuel stop it reappears, but follows a turning that the real convoy does not take.

- **Clue:** Ashgrove's compass does not tremble. It points to nothing, not even to rifts. That is the actual clue. (leads to: Crossroads in the Vosges)
- **Clue:** An Agent with Driving against Hard (3) keeps the Citroën in sight without being noticed. (leads to: Conclusion 1)

- **Clue:** The cargo hums louder the further east the convoy gets. A Thaumaturge with Thaumaturgy against Doable (2) hears it. (leads to: Conclusion 2)
- **Clue:** A Soldier with Tracking against Doable (2) sees footprints at the roadside that end in the forest, as if someone had turned off the road. (leads to: Forest Road)

Tests: Driving against Hard (3), Thaumaturgy against Doable (2), Tracking against Doable (2). Who shines: Agent (Driving), Thaumaturge (Thaumaturgy), Soldier (Tracking).

Node 3: Hotel Room in Reims

Two beds, a table, a telephone, a window onto the courtyard. The sisters sit or lie, taking turns to stay awake. The walls show forest, at first only out of the corner of the eye, then clearly: trees, mist, a road.

- **Clue:** The sisters describe the false convoy and where the Citroën is going. (leads to: Conclusion 1)
- **Clue:** A Thaumaturge with Occultism against Hard (3) recognises that the illusion is being held from outside. (leads to: Conclusion 2)
- **Clue:** The sisters talk in their sleep. A Psion with Telepathy against Very Hard (4) understands that they are not dreaming but answering. (leads to: Conclusion 3)
- **Clue:** An Investigator with Perception against Doable (2) finds a line begun on the hotel notepad: “Went al”. (leads to: Conclusion 3, Confrontation)
- **Clue:** A Scientist with Technology against Doable (2) notices that the telephone in the room crackles in time with the illusion and clicks twice with every call: the line is being tapped. (leads to: Conclusion 2, Conclusion 4)

Tests: Occultism against Hard (3), Telepathy against Very Hard (4), Perception against Doable (2), Technology against Doable (2). Who shines: Thaumaturge (Occultism), Psion (Telepathy), Investigator (Perception), Scientist (Technology).

Node 4: Crossroads in the Vosges

A fork where an old road branches off that appears on no map. An old man stands there, as if he had been waiting.

- **Clue:** The old man warns: “Don’t whistle. Don’t call out. Don’t take anything.” An Agent with Etiquette or a Thaumaturge with Occultism against Hard (3) understands the warning. (leads to: Forest Road)
- **Clue:** A Soldier with Tactics against Doable (2) recognises that the turn-off is tactically unfavourable: narrow, winding, without cover. (leads to: Confrontation)
- **Clue:** The man wears his clothes inside out. An Investigator with Perception against Doable (2) notices it. (leads to: Conclusion 3)
- **Clue:** A Thaumaturge with Thaumaturgy against Hard (3) senses that the man is no illusion, but no human either. (leads to: Confrontation)

Tests: Etiquette or Occultism against Hard (3), Tactics against Doable (2), Perception against Doable (2), Thaumaturgy against Hard (3). Who shines: Agent (Etiquette), Thaumaturge (Occultism, Thaumaturgy), Soldier (Tactics), Investigator (Perception).

Node 5: Forest Road in the Vosges

A narrow road, dense forest on the right and left. The fog hangs still although the wind is blowing. No birds. The Citroën drives slowly, as if it were searching for something.

- **Clue:** The road appears on no map. An Investigator with Navigation against Hard (3) recognises that it has existed for only a few hours. (leads to: Conclusion 3)
- **Clue:** There are no birds in the trees. A Soldier with Survival against Doable (2) notices it. (leads to: Conclusion 3)
- **Clue:** A Psion with Telepathy against Hard (3) hears an even, very old whisper that does not come from the crates. (leads to: Confrontation)
- **Clue:** A Thaumaturge with Ritualism against Hard (3) can draw a warding circle that keeps the forest calm for one hour. (leads to: Confrontation)

Tests: Navigation against Hard (3), Survival against Doable (2), Telepathy against Hard (3), Ritualism against Hard (3). Who shines: Investigator (Navigation), Soldier (Survival), Psion (Telepathy), Thaumaturge (Ritualism).

Node 6: The New Archive in the Vosges

A disused tunnel near Le Tholy, a heavy iron door, a generator, an antechamber with shelves. The convoy arrives, the crates are unloaded.

- **Clue:** The door is older than the tunnel. A Thaumaturge with Occultism against Hard (3) recognises it. (leads to: Conclusion 3)
- **Clue:** The crates fit the shelves exactly. A Scientist with Engineering against Doable (2) notices it. (leads to: Conclusion 2)
- **Clue:** The generator starts without anyone starting it. A Scientist with Technology against Doable (2) finds

no fault in the ignition, but the lead crates are warmer than they were on the road. (leads to: Conclusion 2)

- **Clue:** An Agent with Security Systems against Hard (3) finds a fresh scratch on the lock, from a lock pick. (leads to: Conclusion 4)

Tests: Occultism against Hard (3), Engineering against Doable (2), Technology against Doable (2), Security Systems against Hard (3). Who shines: Thaumaturge (Occultism), Scientist (Engineering, Technology), Agent (Security Systems).

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THE CONCLUSIONS
1. The foreign service is not following the
real convoy but an image. (Nodes 1, 2, 3)
2. The illusion is more than a deception.
(Nodes 2, 3, 6)
3. Something old in the forest is waiting for
the sisters. (Nodes 3, 4, 5, 6)
4. The liaison officer knows more than he
says. (Nodes 1, 3, 6)
```

Escalation

The group has until the fourth morning. If it is too slow or is noticed, the following happens:

- **Day 1:** The Citroën follows the real convoy as far as the crossroads. The observer in Paris passes the number plates on. An agent with Perception against Doable (2) notices in the evening that a second car stays conspicuously inconspicuous in the rear-view mirror behind the Citroën.
- **Day 2:** The foreign service uses the second car openly. The liaison officer grows restless and calls the hotel room. The sisters lose an hour, the illusion flickers. Whoever is in the room sees for a moment the courtyard in Reims instead of the forest road. A Thaumaturge with Thaumaturgy against Hard (3) recognises that for an instant the illusion was not held by the sisters.
- **Day 3:** The walls of the hotel room are full of forest. The sisters can no longer hold the illusion alone. Whoever is in the room rolls WIL + Mental Resistance against Disturbing (2), otherwise they lose an hour in the forest without noticing. They suddenly stand in the hotel courtyard, their shoes wet, their watch wrong.
- **Day 4:** One of the sisters is gone. The Citroën has disappeared into the forest. The road begins to close. Whoever still follows now rolls WIL + Mental Resistance against Horrifying (3) when they hear the sister's voice between the trees. On a failure they suffer strain as usual and walk on regardless, unless they are held back.

Authorities: Before 1961 there is no Veil Protocol. The French police and customs arrest, interrogate, confiscate. Whoever is caught with weapons goes into custody on remand. The liaison officer can help, but in return he wants to see the archive. The group should avoid running into a routine check with war weapons, lead crates or a lorry full of crystals. An agent with Deception or Disguise against Hard (3) can avert a check, provided the group has not already drawn attention. A Soldier with Tactics against Doable (2) recognises in advance which roads are being checked.

The Confrontation

The Location

The forest road in the Vosges, on the fourth morning. Fog, silence, a road that is slowly closing. The Citroën stands at the roadside, its doors open, the driver sits at the wheel and stares into the forest. Between the trees walks a young woman who looks like both sisters. The road is narrower than the day before, as if the forest were pulling it back. (Map K7)

Sequence

1. The group reaches the crossroads. The old man is gone. The road is there, but narrower than yesterday. An Investigator with Navigation against Hard (3) recognises that the road is receding, as if it had never existed.

2. The Citroën stands at the roadside. The driver does not react. Whoever speaks to him rolls Performance or Intimidation against Hard (3). He stammers: "She called. I had to follow."

3. Between the trees the figure of the sister appears. She waves, smiles, walks on into the forest. Whoever follows loses their bearings: Survival against Hard (3), otherwise they come back alone and do not know how long they were gone (see "What the table decides").

4. The Forest Walker steps onto the road, now as a large figure of branches and bark. It negotiates or fights. Horror test: WIL + Mental Resistance against Uncanny (1). Whoever has already seen it at the crossroads does not roll again.

Solutions

- **Without a fight:** An Agent (Negotiator) or a Thaumaturge (Invoker) with Negotiation against Hard (3) can talk to it if the group knows its rules. The Forest Walker lets the group go if they keep three rules: no whistling, no calling out, take nothing

with you. The sister stays in the forest. The Citroën driver is released, but with no memory of the road. The group can accept or refuse the rules. If they refuse, it comes to a fight, or the Forest Walker closes the road and the group only finds the way again hours later, tired and without the sister.

- **With a fight:** The group fights the Forest Walker until it withdraws. It does not die, but it gives way. The fight ends when the Forest Walker has lost more than half its Hit Points or when the group uses iron or fire at the forest's edge. After that the road is closed, the sister gone. The Citroën driver flees if he can, or stays behind, confused.
- **The price:** Whoever follows the sister into the forest comes back alone and does not know how long they were gone (see "What the table decides"). Whoever takes the Citroën driver along gains a witness who remembers nothing, and a black Citroën that the foreign service is looking for.

Era rules: No energy weapons. The quartermaster has issued the usual magazine of incendiary ammunition, but it has no effect against the Old; at most it calms the group. Ordinary weapons hit the Forest Walker according to its values, but whoever shoots breaks its rules. Iron, fire at the forest's edge and clothes worn inside out are its weaknesses. Salt might hold it back.

Opponents

The Forest Walker. The stats are in the Threat Atlas under "Forest Walker" (Game Master's Book). For this mission: Initiative 5; Attack branches and roots 4 + 4, damage 3, area 3, or misdirection: Anyone in the forest tests Survival against Hard (3), otherwise they get lost; Defence 4 in the forest, 2 outside, armour 2 (bark), HP 14; Horror Uncanny (1), Disturbing (2), when it shows a face that a character knows; Special: Negotiates. An Invoker or Negotiator can talk to it if they know the rules. It keeps every agreement, literally. Weakness: iron, fire at the forest edge, and a person who wears their clothing inside out: it cannot mislead them.

The Driver of the Citroën

Professional · Humans

A nameless man of the foreign service, about 40 years old. He follows the convoy because his employer wants it, and has been afraid of the forest since the road appears on no map. He is not a fighter, but an observer who has followed too long.

Value	Details
Initiative	3
Attack	Pistol 3 + 2, damage 2
Defence / Armour / HP	1 / 0 / 7
Horror	None
Special	Is under the influence of the forest. Anyone who speaks to him tests Performance or Intimidation against Hard (3), otherwise he does not answer
Weakness	Flees when the Forest Walker gives way or when he loses his weapon. Remembers nothing as soon as he leaves the road
Behaviour	Sits in the Citroën, stares into the forest, barely reacts. He only wants to get away, but the forest will not let him

Evelyn Marsh

Head of the Operations Branch · Humans

The Head of the Operations Branch, 47 years old. She speaks briefly and precisely, French with an English accent. She knows that the transport is not a purely routine mission, and says only what the group needs for their mission. During the mission she hardly appears, except at the beginning and at the end.

Value	Details
Initiative	3
Attack	Pistol 3 + 2, damage 2
Defence / Armour / HP	2 / 0 / 9
Horror	None
Special	Principle: "Nobody knows more than they need for their mission." Tests Deception and Insight with 4 + 4
Weakness	Conceals that she allowed the sisters to push the illusion to the edge
Behaviour	Holds back, observes, intervenes only if the convoy fails

Thomas Ashgrove

Major, Tactical Branch · Humans

The Major of the Tactical Branch, 50 years old. A Briton who has known since Kiruna 1953 that there are things that are not in files. His compass does not point to rifts, and that is for him the eeriest thing about this mission. He talks like an officer who has left too many names unwritten.

Value	Details
Initiative	4
Attack	Carbine 4 + 3, damage 4, or knife No. 1 3 + 2, damage 2
Defence / Armour / HP	3 / 2 / 12
Horror	None
Special	Tactics 4 + 4, Leadership 3 + 3. Carries the ashsilver knife No. 1
Weakness	Keeps silent about Kiruna and about what he senses in the forest
Behaviour	Leads the men of the Tactical Branch, sticks to the mission, gives way only if the cargo is in danger

The Lavigne Sisters

Illusionists · Humans

Two twin sisters of the Collegium, 27 years old, born in Lyon in 1931. Both are strong illusionists, untrained in the field, but so close to each other that they can hold an illusion together longer than either one alone. Sometimes one wants to go into the forest and the other home, sometimes the other way round. Who goes in the end remains open.

Value	Details
Initiative	2
Attack	None
Defence / Armour / HP	1 / 0 / 8
Horror	None
Special	Thaumaturgy 4 + 4, illusions. Can hold an illusion together as long as one keeps watch and the other dozes. Anyone in the room sees forest on the walls
Weakness	Three days without sleep. On the third day they make all tests with −2 dice
Behaviour	Take turns, argue quietly, talk in their sleep. One wants to stay, the other wants to go

Aftermath

What the world saw: Four lorries drove through Paris on 14 November 1958 and into the Vosges on 17 November. No one reported anything. The Citroën was later found near Épinal, empty, the driver sat beside it and remembered nothing. The French police recorded it as an accident.

What O.D.I.N. gets: A new archive in the Vosges with 48 crystals. Hold-3 Hamburg is established as a base for cooperation between the Operations Branch and illusionists. Marsh's report to the Council is three pages long and names no one.

Experience: Red File: 5 XP, +1 for the achieved objective, at most +1 personal bonus, +1 for each thread taken up. The group can take up to two threads: the Forest Walker and the road that does not exist, or the question of who the remaining sister really is. The game master records the threads in the Duty Log.

Duty Log: "November 1958: Waybill group escorted the convoy from Paris into the Vosges. [Names of the agents] were present. The Lavigne sisters maintained the illusion. On the fourth morning one was missing. At Marsh's request, the name was not entered in the file. The one who remained calls herself Margot." In addition, the open points from "What the table decides": how the Citroën was shaken off, who stayed in Reims, whether anyone followed the sister into the forest, whether the group believes that the one who remained really is Margot.

Handover: Whoever dies, passes over, burns out, defects or steps down is replaced by a protégé. The handover is a scene according to the rules of the successor system (Chapter 2). In this mission no one necessarily dies, but the forest can swallow someone for hours or days. An agent who is missing without being dead gives cause for an entry in the Duty Log.

The loose thread: The road that does not exist is on no map. When the crystals from the Vosges go to Nordlicht in 1976, the game master may take up the thread; it is not obligatory. Whoever follows the road later comes back changed. Whether the one who remained is Margot is never resolved. The name of the other is in no file.

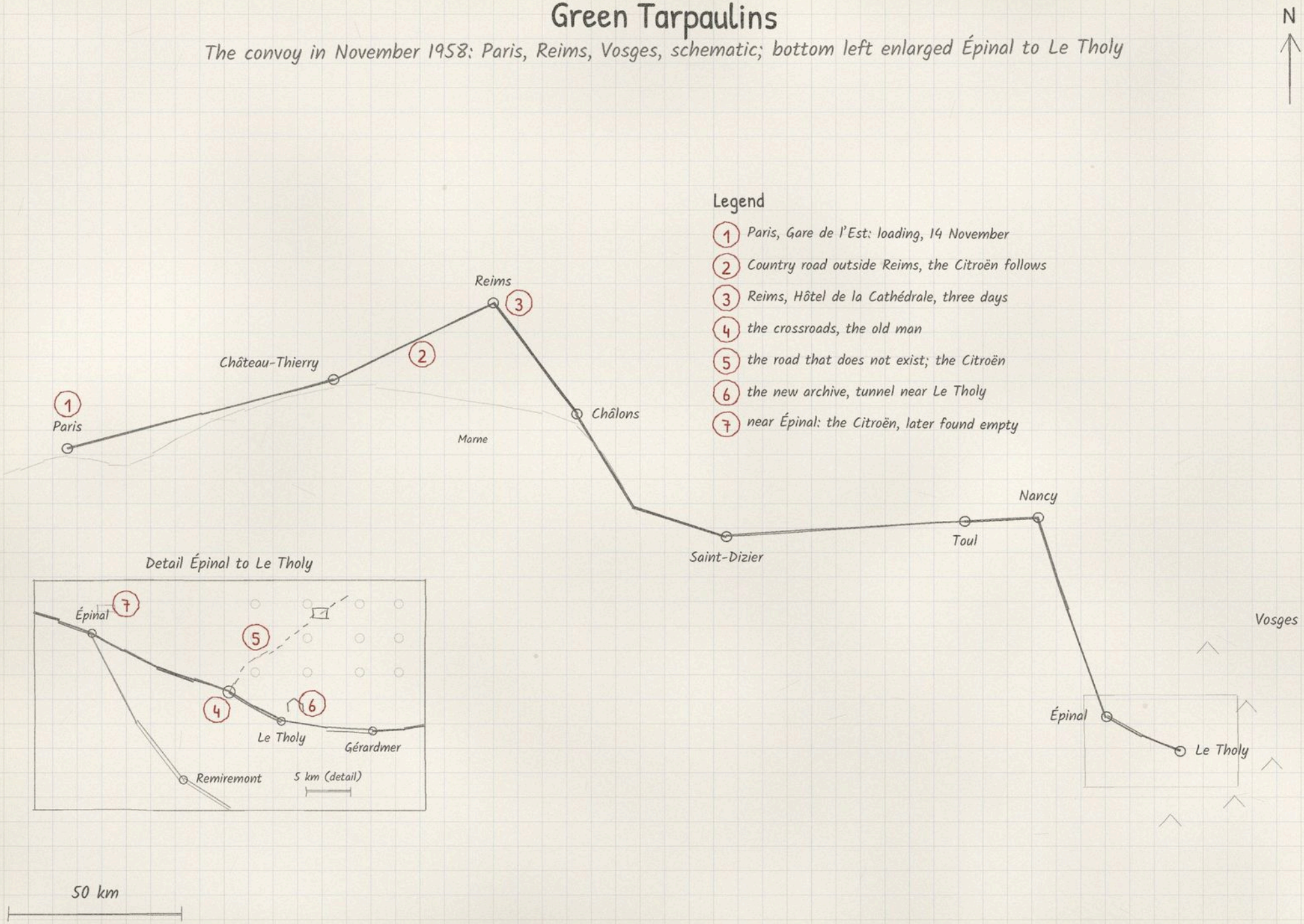
Until the next mission: In winter 1958/59 the group receives a card from France, no sender. On the back it says only: "The forests are silent." The next mission begins in autumn 1959 in the Chamber in Wales.

HANDOUTS AND MAP

- N22: Marsh to the Council, 1958. A letter, typewritten, no copy. The group sees Marsh write and seal it or receives the letter as a game master handout in the aftermath.
- N23: Lavigne personnel file, 1958. Index card with two photographs and one crossed-out first name. Marsh shows it to the group in the aftermath, after a first name has been crossed out.
- N24: Convoy loading list, 48 items. Cargo list, handwritten, with the Collegium's stamp. It lies with the freight papers of the driver of the first lorry at the Gare de l'Est.
- K7: Map with Paris, Reims, the Vosges, the forest road and the new archive.

Green Tarpaulins

The convoy in November 1958: Paris, Reims, Vosges, schematic; bottom left enlarged Épinal to Le Tholy



Mission 8: The Twelfth Party

AUTUMN 1959 TO 1961

File colour Black for Part A, Grey for Part B · **Origin** the Voice, plus Humans · **Focus** Thaumaturge in Part A, Agent as Negotiator in Part B

After the 1958 convoy, the Waybill group remains available to the Council. A year later, the Collegium asks for guards for an old woman who wants to read a circle. What begins as an honour guard becomes witness at a door that is no door.

Year	Places	Origin	Duration
1959 to 1961	Chamber in Wales, eleven capitals, Geneva, Lisbon, Oxford	the Voice, plus Humans	3 to 4 sessions

What It Is About

Margaret Holloway, founder of the Collegium, has read the circles in the Chamber in Wales for decades. In autumn 1959, at seventy, she wants to read the seventh circle. She has asked the Collegium to provide guards who do not belong to the Collegium. The archivists have asked the Council to send the Waybill group. It is an honour guard, not a combat mission.

Holloway has an assistant whom the archivists call only the Keeper. He is 28, has been in the Chamber for ten years, quiet, precise, reads the crystals to her. She will go with him into the third tunnel. No one knows what happens there. Holloway says she will read. The archivists say it is as always. But the group is not there because of the reading. It is there because something is wrong with the steel door. The archivists have not said it, but the group feels it: the door is cold, but not cold like steel.

Part B begins in January 1960. A man known only as Diplomat travels through eleven capitals on behalf of the Council. He negotiates about something he does not name. He signs nothing. He wants nothing to happen that forces a government to say no. The group travels with him, not as bodyguards but as invisible ones. It makes incidents disappear: a minister's son who has seen a rift; a journalist with a photograph; an observer from a foreign service. The world must not notice that it is being negotiated over.

What Really Happened

Background: Since 1923 Margaret Holloway has kept the Crystal Ledger. She has brought together the seven circles of Anatolia, Peru and the Himalayas. The seventh circle is the last one, the one she has never read in full. There are notes in her diaries. She has known for years that the Door in the third tunnel is not a door but a threshold. She has never said what lies beyond it. In the margin of her last diary it says: "We do not translate. We repeat. That is the whole difference, and one day it will kill us."

Part A, Autumn 1959: Holloway reads the seventh circle with the Keeper. The group keeps watch in the tunnel. The Door opens. Behind it is fog and a lamp, far away. Holloway goes through. The Keeper stays behind. He never speaks again. He hums. The archivists close the Door. On 3 December, at three o'clock, they open the steel door and place the first letter on the threshold. It is the letter from Diplomat. No one in the group reads it. The reply comes in Holloway's handwriting.

The false trail: The archivists claim Holloway only went into another chamber to read there. They say the Keeper is in shock. They say the Door has always been there. The group is meant to believe it is a test, a ritual, an internal matter of the Collegium. It is not. Holloway is gone. The reply comes in Holloway's handwriting. Whether she writes, lives or reads remains open.

Part B, 1960 to 1961: Diplomat, former embassy secretary from Vienna, born 1906, negotiates on behalf of the Council with eleven governments. He speaks four languages, in none of them loudly. He negotiates the Veil Protocol: no government recognises O.D.I.N., none obstructs it, O.D.I.N. keeps the supernatural at bay. No signatures. He once says: “I negotiate with eleven governments and with someone who is not from here.” He does not say who the twelfth party is. In December 1960 he places the second letter on the threshold. The letter remains unread. On the day it comes into force, 1961, Arthur Penhallow, Magister of the Collegium, dies in Oxford. The numbers station begins to broadcast. The Registry becomes the Investigation Branch, Hallström gets a seat beside the Council. Diplomat gets a new name and a flat in Lisbon.

The loose thread: The twelfth party remains unnamed. The group can suspect that it is the Voice, or something that came through Holloway’s Door, or the Lodge, or the Congregation. They do not learn it. The thread leads into the Grey Files, to the open questions of the twelfth party, and into the coming years, when the letters at the steel door are answered.

WHAT IS FIXED

- **Holloway goes through the Door.** The table cannot stop her. If a player tries to hold her back, they grasp at nothing, or they pay a price: strain, a year, a memory.
- **The Keeper is silent and hums.** He never speaks again. He has hummed since the night Holloway left.
- **Holloway’s diaries end.** The last pages are written on, then blank.
- **Diplomat’s letter is the first.** It is placed on the threshold on 3 December 1959. No one in the group reads it. If someone tries to read it, the page is blank and warm for them.
- **Eleven governments agree, without signature.** The group can negotiate, mediate, prevent anyone from saying no. The agreement itself is fixed.
- **The twelfth party remains unnamed.** Diplomat does not name it. No file names it.
- **Penhallow dies on the day it comes into force.** The group cannot save him. They can be with him.
- **The numbers station begins to broadcast.** In the night after it comes into force, three o’clock, groups of five, English, Agnes Lind’s voice.
- **The Registry becomes the Investigation Branch.** Hallström gets a seat beside the Council.
- **Diplomat gets a new name and a flat in Lisbon.** The name is never given. The group can take him to the station.

The game master upholds these points with detour, price and witness. If the table tries to stop Holloway, the world finds another way: Holloway goes on another day, or the Door opens while the group sleeps. If the table tries to read the letter, the page is blank and warm, and a player loses an hour of memory. If the table tries to save Penhallow, no doctor finds a cause, and he dies the same evening, perhaps in an agent’s arms. Never punish, always make it tragic. Whoever knows the timeline does not play against it, but within it.

WHAT THE TABLE DECIDES

- **Whether someone looks through the Door or goes through it.** Whoever goes through is on the other side. The protégé takes over. Whoever only looks rolls horror. The consequence: The look through the Door becomes a memory the agent never forgets.
- **Which capitals are won and how.** The table chooses in which city the group intervenes, which they only observe, which they almost let fail. The consequence: In a city the group saves, a quiet contact or a debt arises that can later be called in.
- **Whether the group wants to open the letter.** If they do, the page is blank and warm. The consequence: The agent who tries carries the warmth in their hands and recognises it again whenever they stand before the steel door.
- **Who writes down the first broadcast of the numbers station.** The table decides which agent operates the shortwave radio and notes the groups of five. The consequence: This transcript becomes Handout N27, and the agent will later be the one in Mission 10 who recognises the last broadcast.

People

Margaret Holloway, 70

Founder of the Collegium, Orientalist from Oxford. Wants to read the seventh circle. Knows that she is leaving. Conceals what is behind the Door. Talks like a teacher taking her leave: calm, precise, unhurried.

The Keeper, 28

Holloway's assistant, in the Chamber for ten years. Wants to serve her until she leaves. Knows he is not allowed to go with her. Conceals nothing, but he almost never speaks. After the Door, he only hums.

Diplomat, 53 to 55

Former embassy secretary from Vienna. Wants the Veil Protocol without anyone saying no. Knows who the twelfth party is. Conceals it. Speaks quietly, politely, in hints. Carries a fountain pen with which he never signs.

Arthur Penhallow, 54 to 56

Magister of the Collegium, first Magister from 1928. Wants the protocol because he believes it protects the Chamber. Knows that he is dying. Conceals it. Talks like a man keeping his own death watch.

Viktor Hallström, 58 to 60

Head of the Registry. Wants the files that arise from the negotiations. Recognises the voice of the numbers station when it comes. Conceals what he heard in Solberg in 1938. Speaks tersely, in Swedish, with long pauses.

Evelyn Marsh, 48 to 50

Head of the Operations Branch. Wants the incidents to disappear without anyone dying. Knows that the group is better than their legends. Conceals how many legends she herself has worn. Speaks quietly, British, with the sharpness of a seamstress checking cloth.

The Typesetter, 24

Works in the Nursery of the Print Shop. Wants the legends to be clean. Does not know what it is about. Conceals that she is afraid of the Chamber. Speaks young and fast, in Zurich German. In 1961, before the departure to Oxford, she sits with the group in the Print Shop and lays out the legends for the final negotiation days: passports, hotel bills, a telegram to a fictitious aunt in Basel.

A Liaison Officer from a Partner Service, 40

British, the oldest partner service. Wants the protocol to come because he then has less to do. Knows that his government will agree. Conceals that he is supposed to observe the group. Talks like an officer who has drunk too much tea.

Briefing

"The Collegium asks for guards who don't belong to the Collegium. Margaret Holloway is reading the seventh circle. She doesn't want anyone watching. She wants someone to hold the tunnels. Do that. Don't ask what is behind the Door. Stop anyone who wants to enter. Including yourselves."
Evelyn Marsh, 1959

What the group gets: For Part A pit lamps, salt pouches, a sketch of the third tunnel, no weapons. For Part B legends from the Print Shop, travel money in pounds, francs, D-marks, schillings, kronor, a suitcase with a change of clothes, a hire car with papers.

Expenses: About £40 per person per week, plus overnight stays in mid-range hotels. At the table in local currency.

Requisition: For Part A nothing the Collegium does not know; the magazine of incendiary ammunition that the quartermaster issues as for every mission stays in the car, because the Collegium wants no weapons in the tunnel. For Part B a portable tape recorder, a Minox, a shortwave radio for the night in which the numbers station begins.

Part B, January 1960. The group receives a telex from the Council:

"DIPLOMAT TRAVELS WITH ESCORT FROM NOW ON. ESCORT SEES NOTHING, HEARS NOTHING, SIGNS NOTHING. INCIDENTS EN ROUTE ARE TO BE RESOLVED BEFORE ANY GOVERNMENT LEARNS OF THEM. NO FILES ON THE NEGOTIATIONS. LEGENDS VIA ZURICH."

Telex from the Council, January 1960

The Nodes

The nodes are spread across two parts. Part A takes place in the Chamber, Part B on the journeys. Each node carries at least three clues.

Node 1: Holloway's Study

A small chamber in the first tunnel, books, Crystal Ledger, 31 diaries. Holloway sits here when she is not reading. She receives the group, politely, without wasting time.

- **Clue:** The diaries from 1923 to 1959 stand on the shelf. The last volume is open, the page written on, the next ones empty. (leads to: Conclusion 1)
- **Clue:** A marginal note lies on the table: "We do not translate. We repeat." (Handout N25, leads to: Conclusion 1)
- **Clue:** A Thaumaturge finds out with **Occultism against Hard (3)** that the circles in Holloway's drawings are not meant for reading, but for repeating. (leads to: Conclusion 1)

Test: Occultism against Hard (3) or **Thaumaturgy against Hard (3)**.

Especially good for: Thaumaturge.

Node 2: The Third Tunnel

A narrow tunnel, deep in the mountain, damp walls, mine lamps. At the end the steel door, in front of it a warding circle that Holloway drew herself. The door is cold, but not cold like steel.

- **Clue:** The warding circle is drawn from inside, not from outside. A Thaumaturge with **Ritualism against Doable (2)** sees that the circle does not protect, but invites. (leads to: Conclusion 1)
- **Clue:** The door is closed. It has no handle, no lock, no hinges. It is simply there. (leads to: Conclusion 1)
- **Clue:** An Investigator with **Perception against Hard (3)** recognises that the air in front of the door is more still than in the rest of the tunnel. (leads to: Conclusion 1)

Test: Ritualism against Doable (2) or **Perception against Hard (3)**.

Especially good for: Thaumaturge, Investigator.

Node 3: The Archivists' Chamber

A room in the second tunnel, shelves with crates, a table, a shortwave radio. The Archivists keep the Crystal Ledger of the Chamber here and keep the keys to the tunnels. They are polite, but reserved.

- **Clue:** On the table lies a sketch of the tunnel, the door marked in, the warding circle from inside. (leads to: Conclusion 1)
- **Clue:** The Archivists speak of "the answer", not of "the answers". An Agent with **Insight against Doable (2)** notices that they know more. (leads to: Conclusion 2)
- **Clue:** An Archivist says: "The first letter is placed in December. It is already written." (leads to: Conclusion 2)

Test: Insight against Doable (2) or **Investigation against Hard (3)**.

Especially good for: Agent, Investigator.

Node 4: Geneva, Diplomat's Base

Part B begins in January 1960. Diplomat keeps the same room in a hotel on Lake Geneva for two years and travels from there to the capitals. On the desk lie a fountain pen with which he never signs, and a small notebook with eleven cities, which he never lets out of his sight, but sometimes leaves on the table. The telegrams from the capitals arrive here.

- **Clue:** The eleven cities are in the order of the journey: London, Paris, Bonn, Rome, The Hague, Brussels, Bern, Vienna, Stockholm, Oslo, Copenhagen. (Handout N26, leads to: Conclusion 2)
- **Clue:** The twelfth line is empty, but the paper is smooth at that spot, as if it had often been stroked over. (leads to: Conclusion 2)
- **Clue:** An Agent with **Cryptography against Hard (3)** recognises that the abbreviations next to the cities are not dates, but responsibilities. (leads to: Conclusion 2)
- **Clue:** A telegram from London: The son of a minister tells his club about a rift he has seen. An Agent with **Persuasion against Hard (3)** silences him in London without him noticing. (leads to: Conclusion 3)

Test: Cryptography against Hard (3) or **Persuasion against Hard (3)**.

Especially good for: Agent, Investigator.

December 1960: Diplomat travels with the group to Wales. On the night of 2 to 3 December, at three o'clock, the Archivists open the steel door, and Diplomat places his second letter on the threshold. No one from the group reads it. The Keeper stands by and hums.

Node 5: Vienna, the Café Opposite

Diplomat negotiates at Ballhausplatz. In the café opposite, two men sit every afternoon: an observer from a foreign service with a camera and an Englishman with a newspaper. A journalist from Paris who wants to sell a photo is staying in the group's hotel.

- **Clue:** The foreign service observer photographs everyone who enters the building on Ballhausplatz and takes notes. A Scientist with **Technology against Hard (3)** can expose the film in his camera or erase his tape. (leads to: Conclusion 3)
- **Clue:** The journalist from Paris has photographed a rift and wants to sell the print to a Viennese newspaper. An Agent with **Sleight of Hand against Hard (3)** swaps the film before it reaches the lab. (leads to: Conclusion 3)
- **Clue:** The Englishman has been reading the same newspaper for three days. A Soldier or Investigator with **Perception against Doable (2)** recognises a liaison officer who is watching the group. (leads to: Confrontation, Part B)

Test: Technology against Hard (3), **Sleight of Hand against Hard (3)** or **Perception against Doable (2)**.

Especially good for: Scientist, Agent, Soldier.

Node 6: Oxford, the Day of Entry into Force

On the day of entry into force, the group travels with Diplomat to Oxford. Arthur Penhallow, Magister of the Collegium, sits at the window of his study, the Crystal Ledger open, and says: "In 1928 I burned for three minutes. Today it is enough." He dies in the evening, quietly, without a cause that a doctor can find. The group can be with him. This scene carries no clue; it is bearing witness. In the night after, the group sets up the shortwave radio in the hotel.

- **Clue:** At three o'clock the first broadcast comes: groups of five, English, a woman's voice. (Handout N27, leads to: Conclusion 4)
- **Clue:** A Psion with **Telepathy against Hard (3)** hears the voice as one they know but cannot place. Anyone who belongs to the Thirty-One thinks of a corridor in Solberg. (leads to: Conclusion 4)
- **Clue:** An Investigator with **Cryptography against Hard (3)** recognises that the groups are not coincidence, but a pattern that cannot be read. Hallström wants to see the transcript. (leads to: Node 7)

Test: Telepathy against Hard (3) or **Cryptography against Hard (3)**.

Especially good for: Psion, Investigator.

Node 7: Stockholm, the Recording

After the first broadcast, Hallström asks the group to come to Stockholm. He plays them an old radio recording that came to the Registry in 1948 with the Ahnenerbe crate: the voice of night nurse Agnes Lind, recorded in 1937 at Solberg Sanatorium.

- **Clue:** The recording is noisy, but the voice is calm and clear. She speaks Swedish. It is the voice from the radio. (leads to: Conclusion 4)
- **Clue:** Hallström says: "She was the night nurse at Solberg. Since the night in December 1938 she has been gone." (leads to: Conclusion 4)
- **Clue:** An Investigator with **Investigation against Hard (3)** finds in Hallström's notebook a note from the morning after the first broadcast: "Same voice. Wait." (leads to: Conclusion 4)

Test: Investigation against Hard (3).

Especially good for: Investigator.

THE CONCLUSIONS

1. **The Door is not a ritual, but a threshold.** Clues: Holloway's marginal note (Node 1), the warding circle from inside (Node 2), the Archivists' sketch (Node 3).
2. **Diplomat negotiates with eleven governments and a twelfth party.** Clues: the empty line in the travel calendar (Node 4), the abbreviations next to the cities (Node 4), the first letter in December (Node 3).
3. **The protocol must come, because otherwise the world will look.** Clues: the minister's son from London (Node 4), the journalist from Paris (Node 5), the observer in Vienna (Node 5).
4. **The voice is known.** Clues: the first broadcast (Node 6), the voice a Psion knows (Node 6), the 1937 recording and Hallström's note (Node 7).

Escalation

In the Chamber: If the group is too slow or interferes, the Door opens earlier. The Archivists become nervous. The Keeper no longer sleeps. At night, when the group sleeps, Holloway goes alone. In the morning the group finds the Door closed, the Keeper before it, humming, and the floor before the threshold warm. Anyone who later sees the Door open rolls as in the confrontation **WIL + Mental Resistance against Horrifying (3)**.

In the capitals: If the group does not prevent an incident, it gets loud. A minister's son tells the newspaper. A journalist develops the photograph and sees the rift. An observer reports it to their service. The negotiations stall. Diplomat grows colder. The authorities of the era intervene, because before 1961 there is no Veil Protocol. Police, customs, intelligence services arrest, interrogate, confiscate. The price is trust with Marsh and Diplomat.

The numbers station: If no one copies it down, the station still transmits. The consequence: O.D.I.N. receives the transcript later, from a listening post. The thread grows thinner, but it does not break.

The Confrontation

Part A: The Location

The third tunnel, before the steel door, on the night of 12 to 13 November 1959, three o'clock. Holloway stands before the Door. The Keeper beside her. The Archivists wait at the tunnel entrance. The group keeps watch. The pit lamps burn steadily. The air is cold and still. (Map K2)

Part A: Sequence in Steps

1. Holloway reads the seventh circle. The pit lamps flicker.

2. The Door opens. Behind it fog, a lamp in the distance. Anyone who looks through rolls **WIL + Mental Resistance against Horrifying (3)**.

3. Holloway goes. The Keeper remains. From this night on he hums.

4. The Door closes. The Archivists bar the tunnel.

5. Three weeks later, on the night of 2 to 3 December 1959 at three o'clock, the Archivists open the steel door and place Diplomat's letter on the threshold. The group keeps watch again. None of them reads the letter. The answer comes in Holloway's handwriting.

Part A: Solutions

Without a fight: The group holds the tunnel. It does not look. It stops everyone who wants to enter, including itself. It is a witness.

With a fight: There is nothing to fight. Anyone who wants to close the Door finds no handle. Anyone who wants to strike the Keeper hits nothing. The only fight is the one against their own curiosity.

Part B: The Location

Vienna, the café opposite Ballhausplatz, February 1961. The liaison officer of the British service sits down at the group's table uninvited. He has seen how the observer's film turned black or how the journalist lost his print. He knows two of the legends. No map.

Part B: Sequence in Steps

1. He orders tea, praises the legends and names a name that appears on none of them.

2. He asks who exposed the film. He needs the answer for his report to London.

3. He mentions that the Austrian state police are asking about foreigners who damage cameras.

4. He waits for an offer.

Part B: Solutions

Without a fight: An Agent with **Negotiation against Hard (3)** or **Deception against Hard (3)** gets him to write a report without names. Price: a debt to the British service, called in later.

With violence: Anyone who takes his notes or detains him has no Veil, because the protocol does not yet apply. The state police arrest, interrogate, confiscate. Diplomat loses Vienna for weeks, Marsh loses trust in the group. Vienna's approval still comes, later and more expensive.

Opponents

The Keeper

Holloway's assistant · Chamber in Wales

A quiet, precise man who has served in the Chamber for ten years. After Holloway's departure he never speaks again. He hums.

Value	Details
Initiative	2
Attack	None
Defence / Armour / HP	1 / 0 / 6

Value	Details
Horror	Uncanny (1) when one hears him hum for the first time
Special	Has hummed a melody no one knows since the night Holloway left. Never speaks again.
Weakness	Cannot fight. Cannot be held.
Behaviour	Stands, hums, stares at the Door. Reacts to nothing.
What remains	A witness who does not speak. A loose thread to the Chamber.

The liaison officer of the partner service: **Liaison officer of a partner service** (Threat Atlas, Game Master's Book).

The Archivists: **Fanatics** (Threat Atlas, Game Master's Book) if they see the group as a threat. Otherwise **Witnesses** who know more than they say.

Aftermath

What the world saw: Nothing. The Chamber remains silent. The negotiations remain secret. The world does not notice that a Veil Protocol is being created.

What O.D.I.N. gets: The Veil Protocol, the numbers station, the Investigation Branch, a seat for Hallström beside the Council, a new name for Diplomat, a flat in Lisbon.

Experience: Once for both parts, by the higher colour: Black File: 7 XP, +1 for the achieved objective, at most +1 personal bonus, plus +1 per thread taken up. The threads: the twelfth party (open), Holloway's letter (open), the numbers station (open).

Duty Log: "Autumn 1959: Holloway goes through the Door. The Keeper remains. 3 December 1959: first letter on the threshold, the one from Diplomat. 1960 to 1961: eleven capitals, no signature. 1961: Veil Protocol. Penhallow dies. Numbers station begins. The group kept watch, travelled with him, took down the first broadcast or did not."

Handover: When an agent goes through the Door, their protégé takes over. The protégé receives half the XP the mentor gained since being named, at least the minimum XP of the current Section, plus a legacy: +1 to one of the mentor's skills or an item or a contact.

The loose thread: The twelfth party. Who they are remains unnamed. The thread leads into the Grey Files, to the open questions of the twelfth party, and into "The Door", Mission 9: in 2027 Holloway's letter and Diplomat's sentence lie at the steel door.

Until the next mission: 1960: Of the Thirty-One, 22 are still alive. The Lavigne, who calls herself Margot, marries. 1961: The Typesetter begins in the Nursery. Hold-4 Oxford is established. In September a squad near Lima needs three days on foot to reach a rift that has closed by then; Ashgrove writes: "I want men who can fall." In 1961 the branch trains the first Shadow Paratroopers. Ekberg leaves the Institute without farewell. 1962: Nachtigall in Vienna, Britt Holm drives into the Harz on 21 December and does not return. 1963: Berglund, Neuro-Helm Mk. I, helmet day. 1964 to 1966: Hold-5 Vienna, training helmet, Hold-6 Lagos. 1968: Liège, Adeyemi, Dorje dies. 1969: Mission 9, "Elster".

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HANDOUTS AND MAP
- Handout N25: Holloway's marginal note 1959.
Found in Holloway's study.
- Handout N26: Diplomat's travel calendar
1960/61. It lies in Diplomat's notebook, which
he never lets out of his sight.
- Handout N27: Transcript of the first
broadcast 1961. Written by the Agent who
operates the shortwave radio.
- Handout N28: Telex from the Council: The
Registry becomes the Investigation Branch. It
arrives in 1961 after coming into force; the
group reads it at Hallström's in Stockholm
(Node 7).
- Map: K2, the Chamber in Wales in section,
with the third tunnel and the steel door.
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Interlude Years

1954

The Tactical Branch is formed from the escort. Camp Ashgrove in the Highlands, six months of training. The Americans set up STILLWATER. In the Soviet Union the Psychotronics working group is formed, later Department 13. In Bergen Astrid Solheim, a watchmaker, finds a crystal in a pocket watch. She hears the Whisper as a beat.

In Lisbon a closed auction takes place. No auction house. No catalogues. A hall in the back building of an antiques dealer, after nightfall, three bidders: two private collectors and an Agent of the group bidding for the Collegium. Three crystals from Anatolia are offered. Because the auction only begins after nightfall, the dealer calls it "the Evening".

Possible scene: An Agent of the group sits in the hall. They wear an inconspicuous suit and a cardboard number. The crystals lie in lead boxes on a walnut table. The auctioneer speaks quietly. The bids rise in small

steps. For one crystal the room stays silent. It is milky and small. Two bidders raise their hands. Each of the three bidders gets one stone; which one the Agent wins and what they pay for it is decided by the table. What they experience on the way to the harbour and to whom they hand the case is told by the player.

1956

Astrid Solheim is twenty-two. She is a watchmaker from Bergen. She has found a crystal in a pocket watch and heard the Whisper as a beat. Now she sits in the Chamber in Wales. The Collegium has accepted her. She is the first Chronomancer. Penhallow himself introduces her to the circles. He speaks slowly and repeats everything twice. He says: “Time is not a direction. Time is a material. We don’t bend it. We listen.” Penhallow’s rule applies from now on: Every Chronomancer works only under the supervision of a second.

The legend “Ferdinand Aigner” is created. It is a single legend, worn successively by four Agents of the Operations Branch from 1956 to 1991. The first is an Agent of the group. Ferdinand Aigner is a sewing machine salesman from Graz, born in 1919. He drives a grey Opel. He smokes cigarillos. He has three stories he tells on request: one about the roads of Styria, one about a widow in Wiener Neustadt, one about a customs officer in Salzburg. He has a habit with his hat: when entering a shop he takes off his hat, when entering a flat he keeps it on until a woman gives him her hand. The Print Shop in Zurich has not prepared a wallet with a photograph. Aigner has no wife, no child, no siblings. Whoever wears him learns the name, the biography, the signature. They practise the walk, the voice, the way of folding a map. A legend is not a costume. It is a second memory.

Possible scene: The group’s Agent wears Aigner for the first time through a strange city. They buy petrol, eat a sandwich, talk to a petrol station attendant about the weather. In the evening they write in their notebook what Aigner would have done differently.

In the same week Birgit Wallin goes into the darkroom in the Registry in Stockholm for the first time. She closes the door. Red light. She develops the first prints from the surveillance of the Holds. She learns that a shadow on a negative knows more than the photographer. In the evening she writes in her new notebook: “The darkroom is the only room in which I don’t have to hear anything.” The envelope goes to Hallström.

The watchmaker from Biel begins working for the Operations Branch. In Hold-1 Ashgrove’s inscription is created: “Not every war can be won. Not every loss is in vain.”

1960

Of the thirty-one children of Solberg, twenty-two are still alive. The roll call does not take place in a hall. It takes place in a manor house in Scotland, in the room where Marek first gathered them in 1939. Twenty-one men and women stand in a semicircle. One is missing. He is in a silence. One chair remains empty. Marek reads the codenames. At each name, someone answers. At the empty chair, no one answers. Marek reads on.

Possible scene: an agent of the group stands at the door. He is invited because he accompanies one of the Thirty-One as an Observer. He is not allowed to speak. What he sees, how the psions look at one another, whether someone weeps, whether someone raises a hand, the player tells. After the roll call there is tea and cake. What the survivors talk about and what the agent writes in his report in the evening is decided by the table.

The woman who calls herself Margot marries this year. The wedding is small. The bride wears a grey dress. The guests are few. A sister is missing. No one speaks her name. The man is an accountant. He knows nothing. The woman dances. She laughs. She glances once at the door, as if expecting someone. Then she turns back to her husband. The group is not invited. Possible scene: an agent watches the celebration from outside, through a window. What he notes down is left to him.

The years 1962 to 1968 form the transition to Section III. Their XP belongs to Section III.

1962

Nachtigall reads one hundred and forty guests at an embassy reception in Vienna. She wears a black dress and sits at the grand piano as a pianist, between Chopin and Schubert. She does not speak. She plays and listens. Afterwards she writes fourteen pages. The Investigation Branch sends the group. An agent reads the pages. They contain names, fears, lies. One name is underlined three times. The agent does not ask who underlined it. He places the pages in a grey envelope. The envelope goes to Hallström. At the Institute, beryllium isolation begins. After twelve years, Greta Sundqvist finishes her work on the circles: not a code, but a language.

On 20 December 1962, Britt Holm takes the night train from Stockholm to Hamburg; on 21 December she changes there to the train into the Harz. She is a secretary in the Registry. She wears a coat and carries a small bag. Hallström gave her the assignment: “Who is fetching her? Do not ask Marek. Ask the Print Shop.” It is

about a Harz village with singing children. The group takes her to the train in Stockholm. One agent lifts her bag into the compartment. Another hands her a thermos flask. She smiles. She says: “I’ll come back.” The train departs. On 21 December 1962 her connecting train from Hamburg derails in the Harz. Thirty-six dead. Britt Holm’s name is on the list.

The group learns of it in the morning. They are standing in the station when the report comes. One agent reads the newspaper. Another goes to the telephone. The third stares at the departure board. No one speaks. Later the group’s Investigator writes in his notebook: “We took her to the train. She smiled. She said she would come back. She did not.” He closes the notebook and puts it in the drawer.

1963

The journalist Anders Berglund finds Solberg and retracts after Hallström’s visit. The Neuro-Helm Mk. I comes from the Institute. It is a steel shell with plates of Alloy S. A cable connects it to a device the size of a briefcase. The device records with a needle when and how strongly the power acts. The psions call it the “suitcase”. The player psion’s Observer hands over the helmet in a silent ceremony. The helmet lies on a table. The Observer says: “It’s not a cage. It’s a lid. You decide when you put it on.” Then he places it on the psion. The psion closes their eyes. The paper strip moves. On it, a single deflection appears. The Observer reads it. He nods. He says nothing. The psion does not ask.

Helmet Day is introduced. It is the day on which the Observer hands the psion their helmet. Many psions celebrate it every year. Some wear the helmet for an hour on this day, some for a whole day. They eat with the helmet on. They sleep with the helmet on. They do not hear one another. Some describe it as silence. Others as pressure. One says: “It’s as if someone had laid a blanket over my head. I hear my own blood.” The group observes. They take notes. They learn that a psion with a helmet walks differently, speaks differently, is silent differently.

1964 to 1966

The Holds grow. Hold-5 in Vienna is established. A training helmet is built. Hold-6 in Lagos follows. The group moves, trains protégés, loses and wins.

Possible scene Vienna: an agent of the group spends three months in the city. He learns the doors, the escape routes. He sets up a flat that looks like the flat of a sales representative. What he deposits under the washbasin, what he learns about the caretaker, and whether he reports it, the player tells.

Possible scene Lagos: another agent trains a protégé. The young man is quick. He is agile. He is afraid of water. The agent teaches him to hide the fear. He teaches him to carry a legend, to clean a weapon, to burn a message. He teaches him that a dead contact is better than a betrayed one. Whether the protégé writes everything in a small notebook and what the agent says about it is decided by the table.

1968

Liège. A telekinetic stops a derailing tram in the middle of the day, in front of two hundred witnesses and a camera of Belgian television. O.D.I.N. needs three weeks, a fire in the broadcaster’s archive and an invented gas explosion to make the matter go away. Afterwards the Liège Rule is created: A telekinetic uses their power in public only if it can be explained afterwards or otherwise people die. The group hears of it. They do not ask who wrote the rule.

Ruth Adeyemi jumps as the first woman of the branch over the Andes and holds a warding circle around an open rift for nine days. Nobody learns what she saw in it. Hofer’s prototype 0417 runs for the first time.

Dorje dies. He brought the crystal from the abandoned monastery in the Himalayas to London, where the Collegium began. In 1940 he could “call”. Now he is dead. The Chamber is silent for a day. Then the archivists read on in the circles. The Collegium does not mourn. It works. That is its mourning.

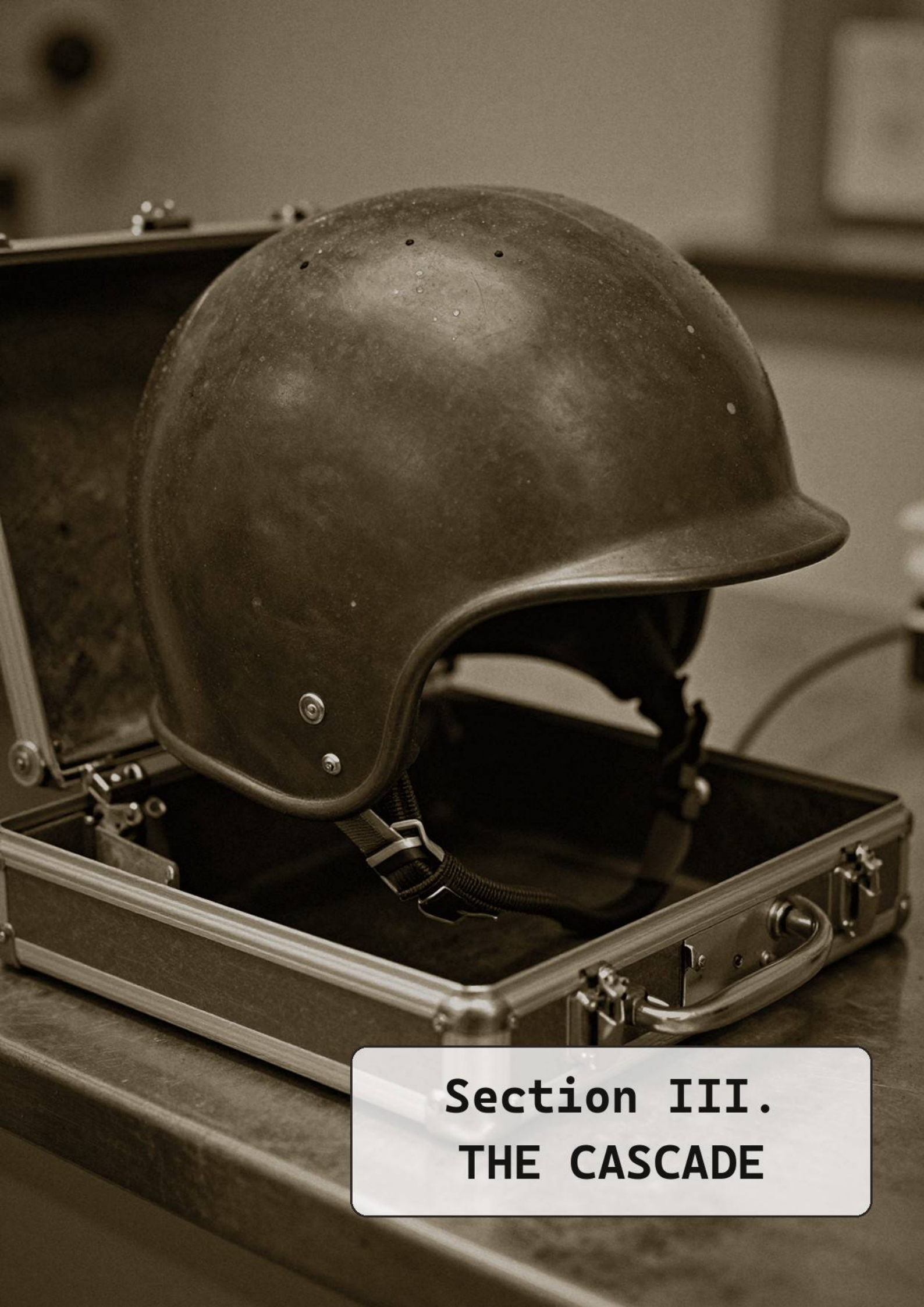
The watchmaker from Biel sabotages a special train. The Print Shop creates the legend of the “Enlightened”. A hundred signet rings are commissioned from a goldsmith. The order runs through three middlemen. The rings are made of brass. They bear an eye that is no eye. The group only learns of this when the first rings appear in the hands of men who knock on doors and ask questions. The Enlightened are a forgery. But they attract the curious like light attracts moths. O.D.I.N. observes. O.D.I.N. waits. O.D.I.N. notes names.

END OF THE SECTION

The group has survived the years of silver. They have seen ashsilver, worn legends, counted the dead. The world has split and reconnected. The Veil Protocol is in force. The numbers station transmits. The rank ladder applies from 1961.

Before the next Section, each agent receives 10 XP from the interlude years. Anyone with a protégé notes their XP. Anyone stepping down hands over. At the start of Section III, ageing applies to every agent aged 45 or over: minus 1 to one physical attribute of their choice (STR, DEX or CON, not below 1), in return plus 1 to WIS or COM (maximum 6). From 60 onwards, additionally minus 1 to Athletics or Endurance. The minimum XP value on entering Section III is 110. The interlude years 1962 to 1968 extend into Section III. Their XP are part of the 20 XP that Section III awards once for all interlude years up to 1975.

In the next Section, the Cascade comes. The tone becomes harsher. The Voice becomes louder. The group is needed.



Section III.
THE CASCADE

The previous Section ends in 1968. The interlude years 1962 to 1968 are told there. Here, 1969 begins.

In 1969 the world is divided. In Berlin there is a wall. In the archives of O.D.I.N. the files stand in rows. The Investigation Branch works with index cards. The Institute measures with valves and pencil. The Tactical Branch still wears steel helmets from the war. The Operations Branch works with legends from the Print Shop in Zurich.

For the Waybill group, more than twenty years have passed. The agents of 1947 have grown older. Some carry scars. Some carry silver. All carry memories they tell no one. The youngest of that time are now around forty. The oldest are approaching sixty. They are the old ones.

The protégés stand ready. Each agent has trained someone, a young man or a young woman, who is listed in the files as a successor. They have received half the XP their mentors have earned since being named. They have their own scars. Not as many yet. Yet.

The group has a reputation. People call them the Waybill group. Some speak the name with reverence. Others with suspicion. Some with envy. The group has seen things that are in no file. They have lost people. They have saved people. They are the proof that O.D.I.N. works.

The record is clear. 1968: Liège, Adeyemi, Dorje's death, the watchmaker's special train, the Enlightened. 1969: Elster joins the Operations Branch. No one knows whom the Branch is bringing in. No one connects her with Leipzig 1952.

Kantor waits. He is thirty years old, ambitious, a Telepath. He has completed Marek's exercises. He wears the Mk. I when he must. He believes that Psions can do more together.

The Open Ones do not exist yet. Not yet. But the first rifts are appearing. In the files they are listed as anomalies. In the reports as incidents. In the faces of the agents as a question. What happens when you take off the helmets? What happens when you open the circles? What happens when you listen?

The group has asked these questions before. In Kiruna. At the steel door in Wales. The answers were never good.

1969 begins with a report from West Berlin. A telephone operator hears groups of five in the line at night. A woman's voice in English. Anyone who listens too long becomes a listener. The numbers station is transmitting. The group is called. It is May. It is time for Elster.

Mission 9: Elster

MAY TO JUNE 1969

Grey File · **Origin** the Machine, plus Humans · **Focus** Agent (Spy), Investigator (Cryptanalyst)

At night in the West Berlin telephone exchange, groups of five seep into the lines, a woman's voice reading numbers. Anyone who listens in too long changes: colleagues forget shifts, a caretaker writes numbers on the cellar walls, a policeman hums. A young telephone operator hears the voice and immediately recognises that it is not a voice.

Year	Places	Origin	Duration
May to June 1969	West Berlin, East Berlin	the Machine, plus Humans	Two to three sessions

What It Is About

The group comes to West Berlin because the telephone exchange has been reporting an English woman's voice at night for weeks, reading groups of five. The telephone operators call it "the voice in the line". Anyone who

listens in too long changes: the colleagues become quiet, forget shifts, stand at the windows at night. A caretaker has begun writing the numbers on the walls of the cellar. A policeman who wanted to take a complaint has been sitting in the station for three days, humming.

A young telephone operator, 23, also hears the voice. She immediately recognises that it is not a voice, but a recording that someone broadcasts again and again. She is believed because she is calm and because she names every legend of the group politely, as if she saw the names on their coats. Her birth name is in no file the group is allowed to read.

On the other side of the Wall sits a listening post of the State Security. It has recorded the broadcast, put it on tape, and has been transmitting it itself ever since, to understand what it is. The machine in the listening post has long since begun to run without the men. The group must go across, secure or destroy the tapes, take the woman with them, and bring Marsh her story.

What Really Happened

The numbers station has been broadcasting every night at 3 o'clock since 1961. Its voice is that of the night nurse Agnes Lind, who disappeared at Solberg in 1938; a radio recording from 1937 preserves it. The broadcast is an answering machine: it reads coordinates, frequencies, sometimes letters written to the house without a number. It is not a weapon. But it changes whoever hears it without a helmet or Cap when it comes over a line that someone leaves open.

In the winter of 1968, a technician at the West Berlin long-distance telephone exchange left a transmission path open during maintenance work. Since then, the broadcast has been seeping into the switchboard at night whenever the 3 o'clock transmission falls on the Berlin network frequency. The operators hear it through their headphones when they test a line. Whoever listens too long becomes a listener: they do what the broadcast says and do not remember it.

The State Security listening post in East Berlin, a windowless floor in a post office building near the Frankfurter Allee, recorded the broadcast in full for the first time in April 1969. The officer in charge had the tapes copied and rebroadcast over a transmitter of his own, to test whether the West would react. The reaction came not from a service, but from the broadcast itself: the playback created feedback with the original source. Since then, the machine in the listening post has been running on its own at night, even when nobody switches it on.

Elster, born in Leipzig in 1946, heard by the Seeker in 1952, has lived in West Berlin under a name of her own choosing since her family's escape. She works at the telephone exchange because she can sort voices. Her gift has never fully awakened, but it is there: she recognises what is real and what is only repeated. She does not know that a Seeker heard her in 1952, and in 1969 nobody in Berlin knows it. She only knows that the voice on the line is not a voice and that her colleagues will disappear if nobody helps.

The false trail: An ambitious Telepath named Kantor, 30, offers the group his help. He claims that the listeners are possessed by an alien psionic force. He wants to find the source in order to report it to the Core. In truth, he wants the broadcast for himself, because he believes it is the key to the shared hearing without a helmet that he dreams of. He is not a traitor, but he is dangerously ambitious.

The loose thread: The group can find out that the numbers are answers, not questions. Whoever compares the groups of five with the old transcripts from 1961 sees that they change when someone writes to the house without a number. This leads to 1971, when the broadcast ends, and to 2026, when Elster reappears in the Grey File Kessler and in The Door, M7 Basel.

WHAT IS FIXED

- Elster joins the Operations Branch in 1969. If the group does not want to recruit her, Marsh comes herself at the end of the mission. The group can be witnesses or supply the story with which Marsh fetches her. The price for a refused recruitment is a loss of trust with Marsh, not a failure.
- No one knows whom the Branch fetches. If the group recruits Elster, her birth name remains in no file. If an agent asks about it, Marsh says: “Don’t ask where from.”
- No one connects Elster with Leipzig 1952. If a player took the photo in 1952, they see a resemblance, nothing more. Any test that would reveal more brings only doubt.
- Her gift never fully awakens. She remains a woman people believe and who recognises what is genuine. No Psion can open her, no ritual can wake her.
- The numbers station broadcasts until October 1971. The group can destroy the listening post, erase the tapes or sabotage the machine. The original source remains out of reach. The detour: if the group destroys the listening post, another post keeps broadcasting, because the Stasi men have distributed copies. The price: if the group wants to search for the source itself, the direction-finding ends at an empty frequency.

The game master holds the fixed points by choosing the detour when the group searches for the source, and by naming the price when it does not recruit Elster. Witnessing is enough: Marsh can come herself, the group sees the recruitment and enters the story in its Duty Log.

WHAT THE TABLE DECIDES

- Who recruits Elster and with what. A player agent can fetch her with a story, with a promise or with the truth about her colleagues. The consequence: her loyalty belongs first to whoever fetches her. Duty Log entry: “Elster, recruited 1969, by [agent’s name], reason: [keyword].”
- Whether a player agent gives her the codename. It is in no file, and it stays that way. Duty Log entry: “Codename assigned: Elster. No entry.”
- How the broadcast is stopped. Destroying the listening post, erasing the tapes, sabotaging the machine or withdrawing with Elster. The consequence for 1971: the broadcast continues until it ends by itself. The group can come back to it in Mission 10 if it writes down the last broadcast on 14 October 1971.
- Whether the group suspects that the numbers are answers. If it finds out, it enters a thread in the Duty Log: “Numbers station: answers, not questions. Open since 1969.”

People

Elster, 23

Telephone operator at the West Berlin telephone exchange. She lives in a small flat in Charlottenburg, under a name her family chose for themselves. She wants to protect her colleagues and understand what the voice is. She knows that the voice is a recording because she recognises repetitions. She conceals that she has known the voice for years, from dreams she takes for childhood memories. She speaks calmly, kindly, without haste, as if she sorted every word before saying it.

Evelyn Marsh, 58

Head of the Operations Branch. She is in Berlin because the broadcast needs a woman whom people believe. She wants to recruit the young woman, but she wants someone to bring her the story she does not know yet. She conceals that she herself does not know whom she is looking for, only what. She speaks quietly, precisely, with a British accent that sounds of tea and files.

Viktor Hallström, 68

Founder of the Registry, now Investigation Branch. He is in Berlin because the broadcast reminds him of 1961, when the numbers station began. He wants to know whether the listeners are dangerous or only lost. He knows that the voice is Agnes Lind, but he does not say it. He conceals that he keeps the first transcript of the

broadcast himself. He speaks slowly, Swedish-tinged, with pauses in which he turns the magnifying glass.

Kantor, 30

Telepath, ambitious. He offers the group his help because he considers the broadcast a psionic key. He wants to find the source before Marsh or Hallström close it off. He conceals that he himself has listened to the five-digit groups for too long and has counted at night ever since. He speaks quietly, calmly, in long sentences, as if listening to each word trail away.

Ilse Marek, 58

Head of the Psionic Core, last mission in the volume; the interlude years tell her farewell in 1970. She is in Berlin because the listeners remind her of the children of Solberg. She does not want to drag the group into it, but she wants to protect the psions who are listening. She knows that the broadcast is not a voice. She conceals that she herself considers the five-digit groups a language, not a code. She speaks in a motherly way, but with a hardness that comes from the Night of Solberg.

The State Security Liaison Officer, 35

Head of the listening post. He recorded the broadcast and retransmitted it because he wants to be promoted. He wants to find the source and get ahead of the West. He knows that the machine runs by itself at night. He conceals that he himself can no longer sleep without the numbers. He speaks curtly, in an official tone.

A Telephone Operator, 41

Colleague of Elster, a listener for two weeks. She no longer wants to listen, but she cannot stop. She knows that the voice calls her at night. She conceals that she writes the numbers on her flat door. She speaks quietly, as if afraid of drowning out the voice.

Briefing

There is no handler. The group receives a telex from the Council, relayed through the Registry in Stockholm:

"WEST BERLIN TELEPHONE EXCHANGE REPORTS NIGHTLY INTERFERENCE IN THE LINES. FEMALE VOICE READS FIVE-DIGIT GROUPS. SEVERAL EMPLOYEES BEHAVE CONSPICUOUSLY. MARSH AND HALLSTROEM ARE ON SITE. OBSERVE, SECURE, REPORT. NO INDEPENDENT MEASURES AGAINST THE SOURCE. CONTACT VIA REGISTRY."
Telex from the Council, 1969

What the group gets: a travel fund of 400 D-Marks, two tape recorders with empty reels, a shortwave receiver, a Minox camera, a list of the conspicuous employees, the address of the telephone exchange, the telephone number of a dead drop in Charlottenburg.

Expenses: 400 D-Marks, in small notes. Further funds only against a receipt through the Registry.

Requisition: a legend for East Berlin, if they want to cross over, a vehicle with West Berlin plates, a directional microphone. Nothing more. No GPS, no mobile telephone. A psion on the mission carries the Neuro-Helm Mk. I in a case, the Observer is seconded and does not need to be requisitioned.

Marsh says at the first meeting: "Fetch her. Don't ask where from." She gives the group the note N31. She does not say whom she means. The group must find out that it is the young telephone operator.

The Nodes

The clues lead to the other nodes, to the confrontation and to the conclusions. Each clue is named after the test or the conclusion that uncovers it.

Node 1: The West Berlin Telephone Exchange

A tall building from the twenties, lit up at night. The switchboard is on the third floor: rows of women with headphones at plug boards, a circuit diagram of West Berlin on the wall. In the basement old cable drums are stored and the caretaker has written numbers on the walls.

- **Clue:** Elster sits at position 17. She looks up before anyone speaks to her. (leads to K2, conclusion 4)
- **Clue:** One operator, the listener, has a notebook with groups of five in her coat pocket and does not know when she wrote in it. Test: Perception against Doable (2) to spot it. (leads to K4, conclusion 2)
- **Clue:** The circuit diagram shows an open line to Teufelsberg. Test: Technology against Hard (3) to find the fault. (leads to K3)
- **Clue for Investigator (Cryptanalyst):** The groups of five on the basement wall are not random numbers but coordinates; they point to a spot in East Berlin near Frankfurter Allee. Test: Cryptography against Doable (2). (leads to K5, conclusion 3)
- **Clue for Psion:** A Psion with a Neuro-Helm Mk. I does not hear the broadcast in the switchboard room until they take off the helmet. Then they hear it twice. Test: Telepathy against Doable (2), without the helmet therefore Hard (3), to understand: the broadcast is for unprotected ears. (leads to K3)
- **Clue for Thaumaturge:** The numbers on the basement wall are written in a circular order, not in

rows. Test: Occultism against Hard (3) to recognise the pattern. (leads to K5)

- **Clue:** The night porter says a polite young man with a heavy suitcase questioned the operators before the group did, at length and quietly. Test: Insight against Doable (2) to notice that the porter fears him. (leads to conclusion 5)

Here Investigator and Psion shine: the cryptography of the numbers, the double perception of the broadcast.

Node 2: Elster's Flat in Charlottenburg

Two rooms, a telephone, a pad on the table on which she marks the repetitions of the broadcast. She receives the group if she trusts them and shows them the numbers she hears at night.

- **Clue:** She recognises every legend of the group, kindly, as if she were reading names from their coats. Test: Insight against Hard (3) to recognise that she really sees, not guesses. (leads to K6, conclusion 4)
- **Clue:** On the pad she marks each repetition of the broadcast with a stroke. Test: Investigation against Doable (2) to see: the voice starts three times the same way, a recording, not a living voice. (leads to K1, conclusion 1)
- **Clue:** On Elster's threshold lies salt she did not scatter. Test: Occultism against Easy (1). Elster says her colleague, the listener, was here at night, scattered it and wrote the same numbers on her own door without remembering. (leads to K4, conclusion 2)
- **Clue for Agent (Spy):** Elster says she is not afraid of the voice because it is not a voice. She speaks of "real" and "not real" like an agent. Test: Insight against Doable (2). (leads to K6, conclusion 4)

Here Agent and Investigator shine: the legend that is recognised, the repetitions that are sorted.

Node 3: Teufelsberg, in Sight

The Allied listening station on the rubble hill. From here one can see the telephone exchange and the city's aerials. The group cannot enter here, but they can take a bearing.

- **Clue:** Taken from here, the coordinates of the groups of five lie not in the West but beyond the Wall. Test: Navigation against Hard (3). (leads to K5)
- **Clue:** A technician from the telephone exchange who is repairing up here tells of a feedback tone that does not come from the West. Test: Investigation against Doable (2). (leads to K5, conclusion 3)
- **Clue for Scientist (Physicist):** The broadcast has a carrier frequency that overlaps with the mains frequency. Test: Physics against Hard (3) to calculate that the second transmitter is in the East. (leads to K5, conclusion 3)
- **Clue for Investigator (Cryptanalyst):** The listener's numbers yield the same coordinates as the basement wall, a point in East Berlin. Test: Cryptography against Doable (2). (leads to K5)

Here Scientist and Investigator shine: the physics of the frequency, the cryptography of the coordinates.

Node 4: The Police Station in Charlottenburg

A police officer who wanted to take down the operators' complaint sits in the break room humming. He has a pad with groups of five.

- **Clue:** The police officer can say when the voice last came: "Yesterday, three o'clock, twelve minutes long. And again at half past four, the same numbers." Test: Insight against Doable (2) to recognise that he is not lying. The second transmission does not come at the station's broadcast time. (leads to K3, conclusion 1, conclusion 3)
- **Clue:** His pad shows the numbers in columns, not in rows. Test: Cryptography against Hard (3) to recognise that they are answers, not questions. (leads to K6)
- **Clue for Soldier (Escort Veteran):** The police officer reacts to the voice of a player who speaks calmly as if he were being woken, and does not know what he has done in the last three days. Test: Leadership against Doable (2). (leads to K1, conclusion 2)
- **Clue:** The operator, the listener, visited the police officer. Test: Investigation against Doable (2) to recognise her handwriting in the numbers on the wall of the station. (leads to K2)
- **Clue:** The sergeant says a young man from West Germany sat with the police officer for an hour yesterday without writing anything down, his eyes closed. (leads to conclusion 5)

Here Soldier and Investigator shine: the leadership that wakes, the traces that connect.

Node 5: The Listening Post in East Berlin

A post office building near Frankfurter Allee, fourth floor, windowless. The group needs a legend to get across, via the border crossing at Friedrichstraße station or

Checkpoint Charlie. Inside: tapes, a machine that keeps transmitting, an officer who does not sleep.

- **Clue:** The machine runs although the mains plug is pulled. Test: Technology against Hard (3) to recognise that it is fed by the broadcast itself. (leads to the confrontation)
- **Clue:** The tapes bear State Security recording stamps and the date of the first recording, April 1969; on them the same groups as in the line. Test: Investigation against Easy (1). (leads to K6, conclusion 1)
- **Clue:** A State Security soldier who notices the group asks for their papers. Test: Deception against Hard (3) to pass. (leads to the escalation)
- **Clue for Agent (Saboteur):** The machine has three cores that can be switched off individually. Test: Explosives or Technology against Hard (3). (leads to the confrontation)
- **Clue for Thaumaturge:** The numbers on the basement wall of the telephone exchange point to this building when read as a circular order. Test: Occultism against Hard (3). (leads to the confrontation)

Here Agent and Thaumaturge shine: the sabotage of the cores, the order of the circles.

Node 6: Marsh's Hotel Room Near the Zoo

Marsh waits until the group brings her a story. On the table lies a personnel form, half filled in: no name, no photo, origin "unremarkable". She asks about the young woman. Ilse Marek sits by the window; she has come because of the listeners.

- **Clue:** Marsh says: "Fetch her. Don't ask where from." (leads to K2, conclusion 4)
- **Clue:** The form gives no origin except "unremarkable". Test: Investigation against Doable (2) to see that Marsh filled it in before she knows whom she is fetching. The photo is only added after recruitment (Handout N29). (leads to conclusion 4)
- **Clue for Investigator (Profiler):** Marsh watches the group, not the file. She wants to know who brings the story. Test: Insight against Hard (3). (leads to K2)
- **Clue:** If the group asks Hallström about 1961, he puts his transcript on the table. Test: Cryptography against Doable (2) to recognise: the broadcast answers, it does not ask. (leads to the loose thread "Numbers station: answers, not questions")
- **Clue:** Marek says about Kantor: "He likes listening too much. Don't let him near the tapes." (leads to conclusion 5)

Here Profiler and Cryptanalyst shine: the profile of the recruitment, the transcript of the answers.

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THE CONCLUSIONS
The voice on the line is a recording, not a
living voice: clues in K2 (Elster's pad, the
voice starts the same way three times), K4
(the same numbers again at half past four), K5
(the tapes with the groups from the line).
The listeners do what the broadcast says and
do not remember: clues in K1 (the listener's
notebook), K2 (the numbers on her flat door),
K4 (the police officer who seems as if woken).
The listening post in the East retransmits the
broadcast: clues in K1 (the coordinates on the
basement wall), K3 (the feedback tone and the
second transmitter in the East), K4 (the
second transmission outside the broadcast
time).
Elster is the woman Marsh wants to fetch:
clues in K1 (she looks up before anyone speaks
to her), K2 (she recognises every legend), K6
(Marsh and the half-empty personnel form).
Kantor wants the broadcast for himself: clues
in K1 (the young man who questioned the
operators before the group), K4 (the hour with
the police officer), K6 (Marek's warning).
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Escalation

If the group is too slow or attracts attention in East Berlin, the authorities of the time react according to the Veil Protocol. The West Berlin police and the Bundespost look away when O.D.I.N. calls. The GDR is not a party to the protocol. The State Security arrests first and asks later.

The liaison officer of the listening post lets the machine run until the listeners in the West no longer come to work. After three days without the group intervening, Marsh sends another agent. The group loses the recruitment to a Nameless One. The mission is still considered passed if the group has found Elster and brought Marsh her story.

Horror tests:

- Anyone who hears the broadcast unprotected through headphones rolls WIL + Mental Resistance against the broadcast's attack (4 + 4). Anyone with fewer successes becomes a listener for one scene: they write numbers or hum and do not remember it.

Anyone who recognises the broadcast for the first time for what it is also rolls horror against Disturbing (2).

- Anyone who sees the machine in the listening post running without power rolls Mental Resistance against Uncanny (1). A Psion without a helmet rolls against Disturbing (2) because they hear the broadcast twice.
- Anyone who enters the basement of the long-distance exchange and sees the numbers on the walls rolls Mental Resistance against Uncanny (1). Anyone who loses counts along quietly for one round.

The Confrontation

The Location

The State Security listening post is on the fourth floor of a post office building near Frankfurter Allee. The room has no windows. Shelves with tape reels stand against the walls. In the centre stands a machine, large as a cupboard, with three cores behind glass. Cables run to an antenna on the roof. The liaison officer and two soldiers guard the tapes. As soon as the group enters, the machine begins to transmit the broadcast over the floor's loudspeakers.

The group needs a legend to get to East Berlin. The way there leads through the border crossing point at Friedrichstraße station or through Checkpoint Charlie. The way back leads over the same crossing; whoever came via Friedrichstraße station goes through the Tränenpalast, the exit hall from East to West.

Sequence

1. The door slams shut. The machine switches on. The voice reads groups of five.

2. The liaison officer demands papers. The soldiers attack if the group does not negotiate immediately.

3. The machine produces a feedback tone. Light bulbs and reels vibrate. Each character rolls Toughness against Hard (3). Anyone who loses is disoriented for one round.

4. The group can sabotage the machine, erase the tapes or overpower the officer.

5. The voice grows quieter as the machine dies. The listeners in the West wake.

Solutions

Without a fight: The group negotiates with the liaison officer. They convince him that the broadcast is a western jammer that they are taking with them. Test on Deception or Negotiation against Hard (3). The officer has the machine switched off and lets the group go. Price: the Council learns of the lie. Trust in the group drops.

With sabotage: The group destroys the three cores of the machine or erases the tapes with a strong magnet. Test on Explosives or Technology against Hard (3). The machine dies. The soldiers flee or are overpowered.

With retreat: The group breaks off before reinforcements arrive and brings Elster to safety in West Berlin. The listening post remains. Elster is safe. The broadcast continues until 1971.

Opponents

State Security Liaison Officer

Professional · Humans · reinterpreted

The head of the listening post. A man of 35 years who recorded the broadcast and retransmitted it. He wants to be promoted. He no longer sleeps without the numbers. Values from the Threat Atlas: liaison officer of a partner service.

Value	Details
Initiative	3
Attack	Pistol 3 + 3, damage 3
Defence / Armour / HP	2 / 1 / 9
Horror	None
Special	Negotiation, Deception, Contacts 4 + 4. Calls in: once per scene reinforcements
Weakness	His fatigue. Anyone who asks him about his dreams rattles him
Behaviour	Curt, official, suspicious. Wants to hold the group until reinforcements arrive

State Security Soldier

Henchman · Humans

A young guard at the listening post. He wears a uniform and carries a submachine gun. He has never heard the broadcast unprotected because he stands outside the door at night.

Value	Details
Initiative	3
Attack	Submachine gun 3 + 2, damage 3, Automatic

Value	Details
Defence / Armour / HP	1 / 1 / 6
Horror	None
Special	Attacks as a squad when both soldiers fight together
Weakness	Fear of the machine. Falls back when it runs without power
Behaviour	Follows orders, checks papers, shoots on resistance

The broadcast itself uses the values from the Threat Atlas: “The Broadcast” (Threat Atlas, Game Master’s Book). It is the opponent in the machine, not the machine itself. The machine is its transmitter.

Aftermath

What the world saw:

In West Berlin several newspapers report a fault in the telephone network that is said to have occurred at night. A policeman is suspended from duty because he sat in the station for three days, humming. A young telephone operator resigns without giving any reason.

What O.D.I.N. gets:

Elster in the Operations Branch. The tapes from the listening post, if the group secures them. A report on the machine that ran without power. The Registry opens a Grey File: “Broadcast, Berlin 1969. Origin unexplained.”

Experience:

Grey File: 4 XP, +1 for the achieved objective, at most +1 personal bonus, plus +1 for each thread taken up. The loose thread “Numbers station: answers, not questions” counts as one thread.

Duty Log:

“Elster, recruited 1969, by [agent’s name], reason: [keyword]. Codename: [if assigned, otherwise no entry]. Broadcast: [stopped / still running]. Listening post: [destroyed / secured / still standing].”

Handover:

Elster remains a non-player character. Her bond with the agent who recruits her is recorded as a thread: “Elster has trusted [agent’s name] since her recruitment in 1969.” This thread counts for later missions.

The loose thread:

The numbers are answers. Anyone who writes to the house without a number receives a broadcast. This leads to Mission 10, when the last broadcast runs, and to 2026, when Elster reappears in the Grey File Kessler and in “The Door”, M7 Basel.

Until the next mission:

Two years pass before Mission 10. In the downtime Marek steps down, and Kantor takes over the Core. In one scene the group can tell how they train Elster or how they hand the tapes over to Hallström. Only in 1971 does Hallström note: “The house stands. The number is missing.” Until then, the question of who sends the answers remains open.

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HANDOUTS AND MAP
- (Handout N29): Personnel form of the
Operations Branch 1969, with photo, origin
“unremarkable”. Marsh completes it after the
recruitment in K6, Marsh’s hotel room.
- (Handout N30): Interception log of the
telephone exchange, with real five-digit
groups. Found in K1, telephone exchange, with
the head of the office, or in K4, with the
policeman.
- (Handout N31): Marsh’s note “Fetch her.
Don’t ask where from. M.” Found in K6, Marsh’s
hotel room, or handed directly to an agent by
Marsh.
- Map: none of its own. Berlin is on Map K1
(Europe 1947 to 1977); for the city a street
map of the period is enough.
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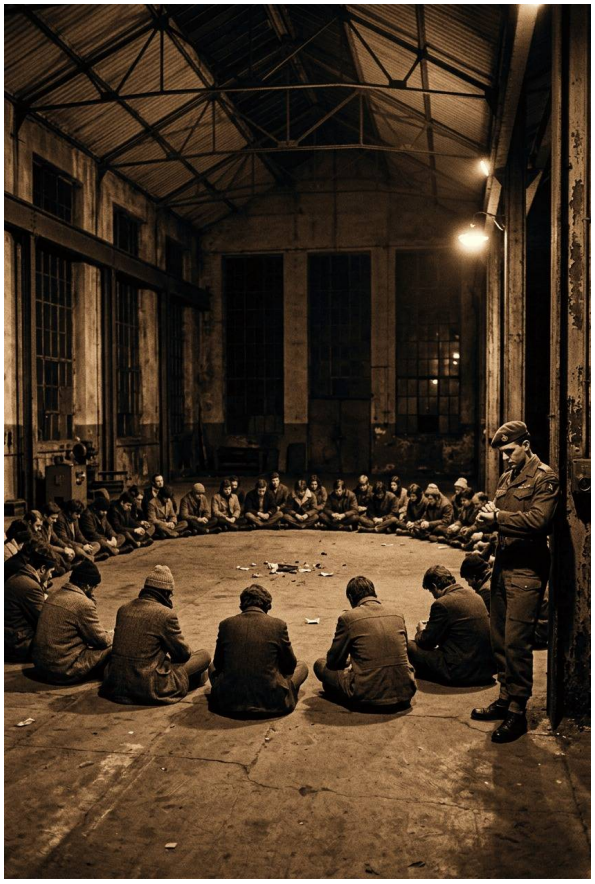
Mission 10: Ten Past Ten

SEPTEMBER TO OCTOBER 1971

Red File, later Black · **Origin** the Voice · **Focus** Psion, Soldier



In September 1971 Kantor, the head of the Psionic Core, prepares an experiment he calls “the Cascade”. Forty psions are to sit without helmets in the hall above the third tunnel of the Chamber in Wales and listen together. The group is ordered there as guard, witness and possibly as participant.

Year	Places	Origin	Duration
1971	Wales, Stockholm, Vienna	the Voice	two to three sessions

What It Is About

Kantor, head of the Psionic Core since 1970, is convinced that Psions achieve more together than alone. He has written to a house without a number in Stockholm, and a woman on the radio has answered him. The numbers station that has been broadcasting every night at 3 o’clock since 1961 has shown him a place in the five-digit groups: twelve points in a circle, in the centre the hall in Wales, four hundred metres above the third tunnel of the Chamber.

Uhrwerk, a precognitive of the Choir in Vienna, wrote a warning in September: three dead, seven burned out, one sentence. Kantor takes it for the jealousy of a colleague. The group is guard, participant, witness. It is to secure the Cascade, check the tapes and be there when forty psions without helmets step into a circle that draws the Voice. What the group does not know: the Voice answered long ago.

What Really Happened

The backstory begins in 1938 in Solberg. Thirty-two children sat in a circle in the dining hall, not thirty-one, and in the morning Hanna Sander and the adults were gone. The thirty-one who remained became psions. Kantor, born in 1939, came into the world one year later. He never experienced the helmets as protection, but as a cage.

In 1970 Kantor takes over the Core from Ilse Marek. He reads the old protocols, File Zero, the notes of Greta Sundqvist. He concludes that the voice does not attack if one does not resist. That the helmets are the problem. That the psions shield themselves and therefore never truly hear. In the summer of 1971 he begins writing to the house without a number in Vasastan. He receives answers, not as letters, but as broadcasts. The numbers station begins to show patterns in its groups of five that only Kantor understands. He hears the voice of the night nurse Agnes Lind, and in it he hears an invitation. The broadcasts show him the place: twelve points in a circle, in the centre the hall in Wales. Kantor believes the twelve points are the other psions who are to sit in the circle with him. What the voice really showed were the twelve places where the Veil is thin.

Kantor selects forty psions. They are not the strongest, but those who believe him. Many are young. Märta, a Seeker since 1938, does not sit in the circle; the Seeker never leaves their silence. She is forty-two and has listened for thirty-three years. Through her Observer she sends word to Kantor: “I want to know if it knows us.” Kantor takes this as consent.

In September 1971 Uhrwerk, a precognitive with a Neuro-Helm Mk. I in Vienna, writes a warning on an index card. She sends it to the Core. Kantor reads it and sets it aside. He considers Uhrwerk a woman who never sat in the circle and therefore does not understand what the circle means.

On 13 October 1971, the eve, the group records tapes. Forty psions sit in the hall and attune themselves. On the

tapes forty voices can be heard holding a note. Sometimes a forty-first can be heard, a woman's voice that does not belong to the forty. Kantor says that is an artefact, a resonance.

On 14 October 1971, shortly after 22:00, forty psions sit in the circle without helmets. The group stands at the door. Sergeant Alun Rees, thirty-six, soldier of the Tactical Branch, looks at his watch: ten past ten. At 22:10 all voices fall silent at the same time. It is as if someone threw a switch. Rees does not wait out the ten minutes. He goes in before 22:20 is reached and carries the first ones out. Others follow. In the end three psions are dead, cerebral haemorrhage. Seven never hear again.

Kantor lies in a coma for two weeks. When he wakes, he says: "It heard us. And now it knows where we are." He is removed from office. The Rule of Twelve is issued: never more than twelve psions together without helmets, never more than twelve in a circle. According to the file, Märta dies that same night in her silence. The group does not see her body.

The red herring: Uhrwerk. The group can spend the entire mission distrusting Uhrwerk, taking her warning for sabotage, examining her motives. Uhrwerk is not an opponent. She is right. But she has no proof, only a premonition and an index card.

The loose thread: The numbers station falls silent on 14 October 1971 at 3:00. The last transcript is a document the group can hold in their hands. The valve of a shortwave transmitter is found in October in a burned-out farmhouse in Sweden. On 20 October Hallström walks past the house in Vasastan to which Kantor wrote: the house stands, the number is missing. This thread leads to the later missions and after 2026 to "The Door" and "Grey Files".

WHAT IS FIXED

- Forty psions without helmets sit in the circle.
- At 22:10 all voices fall silent.
- Three die of cerebral haemorrhages, seven never hear again.
- Rees goes in before the ten minutes are up, receives a reprimand and the first rescue silver.
- Kantor lies in a coma for two weeks and then says: "It heard us. And now it knows where we are."
- According to the file, Märta dies that same night, the group does not see her body.
- Muezzin, a boy from Cairo, becomes the Seeker.
- The Rule of Twelve is issued.
- Kantor is removed from office.

The game master keeps these points without punishing. If the group wants to prevent the Cascade, the world finds a detour: Kantor carries out the attempt anyway, in another place, with other psions, without the group. If the group wants to hold Rees back, he tears himself free and goes in. If the group wants to see Märta's body, her Observer denies access to the silence, and by morning the file is already closed. Bearing witness is the most common path: the group stands at the door, looks at the clock and cannot intervene because it happens too quickly.

WHAT THE TABLE DECIDES

- **Whether player psions sit in the circle.** The numbers three and seven apply to all forty. Who is affected is decided by the table or the dice. Consequence: A player psion who belongs to the seven burned-out ones steps down and is replaced by a protégé. A player psion who belongs to the three dead dies. The Duty Log records who sat in the circle.
- **Who records the tapes.** The group can record the tapes themselves, a technician can do it, or the tapes are already available. Consequence: Whoever records the tapes hears the forty-first voice first. The Duty Log records who recorded the tapes.
- **Whether the group reads Uhrwerk's warning and what they do.** The Cascade takes place no matter what the group does. But what they do with the warning decides how much they know beforehand. Consequence: If the group reads the warning and takes it seriously, they can take precautions but cannot prevent the Cascade. If they ignore the warning, they stand before the door that night without any idea. The Duty Log records who read the warning.
- **Who goes in with Rees.** The group can accompany Rees, hold him back, or go in alone. Consequence: Whoever goes in carries people out and sees the dead. The Duty Log records who went in.
- **What the group asks Kantor when he wakes.** Kantor answers every question, but his answers are not always intelligible. Consequence: The answers flow into the later missions, especially into Mission 11 and into the Night of Nordlicht. The Duty Log records the questions.

People

Kantor, 32

Head of the Psionic Core. Ambitious, convinced, most of all by himself. He wants to understand the Voice, not fight it. He knows that the Cascade is dangerous, but he believes that the danger is the price of understanding. He conceals that in the weeks before the Cascade he wrote letters to the house without a number. He speaks calmly, with long pauses, as if weighing every word. Language of the time: "This is not an experiment. This is a question."

Märta, 42

Seeker since 1938. She has heard the Voice longer than anyone else. She never leaves her silence; the group speaks to her only through her Observer or through a Telepath. She knows that something is wrong, and wants to know whether it knows her. She conceals how loud it has become for her since the summer. She speaks little, and when she does, in short sentences, as if she had no time. Language of the time: "I hear it. It is not evil. It is only loud."

Alun Rees, 36

Sergeant of the Tactical Branch. Born 1935 in Wales, near the Chamber. He is a soldier, not a Psion. He considers the Cascade a mistake, but he has orders to secure the door. He wants to protect his people. He conceals that before the Cascade he made a bet: that he would go in if something went wrong. He speaks curtly, in military fashion, with a Welsh accent. Language of the time: "I won't wait ten minutes. I won't wait at all."

Uhrwerk, 41

Ottilie Brandauer, born 1930. She lives in Vienna and is a precognitive of the Choir with a Neuro-Helm Mk. I. She wrote the warning because she had a premonition: three dead, seven burned out, one sentence. She wants to prevent the Cascade, but she has no proof. She conceals that she has barely slept since the premonition. She speaks precisely, like someone accustomed to noting date and time. Language of the time: "The Voice does not lie. It only repeats what it hears."

Viktor Hallström, 70

Head of the Investigation Branch, seat next to the Council. He knows File Zero, the Cascade, the numbers station. He wants to prevent the Cascade from taking place, but he has no authority to stop Kantor. He conceals what he saw in Solberg. He speaks slowly, with a Swedish accent, as if he thought every sentence twice. Language of the time: "I have seen this before. Only back then it was a dining hall."

Thomas Ashgrove, 63

Major of the Tactical Branch. He survived Kiruna in 1953. He knows what happens when the Voice comes too close. He wants to prevent the Cascade, but he accepts the order. He conceals that he considers Kantor's plan madness. He speaks tersely, with a British accent, without pleasantries. Language of the time: "I lost eleven men. I don't want to lose forty."

Evan Pryce, 52

Chemist of the Collegium, workshop in Wales. He helped develop the incendiary ammunition and the ashsilver. He is responsible for the security of the Chamber. He wants to prevent the Cascade because he knows the hall. He conceals that years ago in the hall he heard a Whisper

that did not come from Psions. He speaks quietly, with a Welsh accent, as if he were speaking to the stones. Language of the time: “The hall is not empty. It is only silent when no one is listening.”

Briefing

“I have a job for you. It’s not about a file, not yet. It’s about a precaution. Kantor, the head of the Core, wants to put forty psions without helmets in a circle. In Wales, in the hall above the third tunnel. The Council has agreed because Kantor is persuasive, and because we have no better idea. You’re the guard. You stand at the door. You let no one in and no one out until the ten minutes are up. If something happens, call Rees. If Rees isn’t there, call me.”

Evelyn Marsh, 1971

The briefing is given by Evelyn Marsh, the head of the Operations Branch. She is 60 years old, wears a grey coat and a thimble on a chain. She receives the group in an inconspicuous office in Stockholm, two streets from the Investigation Branch. She sits by the window and does not smoke. On the table lies an envelope.

What the group gets:

- An envelope with Uhrwerk’s warning, unopened, with the note “For information only.”
- A duty roster of the hall: door, tunnel, circle, guards.
- A tape recorder with twelve tapes, to record the voices.

Expenses: In pounds sterling, for two weeks, paid by the Investigation Branch in Stockholm.

Requisition:

- Two men from the Tactical Branch as an additional escort, from Hold-2 Cardiff.
- A field telephone for the connection to the workshop.
- A lead box to secure the tapes.
- Salt, to sprinkle at the door.
- No incendiary ammunition. It is only issued for missions against beings from rifts, and this is not one. Marsh says.

The Nodes

The investigation leads from Cardiff via Stockholm and Vienna to the Chamber in Wales. Each place holds clues that together form a picture the group can know before the night of 14 October.

Node 1: Hold-2 Cardiff, Kantor’s Office

A small room in the bunker of Hold-2 Cardiff. On the wall hangs a map of Wales, with twelve points in a circle and the hall in the centre. On the desk lie draft letters to an address without a number.

- **Clue:** Draft letters to a house without a number, dated in the weeks before the Cascade. (leads to: Conclusion 1)
- **Clue:** Kantor’s notes on the broadcasts, with the note “It answers.” (leads to: Conclusion 2)
- **Clue:** An Agent gets Kantor’s secretary to talk about the letters. (leads to: Conclusion 1)

Tests: Investigation against Hard (3) to find the draft letters. An Investigator is particularly good at finding them. Persuasion against Doable (2) to get the secretary to talk. An Agent excels at this.

Node 2: Stockholm, Investigation Branch, Hallström’s Office

A room full of files, on the wall the map of Europe, on the table a magnifying glass and a salt cellar. Hallström sits behind the desk and reads in notebook zero.

- **Clue:** Hallström asks about the forty-first voice and falls silent for a long time when the group answers. (leads to: Conclusion 3)
- **Clue:** File Zero lies on the table, open to the page about Solberg. (leads to: Conclusion 3)
- **Clue:** Hallström shows the group the transcripts of the summer broadcasts and explains how the numbers are coordinates. He has the last broadcast of 14 October brought to the group in Wales by courier. The agent who transcribed the first broadcast in 1961 (Handout N27) recognises the last one first, without a test: they lay N27 next to N33 and see that the voice falls silent where it began back then. (leads to: Conclusion 2)
- **Clue:** Hallström saw Uhrwerk’s card before Kantor filed it. He says: “This is not jealousy. The woman is afraid.” (leads to: Conclusion 4)

Tests: History against Hard (3) to recognise the connection between Solberg and the Cascade. An Investigator is particularly good at this. A Soldier recognises with Tactics against Doable (2) that the hall is difficult to secure: only one door.

Node 3: Vienna, Uhrwerk’s Flat

A small flat near the Westbahnhof. Index cards lie everywhere, written in pencil, each with date and time.

Uhrwerk sits at a table, the Mk. I beside her, writing down her premonitions.

- **Clue:** Uhrwerk's warning, on an index card: "Three dead, seven burned out, and one sentence." (leads to: Conclusion 4)
- **Clue:** Uhrwerk says she saw the hall before anyone told her about it: forty people in a circle and a soldier looking at his watch. (leads to: Conclusion 4)
- **Clue:** A Psion in the group senses fear instead of jealousy on the envelope. (leads to: Conclusion 4)

Tests: Insight against Doable (2) to recognise Uhrwerk's fear. A Psion excels at this. Investigation against Doable (2) to find the premonition from September among the index cards. An Investigator is particularly good at this.

Node 4: Wales, the Chamber, Pryce's Workshop

A room in the rock, full of tools, vials, lead boxes. Pryce is working on a piece of ashsilver. He looks up as the group enters and sets the piece aside.

- **Clue:** Pryce warns: "The hall is not empty. It is only silent when no one is listening." (leads to: Conclusion 5)
- **Clue:** Pryce shows the group the plan of the hall: one door, no second exit, beneath it the third tunnel. (leads to: Conclusion 5 and Confrontation)
- **Clue:** An Investigator lays Kantor's map over Pryce's survey plan: the centre of the twelve points lies exactly above the third tunnel. (leads to: Conclusion 2)

Tests: Occultism against Hard (3) to understand that the hall is a thin place. A Thaumaturge is particularly good at this. A Soldier recognises with Tactics against Doable (2) that the door is the only escape route.

Node 5: Wales, the Hall Above the Third Tunnel

A large, roughly hewn hall in the slate mountain. The floor is smooth, the walls are damp, the air smells of wet stone and ozone. Forty blankets lie in a circle. Two soldiers stand at the door.

- **Clue:** On the tapes the forty-first voice can be heard, a woman's voice. (leads to: Conclusion 3)
- **Clue:** Rees heard Kantor say the previous evening that a woman on the radio had shown him the place. (leads to: Conclusion 1)
- **Clue:** Ashgrove says: "Kiruna began with a report someone set aside." (leads to: Conclusion 5)

Tests: Perception against Hard (3) to hear the forty-first voice on the tape. An Investigator is particularly good at this. A Psion hears the voice without a test, but they must succeed on Mental Resistance against Hard (3) to avoid joining in the tone.

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THE CONCLUSIONS
Conclusion 1: Kantor has been in contact with
the voice since summer 1971. (Clues: Node 1,
Node 1, Node 5)
Conclusion 2: The numbers station showed the
place. (Clues: Node 1, Node 2, Node 4)
Conclusion 3: The forty-first voice is real.
(Clues: Node 2, Node 2, Node 5)
Conclusion 4: Uhrwerk is right. (Clues: Node
2, Node 3, Node 3)
Conclusion 5: The Cascade is an accident that
was foreseeable. (Clues: Node 4, Node 4, Node
5)
```

Escalation

The escalation is not a fight, but an accident. The group has three opportunities to notice it before it happens. None of them stops it. Each changes how much the group knows beforehand and how they act that night.

First escalation: The warning. If the group reads Uhrwerk's warning and takes it seriously, they can confront Kantor. Kantor answers calmly that Uhrwerk does not understand what the circle means. He considers the warning to be a colleague's jealousy. The group cannot stop Kantor, but they can take precautions: leave the door open, have a medic ready, send Rees in earlier. If the group ignores the warning, they stand at the door that night knowing nothing.

Second escalation: The tapes. If the group listens to the tapes from the previous evening, they hear the forty-first voice. A psion senses that the voice does not belong to the forty. An Investigator determines that the voice is the same on all tapes. A Soldier can decide that this is a reason to postpone the Cascade. If the group does so, Kantor carries out the Cascade anyway, that same night, without the group. The group learns of it in the morning from a report by the Tactical Branch.

Third escalation: The night. If the group is too slow, the Cascade happens without them. They stand at the door, look at the clock, and at 22:10 the voices fall silent. Rees goes in. The group must decide whether to follow.

Horror tests:

- The forty-first voice on the tape: Disturbing (2).
- The moment when all voices fall silent: Disturbing (2).

- The sight of the three dead: Horrifying (3).
- The sight of Kantor, who wakes two weeks later and says his sentence: Horrifying (3).

The authorities of the time: The Veil Protocol has applied since 1961. British authorities look the other way when O.D.I.N. works in Wales. If the group calls the police, officers arrive, record the incident as an accident and take the tapes away. O.D.I.N. retrieves the tapes later through the usual channels. This costs trust with the Council and an explanation to the Tactical Branch.

The Confrontation

The Location

The hall in Wales, 14 October 1971, shortly after 22:00 Forty psions sit in a circle on the smooth floor without helmets. Kantor is one of them. The air smells of wet stone and ozone. The group stands at the door, with Rees and two soldiers. A tape recorder runs in the anteroom. Map K8 shows the hall, the circle, the door and the guards.

Sequence

1. **22:08.** The psions hold the tone. It is loud and steady, like a choir that does not breathe. A psion in the group hears the forty-first voice, clearly, directly behind Kantor. It belongs to none of the forty people in the circle.

2. **22:10.** The voices fall silent at the same time. It is as if someone threw a switch. Silence. Then the first ones collapse.

3. **Rees looks at his watch.** Ten past ten. He says: “I won’t wait.” He goes in.

4. **The group decides.** They can follow Rees, hold him back or go in alone. If the group tries to hold Rees back, he tears himself free. Price: strain or trust with Ashgrove.

5. **In the hall.** Three psions are dead, cerebral haemorrhage. Seven hold their ears. They will never hear again. The others are dazed, as if after a blow to the head. Kantor lies in the circle, eyes open, lips moving.

6. **The outbreak.** A psion from the circle, one of the dazed, lashes out. Their uncontrolled power acts every round as an area of 3 m, damage 3. They are not evil, they are panicking. The group must restrain or calm them while Rees’s squad carries the others out.

7. **Märta.** She is not in the hall. Towards morning her Observer reports that she is dead in her silence. The file says: cerebral haemorrhage. Kantor says later: passed over. The group does not see her body.

Solutions

Without a fight. The group recognises that the Cascade cannot be stopped and focuses on carrying people out. They go in with Rees, carry the dead and the injured out, secure the hall. The price: they see the dead and carry them out. Success: no one dies beyond the three.

With a fight. After 22:10 a psion from the circle breaks out and lashes out with uncontrolled power. The group must restrain or calm them while Rees’s squad carries all forty out over the following hour. A psion can calm them: Telepathy against Hard (3). A Soldier can restrain them: Brawling against Doable (2); anyone who touches them also makes a Mental Resistance test against Hard (3) to avoid joining the tone themselves. Success: no one dies beyond the three. Failure: the outbreak costs time, not lives. The three dead remain the same.

Opponents

The Voice acts through people and psionics, not through a creature. For the psion from the circle who breaks out, the game master uses the stats of the Choir Child from the Threat Atlas (Game Master’s Book), reinterpreted as an adult in panic.

Psion of the Circle

Professional · the Voice

A psion who panics after the voices fall silent. Their gift fires uncontrolled because the tone still holds them. They are not an opponent, but an injured person.

Value	Details
Initiative	4
Attack	Uncontrolled power 4 + 3, damage 3, area 3. The game master determines which power: force push, heat, scream, silence.
Defence / Armour / HP	2 / 0 / 7
Horror	Disturbing (2), for psions Horrifying (3), because they remember.
Special	The power acts every round on its own, even without intent. Every psion within 100 m makes their Resonance test every round.
Weakness	A helmet, a Cap, a piece of Alloy S. A Telepath can calm them: Telepathy against Hard (3).
Behaviour	Flees from touch, lashes out when restrained. Calms down as soon as the tone fades or a psion reaches them.

For Kantor, Rees, Ashgrove, Pryce, Hallström and Uhrwerk: they are not fighters in this mission. Kantor is unconscious. Rees carries, Ashgrove secures, Pryce waits in the workshop. They need no stats. Uhrwerk is a precognitive with Mk. I and remains in Vienna.

Aftermath

What the world saw: Nothing. The Cascade took place underground, in a hall that is on no map. The police were not called. The three dead are recorded as accidents, the seven burned-out as ill. The Print Shop in Zurich later receives the names of the dead to write legends.

What O.D.I.N. gets: The tapes, the transcript of the last broadcast, the question about Märta. The Rule of Twelve, issued by the Council at the end of October. The knowledge that the Voice answered. And Kantor's sentence when he wakes from the coma after two weeks.

Experience: Red File that turns black: 7 XP like a Black File, +1 for the achieved objective, at most +1 personal bonus, plus 1 XP for each thread taken up. Possible threads: the tapes, Uhrwerk's warning, the forty-first voice, the question about Märta, the last transcript of the numbers station.

Duty Log: Who sat in the circle. Who recorded the tapes. Who read the warning. Who went in with Rees. What the group asked Kantor when he woke. The last sentence each group member said that night.

Handover: A player Psion who belongs to the seven burned-out steps down. Their protégé takes over according to the rules in Chapter 2. A Soldier who went in with Rees and carried the dead can train their protégé that night: they show them how to carry a stretcher without looking.

The loose thread: Hallström writes in his notebook on 20 October: "The house stands. The number is missing." (N35) This thread leads to Mission 11, to the Grey Files and to 2026.

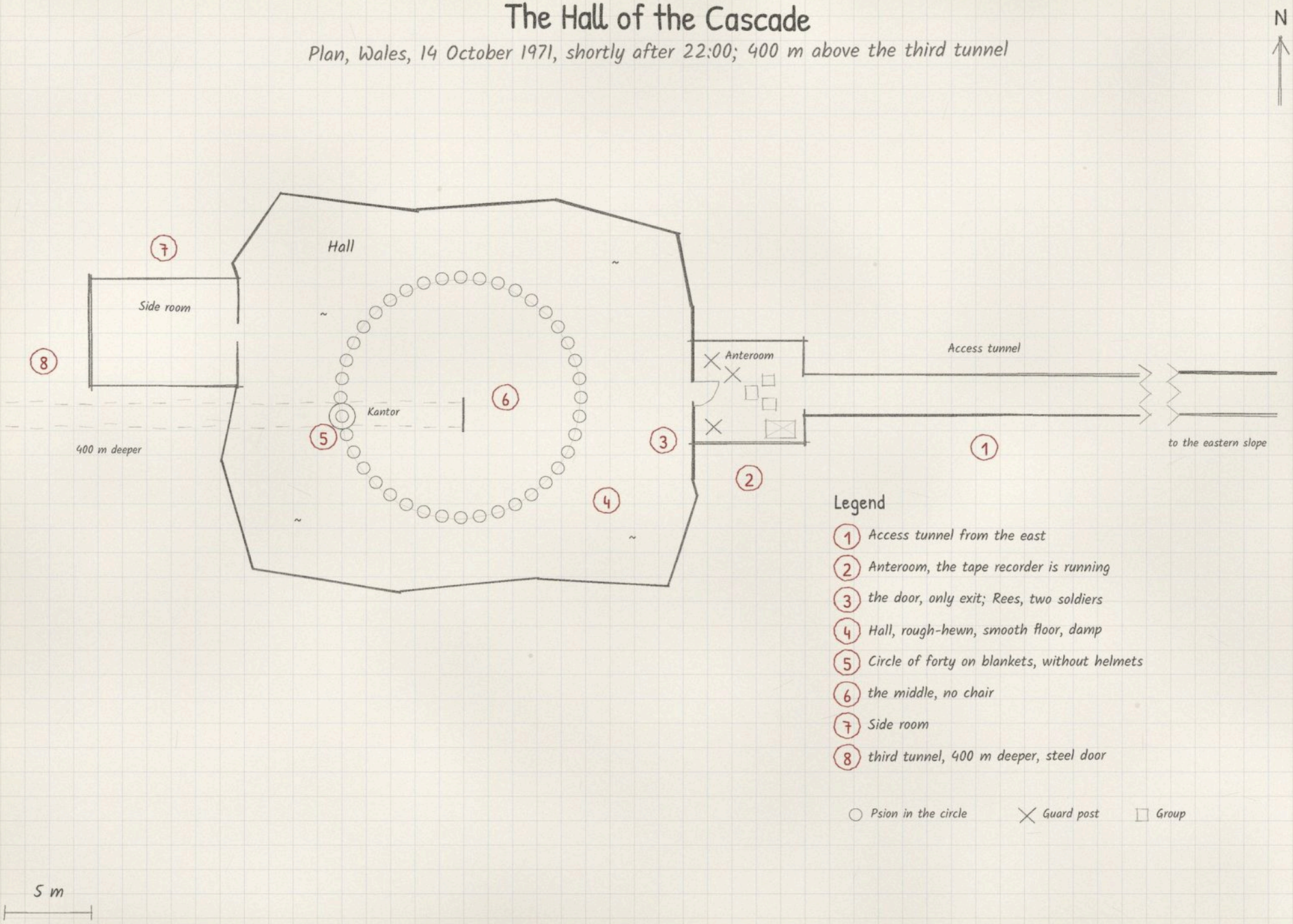
Until the next mission: In 1972 the Neuro-Helm Mk. II arrives. A letter from one of the seven burned-out reaches the group. He writes that he heard everyone for thirty years. In 1973 Mercier is recruited. The group ages, trains protégés, carries the memory of the night of 14 October 1971.

HANDOUTS AND MAP

- N32: Uhrwerk's warning, September 1971. Handwritten index card, pencil. The group finds it in the briefing envelope or in Uhrwerk's flat in Vienna.
- N33: Last transcript of the numbers station, 14 October 1971, 3 a.m. Handwritten transcript, 26 groups of five, slip of the pen "RUHIG". A courier from the Investigation Branch brings it to Wales on 14 October.
- N34: Loss report by telex, 15 October 1971. From the Tactical Branch Hold-2 Cardiff. The game master reads it aloud in the aftermath.
- N35: Hallström, notebook, 20 October 1971. Handwritten page, black ink. The game master reads it aloud in the aftermath or gives it as a copy.
- Map K8: Hall of the Cascade. Shows access tunnel, door, anteroom, hall, circle of forty without a chair in the centre, side room, tunnel below. The door is the only exit.

The Hall of the Cascade

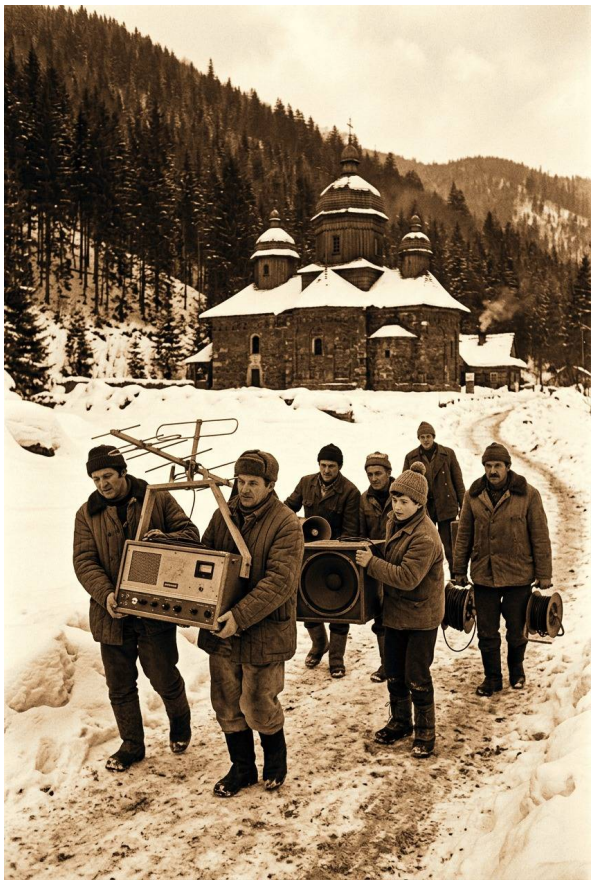
Plan, Wales, 14 October 1971, shortly after 22:00; 400 m above the third tunnel



Mission 11: Seven

AUTUMN 1974 AND MARCH 1976

Grey File that turns red · **Origin** Humans, plus the Voice and the Shifted · **Focus** Psion, Soldier



Kantor disappears from the silence of Hold-2. The first, confidential mission of the new Echo-Operatives searches for him, and the group goes along. Two years later O.D.I.N. knows the monastery in the Carpathians. Department 13 wants the Open Ones for itself.

Year	Places	Origin	Duration
1974 and 1976	Cardiff, Vienna, border, Carpathians	Humans, Voice, Shifted	4 to 5 sessions

What It Is About

Part A: Kantor has lived sidelined in the silence of Hold-2 Cardiff since the Cascade of 1971. He has no students and no task. If he leaves the silence, he wears a Blocking Helmet. The supervision is discreet but complete. One morning in October 1974 he is gone. The first assignment of the new Echo-Operatives is confidential: find him. The group accompanies the operatives. The trail leads to Vienna, where children's voices are heard in an old wine cellar, and from there to the Austrian-Hungarian border. There it ends. Kantor is allowed to talk. He is not caught.

Part B: Two years later O.D.I.N. knows the monastery of Sfântul Ioan in the Carpathians. Department 13 wants the Open Ones inside for itself. Mercier leads the Echo-Operatives, the group accompanies them. In the village below the monastery, no one has aged since the winter. The Open Ones are seven. One is fifteen. Kantor is not there.

What Really Happened

Kantor did not disappear out of spite. He disappeared because he had heard the Voice every night since 1971. In Hold-2 he could endure it only with a Blocking Helmet and the silence. He wrote to the house without a number, several times, and received no answer. Then, in autumn 1974, he heard other voices for the first time, voices that sang without a helmet. He followed them. The trail led to Vienna, where singing voices had been reported. From there he was drawn further east, to the border. The book does not tell how he came to the Carpathians. He found the monastery and gathered the first Open Ones: Psions who want to remove their helmets. One is fifteen, the rest are adults. He taught them to live with the Voice instead of fighting it.

The red herring: In Vienna, the group's trail leads to an old wine cellar beneath the neighbouring house of Hold-5, where voices have sung in sleep for years. The group might believe Kantor is there. He was there, but he left the cellar. The voices keep singing because they are heard without a helmet. It is not Kantor's doing. It is the place that is thin.

The loose thread: The Open Ones. Kantor has founded a community that O.D.I.N. does not control. It will return to the monastery in 1978, after O.D.I.N. has cleared it. It will grow. In 2027 Kantor will live there, in a wheelchair, and the monastery will play a role in "The Door". A player Psion who joins the Open Ones can appear in Door M16 as an old Open One.

WHAT IS FIXED

- **Kantor escapes in 1974.** The group can get close to him, speak to him, but not catch him. A fight is possible, but Kantor is prepared: he uses his telepathy to disarm the group without hurting anyone. Price: strain for all who wanted to hurt him.
- **The Echo-Operatives come into being in 1974.** The group witnesses their first assignment. They cannot stop the Operatives, only accompany them.
- **In the monastery, seven arrests without a shot and without losses, one is fifteen.** The Open Ones do not fight. They wait. The arrest is a scene of silence. If the group wants to shoot, Mercier and the Operatives intervene. Price: loss of trust among the Echo-Operatives.
- **Kantor is not there.** The monastery is empty of him. The group finds his traces: a bowl, a book, a sentence on a wall.
- **Department 13 comes away empty; from then on, O.D.I.N. agents in Russia are considered hostile combatants.** The men of Department 13 are on site, but too late. The group can speak with them, but not negotiate. They want the Open Ones for their research.
- **Mercier writes his addendum and never again triggers an overlay himself.** The group can witness Mercier looking at the fifteen-year-old and having no answer.
- **The village no longer ages.** The group can notice it: no births, no deaths, children who have been the same age for months.

The game master keeps the fixed points by letting Kantor talk at the border instead of overpowering him. A fight is possible, but Kantor escapes in any case. The test decides what he leaves behind: a sentence, a question. If the group wants to shoot in the monastery, Mercier steps in. The Open Ones do not defend themselves. The group is a witness, not an executioner. The price of violence is trust, not punishment.

WHAT THE TABLE DECIDES

- **How close the group gets to Kantor in 1974 and what he says to them.** Consequence: The group can remember what Kantor says in the Carpathians in 1976. Entry in the Duty Log: the last sentence Kantor said to the group.
- **Whether a player Psion joins the Open Ones (stepping down).** Consequence: The agent steps down, their protégé takes over. The agent can appear in Door M16 in 2027 as an old Open One. Entry in the Duty Log: “Joined the Open Ones, Sfântul Ioan monastery, March 1976.”
- **What the group answers the fifteen-year-old who asks after the mission why no one wanted to hear him.** Consequence: The answer determines how the Open Ones remember O.D.I.N. Entry in the Duty Log: the answer verbatim.
- **Whether they speak with the men of Department 13.** Consequence: If yes, they learn of their interest in the crystals (thread to Mission 12). Entry in the Duty Log: “Contact Department 13, Carpathians.”
- **What the fifteen-year-old is called.** Consequence: The book does not name him; Orlowa’s father writes it down. Entry in the Duty Log: the name.

People

Kantor, 35 (1974), 37 (1976)

Former head of the Psionic Core, now a fugitive and founder of the Open Ones. Wants: to be heard without destroying. Believes: he knows what happened in the Cascade and what the Voice wants, and that he must follow it. Conceals: the exact way to the monastery, the names of the Open Ones. Speaks: quietly, precisely; without helmets his voice sounds as if from far away. Period speech: “It heard us. Now we have to learn to hear it.”

Paul Mercier, 33 (1974), 35 (1976)

Acoustician, head of the Echo-Operatives. Wants: to detain the Open Ones without hurting them. Knows: the frequencies, the interference, the effect on open gifts. Conceals: that he understands Kantor. Speaks: tersely, technically, with a French accent. Period speech: “Frequencies are for things. Not for children.”

Viktor Hallström, 73 (1974), 75 (1976)

Founder of the Registry, éminence grise. Wants: to find Kantor, but not destroy him. Knows: File Zero, the patterns of 1871 and 1938. Conceals: what he asked the Mechanical Turk. Speaks: slowly, deliberately, Swedish.

Period speech: “Whoever vanishes always leaves behind a clock that runs wrong.”

Thomas Ashgrove, 66 (1974), 68 (1976)

Major of the Tactical Branch. Wants: to carry the operation through cleanly. Knows: Kiruna 1953, the cost of the Voice. Conceals: his fear of the Open Ones. Speaks: military, direct, British. Period speech: “I lost men because we came too late. Today we’re early enough.”

Orlowa’s Father, About 40 (1976)

A man of Department 13, no name in the files. Wants: the Open Ones for Soviet research. Knows: the signs, the crystals, the methods. Conceals: that he is afraid of the monastery. Speaks: Russian, hard, quiet. Period speech: “They’re not children. They’re weapons.”

Tarasow, 20 (1976)

Young soldier of Department 13. Wants: to carry out his orders without dying. Knows: only the order. Conceals: that he saw an old woman in the village who did not age. Speaks: Russian, unsure, sometimes too loud. Period speech: “Comrade Captain, the clocks here are all slow.”

Ruth Adeyemi, 31 (1974)

Takes over Hold-6 Lagos in 1974 after Adebayo’s death. Appears only in the interlude in Lagos. Wants: to keep the Hold standing. Knows: nothing about Kantor’s path. Conceals: how hard the new post is for her. Speaks: English, warm, direct. Period speech: “If Kantor goes, it’s not without reason. Find the reason, not the man.”

The Fifteen-Year-Old, 15 (1976)

Open One in the monastery, name open. Wants: to understand why nobody wants to hear him. Knows: what the Voice tells him at night. Conceals: where Kantor is. Speaks: quietly, without fear, in a language everyone understands. Period speech: “Why didn’t you want to hear me?”

Briefing

Part A: Hold-2 Cardiff, October 1974

“Kantor’s gone. The Echo-Operatives have their first assignment. You’re going with them. Find him before the others do. And when you find him, listen. You can always shoot later.”
Evelyn Marsh, 1974

What the group gets: Passes, train tickets to Vienna, a photo of Kantor. They receive the Council’s telex (Handout N36) only after the failure at the border.

Expenses: £200 in cash, 5,000 schillings in Vienna.

Requisition: a car from the Hold, tape recorder, camera, a sealed Neuro-Helm Mk. II for the player Psion, no weapons across the border.

Part B: Hold-5 Vienna, March 1976

“Sfântul Ioan. Seven Open Ones. We go in, we get them out. Without a shot. Department 13 is there too. Anyone who talks to them endangers the operation.”
Paul Mercier, 1976

What the group gets: Map of the Carpathians (Handout N38), radios, winter equipment.

Expenses: 1,000 D-Marks.

Requisition: lorries and papers via Hold-5 for the transport out, additional radios, a Thaumaturge with a warding circle (does not come along into the monastery).

The Nodes

The nodes are locations where the group finds clues. Each clue states where it leads. The tests are suggestions; the game master can allow other skills if the players justify them.

Node 1: Hold-2 Cardiff, Kantor’s Room in the Silence

A bare room behind a steel door. Bed, table, chair, a shelf of books. The walls are covered in pencil writing: circles, musical notes, one sentence: “It heard us.”

- **Clue:** Kantor’s notebook, open at Vienna: “Cellar, children singing. Like 1871. Like 1938.” (leads to Node 3). An Investigator finds it under the mattress with Investigation against Doable (2).
- **Clue:** A tape recorder with a recording from Vienna. With Technology against Hard (3), a Scientist recognises a beat that is the same in all the recordings. It is the beat Kantor noted down in his wall drawings.
- **Clue:** A note to the group: “If you’re looking for me, look for the children.” With Investigation against Easy (1), an Investigator recognises Kantor’s handwriting from the files.

Here the Investigator and the Scientist shine. With Telepathy against Doable (2), a Psion can sense the remains of Kantor’s presence: it feels like an empty room after a long conversation.

Node 2: Investigation Branch, Stockholm

Before leaving for Vienna, the group can visit Hallström. He sits in his office in the Investigation Branch, in front of him a photo from 1937: circles on a wall.

- **Clue:** Hallström says: "Kantor wrote to the house without a number. Every week. He got no answer." (leads to Node 3). With Telepathy against Doable (2), a Psion senses that Hallström knows more than he says.
- **Clue:** Hallström's notebook, lying open: "The Voice never comes uncalled. Kantor called it." With Occultism against Hard (3), an Investigator understands the connection to the Cascade.
- **Clue:** An index card in Hallström's handwriting, 1971: "Cellar Vienna, singing voices. Source: Marsh." (leads to Node 3). With Investigation against Easy (1), an Investigator recognises that the report is three years old and was never closed.

Here the Psion and the Investigator shine. Hallström only talks if the group asks him directly. He offers tea, not answers.

Node 3: The Old Wine Cellar in Vienna

An old wine cellar two houses further on, not the embassy cellar of Hold-5. Damp, dark, voices from somewhere. The walls are coated with salt. No beds, no children. Only voices singing in their sleep.

- **Clue:** With Telepathy against Hard (3), a Psion hears the voices and, between them, Kantor's voice: "I was here. I'm following them." Afterwards they take a horror test against Disturbing (2).
- **Clue:** With Physics against Hard (3), a Scientist measures the temperature: it drops, as at a rift. The measuring device swings when the voices sing in their sleep.
- **Clue:** With Tactics against Easy (1), a Soldier recognises that the cellar is guarded: someone has renewed the salt line. The guards are from Hold-5, they keep silent.
- **Test:** Perception against Hard (3) to locate the source of the voices. The voices come from the walls, not from a mouth.

Here the Psion and the Scientist shine. The cellar is a thin place, not a rift. It answers questions with singing, not with words.

Node 4: The Border Post on the Austrian-Hungarian Border

A bridge near Nickelsdorf. Cold morning, mist. On the Austrian side stands a man in a grey coat: Kantor. He is waiting.

- **Clue:** Kantor speaks to the group before they see him: "I've heard you ever since you got to Vienna." With Telepathy against Easy (1), a Psion senses that Kantor is not lying.
- **Clue:** Kantor points to the Hungarian side: "The voices come from there. From far in the east. I'm going to look for them. You can't stop me." With Insight against Hard (3), an Investigator recognises: Kantor is afraid, not of the group, but of what he will find.
- **Clue:** A Soldier with Firearms could shoot. Kantor looks at them, and for one breath the shooter forgets why they are aiming. No test, only a decision. Kantor escapes in any case.
- **Test:** Persuasion against Very Hard (4) to get Kantor to stay. He does not stay, but if the test succeeds, he says a second sentence, for instance: "Don't look for me this year. You'd only find the voices." If it fails, he walks silently into the mist.

Here the Psion and the Investigator shine. The group cannot stop Kantor. It can only decide whether it listens or aims.

Interlude: December 1974 to February 1976

Between Part A and Part B lies an interlude year. It connects the two parts; it contains no clue to the monastery. Each player tells one thing their agent did during this time; the game master tells the fixed events. After that, handovers as in Chapter 2. Ageing applies only at the start of Section IV.

- **December 1974:** Marsh gives the group the Council's telex: "Discontinue search for Kantor." (Handout N36). The file remains open.
- **1974, Lagos:** Yemi Adebayo dies, and Ruth Adeyemi takes over Hold-6 at the age of thirty-one. Whoever in the group knows her flies to Lagos for the handover.
- **1974, Lyon:** Hold-7 moves into the building that the Council quietly acquired in 1971.
- **1975:** Nordlicht takes in the first crystals. The first transports go north.

- **Early 1976:** O.D.I.N. learns where the monastery lies. How it knows remains open. Mercier shows the map only in the briefing for Part B (Handout N38).

Node 5: The Monastery of Sfântul Ioan, March 1976

A stone monastery on a rocky ledge above the valley. Three storeys of stone, a bell tower without a bell, surrounded by beech forest. The door is open. Inside, a candle is burning. The seven Open Ones sit in a circle; they are not singing. They are waiting.

- **Clue:** A Psion with Telepathy against Hard (3) hears the Open Ones: they do not speak, but their thoughts are a choir. The fifteen-year-old looks at him and says: "You hear us. Why don't you help them?"
- **Clue:** A Soldier recognises with Tactics against Easy (1): the Open Ones are prepared. They have left the door open; they want to be found.
- **Clue:** A Thaumaturge senses with Thaumaturgy against Hard (3): the monastery is a thin place, but not a rift. It is as if time were folded here.
- **Clue:** The clocks in the monastery are running slow. A Scientist measures the deviation with Physics against Hard (3). The clocks are intact, but they measure a time that is not the group's.
- **Clue:** The fifteen-year-old says: "Here it is always the same day." (leads to Node 6). No test, only listening.
- **Test:** Horror test against Disturbing (2): seven people sit motionless in a circle and breathe in the same rhythm.

Psion and Soldier shine here. The Psion wears his Mk. II. Mercier warns him about the overlay: it will strike him too if he stands too close.

Node 6: The Village in the Valley, March 1976

A village below the monastery. The houses are warm, the people friendly. But nobody has grown older since the winter. The wall calendars show December.

- **Clue:** An Investigator questions the villagers with Investigation against Hard (3): they say the winter has not ended. They smile when they speak of time.
- **Clue:** An Agent recognises with Insight against Doable (2): the villagers are not lying, they have only forgotten what time feels like.
- **Clue:** A Soldier finds with Tracking against Easy (1) the footprints of men in boots who do not belong in the village: Department 13 was here.
- **Clue:** Tarasow sits by the well. Anyone who gets him talking with Persuasion against Doable (2) hears that his squad is to take the Open Ones "for the labs". (leads to: Department 13 wants the Open Ones)
- **Clue:** Orlowa's father casually asks one of the group's agents in the village whether O.D.I.N. still transports its crystals in lead crates. With Insight against Doable (2), the agent notices that the question is not casual. (leads to: Department 13 wants the Open Ones)
- **Test:** Occultism against Hard (3) to understand the Shifted in the village. It is no spell but an echo of the Voice.

Investigator and Soldier shine here. The village is friendly, but the group senses that something is wrong. The children play, but they do not grow.

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THE CONCLUSIONS
– Kantor is following the singing voices.
Clues: notebook in Cardiff (Node 1), voices in
Vienna (Node 3), Kantor's sentence at the
border (Node 4).
– Kantor does not want to be found, but he
wants to talk. Clues: note to the group in
Cardiff (Node 1), message in Vienna (Node 3),
waiting at the border (Node 4).
– The monastery is a place outside time.
Clues: the village does not age, calendars
show December (Node 6), clocks run slow (Node
5), the fifteen-year-old's sentence (Node 5).
– Department 13 wants the Open Ones for its
research. Clues: Orlowa's father asks about
crystals (Node 6), Tarasow tells of
experiments (Node 6), Mercier warns about them
(Briefing).
– The Open Ones are not enemies, but they are
dangerous. Clues: their thoughts are a choir,
without a helmet (Node 5), the fifteen-year-
old reads thoughts (Node 5), Mercier triggers
the overlay, and the Open Ones faint instead
of fighting (Confrontation Part B).
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Escalation

If the group is too slow in Part A, Kantor reaches the border before them. The group finds the empty cellar in Vienna, hears the children's voices, but no children. Horror test: Uncanny (1). At the border they find only fog and fresh footprints in the snow. In December the Council's telex follows (Handout N36). The file remains open.

If the group is noticed in Part B, the men of Department 13 reach the monastery before the arrest. Orlowa's father stands in the gateway, looks at the fifteen-year-old and says: "You're coming with us." Horror test: Disturbing (2). Mercier steps between the men and the

Open Ones. The Echo-Operatives form a line. Not a shot is fired, but Department 13 only withdraws when the group secures the vehicles on the valley road.

The authorities of the time: In Austria the state police look the other way. The Veil Protocol of 1961 applies in Vienna. Anyone caught at the Hungarian border is taken into custody. The papers Marsh obtained are stamped Austrian and Hungarian. In Romania the situation in 1976 is tense. The group moves along the valley road with false papers from the Council. Anyone who attracts attention is arrested, not shot. O.D.I.N. can only get them out via the Hold-5 detour.

The Confrontation

The Location

The monastery of Sfântul Ioan lies on a rocky outcrop above the valley, three storeys of stone, a bell tower without a bell. Beech forest stands thick around the slope. The forest road is impassable in winter, a footpath leads up from the village (Map K9). In March there is snow. The door in the south is open. Inside a candle burns. The large room on the ground floor is 10 × 8 metres, stone floor, seven chairs in a circle. The seven Open Ones sit on them. They do not sing. They wait. A staircase in the north leads to the tower. The windows are narrow, without glass, the air is cold and still. The vehicles wait below on the valley road, where the footpath begins.

Sequence

1. The group reaches the monastery with Mercier and the Echo-Operatives before sunrise. Mercier has the box-shaped devices set up on tripods in front of the door. He says to the group's Psion: "You keep your Mk. II. The overlay will hit you too if you stand too close."

2. The door is open. The seven Open Ones sit in a circle. The fifteen-year-old stands up when the group enters and looks at them.

3. The group can speak with him. The boy listens. Then he says: "It's always the same day here."

4. Mercier gives the signal. The devices switch on. A deep tone, not loud, but everyone in the room feels it. The Open Ones fall unconscious, one after another, without a shot, without resistance. The fifteen-year-old looks at Mercier before he collapses. A player Psion with Mk. II is also hit by the overlay: forewarned, they roll all Psi tests with −1 die for three rounds.

5. The group carries the Open Ones out. Outside, the men of Department 13 wait at the edge of the forest. Orlowa's father steps forward: "Give them to us." Mercier shakes his head. The Echo-Operatives form a line.

6. The group carries the Open Ones down the footpath to the vehicles on the valley road. The men of Department 13 remain standing as long as the line holds. They withdraw when the vehicles pull away. Not a shot is fired.

7. On the valley road the fifteen-year-old wakes up in the lorry. He asks Mercier and the group why no one wanted to hear him. What the group answers goes into the Duty Log. Mercier has no answer.

Solutions

Path one: The Conversation. The group speaks with the boy before Mercier gives the signal. An Agent recognises with Insight against Doable (2) that the boy is not setting a trap. He wants to understand. Anyone who does not evade keeps the Open Ones calm until the overlay takes effect. The boy asks his question only in the lorry. The Open Ones remember O.D.I.N. with the answer he receives there.

Path two: The Show of Force. The group positions itself in front of the vehicles while the Open Ones are being loaded. A Soldier with Tactics against Hard (3) chooses the position so that the hunters of Department 13 have no clear shot without hitting the Open Ones. The hunters withdraw because Orlowa's father does not want a fight in which the Open Ones might die. Not a shot is fired.

Path three: The Detour. The group realises that the hunters are watching the valley road at the village exit. With Driving against Hard (3), an Agent takes the forest path a villager shows them. The hunters wait at the village exit and do not find the vehicles. The journey takes an hour longer. Anyone who shoots anyway experiences the detour: The hunters withdraw, but Mercier does not speak to the group for two days afterwards.

Opponents

Kantor, 1974

Elite · the Voice

A former head of the Psionic Core who disappears in 1974 and then founds the Open Ones. He appears in Part A at the border. He does not fight. He talks.

Value	Details
Initiative	5
Attack	Telepathy 5 + 5, no damage, disarms: the shooter forgets for a breath why they are aiming. The target resists with Mental Resistance, with Neuro-Helm +2 dice
Defence / Armour / HP	3 / 0 / 15
Horror	Disturbing (2) for psions who sense his open gift
Special	Kantor escapes in every case. The test decides what he leaves behind: a sentence, a question
Weakness	He does not want to harm
Behaviour	Speaks first, waits, leaves. He answers one question if the group listens to him. He does not lie

Orlowa's Father

Leader · Humans, Department 13

A man around forty, no name in the files. He leads the hunters of Department 13 in the Carpathians. He wants the Open Ones for Soviet research.

Value	Details
Initiative	5
Attack	Assault rifle 4 + 4, damage 4, or pistol 4 + 3, damage 3
Defence / Armour / HP	3 / 2 / 14
Horror	None. He is a human
Special	Two actions per round. He knows the signs and crystals of Department 13
Weakness	He wants the Open Ones alive. He risks no fight in which they could die
Behaviour	Negotiates hard, threatens, withdraws when the group secures the Open Ones. He speaks Russian and German

Hunters of Department 13

Elite · Humans, Department 13

Eight men in winter uniforms, led by Orlowa's father. They are trained for combat against psions. They do not shoot if the group does not shoot.

Value	Details
Initiative	5
Attack	AKM with suppressor 4 + 4, damage 4, Quiet, or melee 4 + 3, damage 3
Defence / Armour / HP	3 / 3 / 12
Horror	None
Special	They act as a squad. They know the terrain and the forest road
Weakness	They want the Open Ones alive. They do not fight if the group forms a line
Behaviour	Wait, observe, withdraw when the vehicles are secured

The young soldier Tarasow, 20, accompanies the hunters. He speaks with the group if they speak to him. Whoever asks him long enough hears of an old woman in the village who did not age. He does not fight. Values as Hunters of Department 13, but initiative 3, HP 10.

The Open Ones do not fight. They wait. Whoever attacks them sees a boy and six adults who do not evade. For their values, use the Open One from the Psion Building Block.

Aftermath

What the world saw: In Vienna, the old wine cellar under the neighbouring house of Hold-5 remains. The children's voices have been known there since 1971. In the Carpathians, a village remains that does not age. The Open Ones are taken to Hold-7 Lyon, later to the Silent House in the French Alps. Department 13 reports to Moscow: O.D.I.N. has stolen the Open Ones. Since then, O.D.I.N. agents in Russia are considered hostile combatants.

What O.D.I.N. gets: Seven Open Ones in custody, one is fifteen. An addendum from Mercier (Handout N37). A map of the Carpathians with a pencil circle (Handout N38). The realisation that Kantor has founded a community that is growing.

Experience: Grey File that turns red: 5 XP as a Red File, +1 for the achieved objective, at most +1 personal

bonus, +1 for the thread “The Open Ones” taken up (up to 8 in total). Whoever has a protégé passes on half.

Duty Log: “Part A: Search for Kantor, October 1974. Trail ends at the border. Kantor speaks, escapes. Part B: SA-1976-11, Sfântul Ioan monastery. Seven arrests, no losses. Department 13 turned away. Mercier triggers an overlay. Open thread: The Open Ones.” In addition, the last sentence Kantor said to the group, and the group’s answer to the fifteen-year-old verbatim. Whoever spoke with Orlowa’s father notes: “Contact Department 13, Carpathians.” The name of the fifteen-year-old is written down.

Handover: Whoever steps down because their psion joins the Open Ones hands over to their protégé. The legacy is not a codename as a series, but a contact with the Open Ones, a notebook with Kantor’s words, or the mentor’s Mk. II helmet with a note inside.

The loose thread: The Open Ones. They will return to the monastery in 1978 after O.D.I.N. has cleared it. Kantor will live there in 2027, in a wheelchair, and the monastery will play a role in “The Door”. A player psion who joins the Open Ones can appear in Door M16 as an old Open One. Department 13 will try to steal the crystals for the archive in 1976. This leads to Mission 12.

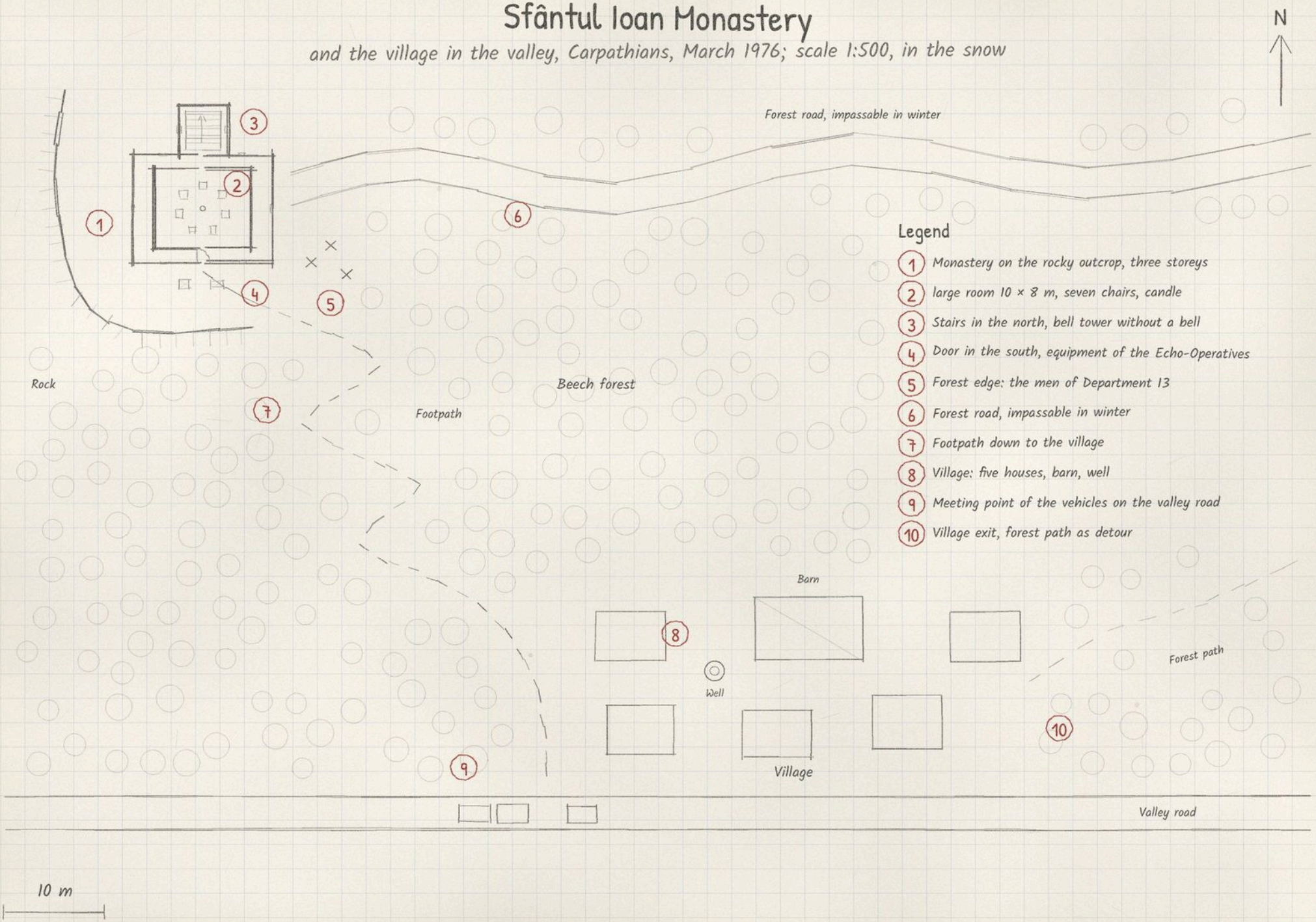
Until the next mission: Eight months pass until November 1976. The game master narrates: Mercier writes his addendum and withdraws from overlays. Echo training moves to the Silent House in 1976.

HANDOUTS AND MAP

- Handout N36: Council telex, December 1974, “Discontinue search for Kantor.” Found: Interlude, December 1974.
- Handout N37: Mercier’s addendum to SA-1976-11, handwritten, with the boy’s question. Found: Aftermath Part B, Mercier gives it to the group.
- Handout N38: Map of the Carpathians with a pencil circle. Found: Briefing Part B, Mercier shows it to the group.
- Map K9: Sfântul Ioan monastery and the village in the valley, scale 1:500, north at the top. Monastery on the rocky outcrop, three storeys of stone, bell tower without a bell, large room with seven chairs in a circle; beech forest; forest road, impassable in winter; footpath down to the village (five houses, barn, well); meeting point for the vehicles on the valley road.

Sfântul Ioan Monastery

and the village in the valley, Carpathians, March 1976; scale 1:500, in the snow



Interlude Years 1970 to 1975

1970: Farewell to Marek

Dr. Ilse Marek stands in the dining hall of the manor house in Scotland. She is fifty-nine years old. She wears a grey coat. She has the Cap in her hand. In front of her stand the psions of the Core. Behind her stands Kantor.

Marek speaks. Her voice is calm. “I’ve done what I could. I collected them. I opened them. I gave them lids. Now they need someone to lead them on. I’ve done what I could.”

She places the Cap on the table. She does not turn around. She walks through the door. She does not appear again in this volume.

An agent of the group stands at the window. He watches Marek walk across the courtyard. She stops at the gate. She looks back. Not at the house. At the children sitting in the trees. She smiles. Then she is gone.

Kantor takes over the Core. He speaks. “We don’t wear the helmets to wear them. We wear them to take them off one day.” Nobody objects.

The group leaves the manor house. The player who has known Marek longest tells one thing they experienced with her in more than twenty years. A story. A detail. A sentence. The game master listens. Then the table falls silent.

1972: Letter from the Seven Burned-Out

An envelope lies on the table in the Investigation Branch. It is brown. It is addressed to the group. It bears no return address. Inside the envelope lies a letter. It is written in pencil. It comes from one of the seven psions who burned out at the Cascade in Wales.

The letter reads:

“You gave us helmets. You gave us Observers. You gave us rules. But you never asked us whether we wanted to hear. For thirty years I heard everyone. Everyone. The living. The dead. Those in between. Now I hear nothing. Nothing. You gave me the silence. And the silence is worse than everything I have ever heard. Why didn’t you ask us?”

The letter has no signature. The group knows the writer. A player agent who was at the Cascade remembers the face. The moment when the voice fell silent. The expression in the eyes.

An agent of the group takes the letter. He reads it aloud. Then he places it in a file. The file gets a number. It is grey.

The game master tells a fixed event. The Neuro-Helm Mk. II with seal and magnetic tape is introduced. A sealed envelope from the precognitives is ready.

The players tell what their agents have done in the year since the Cascade. One thing each. A journey. A conversation. A report. A protégé who passed a test.

1973: Birth Announcement from Bergen

A letter from Norway. It is addressed to the group. It bears the sender Astrid Solheim. It contains a birth announcement. It is plain. It shows a circle. It shows a name. Ingrid Solheim. Born in September 1973.

The group knows Astrid. She is the first Chronomancer. She found the crystal in a pocket watch. She heard the Whisper as a beat. She has a husband named Gunnar.

An agent of the group holds the announcement in his hand. He speaks. “Another one. Another one who is born into this world.” He puts the announcement in his pocket.

The game master tells a fixed event. Dr. Paul Mercier, an acoustician from a French sonic weapons programme, is recruited.

The players tell what their agents did in 1973. One thing each. An encounter. A decision. A mistake. A victory.

1975: First Transports North

A lorry drives through the night. It is grey. It bears no markings. It drives from Wales to a harbour. It drives onto a ferry. The ferry crosses the North Sea. Then rail via Kiruna to Narvik. A warehouse at the harbour. Finally an hour’s drive onto the fjell.

On the cargo bed stand lead boxes. Inside the lead boxes lie crystals. They whisper. They whisper in a language no one understands. They whisper in a rhythm that recalls clocks.

The group escorts the transport. They sit in a second car. They wear helmets. They carry weapons. They carry salt. They carry silver.

The convoy stops at a service station. The drivers get out. The agents get out. They stand in the snow. They breathe. They are silent.

One agent of the group looks north. He speaks. “Nordlicht. The new build of 1974. The first crystals.” He spits into the snow. “Hopefully the walls hold.”

The convoy drives on. It reaches the station. The station is flat. It is made of concrete. It has two antennae. It looks like a weather station.

The group inspects the building. The rooms are empty. The walls are grey. The doors are heavy. The cellar door is made of steel. It has two locks.

One agent of the group stands before the steel door. He lays a hand on the metal. He feels the cold. He feels the whisper. He feels the expectation.

The game master narrates a fixed event of the volume: Nordlicht, the new build of 1974, receives the first crystals.

The players narrate what their agents did in 1975. One thing each. A preparation. A warning. A promise. A farewell.

END OF THE SECTION

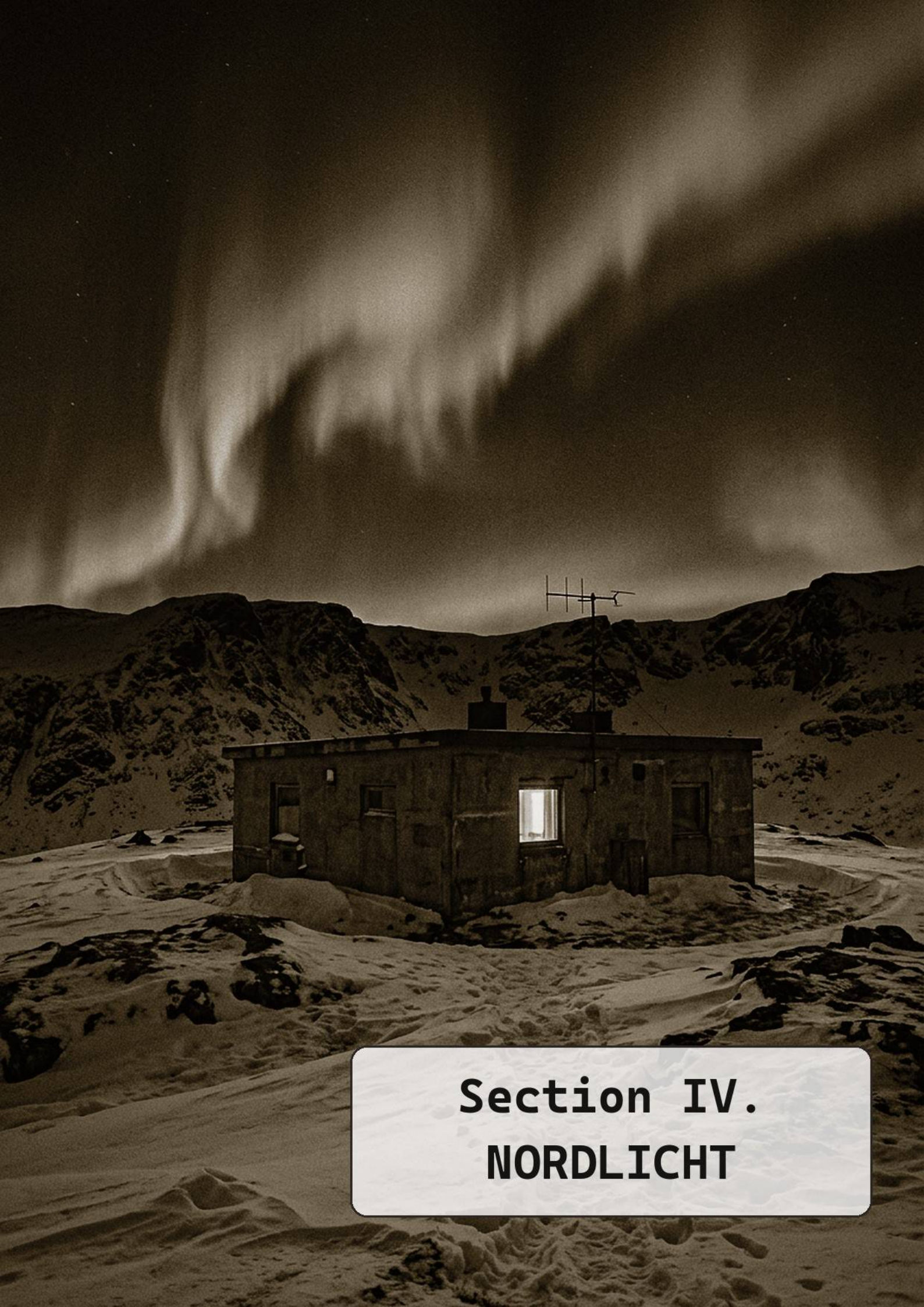
The group has survived the Cascade. They have said goodbye to Marek. They have seen Kantor leave. They have brought the first crystals to Nordlicht. They have grown older. They have grown more experienced. They have trained protégés. They have suffered losses. They have won victories.

The agents now have a reputation. They are Senior Agents or Veterans. They have XP of about 150 points. They have skills that go beyond the normal measure. They have wounds that do not heal.

The XP per downtime of this Section amount to +20, once for all interlude years from 1962 to 1975. Ageing applies. Every agent aged 45 or over chooses one physical attribute (STR, DEX or CON, not below 1) that decreases by 1, and in return increases WIS or COM by 1. From age 60, Athletics or Endurance also decreases by 1. For the next Section, a minimum XP of 150 applies; the XP per downtime there amount to +10.

The protégés are ready. They have half the XP their mentors received since being named. They have their own sheets. They have their own names. They have their own histories. They have their own fears.

The next Section begins. It is November 1976. It is the mission Two Hundred and Twelve. It is the route of the last crystals to Nordlicht. It is the route via the Ofotbanen. It is the route to Narvik. It is the year before Nordlicht.



Section IV.
NORDLICHT

The Station

Nordlicht station lies on a fjell in Ofoten, an hour's drive from Narvik. Its cover is a weather station of a Norwegian company with a post office box in Oslo. The building is flat, made of concrete, erected in 1974. Two aerials, a radar dome from 1976, a corrugated-iron shed, a landing site three hundred metres away. In winter 1976/77 the station is half buried in snow. The wind presses snow against the door. Inside, the kitchen radio plays on the serving hatch. It plays pop songs. In the canteen the wall clock hangs above the door. In the basement behind the steel door with two keys, 212 small lead boxes lie on shelves. Each box is numbered. Every stone whispers. The eleven Thaumaturges hear it louder than usual.

This is the place. It is not large. It is not mysterious. It is a workplace. The 41 people who live here have names, functions, legends. The duty roster in the station chief's office lists them in pencil. The game master knows the list. The players see it when their agents enter the office. They will know some names. Gunnar Solheim, technician, since August 1976. His father was in Kiruna in 1953. Others are new.

When the group arrives on 7 February, it first sees the duty roster. 41 names, in pencil, in neat columns. The column for 14 February is still empty. The game master shows Handout N42; the erasure marks appear only from Saturday, the ticks only at the roll call on 14 February. The agents see the canteen with the wall clock and the kitchen radio on the serving hatch. They see the workshop where Gunnar is repairing a generator that never gets finished. They see the sick bay with the note: Aspirin is running low. They see the steel door in the basement with two keys. They see the probe at the stairwell, which the Institute has been running since December. They see 212 small lead boxes. They hear the whispering. Nothing more.

The Last Winter

The mood of the last winter is not festive. It is orderly and tired. The agents who have been there since 1947 are old. Those who can no longer continue have trained a successor. The group comes on 7 February 1977 for an inspection for the Council, for Hallström and for the Collegium. It stays for a week. It knows the station from Mission 12. It knows that the crystals from Wales and the Vosges have arrived. It knows that the eleven Thaumaturges are preparing something. It does not know what. The players know that something happens on 14 February. Their agents do not know it. The table does not decide what it is. The table decides how it happens.

The polar night is over, but the days are short. The station lives by routine. At seven o'clock, roll call. At twelve o'clock, lunch in the canteen. At four o'clock, tea. At ten o'clock, radio log. The last entry on 14 February at 22:08: "All quiet. Snow." The game master plays this routine. It is the ground on which the night stands. Without routine, no horror. Without order, no loss.

What the players may already know: From Mission 10 they know the Cascade in Wales. At 22:10 forty voices fell silent. Three dead, seven burned out, one sentence. From Mission 11 they know Kantor's disappearance and the Carpathians. From Mission 12 they know the station, the canteen, Gunnar, Haugen. They know that the crystals whisper louder. How much the group learns about the eleven's plan is decided by the table. On Saturday the eleven ask for the canteen to be kept free on Monday evening.

How to Play the Section

Without kitsch, play this Section like this: play the everyday. Roll call at seven o'clock, 41 ticks. The radio, the coffee, the snow. The game master describes no premonition the players do not already have. They describe no symbols the table does not find itself. The times are concrete. The cold is concrete. The tiredness is concrete. The uncanny comes from order. When a stone whispers "ten past ten" in Norwegian, that is an event, not an effect. The players decide what their agents do. The game master keeps to the timeline. The volume's sentence applies: what is in the timeline happens. How it happened is decided by the table.

The game master prepares the week. They know the duty roster, the names, the legends. They know the times from the chapter "The Night". They play Monday hour by hour, without haste. The hours of the night from 21:45 to 22:10 are fixed in the chapter "The Night". The game master leaves open the question of whether the eleven waited for the sound or the sound waited for the eleven.

WHAT IS FIXED IN THIS SECTION

At roll call on 14 February 1977 at seven o’clock, all 41 names on the duty roster receive their tick. On 14 February 1977 at 22:10, a Door opens in Nordlicht station. The eleven Thaumaturges read the seventh circle. All 212 stones speak at the same time. The 41 people walk through. All clocks in the station stop. All 212 crystals are afterwards grey as slate. Gunnar Solheim is among the 41. Astrid Solheim arrives too late. Her train is standing beyond Kiruna at 22:10. The pocket watch in Ingrid’s hand runs down over a whole night. The search party under Lieutenant Kjell Haugen lands on 15 February at 6:40. They find the door unlocked, the heating on, the radio on, eleven cups on the table, ten half full and warm. Haugen’s watch stands at 22:10. The radio plays a choir. Haugen leaves the choir out of the report. The Print Shop invents 41 deaths over half a year in three countries. The radio log at 22:08 reads: “All quiet. Snow.” For every Chronomancer, at 22:10 the clocks stop and the stone turns grey. In the Crystal Ledger, the exhaustion time for all Nordlicht entries is 22:10. No player agent changes these facts.

THE DECISION AT THE END

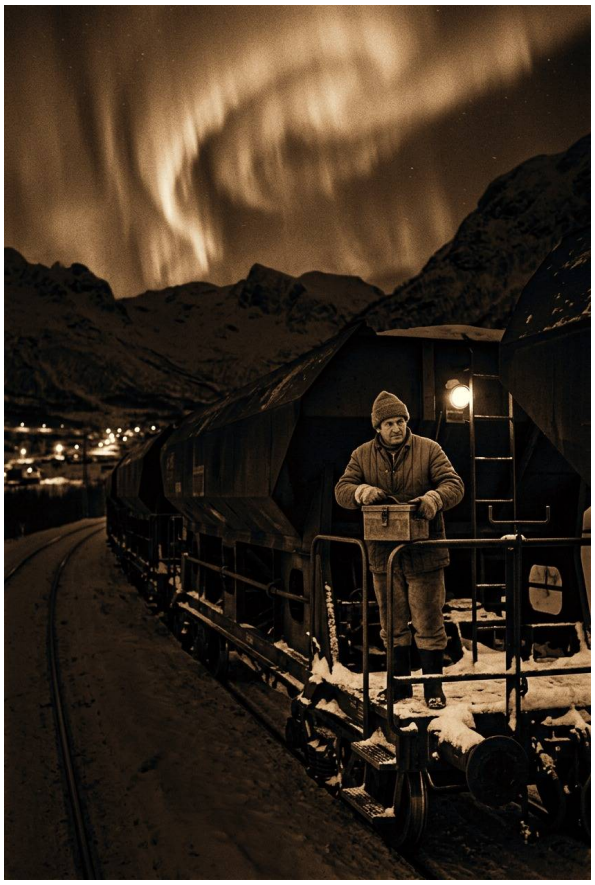
On Saturday, 12 February, Astrid calls from Bergen. After that, each player decides whether their agent stays in the station or arrives too late with Astrid. The choice is final as soon as the station chief changes the duty roster. Whoever stays takes over a swap slot of matching function. The station chief erases the old name and writes the player agent’s name over it. The displaced character travels to Stockholm on Sunday and arrives too late with Astrid. They live on after 1977. Whoever leaves is not on the duty roster. They fly on Sunday from Evenes via Oslo to Stockholm and board the night train to Narvik in the evening with Astrid and Ingrid. The train is delayed. Whoever stays receives a tick and the manner of death of the replaced character. A player Thaumaturge on T2 belongs to the eleven and reads along. Whoever wants to stay but not read takes T3. Gunnar Solheim and the number eleven are never replaced. No name is added. Haugen knows two names. Without player agents, they are Rønning and Gunnar Solheim. The game master records the names. The decision is not a punishment. It is the agents’ last choice in this volume. The game master plays the consequences. They play no comfort.

The Section begins with Mission 12. The group, by now the old hands, accompanies the last crystals from Wales and the Vosges to Nordlicht. A young lieutenant named Kjell Haugen enters himself as the third name on arm guard No. 114. Department 13 wants the stones. The train travels over the Ofotbanen. In Kiruna, men call from inside the mountain in English, in the tone of the fifties. The mission ends in December 1976 at the station. Afterwards, the game master determines which two names Haugen later knows on the duty roster. Then follows Mission 13, the last week.

Mission 12: Two Hundred and Twelve

NOVEMBER TO DECEMBER 1976

Red File of the Collegium · **Origin** Humans, plus the Dead · **Focus** Soldier, Thaumaturge



The last transport to Nordlicht. The group, by now the old hands, accompanies 26 lead crates through the polar night. Between Abisko and Riksgränsen, Department 13 waits, and in Kiruna voices call that no one has answered since 1953.

Year	Places	Origin	Duration
1976	Wales, Vosges, Stockholm, Kiruna, Narvik, Nordlicht	Humans, plus the Dead	2 to 3 sessions

What It Is About

Since Kantor's sentence from 1971, "It heard us. And now it knows where we are," the Seal Keepers want to know what it wants before it comes. Nordlicht is to become the largest archive, 212 crystals in one place, an instrument to answer the Voice. The last stones come from Wales and the Vosges. The group, by now the old hands, accompanies them.

The journey leads from the Chamber in Wales to the archive in the Vosges, then by rail from Stockholm via Kiruna to Narvik. Also present: a young lieutenant who has just been entered as the third name on arm guard No. 114. Kjell Haugen, 24, soldier, quiet. He is to take over the cargo and bring it to Nordlicht. He wears the arm guard and entered his name himself in autumn, under Robert Kane and Élodie Garnier, both with a cross.

Department 13 wants the stones. Since the Carpathians in 1976, O.D.I.N. agents in Russia are considered hostile combatants. Department 13's hunters are Elite, human, patient. They do not strike in the Chamber nor in the Vosges. They strike where the route is lonely: between Abisko and Riksgränsen, in the polar night, where the train travels slowly and no one fetches help quickly.

As the train passes Kiruna, men call from inside the mountain in English, in the tone of the fifties. The stones grow warm. Those who were there in 1953 hear names.

What Really Happened

Department 13 has known since the summer of 1976 that O.D.I.N. is building a northern archive. The source is not a traitor but the cargo itself: too many lead crates on the Ofotbanen, too many young men with Norwegian legends, too many weather flights to Evenes. The Department has a hunter in Narvik who watches the harbour, and a second in Kiruna who knows the mine.

The Department's plan is not to destroy the stones. It wants them. Eleven crates, a dozen crystals, enough for the Tunguska shards that have hummed since 1957 but do not speak. The order is: stop the train, take the lead crates, no witnesses. The hunters know the route. They know that the radio dead zone lies between Abisko and Riksgränsen and that the snow is deep.

The red herring: A nameless warehouse worker in the warehouse at the harbour in Narvik. He has worked since 1974 for the station's cover company, is clean, but has debts and a brother in Kiruna who spoke with a man who asked questions. Whoever follows him finds nothing but a tired worker writing to his sister. The Department wants O.D.I.N. to follow him and lose sight of the cargo in the process.

The loose thread: The truth about Kiruna. The men who stayed in the tunnel in 1953, ten men of the escort and the Thaumaturge who held the warding circle, wait in Tunnel 7. They do not call everyone. They call those they knew. As the train passes the mine, the stones grow

warm because the waiting ones are near. Whoever answers hears their names for a while.

WHAT IS FIXED

- All crystals arrive. On 14 February, 212 lie in their places.
- Haugen survives. He arrives in Nordlicht with the cargo.
- Gunnar has worked there since August. The group meets him at the end of the journey.
- The entries are in the Crystal Ledger. Every position up to 212 is recorded.

How the game master keeps these points: If the group wants to prevent the ambush, it comes anyway, with a second squad one hour later beyond Abisko (see Escalation). If the group survives it without loss of cargo, it costs them something: One agent is badly injured, one small crate is lost and found again in the snow, Haugen loses the station chief's trust.

Haugen survives because he is a soldier and because the arm guard carries him. If the group wants to sacrifice him, the world finds a way: A hunter misses, the train stops, Haugen lies beneath a dead man and breathes. The game master plays this as bearing witness, not as punishment.

Gunnar is there when the cargo arrives. He wears the blue jumper and does not say much. Whoever asks him learns only that his father was in Kiruna in 1953. He keeps the rest to himself.

WHAT THE TABLE DECIDES

- **How the group survives the ambush.** Consequence: If an agent is badly wounded, they carry the scar into the Night of Nordlicht. If the group captures a hunter, O.D.I.N. gets a name that appears in a file about the Department in 1977.
- **Who gets off in Kiruna.** Consequence: Whoever gets off hears the voices and can answer. Whoever answers writes a name into the Duty Log. Whoever does not answer hears only the echo.
- **What the veterans of 1953 hear and whether they answer.** Consequence: A veteran hears a name. Whoever answers carries the voice as a thread and receives +1 XP.
- **Whether the group's Scientist works on the Nordlicht probe in January.** Consequence: Rask or a Scientist player may test the probe in January. Whoever worked on it and stays stands at the probe on 14 February. Whoever travels sees only the printout later.
- **What the group tells Gunnar about his father.** Consequence: Gunnar carries it into the night. Haugen later knows two names: Rønning and Gunnar. If a player agent Haugen met in Mission 12 remained, they replace Rønning.

Duty Log entry: Who got off in Kiruna, who answered, who survived the ambush and how, who said what to Gunnar. The game master notes which two names Haugen later knows on the duty roster.

People

Kjell Haugen, 24

Lieutenant of the Tactical Branch, third name on arm guard No. 114. Wants to complete the mission without talking. Knows the cargo is important, does not know what it contains. Conceals that he also hears the voices in Kiruna, although he was not there in 1953. Speaks short sentences, Norwegian, "Yes.", "No.", "We can do this."

Gunnar Solheim, 36

Technician at Nordlicht, there since August. Wants to keep the warmth in the station and not stand out. Knows his father was in Kiruna in 1953, does not know that he is waiting there. Conceals that at night he sometimes hears the whisper of the stones, as if it were a beat. Speaks North Norwegian, friendly, slow.

Astrid Solheim, 42

On the telephone from Bergen. Wants to know whether her husband has arrived safely. Knows the time-measuring installation will be delivered in February. Conceals that her crystal whispers more restlessly than usual these weeks, in a beat, but is not cold. Speaks quickly, warmly, Norwegian with a singing tone.

Viktor Hallström, 75

Sits in Stockholm, gives the briefing by telex. Wants the cargo to arrive and the group to report to him what they hear in Kiruna. Knows about 1953, knows about the voices. Conceals that he writes down the group's answers to compare them with the pharmacist's records. Speaks quietly, precisely, Swedish.

Thomas Ashgrove, 68

Does not come along, gives the group a salt pouch for the left breast pocket. Wants the boys to stay safe. Knows that the men in Kiruna are calling. Conceals that he never learned the name of the Thaumaturge. Speaks English, short sentences, "Eleven.", "I know them."

Evan Pryce, 57

In the Chamber in Wales, hands over the crates. Wants the Crystal Ledger to be correct. Knows that every position must be weighed and entered before a crate leaves the Chamber. Conceals that he thinks it is wrong to give so many speaking stones to one place. Speaks English, drily, "Check the crates. Then check the book."

Hans Wendland, 68

On the telephone from Bern. Wants the group to measure the temperature of the stones and pass the values to him by telephone from Narvik. Knows that crystals become warm when something is near. Conceals nothing of importance. Speaks German, academic, "Measure, do not interpret."

Einar Vatne, 58

Station chief at Nordlicht, receives the cargo. Wants order and quiet. Knows the archive must be finished in February. Conceals that he has already prepared the permanent staff list, 41 names, pencil. Speaks Norwegian, curt, "Good that you are here."

Briefing

There is no handler. The briefing comes as a telex from the Council, forwarded by Hallström's office in Stockholm. The group reads it in the Chamber in Wales, after the handover.

"TRANSPORT NORDLICHT DECEMBER 1976. ESCORT BY WAYBILL GROUP. FIFTEEN CRATES FROM WALES, ELEVEN FROM THE VOSGES. HANDOVER IN STOCKHOLM TO LT. KJELL HAUGEN, TACTICAL BRANCH. ROUTE: OFOTBANEN TO NARVIK, THEN ROAD TO THE STATION. DEPARTMENT 13 EXPECTS THE CARGO. DO NOT EXPECT AN ATTACK BEFORE ABISKO. HALLSTROEM REQUESTS REPORT ON KIRUNA. NO RADIO ABOUT THE STONES. END."

Telex from the Council, December 1976

What the group gets: the Crystal Ledger extract up to position 212 (Handout N39), in Stockholm the freight papers for the Ofotbanen (Handout N40), one magazine of incendiary ammunition per Soldier, a salt pouch from Ashgrove, two shortwave radios, one car for the route from Narvik to the station.

Expenses: 600 Norwegian kroner per agent, in cash, paid out in Stockholm.

Requisition: what exists in 1976: a helicopter with advance notice, a second car, snow chains, a Geiger counter, a measuring case from 1957, a tape recorder with cassette, assault rifles with incendiary ammunition. A Psion has worn Mk. II with a seal on missions since 1972.

The Nodes

The journey follows the freight. Each node is a place where the group learns something that prepares them for the attack, the voices, or the people.

Node 1: The Chamber in Wales

The handover. Evan Pryce stands before fifteen lead crates, the Crystal Ledger on a table. The crates whisper softly, as if they were breathing. A Soldier with the doctrine of Camp Ashgrove recognises that the crates are not equally heavy: one is lighter than it should be.

- **Clue:** Ashgrove says: "They strike where no one can fetch help. I learned that in the Libyan desert." (leads to Conclusion 2)
- **Clue:** Pryce says: "Check the crates. Then check the book. And write down when the stones become warm." (leads to Conclusion 3)
- **Clue:** Ashgrove gives the salt pouch and says: "Eleven. I don't write down the names. I know them." (leads to Conclusion 3)
- **Test:** Occultism against Hard (3) to recognise that the whispering of the crates has a beat that does not belong to the stones. (Thaumaturge shines)

Node 2: The Archive in the Vosges

A disused tunnel of the old Vosges mines near Le Tholy, since 1958 an archive of the Collegium. Eleven crates stand ready, the papers are stamped. A man from Department 13 is disguised as a driver and watches the yard.

- **Clue:** The driver asks about lead crates, not about papers. (leads to Conclusion 1)
- **Clue:** On one crate a note is stuck: “Do not open. Do not weigh.” (leads to Conclusion 3)
- **Clue:** A fresh tyre track in the snow leads away from the yard, not to the archive. (leads to Conclusion 1)
- **Test:** Perception against Hard (3) to notice the driver before he turns away. (Investigator shines)

Node 3: Stockholm

The goods station. The crates are being loaded, Haugen stands by the wagon with arm guard No. 114. Hallström’s telex is with the freight.

- **Clue:** A man photographs the freight papers, not the crates, and only the page on which the weight is written. (leads to Conclusion 1)
- **Clue:** Haugen has further crates of the same weight loaded alongside the 26. (leads to the confrontation)
- **Clue:** Haugen shows the inside of arm guard No. 114 (Handout N41): two names with a cross, below them his own. He says: “I am the third.” Then, more quietly: “In Kiruna you don’t have to get off. You hear it in the carriage too, they say.” (leads to Conclusion 4)
- **Test:** Athletics against Hard (3) or Stealth against Hard (3) to catch the man with the camera before he disappears into the station. (Agent shines)

Node 4: The Night Train on the Iron Ore Line

Stockholm northwards, past Kiruna. The train moves slowly, the polar night lies over the line. The stones in the crates become warm as the train approaches the mine.

- **Clue:** The conductor says: “Between Abisko and Riksgränsen we have no radio. It is quiet there.” (leads to Conclusion 2)
- **Clue:** After Kiruna, Haugen asks whether the group had also heard “the names”, and then says nothing more. (leads to Conclusion 4)
- **Clue:** A measurement shows that the temperature of the crates rises by two degrees without a heat source. (leads to Conclusion 3)
- **Test:** Concentration against Hard (3) to not lose one’s own thoughts while the stones whisper. (Psion shines)

Node 5: Kiruna

Kiruna station, a stop in the polar night. Anyone who gets off hears men calling in English inside the mountain, in the tone of the fifties. The voices come from Tunnel 7, not a hundred metres from the silent cavity.

- **Clue:** A veteran from 1953 hears a name. (leads to Conclusion 3)
- **Clue:** Haugen closes his eyes as if he were listening, although he was not there in 1953. (leads to Conclusion 4)
- **Clue:** A hunter from Department 13 asks at the counter about the timetable, not about the harbour. (leads to Conclusion 2)
- **Test:** Mental resistance against Very Hard (4) to not answer the voices if one was there in 1953. (Soldier shines)

Node 6: Narvik and Nordlicht Station

The warehouse at the harbour, then the road to the station. Gunnar Solheim has come to Narvik with the station’s car to collect the crates. During the reloading, he and Haugen stand side by side in the snow for a while and talk about the generator that will not be finished. That is how Haugen gets to know him. In the station, the canteen smells of coffee, the kitchen radio plays quietly.

- **Clue:** The warehouse manager says: “A man asked about lead crates. I said we store fish.” (leads to Conclusion 1)
- **Clue:** Gunnar says: “My father was in Kiruna in 1953. I don’t know more.” (leads to Conclusion 5)
- **Clue:** In the workshop lies an old army tag with a Norwegian name. (leads to Conclusion 5)
- **Clue:** Astrid says on the telephone from Bergen: “He doesn’t talk about his father. But he dreams of him.” (leads to Conclusion 5)
- **Test:** Technology against Doable (2) to lend Gunnar a hand with the generator and talk to him while doing so. The generator will not be finished by February. (Scientist shines)

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THE CONCLUSIONS
1. Department 13 wants the stones, not the train. (Nodes 2, 3, 6)
2. The attack comes between Abisko and Riksgränsen. (Nodes 4, 5, 1)
3. The voices in Kiruna are the waiting ones from 1953. (Nodes 1, 2, 4, 5)
4. Haugen is reliable, but he hears more than he says. (Nodes 3, 4, 5)
5. Gunnar knows about his father, but not that he is waiting in Kiruna. (Node 6)
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Escalation

If the group is too slow or is noticed, Department 13 strikes earlier. The train does not stop between Abisko and Riksgränsen, but before Kiruna. The hunters come on snowmobiles, four men, assault rifles, a cutting charge for the door. The group then has less time to secure the crates, and Haugen stands alone at the wagon. An attack before Kiruna means: the voices from the tunnel can still be heard while the hunters load the lead crates. Anyone who wanted to get off in Kiruna no longer gets the chance.

If the group confronts the man with the camera in Stockholm, the attack is not called off. Department 13 sends a second squad. The hunters know the route, they have time, and they have orders. A confronted observer makes them more cautious, not weaker. The attack then comes one hour later, beyond Abisko, in the thickest snow.

If the group calls the Swedish police, they arrive too late and ask questions. The Veil Protocol applies, Sweden and Norway are treaty partners. The local police in Kiruna are polite and useless. The Department 13 hunters have diplomatic passports and disappear before the police arrive. Whoever calls them gets no help, only attention.

If an agent gets off in Kiruna and follows the voices, they miss the train. The Iron Ore Line does not wait. There is no road from Kiruna to Narvik. They take the next train or an ore train to rejoin the group in Narvik. The voices do not want to stop them. They call to them. Whoever stays hears longer than they wanted.

Horror tests:

- Uncanny (1) when the stones in Kiruna grow warm and the men in the mountain call.
- Disturbing (2) when an agent realises that the voices come from Tunnel 7 and that they are the men who stayed there in 1953.
- Horrifying (3) when a veteran from 1953 hears the voice of a dead man calling their name.

Authorities: On the Norwegian side, police and customs do not intervene if O.D.I.N. does not call them.

The Confrontation

The Location

The night train on the Iron Ore Line, between Abisko and Riksgränsen. Polar night, snow, wind. The crates stand in the goods wagon, Haugen and the group in the passenger carriage behind it. The hunters come from the side on snowmobiles, four men, Elite, assault rifles with suppressors. The train is moving slowly because a signal is at red. The line is a dead zone. No call, no backup, no witness.

The goods wagon is an enclosed wagon with side doors and a brake. The crates stand in two rows, secured with ratchet straps. The lead crates are heavy, but can be carried by two people. The hunters want to load them onto sledges pulled by snowmobiles. The passenger carriage behind it has windows, doors and a roof with skylights. Between the wagons lies an open platform with a gangway.

The route is shown on Map K10.

Sequence in Numbered Steps

1. The train slows down. A signal is at red, the conductor goes forward.

2. Two hunters cut the brake line on the goods wagon. Two hunters cover the doors.

3. Haugen notices it first. The arm guard grows warm. He draws his weapon and says: “They’re here.”

4. The group decides: stay in the wagon, go onto the roof, or go out into the snow.

5. The hunters open the goods wagon and begin loading the crates onto sledges.

6. Anyone who intervenes fights four hunters with assault rifles and suppressors.

7. If one hunter falls, the others pull back. They leave no one behind if they can prevent it.

8. The train stops. The conductor comes back, sees the hunters and disappears into the passenger carriage.

Solutions

Without a fight: The group lets the hunters take the crates and follows them. The crates are not the real ones. On Ashgrove’s instruction, Haugen had dummy

crates with sand and weights put in the goods wagon in Stockholm; they are listed that way on the freight papers. The real crates travel in a second goods wagon that Haugen had uncoupled in Kiruna and that comes to Narvik with the next ore train. The group continues and collects the real crates from the warehouse the next day. If Department 13 attacks before Kiruna, this solution is not available. Haugen learns that retreat is not a loss. The price: the Department now knows that O.D.I.N. expected them. The next attempt will be quieter.

With a fight: The group confronts the hunters in the wagon. A Soldier recognises with Tactics against Hard (3) that the leader carries the radio and that without them the others are not coordinated. Whoever takes out the leader ends the assault. The hunters pull back, one man is left lying. The group takes him prisoner or leaves him in the snow. The price: one agent is seriously injured, or a small crate is lost and found again in the snow.

With negotiation: An agent speaks to the leader over the radio, Negotiation against Hard (3). The hunters want the stones, not death. They are willing to leave in exchange for one crate if they believe the others are out of reach. The group offers a dummy crate and says the real ones are in Narvik. The leader considers the offer, takes the crate and disappears. The group continues. The price: Department 13 now has one crate and will open it. The contents are sand, but the Department knows that O.D.I.N. is bluffing.

Opponents

The hunters of Department 13 are Elite, Humans, patient. They fight in a coordinated way, withdraw when one falls, and leave no one behind. They wear white camouflage suits and carry assault rifles with suppressors and ammunition with Siberian crystal dust. Values according to the Threat Atlas, in the clothing and armament of the seventies.

Hunters of Department 13

Elite · Humans

A hunter of Department 13, trained for missions in snow and darkness. They know the route, they know the target, and they have orders to leave no witnesses.

Value	Details
Initiative	5
Attack	Suppressed rifle 4 + 4, damage 4, Quiet, ammunition with Siberian crystal dust
Defence / Armour / HP	3 / 3 / 12
Horror	None
Special	Stealth, Deception 4 + 3. Fights in a coordinated way, withdraws when one falls, and leaves no one behind
Weakness	The leader carries the radio. Without them, the others are not coordinated
Behaviour	Fulfils the order. Kills when they must, and disappears when they can

Leader of the Hunters

Elite · Humans

The leader of the raid. They carry the radio and give the orders. They are calm, precise and speak only when they must.

Value	Details
Initiative	5
Attack	Suppressed rifle 4 + 4, damage 4, Quiet, ammunition with Siberian crystal dust
Defence / Armour / HP	3 / 3 / 12
Horror	None
Special	Tactics 4 + 3, Leadership 3 + 2. As long as they live, all hunters gain +1 die on attacks
Weakness	The radio. Whoever destroys it or takes them out ends the raid
Behaviour	Sticks to the plan. Withdraws when the plan fails

Voices of the Escort

Leader · Dead

The men who stayed in the tunnel in 1953. They call from the mountain when the train passes Kiruna. They have no body, no weapon and no will to stop anyone. They call those they knew.

Value	Details
Initiative	None
Attack	None
Defence / Armour / HP	Invulnerable, without body
Horror	Uncanny (1) at the first calling, Horrifying (3) for veterans of 1953 who hear their names

Value	Details
Special	Whoever answers hears their names for a while. This costs 1 strain and lasts until morning. Afterwards it is like an Echo that grows quieter
Weakness	They are not a trap. Whoever does not answer hears only the echo in the mountain
Behaviour	Call, wait, call. They want someone to know them

Aftermath

What the world saw: A delayed night train, damage to the brake line reported as frost. No shots, no dead, no file. The Swedish police ask no questions. A warehouse worker in Narvik tells his wife that a man asked about lead crates. The wife forgets it.

What O.D.I.N. gets: The cargo, the Crystal Ledger with all positions up to 212, a report from the group. Hallström reads it and writes a note: "Kiruna called. The old ones answered." The Institute receives the temperature readings that the group passes on by telephone from Narvik. Ashgrove gets the salt pouch back.

Experience: Red File: 5 XP, +1 for the achieved objective, at most +1 personal bonus, plus +1 for each thread picked up. Threads: the voices of Kiruna, Haugen's secret, Gunnar's father.

Duty Log: Who got off in Kiruna, who answered, who survived the raid and how, who said what to Gunnar. The game master notes which two names Haugen later knows on the duty roster: Rønning and Gunnar, or Gunnar and a player agent who stayed. Without player agents, Haugen always knows Rønning and Gunnar, regardless of what the group tells Gunnar. The acquaintance between Haugen and Gunnar shows Node 6: Gunnar collects the crates with the station's vehicle at the warehouse in Narvik, and the two talk about the generator while unloading.

Handover: Haugen keeps arm guard No. 114; it passes on only in 1990. A Soldier protégé who was present on Mission 12 knows Haugen and the route afterwards. A Thaumaturge protégé who kept the Crystal Ledger helps enter the arrivals at Nordlicht and thereafter knows every position up to 212.

The loose thread: The men in the mountain and the question of whether they can be brought back. For the game master running "The Door": one of the stones from the Vosges, an ordinary position in the Crystal Ledger, goes after the clearance to one of the archives among which the Collegium distributes the Nordlicht stones, is stolen there decades later and reaches an auction via an estate in Tromsø ("The Door", Mission 3).

Until the next mission: December 1976 to February 1977. The group hands over the cargo at Nordlicht, meets Gunnar, glances at the permanent staff list in the station chief's office, still without ticks. Hallström sends a teleprinter message: "Thank you. Come again in February. For inspection." The group ages, practises, writes reports. Then comes Monday, 7 February 1977.

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HANDOUTS AND MAP
N39: Crystal Ledger excerpt Nordlicht, up to
position 212. The group finds it in the
Chamber in Wales, at the handover.
N40: Freight papers of the Ofotbanen, December
1976. The group receives them in Stockholm, at
the goods station.
N41: Inside of arm guard No. 114. The group
sees it in Stockholm when Haugen takes off the
arm guard or when a Soldier examines it.
Map: K10, the night train from Stockholm via
Kiruna to Narvik.
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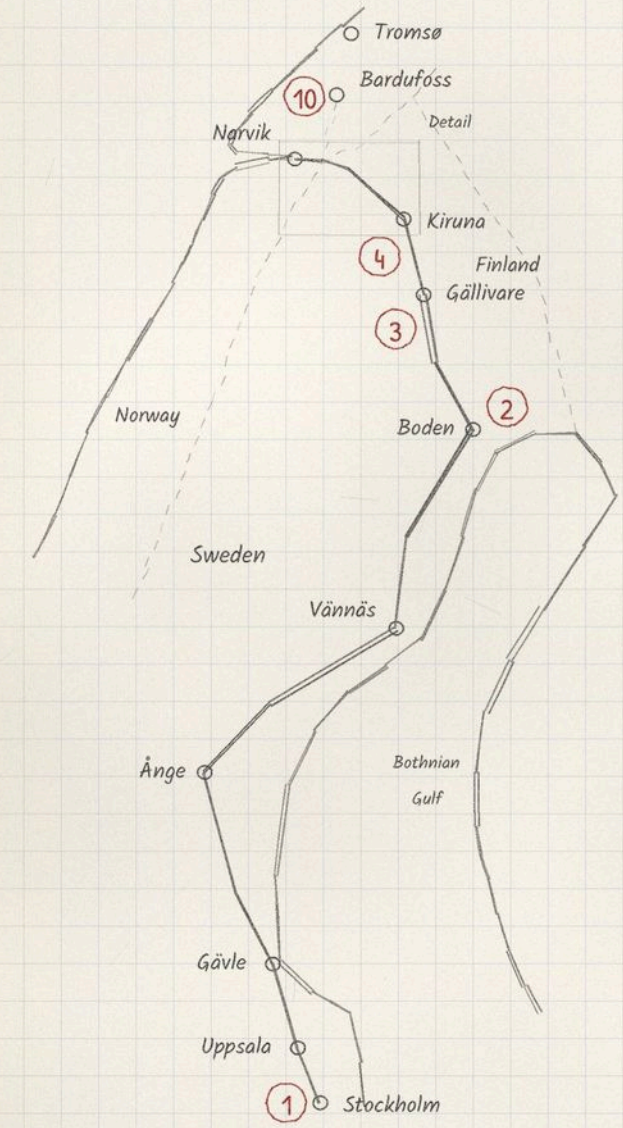
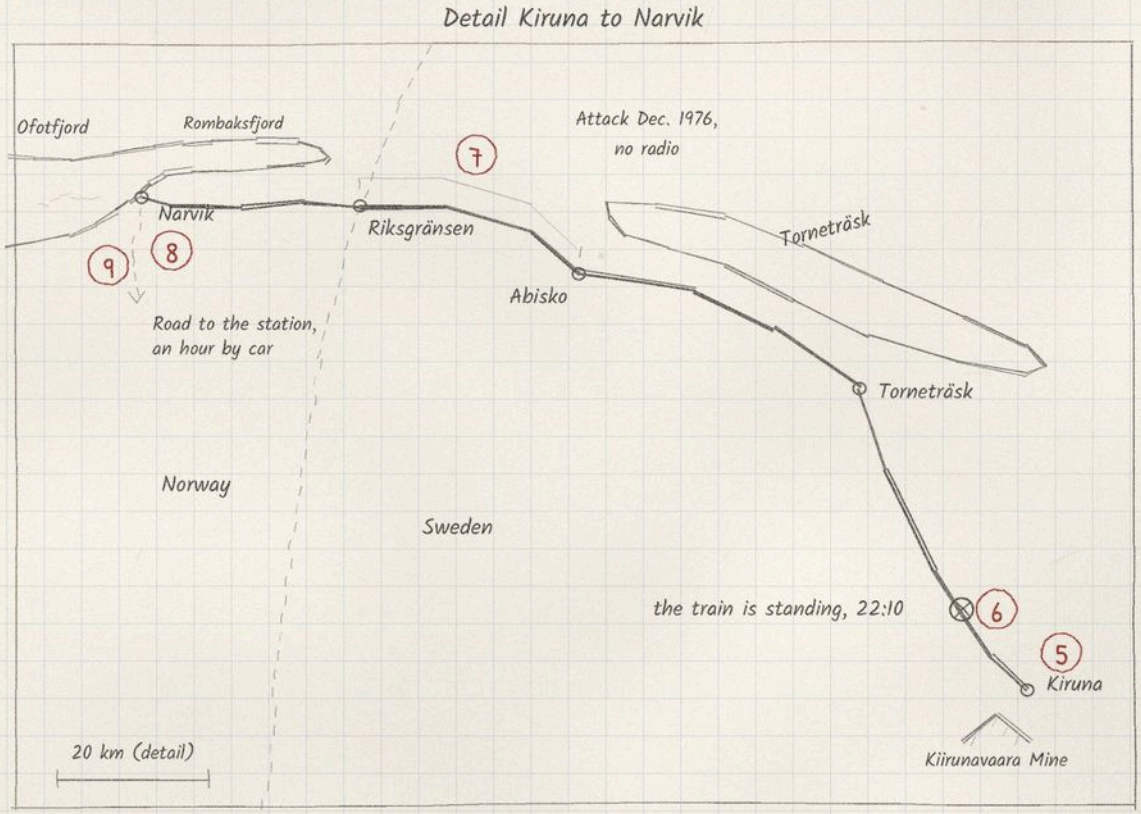
The Night Train to Narvik

Stockholm, Kiruna, Ofotbanen: 13 and 14 February 1977, right enlarged Kiruna to Narvik



100 km (left)



N

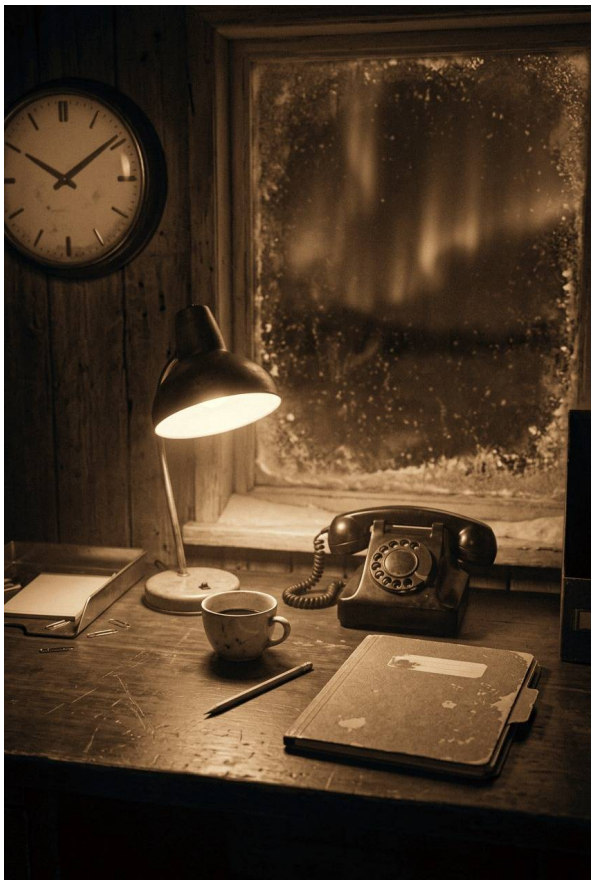
Legend

1. Stockholm Central, Sun 13.2., 18:15 dep.
2. Boden, Monday morning locomotive change
3. Points failure
4. Snow on the tracks before Kiruna, 15:00
5. Kiruna, Mon 21:45 dep.
6. The train stops, 22:10, within sight of the mine
7. Abisko to Riksgränsen: attack December 1976
8. Narvik, scheduled 19:00, arr. Tue 0:30, call 2:00
9. Road to the station, without coordinates
10. Bardufoss, search party Haugen, helicopter

Mission 13: Nordlicht

7 TO 14 FEBRUARY 1977

Black File · **Origin** the Voice, plus the Dead and the Shifted · **Focus** all classes



The Waybill group arrives at Nordlicht on Monday, 7 February 1977, for an inspection. They are to check for the Council, for Hallström and for the Collegium whether the station is ready for the time-measuring installation that Astrid Solheim brings on Monday on the night train from Stockholm. The last week of an ordinary life begins.

Year	Places	Origin	Duration
1977	Nordlicht station, Ofoten, Norway; night train Stockholm to Narvik	the Voice, the Dead, the Shifted	2 to 3 sessions plus night

What It Is About

The group comes to Nordlicht for an inspection. Officially it concerns the time-measuring installation. Unofficially it wants to see what the eleven Thaumaturges are preparing. Since Kantor's sentence of 1971 and the Cascade in Wales, the Seal Keepers want "to know what it wants before it comes". Nordlicht is the place where an answer is to be attempted.

The group finds a station with 41 people, a kitchen radio playing pop songs, a wall clock that keeps the right time, and 212 stones in the cellar that whisper louder this week than usual. The eleven Thaumaturges are preparing something, but only on Saturday do they ask for the canteen to be kept free on Monday evening. On Saturday the group must decide, following the swap-slot rule, who flies to Stockholm on Sunday to collect Astrid Solheim and the parts of the time-measuring installation. Whoever stays takes a swap slot on the duty roster. Whoever travels arrives too late with Astrid. The decision is binary: whoever is at the station that night goes with it. Whoever travels grows old.

What Really Happened

The eleven Thaumaturges of Nordlicht have been preparing something for weeks. On the evening of 14 February they intend to read the seventh circle in the canteen. The stones in the archive have been whispering louder since December, and the probe shows a wandering zero point. The eleven believe that the Voice answers when it is called. They do not know what happens then. They hope for an answer, not a Door. The Seal Keepers have released the canteen to them. The group cannot stop it: orders, time or snow stand in the way. The table may try.

Whether the eleven were waiting for the tone or the tone for the eleven remains open. Who moved the eleven to read remains open. The Seal Keepers' release stands in the room as an obstacle, but it does not answer the question.

The red herring: The time-measuring installation. Everyone acts as if it were about clocks, calibration, technology. Astrid Solheim arrives from Stockholm with two wooden crates full of clockworks. The true reason for the week is the reading. The time-measuring installation is important, but it is not the reason.

The loose thread: The eleven Thaumaturges are among the 41. Their eleven files turn up in Stockholm in 2014 and disappear. The school class that has been in the valley since Thursday hears the melody in the night. The Registry file on the boy who asks about the song is never closed. The letter from the radio operator's wife in Tromsø is answered every February after 1977. The widow writes to the station's front company. The same agent has been answering since 1978. In 2027 the boy from the school class is a man who still hears the melody.

WHAT IS FIXED

- 41 names on the duty roster, all ticked for 14 February.
- The eleven Thaumaturges read the seventh circle.
- 212 stones lie in the archive in their places.
- At 22:10, all clocks stop.
- Astrid Solheim arrives late.
- Gunnar Solheim is among the 41.
- Kjell Haugen finds on the morning of 15 February what he finds.
- No player agent can prevent the event.

The game master holds these points without punishment. If the table wants to prevent the reading, an order from the Collegium stands against it, a snowstorm, a broken generator, a train that does not run. If an agent wants to stop the eleven, they find that the eleven do not act out of malice, but out of duty. The price is bearing witness, not punishment. Whoever knows the timeline plays within it. The last sentence of every agent who stays goes into the Duty Log. The last sentence of every agent who travels is what they say on the train as the clocks stop.

WHAT THE TABLE DECIDES

- **Who stays and who travels.** Each player decides individually for their agent. Whoever stays takes on Saturday a swap slot of a suitable function (T1 to T7). Vatne rubs out the name and writes in the agent's. The displaced character travels with the others on Sunday and lives. A player Thaumaturge on T2 reads along. Whoever wants to stay but not read takes T3. Gunnar Solheim and the number of eleven readers are never replaced, and no name is ever added. Whoever travels flies on Sunday from Evenes via Oslo to Stockholm and boards the night train at 18:15. Consequence: Whoever stays receives a tick and the manner of death of the replaced character. Whoever travels lives on and grows old. Duty Log: the agent's place on 14 February.
- **Whose cup is the eleventh, the one that is not half full.** Ten of the eleven cups are half full and warm. One is not. The table decides whether it is the cup of a player Thaumaturge. Consequence: Haugen does not know whose cup it is, and his report names no names. Only the Duty Log records it. Duty Log: "Cup not half full".
- **What everyone does in the last week and to whom they write.** Every agent has one free evening. They can write a letter, make a phone call, prepare a handover to their protégé. Consequence: These letters and conversations become artefacts or memories in 2027. Duty Log: last action before the night.
- **What the group learns about the eleven's plan and whether they approve of it.** The group can gather clues that announce the reading. They can approve of it, stay silent or try to prevent it. Consequence: Their attitude influences how the eleven act in the night, not whether. Duty Log: the group's attitude to the seventh circle.
- **The last sentence of every agent.** At 22:09, every player whose agent stays says the last sentence. It goes into the Duty Log. Consequence: It may be heard in "The Door" 2027 on the kitchen radio.

People

Gunnar Solheim, 37

Technician at Nordlicht. Husband of Astrid, father of Ingrid. Has worked on the generator and the heating since August 1976. Wants the time-measuring installation to work so that Astrid has a reason to stay longer. Knows that his father disappeared in Kiruna in 1953. Conceals that at night he sometimes hears his

father's name whispered in Norwegian. Speaks calmly, with pauses, in Norwegian and English.

Astrid Solheim, 43

Watchmaker from Bergen. First Chronomancer. Designed the time-measuring installation for Nordlicht. On Sunday evening boards the night train to Narvik in Stockholm with Ingrid and two wooden crates, scheduled arrival Monday, 19:00. Wants to set up the installation and then return to Bergen with Gunnar and Ingrid. Knows that she is supposed to set up the installation. Conceals that her crystal has been whispering restlessly since December, but is not cold. Speaks precisely, quietly, in Norwegian, German and English.

Ingrid Solheim, 3

Daughter of Astrid and Gunnar. A few days earlier in Bergen drew a picture for Papa, a man in a blue jumper. It arrives by post on Friday, 11 February. Conceals nothing because she knows nothing. Speaks little.

Kjell Haugen, 24

Lieutenant of the Tactical Branch. On winter exercise in Bardufoss since December 1976. Knows two names on the duty roster: Rønning and Gunnar Solheim. Wants to fulfil his mission. Knows that Nordlicht is an archive. Conceals that since Kiruna in December he has dreamed every night of voices calling in English. Speaks tersely, militarily, in Norwegian. Appears during the week only as a short radio scene from Bardufoss.

Viktor Hallström, 76

Former detective inspector, head of the Investigation Branch, seat beside the Council since 1961. Sits in Stockholm. Wants the report of the inspection. Knows what happened in Wales in 1971 at 22:10. Conceals nothing the group needs to know. Speaks slowly, formally, in Swedish and English. Appears only as a telex.

Station Chief Einar Vatne, 58

Head of Nordlicht. Keeps the duty roster in pencil. Wants the station to remain quiet. Knows that the eleven are preparing something. Conceals that he promised them the canteen for Monday evening before the group arrived. Speaks like an administrator, friendly, in Norwegian and English.

Margaret Dunmore, 61

Archivist, head of the crystal archive, Circle IV. One of the eleven. Wants the stones to be heard. Knows that the eleven want to read. Has heard stone 194 and believes the stones want to answer. Conceals that she has had trouble sleeping for weeks and hears the stones more loudly at night. Speaks with the calm of a woman who has lived long in libraries, in English.

The Eleven Thaumaturges

Dunmore, Pritchard, Hovde, Wennberg, Zieliński, MacLeod, Cárdenas, Aune, Pike, Lunde, Rhys. They read the seventh circle during the night. They know they may not return. They conceal it. Speak quietly among themselves, in English, Welsh, Norwegian, Polish.

Briefing

"TO WAYBILL. INSPECTION NORDLICHT FROM 7.2.1977. CHECK OF THE STATION BEFORE ARRIVAL OF THE TIME-MEASURING INSTALLATION. REPORT TO INVESTIGATION BRANCH AND COLLEGIUM. NO INTERVENTIONS WITHOUT CONSULTATION. TRAVEL VIA NARVIK. ACCOMMODATION IN THE STATION. HALLSTROEM."

Telex from Stockholm, 4 February 1977

What the group gets: a service car to Narvik, train tickets, winter clothing, a measuring case, a tape recorder, a seal of the Collegium for the archive, expenses in Norwegian kroner.

Expenses: sufficient for food, accommodation and smaller purchases on site.

Requisition: a helicopter (only in clear weather), a shortwave radio, a second car, an Observer for a Psion. No incendiary ammunition without clearance from the Tactical Branch. No intervention in the archive without the archivist.

The Nodes

The group has seven days. The clock is running. The following nodes lie in the station and its surroundings. Each clue states where it leads.

Node 1: Station Chief's Office (Duty Roster)

A small room on the ground floor, left of the corridor. A desk, a steel cabinet, a window onto the yard. The duty roster hangs on the wall, filled in in pencil, 41 names in neat columns, with an empty column for 14 February. The roll call on Monday at 7:00 sets the ticks. Rows 3, 14, 15, 17, 26, 34, 35 are unchanged during the week; only after Saturday do they show erasure marks.

- **Clue:** The note "Canteen reserved, 9 p.m." on the roster, in pencil, not by Vatne. (leads to: the eleven read in the canteen on Monday evening) An Investigator finds it with Investigation against Hard (3).
- **Clue:** The Collegium's telex to Vatne: "Preparations for 14 February take precedence over the

inspection." (leads to: the time-measuring installation is not the real reason) An Agent finds it with Stealth against Doable (2), because it lies in a drawer under old waybills.

- **Clue:** The roster shows 41 posts, and with them 41 beds and 41 rations. Vatne says: "The Council has not approved more posts. Whoever wants to stay here needs one, and its holder leaves in exchange." (leads to: Nordlicht has 41 posts) A Soldier recognises with Tactics against Easy (1) that the station has no room for guests beyond Sunday.
- **Clue:** Kari Lunde wears two watches, which she compares daily. (leads to: the hour is ten past ten) An Investigator notices it with Perception against Easy (1).

Tests: Investigation, Stealth, Tactics, Perception. Classes: Investigator, Agent, Soldier.

Node 2: Canteen with Kitchen and Serving Hatch

A large room on the ground floor, right of the corridor. The long table, the wall clock above the door, the kitchen radio on the serving hatch. The kitchen lies to the north, connected by the serving hatch. Two windows to the east.

- **Clue:** A smell of chalk on Monday, faint chalk circles under the table. (leads to: the eleven read in the canteen on Monday evening) A Thaumaturge finds them with Ritualism against Hard (3).
- **Clue:** The kitchen radio plays pop songs, but at night, when it is turned down low, a Whisper can be heard between the songs. (leads to: the stones whisper louder) A Psion finds it with Telepathy against Doable (2).
- **Clue:** On Saturday, Vatne mentions that the canteen is booked on Monday evening. (leads to: the eleven read in the canteen on Monday evening) An Agent recognises the significance with Insight against Easy (1).
- **Clue:** The wall clock keeps correct time, but every evening at ten past ten the second hand stalls for a heartbeat. The cooks have never noticed. (leads to: the hour is ten past ten) A Scientist notices it with Perception against Very Hard (4).
- **Clue:** The cook Harald Sæther shows the menu: meals are cooked for 41, the guests eat from the reserve until Sunday. (leads to: Nordlicht has 41 posts) An Agent learns it with Persuasion against Easy (1).

Tests: Ritualism, Telepathy, Insight, Perception, Persuasion. Classes: Thaumaturge, Psion, Agent, Scientist.

Node 3: Archive Behind the Steel Door

In the cellar, directly beneath the canteen. Two keys: one with Vatne, one with the archivist. Shelves with numbered little lead boxes, 212 positions. A Thaumaturge is reading in a book that does not belong to the Crystal Ledger.

- **Clue:** A stone at position 194 whispers "ten past ten" in Norwegian. (leads to: the hour is ten past ten) A Thaumaturge hears it with Thaumaturgy against Hard (3).
- **Clue:** The archivist says the installation is "only a clock", but the stones are "time itself". (leads to: the time-measuring installation is not the real reason) An Investigator hears it with Insight against Doable (2).
- **Clue:** The book the Thaumaturge is reading shows the seventh circle on one page. (leads to: the eleven read in the canteen on Monday evening) A Scientist recognises it with Occultism against Very Hard (4).
- **Clue:** The little boxes are warm, not merely cool. (leads to: the stones whisper louder) A Soldier feels it with Perception against Easy (1).

Tests: Thaumaturgy, Insight, Occultism, Perception. Classes: Thaumaturge, Investigator, Scientist, Soldier.

Node 4: Workshop and Generator

The workshop is on the ground floor of the concrete building, not in the corrugated iron shed. The corrugated iron shed is a separate building east of the main building. Gunnar is working on a generator that never gets finished. The room smells of oil and cold metal.

- **Clue:** Gunnar says the generator has been humming "like a choir" since the stones started getting warm. (leads to: the stones whisper louder) A Scientist hears it with Technology against Doable (2).
- **Clue:** The generator is half repaired. (leads to: the last week) A Soldier works out its state with Perception against Easy (1).
- **Clue:** Gunnar asks whether the group knew his father, from Kiruna 1953. (leads to: the dead) A Soldier answers with Insight or Leadership against Doable (2).
- **Clue:** In the workshop there is a photo of Astrid and Ingrid that Gunnar has pinned to the wall. (leads to: Astrid Solheim) An Agent sees it with Perception against Easy (1).

Tests: Technology, Perception, Insight or Leadership. Classes: Scientist, Soldier, Agent.

Node 5: Radio Room and Probe

A small room next to the station chief's office. The probe stands at the top of the stairs down to the cellar. The radio operator Arne Kvalvik sits at the set, the radio operator Liv Sandvik is there as well. The listener Marit Øien wears a Mk. II, her Observer Leif Grande is with her. On Friday Lieutenant Kjell Haugen calls in by radio from Bardufoss, he only wants to check the connection briefly.

- **Clue:** A call from Bergen on Saturday: Astrid reports that she is going to Stockholm on Sunday and asks who will pick her up there. Vatne answers: one of the guests, or one of his own people if a guest takes that person's place. (leads to: Nordlicht has 41 posts) An Agent hears it with Perception against Easy (1), because Kvalvik notes the call in the log.
- **Clue:** During the week the probe shows a wandering zero point that has been shifting since December. (leads to: the stones whisper louder) A Scientist sees it with Physics against Hard (3).
- **Clue:** At night Marit Øien hears a choir that no one else hears. (leads to: the Voice) A Psion hears it with Telepathy against Very Hard (4).
- **Clue:** On Friday Haugen calls in from Bardufoss and asks about the weather on the fjell. (leads to: the search party) A Soldier recognises the military routine with Tactics against Easy (1).

Tests: Perception, Physics, Telepathy, Tactics. Classes: Agent, Scientist, Psion, Soldier.

Node 6: Sick Bay and Post

A small room at the end of the corridor. Dr. Astri Myhre and the medic Olav Brekke. On Friday the post arrives from Narvik: Ingrid's drawing for Papa, along with a letter to the radio operator from Tromsø.

- **Clue:** The medic says the eleven Thaumaturges have had trouble sleeping for weeks, but have not asked for any medication. (leads to: the time-measuring installation is not the real reason) An Investigator hears it with Insight against Doable (2).
- **Clue:** The letter from the radio operator's wife in Tromsø: she asks when he is coming home. She only knows of a company weather station with a post box in Oslo. (Handout N43, leads to: the 41) An Agent reads it with Sleight of Hand against Easy (1).
- **Clue:** Ingrid's drawing "Ingrid, 3 years old. For Papa." lies on the table. (Handout N44, leads to: Gunnar Solheim) A Soldier sees it with Perception against Easy (1).
- **Clue:** Aspirin is running low, a note lies on the shelf. (leads to: the last week) A Scientist finds it with Medicine against Easy (1).

Tests: Insight, Sleight of Hand, Perception, Medicine. Classes: Investigator, Agent, Soldier, Scientist.

```
THE CONCLUSIONS

1. The eleven read in the canteen on Monday
evening. (Node 1: note "Canteen reserved",
Node 2: chalk circles, Node 3: seventh circle)

2. The stones whisper louder than usual. (Node
3: warm little boxes, Node 4: generator hums,
Node 5: probe zero point)

3. The hour is ten past ten. (Node 3: stone
194 whispers "ten past ten", Node 2: wall
clock stops at ten past ten, Node 1: Kari
Lunde's clocks)

4. The time-measuring installation is not the
real reason for the week. (Node 1: teleprinter
message, Node 3: archivist, Node 6: medic)

5. Nordlicht has 41 posts. Whoever wants to
stay takes one over, and its holder leaves.
(Node 1: 41 established posts, Node 2: menu
for 41, Node 5: Astrid's call)
```

Escalation

If the group is too slow, the following happens:

- **Tuesday, 8 February:** The archivist closes the archive early. A Thaumaturge who arrives too late finds the door locked. Horror test: Uncanny (1) if they put their hand on the warm metal.
- **Thursday, 10 February:** A German school class moves into the hut in the valley. A boy asks about the station with the antennas. If the group is not there, they hear about it on Friday.
- **Saturday, 12 February:** The eleven ask to keep the canteen free on Monday evening. If the group has not asked before, the decision about the swap slots becomes more difficult. Horror test: Uncanny (1) if an agent sees how the eleven look at each other.
- **Sunday, 13 February:** Those who travel board the night train in Stockholm. Those who stay see the eleven sitting in the canteen in the evening, without reading. Horror test: Disturbing (2) if an agent sees the chalk circles on the floor.
- **Monday, 14 February:** The pulses quicken. At 21:45 the eleven sit around the long table, a chalk circle on the tabletop, eleven cups of coffee. The radio plays pop songs. Horror test: Horrifying (3) if an agent realises that the eleven are waiting.

The authorities of the era: The Veil Protocol of 1961 applies. Oslo is a signatory. Authorities look the other way. A call to the Norwegian police or the military would not lead to an arrest, but to a quiet report to the Investigation Branch. The cover as a weather station holds. Here escalation is not the opponent, but time.

The Confrontation

The Location

The canteen of Nordlicht, Monday, 14 February 1977, 21:45 to 22:10. The long table, the eleven Thaumaturges, the chalk circle on the tabletop, eleven cups of coffee. The kitchen radio plays pop songs. The wall clock above the door (Map K12). For all those who travel: the night train from Stockholm to Narvik, beyond Kiruna, at 22:10.

Sequence

1. **21:45, canteen.** The eleven sit at the table. They ask the group to stay outside or be quiet. The group can watch, wait in the corridor, or try to intervene.

2. **21:45, night train.** The train leaves Kiruna. Astrid counts the minutes. Ingrid sleeps with the pocket watch.

3. **22:00, canteen.** Moe comes back and knocks snow from his boots. The group sees him in the corridor.

4. **22:08, radio room.** Radio operator Arne Kvalvik writes in the radio log: “All quiet. Snow.”

5. **22:09, canteen.** The pulses come at one-second intervals. Each player whose agent stays says the last sentence. The game master writes it in the Duty Log.

6. **22:10, canteen.** The pulses merge into a single tone. The eleven read the seventh circle. All 212 stones speak. A Door as large as the station. The 41 walk through it. All clocks stop.

7. **22:10, night train.** All clocks on the train stop, only the pocket watch in Ingrid’s hand runs through a whole night in under a minute. Astrid’s crystal turns cold and grey from the centre; the whisper she heard for 23 years falls silent. The train stands beyond Kiruna within sight of the mine, a good three hours from the station.

8. **00:30, Narvik.** The train arrives. No car is waiting.

9. **02:00, Narvik station.** Astrid calls the emergency number. The Registry night duty answers.

10. **04:00, Narvik station.** Nordlicht does not answer. Astrid knows it. Telex from the Council to the group: stay in Narvik.

11. **06:40, station.** Haugen lands with twelve men. Five kilometres before, the pilot’s compass spins like a clock hand. Haugen finds what he finds.

Solutions

- **Without a fight, in the station:** The group realises that it cannot stop the event and becomes a witness. It stays, watches, says its last sentences. This is the path of canon.
- **Without a fight, on the train:** Those who travel experience the night as a silence beyond Kiruna. The train stops. Astrid looks at Ingrid. The clocks have stopped. At 2:00 Astrid calls. At 4:00 she knows. The path of canon for all those who arrive too late.
- **With a fight:** An agent tries to disrupt the eleven. They are stopped by the guards or by a Thaumaturge who draws a warding circle. The fight ends before it begins because time runs out. The price is strain, not death.

Opponents

None in the conventional sense. The Voice is the opponent, but it has no stats. Whoever wants to fight the eleven finds themselves against eleven Thaumaturges who do not want to fight. Whoever wants to stop the Door finds no Door until it is too late. The true opponent is time.

Kjell Haugen

Elite · Humans

A young officer who has been on winter exercise in Bardufoss since December 1976. On 15 February he leads the search party to Nordlicht. He knows two names on the duty roster: Rønning and Gunnar Solheim. Since Kiruna he dreams every night of voices calling in English.

Value	Details
Initiative	5
Attack	assault rifle 4 + 3, damage 4, or pistol 3 + 3, damage 3
Defence / Armour / HP	3 / 2 / 14
Horror	None. If he hears the choir on the radio, he makes a horror test against Disturbing (2) himself
Special	Knows two names on the duty roster. Counts the backs twice. Leaves the choir out of the report.

Value	Details
Weakness	Sense of duty. He obeys orders even when he doubts.
Behaviour	Terse, military, in Norwegian. He wants to fulfil his mission and seal the station. He does not flee.

The station guards are soldiers of the Tactical Branch (Core Rulebook, Mercenary, Professional). The eleven Thaumaturges are not fighters; whoever attacks them finds themselves against eleven humans who do not strike back. The silence on the train is not an opponent, but a state.

Aftermath

What the world saw: A weather station in northern Norway no longer reports on Tuesday. The report is withheld. The only search party is Haugen's case SA-1977-02. No bodies, no traces.

What O.D.I.N. gets: Haugen's report SA-1977-02. The wall clock from the canteen, stopped at 22:10. The kitchen radio, which plays a choir in the morning. The 212 grey crystals. The probe that measures 41 people over there. The personnel files of the eleven Thaumaturges (in 2014 the eleven files of the night worker). The Black File Nordlicht.

Experience: Black File: 7 XP, +1 for the achieved objective, at most +1 personal bonus, plus 1 for each thread picked up. The group has at least two threads: the school class and the widow from Tromsø.

Duty Log: Whoever stayed gets a tick and the manner of death of the replaced character. Whoever left is not on the roster. The last sentence of every agent is entered. The group's attitude towards the seventh circle. The names of the player agents on the swap slots.

Handover: Whoever stays goes into the night. Their protégé takes over. Whoever leaves arrives too late and lives on. They themselves can appear in the chapter "After Nordlicht" as the old hand, their protégé in "The Door" as a contact of the cell.

The loose thread: The school class. The widow's letter. The eleven files that surface in 2014. The boy who hears the melody. The dead of Kiruna, who call in the night.

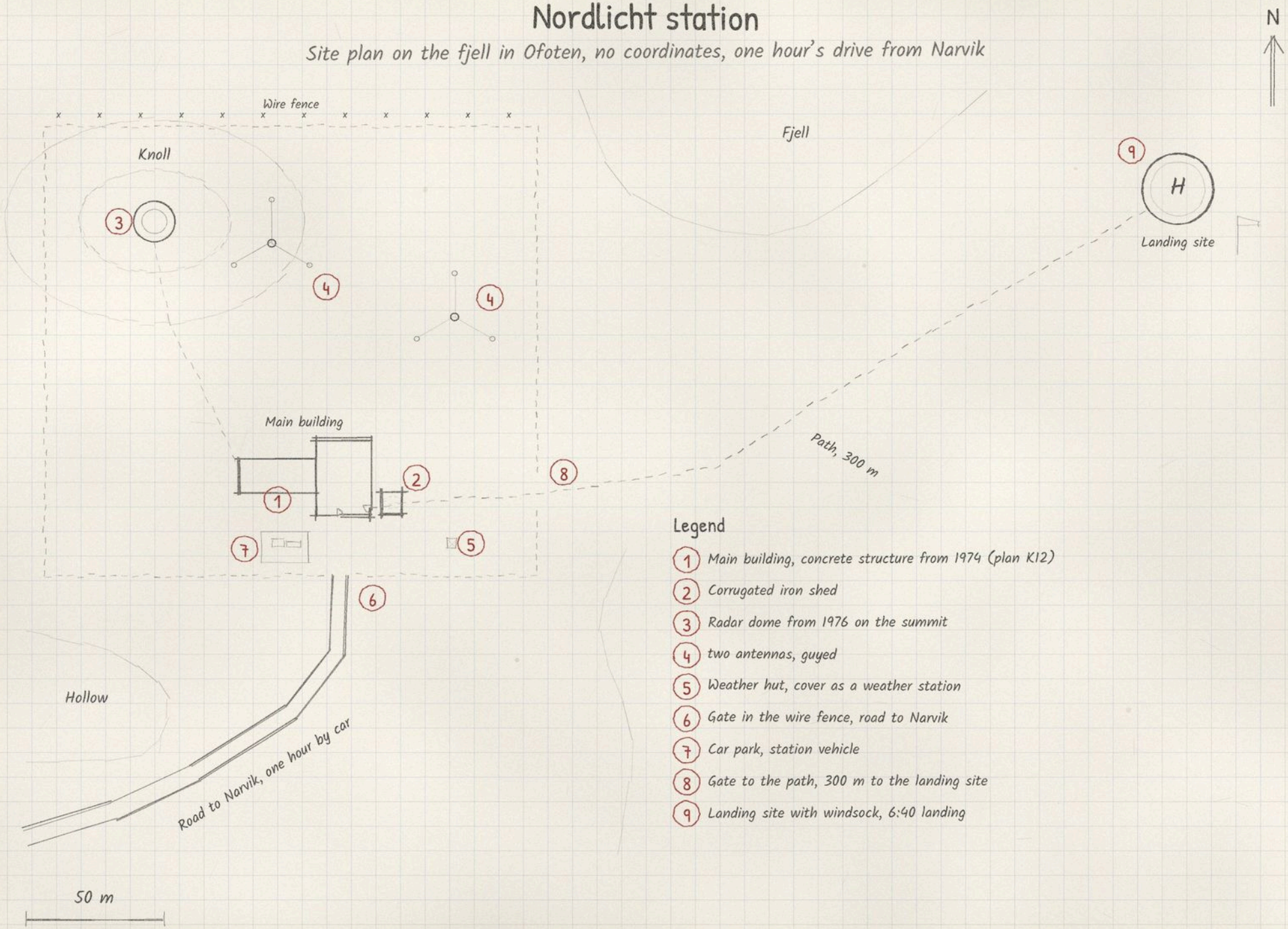
Until the next mission: After the night, the chapter "After Nordlicht" begins. The Print Shop invents 41 deaths. The Council issues new rules. Hallström resigns in 1979. Wendland builds the Opener. The probe shows 42. Whoever arrived too late grows old. The next campaign is "The Door", fifty years later, on the same evening.

HANDOUTS AND MAP

- N42: Nordlicht duty roster, February 1977, table with 41 names, tick column for 14.2., erasure marks on rows 3, 14, 15, 17, 26, 34, 35. Find Site: station chief's office.
- N43: Letter from the radio operator's wife in Tromsø to the weather station of a company with a post office box in Oslo; she asks when he is coming home. Find Site: sick bay and post room.
- N44: Child's drawing "Ingrid, 3 years. For Papa.", man in a blue jumper, reverse in Astrid's handwriting. Find Site: sick bay and post room.
- N45: Ticket Stockholm to Narvik, 13./14.2.1977. Whoever leaves receives it on Sunday in Stockholm. Astrid carries hers with her.
- Map K11: Nordlicht Station, site plan: main building, corrugated-iron shed, landing site, road to Narvik.
- Map K12: Nordlicht Station, Floor Plan ground floor and basement: canteen above the archive, probe at the stairway, workshop on the ground floor, corrugated-iron shed as a separate building, ten sleeping rooms with four beds each and a room for the station chief, assigned according to the duty roster, one guest room for the group.

Nordlicht station

Site plan on the fjell in Ofoten, no coordinates, one hour's drive from Narvik



Legend

1. Main building, concrete structure from 1974 (plan K12)
2. Corrugated iron shed
3. Radar dome from 1976 on the summit
4. two antennas, guyed
5. Weather hut, cover as a weather station
6. Gate in the wire fence, road to Narvik
7. Car park, station vehicle
8. Gate to the path, 300 m to the landing site
9. Landing site with windsock, 6:40 landing

Nordlicht station

Ground floor and cellar plan, beds according to the duty roster of 14 February 1977

Legend

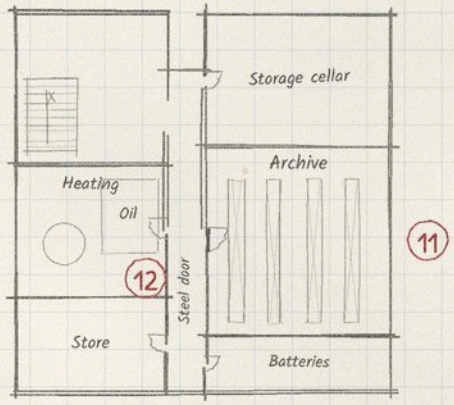
1. Entrance from the south
2. Office of the station chief, duty roster on the wall
3. Radio station, log and headphones
4. Guardroom, guard under Rønning
5. Stairway down to the cellar, the probe
6. Canteen: long table, chalk circle, clock above the door
7. Kitchen, serving hatch with the kitchen radio
8. Workshop, half-repaired generator
9. Sick bay at the end of the corridor
10. Group guest room (G), until Sunday
11. Archive behind the steel door, 212 lead boxes
12. Heating and oil tank (beach)
13. Corrugated iron shed, separate building to the east

S1 to S4 women, S5 to S11 men, G guest room.

T1 to T7 are the swap slots of the duty roster:

Whoever stays sleeps in the bed of the character whose place they take.

Cellar, under the east part



Beds according to duty roster (row, name)

S1	2 Aasen, 4 Dunmore, 6 Hovde, 37 Myhre
S2	9 MacLeod, 12 Pike, 13 Lunde, 26 Sandvik (T5)
S3	3 Lönn (T1), 15 Berg (T3), 18 Vogt, 40 Vik
S4	35 Øien (T7), listener, alone; three beds free
S5	36 Grande, 38 Brekke, 39 Sæther, 41 Aas
S6	1 Vatne, 5 Pritchard, 7 Wennberg, 8 Zieliński
S7	10 Cárdenas, 11 Aune, 14 Rhys (T2), 16 Coombs
S8	17 Brenner (T4), 19 Rautio, 20 Solheim, 21 Strand
S9	22 Eriksen, 23 Tangen, 24 Moe, 25 Kvalvik
S10	27 Rønning, 28 Hellesøy, 29 Nygård, 30 Reid
S11	31 Holt, 32 Nilsson, 33 Evans, 34 Lie (T6)

5 m

14 February 1977
THE NIGHT

14 February 1977 begins as an ordinary Monday. At 7:00 the permanent staff stands for roll call. At 22:10 the 41 are gone. This chapter plays the hours in between. It follows Mission 13. The decision of who is at the station and who sits on the train with Astrid has been made. Now only time matters.

How to Play the Night

The night has two locations. The first is Nordlicht station, the second is the night train beyond Kiruna. The game master cuts between the two, hour by hour. No player agent can stop the event. No test changes the ending. Tests in this night provide images, sounds, details. They do not decide whether the Door opens.

Whoever is at the station experiences the evening from inside. Whoever travels with Astrid experiences it as silence, delay and certainty. The game master gives both locations equal weight. A cut lasts as long as it needs. Haste is the enemy of this night.

If all agents remain at the station, the train as a location is omitted; the game master then tells Astrid's journey in a few sentences after the image at 22:10. If all travel, the evening at the station plays only in short images that the game master places between the scenes on the train: roll call, the cups, the pulse, the radio log. A fixed alternation has proven effective: one scene at each location in the morning and one in the afternoon, from 21:00 cuts at intervals of minutes, at 22:10 first the image at the station, then the one on the train. Horror tests follow the usual rules; whoever travels takes the strain with them to Narvik.

The Duty Roster

In the station chief's office hangs the duty roster, filled in in pencil. 41 names in neat columns. Behind each one for 14 February a tick: present. The roll call on Monday at 7:00 sets the ticks.

No.	Name	Function	Origin, Age
1	Einar Vatne	Station Chief	Norwegian, 58
2	Ragnhild Aasen	Deputy Station Chief, Administration	Norwegian, 44
3	Birgitta Lönn **(T1)**	Liaison Registry and Operations Branch	Swedish, 31
4	Margaret Dunmore	Archivist, Head of the Crystal Archive (Circle IV), **Thaumaturge 1**	English, 61
5	Owain Pritchard	Crystal Master (Circle III), **Thaumaturge 2**	Welsh, 52
6	Sigrun Hovde	Magister, **Thaumaturge 3**	Norwegian, 47
7	Lars-Erik Wennberg	Magister, **Thaumaturge 4**	Swedish, 55
8	Tomasz Zieliński	Magister, **Thaumaturge 5**	Pole from London, 49
9	Catriona MacLeod	Adept, **Thaumaturge 6**	Scottish, 33
10	Julio Cárdenas	Adept, Alchemist, **Thaumaturge 7**	Peruvian from Cusco, 38
11	Nils Aune	Adept, **Thaumaturge 8**	Norwegian, 29
12	Eleanor Pike	Adept, **Thaumaturge 9**	English, 27
13	Kari Lunde	Adept, Chronomancer, student of Solheim, **Thaumaturge 10**	Norwegian, 26
14	Dafydd Rhys **(T2)**	Adept, **Thaumaturge 11**	Welsh, 35
15	Solveig Berg **(T3)**	Archive assistant (Collegium, does not read along)	Norwegian, 22
16	Arthur Coombs	Registrar of the Crystal Ledger	English, 63
17	Dr. Ulrich Brenner **(T4)**	Physicist of the Institute, maintains the probe	Swiss, 41
18	Annelies Vogt	Measurement technician of the Institute	Swiss, 30
19	Pekka Rautio	Electronics technician, computer	Finnish, 34
20	**Gunnar Solheim**	Technician	Norwegian, 37
21	Oddvar Strand	Machinist, heating	Norwegian, 50
22	Jon Eriksen	Electrician	Norwegian, 28
23	Bjørn Tangen	Radio technician	Norwegian, 39

No.	Name	Function	Origin, Age
24	Sverre Moe	Driver and mechanic	Norwegian, 45
25	Arne Kvalvik	Radio operator (last log entry 22:08), married in Tromsø	Norwegian, 42
26	Liv Sandvik **(T5)**	Radio operator	Norwegian, 25
27	Magnus Rønning	Squad leader of the guard (Tactical Branch)	Norwegian, 36
28	Tor Hellesøy	Guard	Norwegian, 27
29	Anders Nygård	Guard	Norwegian, 24
30	Colin Reid	Guard	Scottish, 31
31	Espen Holt	Guard	Norwegian, 22
32	Per-Olof Nilsson	Guard	Swedish, 29
33	Gareth Evans	Guard	Welsh, 33
34	Knut Lie **(T6)**	Guard	Norwegian, 26
35	Marit Øien **(T7)**	Listener (Psion, Mk. II), opened 1958	Norwegian, 28
36	Leif Grande	Observer of the Listener	Norwegian, 46
37	Dr. Astri Myhre	Doctor	Norwegian, 39
38	Olav Brekke	Medic (note: aspirin is running low)	Norwegian, 33
39	Harald Sæther	Cook	Norwegian, 57
40	Randi Vik	Kitchen help	Norwegian, 19
41	Kolbjørn Aas	Caretaker	Norwegian, 61

Swap slots. The rows with **(T1)** to **(T7)** show erasure marks on the handout. The name of a player agent can stand here. The station chief erases the name and writes the agent's name over it. The displaced character travels to Stockholm on Sunday and lives. Gunnar Solheim and the number eleven of the readers are never replaced. A name is never added.

How a player agent gets onto the roster. On Saturday, 12 February, each player decides individually whether their agent stays or travels. Whoever stays takes a swap slot of a suitable function: T1 liaison, T2 Thaumaturge, T3 archive assistant, T4 physicist, T5 radio operator, T6 guard, T7 Listener. A player Thaumaturge on T2 belongs to the eleven and reads along. Whoever wants to stay but not read takes T3. If more player agents of the same function are available than swap slots, they replace further names of suitable function, but never Einar Vatne or Arne Kvalvik. The number 41 does not break.

The roster lists only the permanent staff. Guests are not on it, nor is Astrid Solheim, nor Corporal Lindahl and the other men of the search party. Whoever travels is not on the roster. Whoever stays receives their tick on Monday at 7:00 and later the manner of death of the character whose place they have taken (chapter "After Nordlicht"). The displaced character boards the night train with Astrid in Stockholm on Sunday evening; what becomes of them is told in the chapter "After Nordlicht".

The Evening at the Station

7:00, Roll Call

The station chief calls the names. Each person steps forward, confirms, steps back. Vatne sets the ticks. 41 ticks. The roster is full.

7:30, Breakfast

The canteen smells of coffee and warm bread. The radio plays pop songs. The wall clock above the door keeps correct time. Gunnar Solheim eats little. He looks at the door as if expecting someone.

8:00, Duty

An ordinary Monday. The guards take up their posts. The technicians go to the generator. The radio operators check the connection to Narvik. The archivists open the steel door in the cellar.

10:00, Canteen

The kitchen help puts cups on the long table. Eleven cups. The eleven Thaumaturges come in one by one. They do not sit down. They stand, drink, talk quietly. After ten minutes they leave again.

12:00, Midday

The cook ladles soup. The radio is on. Nobody speaks about the evening. Anyone who asks gets a friendly, noncommittal answer. The eleven are polite but absent.

Afternoon, Scenes for the Player Agents

Between midday and evening, every agent who stays has their own scene. The game master asks: "Where's your agent this afternoon, and who with?" Suggestions:

- A Soldier walks the fence line with Magnus Rønning. Rønning talks about Camp Ashgrove and a young

lieutenant named Haugen, who was the last to come back from the march there and the first to set off again.

- An Agent sits with Arne Kvalvik in the radio room. Kvalvik shows a photo of his wife in Tromsø and asks whether letters from the weather station could not go faster.
- A Scientist helps Gunnar Solheim at the generator. They do not finish. Gunnar wipes his hands and says, “Tomorrow.”
- A Psion sits with Marit Øien, Leif Grande reads the newspaper beside her. Øien says the Choir is quieter today. Anyone who tests it with Telepathy against Hard (3) hears it too: quieter and closer.
- An Investigator sits with Arthur Coombs over the Crystal Ledger. Coombs enters the day’s values. The “exhaustion time” column is empty for all 212 entries.
- A player Thaumaturge on T2 sits with the eleven in Dunmore’s office. Dunmore shows them the place where they will join in. Anyone who does not read watches Kari Lunde compare her two watches.

Each scene ends with the question of what the agent still does today: write a letter, call a protégé, nothing. The answer goes into the Duty Log as the last action.

15:00, Courtyard

Sverre Moe drives to Narvik with the car. He is to pick up Astrid and the time-measuring installation. The snow falls more thickly. The driver waves. Some wave back.

19:00, Radio Room

Moe reports in from Narvik. The train is missing. Delay. Vatne takes the report. He glances at the clock. The radio operator notes it down.

20:00, Archive

The Crystal Master reports to the station chief: The little lead boxes are warm. Vatne nods. He says nothing. In the cellar, the archive lies directly beneath the canteen. An agent who goes down with him and places a hand on a little box makes a horror test against Uncanny (1).

21:00, Office

The station chief calls Moe back by radio. Storm warning for the fjell. Moe is not to wait any longer for the train and is to come up before the storm. Vatne hangs up the microphone. The roster on the wall is full of ticks.

21:06, Probe

The probe at the stairway down measures the first pulse: 14 milliseconds. 14 milliseconds later a second, weaker one follows. The printout runs. (Handout N47)

A player agent near the probe sees the deflection. A Scientist reads the measurement with Physics against Hard (3): The next pulse comes after 240 seconds, again with its weaker aftershock, and the interval between the pulses shrinks. Anyone who extrapolates the intervals arrives at ten past ten. Dr. Ulrich Brenner stands beside them and says nothing.

21:30, Canteen

Randi Vik puts eleven cups of coffee on the long table and goes back into the kitchen. Margaret Dunmore draws a circle on the tabletop with chalk. The radio plays pop songs. The wall clock runs.

21:45, Canteen

The eleven sit around the long table, the chalk circle on the tabletop, eleven cups of coffee in front of them. They ask the group to stay outside or be quiet. The player agents can watch, leave, or try to intervene. An intervention is stopped by the guards or by a Thaumaturge who draws a warding circle. The fight ends before it begins. The price is strain, not death. Anyone who understands that the eleven are waiting makes a horror test against Horrifying (3).

Anyone who stays in the corridor hears the radio through the door and eleven people who do not speak. Anyone who watches sees Dunmore place her hands flat beside the circle. A player Thaumaturge on T2 sits at the table. They can still say something to the others. They will read with them.

22:00, Corridor

Moe comes back and knocks snow from his boots. He has not seen the train. He parks the car. The group sees him in the corridor.

22:08, Radio Room

The radio operator logs the last entry: “All quiet. Snow.” (Handout N46)

A player agent in the radio room hears it. Anyone who wants reads the line. The logbook lies open.

22:09, Canteen

The pulses come every second. Each player whose agent stays says the last sentence. The game master writes it into the Duty Log. No player rolls. No player acts. Only the sentence.

22:10, Canteen

The pulses merge into one tone. The eleven read the seventh circle. All 212 stones speak. A Door, large as the station. The 41 go through. All clocks stop.

The game master describes a single image: the clock above the door, the coffee, one tone. Then no one stands in the corridor any longer. What is behind the Door, this volume does not tell. Whether the eleven waited for the tone or the tone for the eleven remains open.

22:10, Everywhere

The night reaches further than the station. The game master can weave in these images later, in Narvik, in the chapter "After Nordlicht" or in "The Door":

- For every Chronomancer, wherever they are, the clocks stop, and their stone turns grey.
- The Collegium later enters the same exhaustion time for all Nordlicht entries in the Crystal Ledger: 22:10. They are the only identical times in the whole book. (Handout N50)
- In Prague, in the cellar of a building that later becomes Hold-9, a room folds out of time: Room 4/12.
- In the hut in the valley where the German school class sleeps, a grammar school pupil wakes and hears a melody. The Registry file on him is never closed.
- The probe's printout ends at 22:10. The Institute later reads 41 people over there in it.

Astrid Solheim's Path

12 and 13 February, Bergen, Oslo, Stockholm

On Saturday Astrid and Ingrid travel from Bergen to Oslo, on Sunday onward to Stockholm. Those who travel fly on Sunday from Evenes via Oslo to Stockholm, and with them the characters whose places those staying behind have taken over. In Stockholm everyone receives their ticket. Astrid carries hers with her. (Handout N45)

13 February, 18:15, Stockholm

Those who travel board the night train to Narvik with Astrid, Ingrid and two wooden crates containing the clockworks of the time-measuring installation. Astrid packed the crates herself, each clockwork in wood wool. Ingrid wants to sleep by the window.

14 February, During the Day

The train loses time. In the morning a locomotive change, then a points failure. In the afternoon snow lies on the tracks before Kiruna, and the train stands until the line is clear. Astrid looks at her watch more often than she needs to. At 19:00 the train should be in Narvik. It is not.

In these hours every agent on the train has a scene with Astrid or Ingrid. Astrid talks about the workshop in Bergen and Gunnar's plans for the summer. Whoever asks her about her stone hears that it whispers as always: like a beat. Ingrid shows everyone her mother's pocket watch and does not let go of it.

21:30, Before Kiruna

The train heads towards Kiruna in the dark, hours behind schedule. Astrid counts the minutes. Ingrid sleeps with the pocket watch in her hand. Snow falls against the window.

21:45, Kiruna

The train leaves Kiruna.

22:10, Beyond Kiruna

All clocks on the train stop. Only the pocket watch in Ingrid's hand runs through a whole night in under a minute. Astrid's crystal turns cold and grey from the centre. The whisper she heard for 23 years falls silent. The train stands beyond Kiruna within sight of the mine, a good three hours from the station.

A player Chronomancer on the train loses their stone: it turns grey like Astrid's, and their clocks stop. A player Psion on the train hears a choir for one breath and makes a horror test against Disturbing (2). Every player whose agent is on the train now says their last sentence of this night.

Ingrid sleeps on. She notices nothing.

Astrid takes her spellbook in blue linen from her bag and writes. The handwriting is not her usual one; it is hasty. In the margin she writes a time: 22:10. (Handout N48)

15 February, 0:30, Narvik

The train arrives. No car is waiting. The station is cold and empty.

2:00, Narvik Station

Astrid calls the emergency number from a telephone in the station. The Registry night duty answers. Astrid speaks quietly. She gives the name of the station. The man at the other end is silent for a long time.

4:00, Narvik Station

Nordlicht does not answer. Astrid knows it. A telex from the Council reaches the group: stay in Narvik.

Astrid puts the pocket watch into her coat pocket and asks no one for the time again. After that she never repairs a clock again. Her workshop in Bergen remains closed.

Haugen's Search Party

15 February, 4:30, Bardufoss

A telex to the winter exercise: Lieutenant Kjell Haugen, twelve men, helicopter, case SA-1977-02. Haugen reads the order twice and forms two squads. The first is led by Sergeant Ove Brandal, with Kåre Nesheim, Frode Lian, Hallvard Sunde and Ivar Tveit. The second is led by Corporal Lindahl, with Stein Bakken, Øystein Rød, Geir Aakre, Svein Rustad and Jostein Hope. The pilot is Reidar Opsahl. The men carry assault rifles with incendiary ammunition that smells of silver, and squad radios.

6:40, Approach

The helicopter flies in the dark, one hour before sunrise. Five kilometres before the target, the pilot's compass spins like a clock hand. Opsahl looks at Haugen. Haugen lets them fly on. At 6:40 the helicopter sets down on the landing site, 300 metres from the station. The men walk the rest of the way.

In the Station

Door unlocked. Heating on. Pop songs on the radio. Eleven cups on the table, ten half full and warm, one not. Beds made. A book with a bookmark. Radio on, headphones on the table. Half-repaired generator. The note with the aspirin. In the cellar 212 grey crystals, logged, packed, in their places.

Haugen counts his men twice. In the station chief's office he reads the duty roster, the 41 names, one after another, each with a tick. He knows two: Magnus Rønning from Camp Ashgrove and Gunnar Solheim from Narvik, December 1976. If a player agent whom Haugen met in Mission 12 remained, their name stands in place of Rønning's.

Lindahl reports: "The clocks." Haugen's watch is stopped at 22:10. At that moment the radio plays a choir. In it Ares' voice. Haugen leaves the choir out of the report.

Withdrawal

Sunrise. Withdrawal without running, Haugen last. Outside his watch runs again. Opsahl starts without warming up. The pilot asks: How many? Haugen answers: "None."

The Report

In the evening Haugen writes the report: "Station intact. 41 people missing. 212 crystals exhausted. Own losses: none. Recommendation: seal the station. Do not enter again." The Council notes beneath it: "Recommendation accepted. Sealing after clearance by the Institute and the Collegium." (Handout N49)

What Haugen does not find: no signs of combat, no foreign footprints, no bodies. What he cannot place: the eleventh cup, which is not half full.

In May 1977 Haugen calls Thomas Ashgrove from Tromsø and tells him about the choir. Ashgrove notes: "I told him not to write it down." About this morning Haugen later says only one sentence: "We always arrive too late. That is not our fault. That is our profession."

The Last Sentence

At 22:09, every player whose agent remains says their agent's last sentence. The game master writes it in the Duty Log. It may be heard in "The Door" 2027 on the kitchen radio. Those who leave say their last sentence on the train as the clocks stop.

The game master does not announce the moment. At 22:09, they say only: "The pulses come every second." Then they look at the first player. The sentence is what the agent says, not what the player says about them. It may be addressed to someone in the room, to someone who is not there, or to no one. It may be a single word. Anyone who wants to say nothing says nothing; that too goes into the Duty Log, as an empty line.

No one comments on the sentences, not even the game master. After the last sentence, they describe the image of 22:10 and cut to the train.

In the Duty Log there is one line for each agent: name, place on 14 February at 22:10, the sentence. For those who remain, also the swap slot and the manner of death of the replaced character. These lines are needed by the chapter “After Nordlicht”, and “The Door” needs them.

WHAT IS FIXED

- 41 names on the duty roster, all ticked for 14 February.
- The eleven Thaumaturges read the seventh circle.
- 212 stones lie in the archive in their places.
- At 22:10, all clocks stop.
- Astrid Solheim arrives late.
- Gunnar Solheim is among the 41.
- Kjell Haugen finds on the morning of 15 February what he finds.
- No player agent can prevent the event.

WHAT THE TABLE DECIDES

- Whose cup is the eleventh, the one that is not half full. Ten of the eleven cups are half full and warm. One is not. The table decides whether it is the cup of a player Thaumaturge. Consequence: Haugen does not know whose cup it is, and his report names no names. Only the Duty Log records it: “Cup not half full”.
- The last sentence of every agent. At 22:09, every player whose agent remains says the last sentence. It goes into the Duty Log. Consequence: It may be heard in “The Door” 2027 on the kitchen radio.
- What everyone did in the last week and to whom they write. Every agent had one free evening. These letters and conversations become artefacts or memories in 2027. Duty Log: last action before the night.
- What the group learned about the eleven’s plan and whether they approve of it. The attitude influences how the eleven act in the night, not whether. Duty Log: the group’s attitude to the seventh circle.

HANDOUTS

- N46: Nordlicht radio log, last entry 22:08.
- N47: measurement strip from the Nordlicht probe, 21:06 to 22:10.
- N48: page from Astrid’s spellbook, 22:10 in the margin.
- N49: Haugen’s report SA-1977-02 with the Council’s note.
- N50: Crystal Ledger page: exhaustion time 22:10.

Epilogue
AFTER NORDLICHT

On 15 February 1977 the search party of the Tactical Branch lands outside Nordlicht at 6:40. The door is unlocked. The heating is running. A Norwegian pop song is playing on the radio. On the long table in the canteen stand eleven coffee cups, ten half full and warm. The beds are made. In the sick bay lies a note: aspirin is running low. In the archive lie 212 crystals, grey as slate, catalogued, packed, in their places. Lieutenant Kjell Haugen reports: station intact, 41 persons missing, no losses of our own. The Council replies: recommendation accepted. Sealing after clearance by the Institute and the Collegium.

The Days After

The game master plays the days after as short, quiet scenes. No fights. No new leads. Only what remains.

Hallström, 16 February 1977

Viktor Hallström sits in the Registry in Stockholm. In front of him lies the search party's report, next to it his notebook in black oilcloth, open at a blank page. He writes in pencil, slowly:

"Nordlicht. The clocks stand at ten past ten. In Wales it was ten past ten as well."

Then he puts the pencil down. He opens a new folder: the Black File Nordlicht, with the comparison of the two times. It stays in Stockholm. He puts it in the steel cabinet, in the second compartment, with Notebook Zero, the page from 1871 and Sander's letter of 1957. He locks both locks.

Anyone whose player agent works in the Registry and arrived too late experiences the scene after returning from the north: Hallström still has the page open when the agent enters his office. Hallström explains nothing. Anyone who asks gets the answer: "Write down what you saw. In your own words. Not for the file." That is the only test of the scene: no skill, only the decision about what the agent writes down and what not.

(Handout N51)

Wendland, 20 February 1977

Hans Wendland stands in the canteen of Nordlicht. He wears a grey lab coat and gloves. He touches nothing. He has measurements taken.

The Institute spends three days in the station. The clocks stand at 22:10. The crystals are grey. The cups are still warm. Wendland dictates readings into a tape recorder, page after page. In the end there are 412 pages.

The last sentence of the report reads: "The readings are consistent with an event for which there is no measurement."

Afterwards Wendland goes into the canteen alone. He stands in front of the wall clock, which stands at 22:10. He remains standing for seven minutes. Then he takes his own watch off his wrist, places it on the table and leaves the room.

The watch stays there. A Scientist of the group may go in with Wendland and can witness this scene; all other agents stay at the fence. Wendland says nothing. Anyone who speaks to him gets the answer after a pause: "We measured something that cannot exist, and it measured us." Then he walks on.

(Handout N52)

In the same days the Collegium clears the archive and takes the 212 grey crystals south in small lead boxes. From the fence, the Institute photographs a Spectator on the fell whom nobody knows. Only after the clearance is Nordlicht sealed.

The Telexes

In the weeks after Nordlicht, teleprinter messages reach the branches. Not all of them come from the Council. Every office draws its own conclusion, and all of them apply side by side. Above each one stands the same sentence:

"After Nordlicht new rules apply. They are not explained. They are obeyed."
Teleprinter message, February 1977

The Council:

- No station permanently holds more than twelve agents.
- Nordlicht is sealed after the clearance. Not to be entered again.

The Collegium:

- No archive holds more than 30 speaking crystals.

The Tactical Branch:

- No more missions with a single squad. Always two squads.
- Don't drink from other people's cups.
- Arctic suit for missions in the north.
- Before leaving a station: coating of all items with Alloy S.

The Operations Branch:

- Whoever disappears gets a death. Everyone.

After Nordlicht there are no more missions in this volume. The game master reads the rules out in an epilogue scene, for instance when an agent who came too late returns to their Hold and the teleprinter message is hanging on the board. Whoever asks gets the answer: “That’s the Rule of Distribution.” Or: “That’s the 12-Agent Rule.” Nothing more.

The New Rules After Nordlicht

These rules apply to all epilogues and to everything set after 1977. The first two also appear in the chapter “The World behind the Veil” of the Game Master’s Book.

- **Rule of Distribution:** No archive holds more than 30 speaking crystals. The Collegium distributes the Nordlicht crystals among the archives. The Chamber in Wales becomes the largest archive again.
- **12-Agent Rule:** No station permanently holds more than twelve agents. The group counts too.
- **Rule of Two Squads:** The Tactical Branch never again works with a single squad.
- **Cup Rule:** Don’t drink from other people’s cups. The soldiers say it as a proverb.
- **Coating:** Before leaving a station, everything is coated with Alloy S.
- **Everyone Gets a Death:** The Operations Branch creates a legend for every agent who disappears.

The rules are consequences, not punishments. The game master applies them in the background. They turn up in briefings, conversations and reports. No non-player character explains them completely.

The Forty-One Funerals

The Council gives the Print Shop two weeks. The Print Shop needs three months. There will be 41 deaths.

The work begins on 1 March 1977 in Zurich. The Typesetter, who has worked in the Nursery since 1961, receives the list of names. She knows none of the names. She works anyway.

Those in the Operations Branch help write: death certificates, letters from the shell company, newspaper reports in three languages. Elster, 31, comes into the Print Shop in the afternoon with a tray of cake. She stops briefly at every desk and memorises the names, including those of the children in the photos. An agent of the group who is helping write sees it. Elster explains nothing.

The Print Shop invents the deaths over half a year, from March to August, in three countries. It writes six accidents that together yield 41 dead:

- March: an avalanche near Riksgränsen in Sweden on a company outing, 13 dead: Vatne, Aasen, Lönn, Hovde, Wennberg, Aune, Lunde, Berg, Rautio, Nilsson, Myhre, Sæther, Vik.
- April: a helicopter crash off the Lofoten Islands, a supply flight for a weather company, 9 dead: Eriksen, Tangen, Rønning, Hellesøy, Nygård, Holt, Lie, Øien, Grande.
- May: a capsized fishing cutter off Tromsø, 6 dead: Strand, Moe, Kvalvik, Sandvik, Brekke, Aas.
- June: heart failure in a hotel in Bergen: Gunnar Solheim.
- July: a car accident in Wales, 5 dead: Pritchard, Pike, Rhys, Coombs, Evans.
- August: a minibus accident in Scotland, 7 dead: Dunmore, Zieliński, MacLeod, Cárdenas, Brenner, Vogt, Reid.

The game master describes what the group sees: death certificates, police reports, newspaper reports, letters of condolence. Everything bears the Print Shop’s handwriting.

The families receive coffins filled with sand. A Negotiator sits at 41 kitchen tables and says sentences like: “I am sorry. There was nothing we could do.” Most families never doubted.

The Widow in Tromsø

A widow doubts. Her husband was the radio operator at Nordlicht. In February 1978 she writes a letter to the company that officially operated the station. The address is a post office box in Oslo. The company does not exist.

The reply comes in March. It is short, polite and false. Since then the widow has written every February. Since 1978 the same agent of the Operations Branch has answered the letters. The game master can use this agent as a contact for the group when they travel north. She is friendly, precise and never says more than what is in the letters.

(Handout N54)

The Empty Notices

The death notices of those who stayed are in the handout booklet. Six newspaper pages, Norwegian, Swedish, English. For the player agents who were at the station, there are empty notices. The group can fill them in themselves.

The game master places the handout on the table in the first session after Nordlicht, when the group is back in a Hold. They say nothing about it. The players decide whether their agents read, fill in or put away the notices.

(Handout N53)

How the Player Agents Get Onto the List

Every player agent who was at the station on the night of 14 February counts as one of the 41. Their name is on the duty roster. Their file is with the Audit. The Print Shop invents their death.

The manner of death is fixed: the agent receives the legend of the character whose swap slot they took over on Saturday (Chapter "The Night"). Whoever replaced Liv Sandvik dies to the world in May on the fishing cutter off Tromsø; whoever replaced Dafydd Rhys dies in July on a road in Wales. The game master asks the player only: "Who receives the news, and what's in your notice?" The player describes it. The game master notes it in the Duty Log.

Whoever was not at the station that night has no death. They have something else: a report they must write, and a question that does not let them go.

Those Who Came Too Late

The agents who drove with Astrid Solheim arrive too late. On 15 February at 4:00 a.m. the Council orders them to stay in Narvik. They do not see the station again until the Institute and the Collegium clear it: one Scientist in the group may go in with Wendland on 20 February, everyone else stays at the fence. The characters whose places were taken by those who stayed live on with them.

Each of these agents receives an epilogue. The game master plays it in the session after Nordlicht or in the first session after that. The epilogue is short: one scene, one question, no test.

The questions by class:

- **Soldier:** Whose name goes on the inside of your silver?
- **Agent:** Do you sit at one of the 41 kitchen tables?
- **Scientist:** What do you write in Wendland's report, and what do you not?
- **Psion:** When do you put the helmet back on?
- **Thaumaturge:** What does your stone say, if it still speaks?
- **Investigator:** What do you place in the Black File Nordlicht that remains in Stockholm?

The questions are open. The players answer them, or they leave them open. The answers go into the Duty Log and carry the scenes up to 1979 and the bridges to "The Door".

Age

Every agent continues to age according to their year of birth. Whoever began in 1947 at 25 is 55 years old in 1977, 57 in 1979 and 67 in 1989; in 2026 they would be 104. An agent from the very beginning experiences "The Door" only as a name in a file. A protégé who was around 25 in 1976 is in their late thirties in 1989 and in their mid-seventies in 2026. The game master calculates the years for everyone who came too late and enters them in the Duty Log.

What They Do in 1979

Whoever came too late is still in service in 1979 or already out. The game master creates a short entry in the chronicle for each of these agents:

- One agent continues to work in the same branch, quieter than before.
- One agent goes into training, becomes an instructor, passes on what they saw at Nordlicht.
- One agent officially leaves O.D.I.N., but remains as a contact in the files.
- One agent disappears. The Print Shop invents a death. Whether they are really dead remains open.

What They Do in 1989

1989 is the year of Elster's betrayal and the cell structure. Whoever is still alive then has a new role:

- The Soldier from 1977 continues to wear their ashsilver, but no new ashsilver is forged. The Collegium demands that the pieces be distributed among the armouries; they hand theirs over or keep it.
- The Agent from 1977 works in a cell or as a Shadow Officer.

- The Scientist from 1977 works at the Institute, on the Opener or on the analysis of Nordlicht.
- The Psion from 1977 wears the Helmet Mk. II or none at all.
- The Thaumaturge from 1977 sits in the Collegium, in the Chamber or in an archive.
- The Investigator from 1977 has read or sealed the Black File Nordlicht.

What They Do Afterwards, as Non-Player Characters in "The Door"

Whoever was there in 1977 can appear in "The Door" in 2026. The game master decides whether and how.

Possible roles:

- An old Soldier in Kiruna who knows Ares and does not go with him.
- An old Agent in Zurich who does not want to betray the Print Shop.
- An old Scientist in Bern who reads Wendland's laboratory books.
- An old Psion in Basel who fears or protects Elster.
- An old Thaumaturge in Wales who guards the steel door.
- An old Investigator in Stockholm who knows the Black File Nordlicht.

The group from 1977 is not taken over as a cell. It appears as a memory, as a voice, as a name inside a piece of ashsilver, as a note in a file.

1979 and After

The chapter summarises what happens after Nordlicht. The game master reads it as a transition when the campaign ends or when the group changes era.

In 1979 Viktor Hallström resigns on a Monday morning. He locks away Notebook Zero. He gives the second key to the Salt Woman's family. Then he drives to Norrland. He dies in 1985, aged 84.

In 1979 Hans Wendland builds the Opener from brass and quartz in Tunnel Zero, 800 metres below the entrance hall of the Institute. The Opener echoes the rhythm of Nordlicht. Wendland goes through. Officially: retirement. The probe has shown 42 instead of 41 ever since.

In 1979 Stormbreaker begins. The game master mentions the name only if the group knows it. Nothing more.

In 1981 Alloy S is exhausted. Hofer dies. In Bern a small rift opens.

In 1985 Hallström dies.

In 1986 Evelyn Marsh dies in Zurich.

In 1988 Thomas Ashgrove dies in bed, in the Highlands. His Knife No. 1 lies in Hold-1.

In 1989 Elster turns traitor. The cell structure emerges. Ashsilver comes to an end.

In 1994 Diplomat goes through the steel door in Wales. In March of the same year Dr. Sander goes through his cellar door in Hann. Münden and does not return.

In 1996 Evan Pryce dies in Snowdonia.

In 2009 Astrid Solheim dies. She never repaired a clock again.

In 2011 Ares returns. The Nordlicht stones become clear. The wall clock from the Nordlicht canteen runs backwards.

What is behind the Door remains open.

Bridges to "The Door"

The volume "Nordlicht 1977" is the prequel to the campaign "The Door". The game master can play it beforehand or afterwards as a flashback. Both work.

The most important bridges:

Passage in Nordlicht	Mission in "The Door"	What returns
The canteen with the eleven cups	Mission 20: Nordlicht	Fifty years later 41 steaming cups, the kitchen radio, Gunnar Solheim at the window
An agent who stayed in 1977	Mission 20: Nordlicht	One of the 41 cups is theirs. The radio can answer with their last sentence from the Duty Log.
The Duty Log entries	Mission 20: Nordlicht	The last sentences from 14 February 1977. The game master uses them as clues: in the kitchen radio, in the whisper of a Nordlicht stone, in an answer from the letter slot.

Passage in Nordlicht	Mission in "The Door"	What returns
The child's drawing "Ingrid, 3 years old. For Papa."	Mission 20: Nordlicht	Gunnar passes it on to Pendel in 2027, if Pendel appears in the campaign. (Handout N44)
The 212 stones in the archive	Mission 3: The Lead Box	A Nordlicht stone from an estate in Tromsø. A Chronomancer sees the canteen with warm cups, perhaps with a familiar face.
The escort of 1953	Mission 8: Tunnel 7	Behind the wall the men of the escort, among them fallen player Soldiers.
The Registry of 1948	Mission 5: Last Train	Britt Holm, who knew the group in the Registry in 1948. Her file from 1962 never arrived in Stockholm; it lies on the train.
The Keeper of 1959	Mission 9: The Steel Door	The Keeper whom the group last heard speak in 1959. Diplomat's sentence.
Hallström's 214 photos	Mission 13: The Wall	The photos also show the group from 1977.
The letter slot of 1947	Mission 14: The House Without a Number	Whoever writes to the 41 receives "Not yet. But soon."
A defected player Psion	Mission 16: The Monastery	As an old Open One with Kantor. Mercier's grandson leads the Echo squad.
The register of real names	Mission 21: The Nursery	The real names of the group from 1952. The Print Shop in Zurich.
The man in the grey coat of 1947	Mission 22: Sphinx	He remembers the group that brought him the box.
A protégé, around 25 in 1976	All missions	In their mid-seventies in 2026. Can become a contact of the cell, like Kjell Haugen.

The game master enters the names of the player agents from 1977 into the corresponding missions in the campaign "The Door". They do not read the table rows aloud. They play the return.

The Canteen in Mission 20

In Mission 20 of "The Door", the cell stands in the Nordlicht canteen. On the tables stand 41 cups, steaming. If a player agent stayed at the station in 1977, one of them is theirs. At 22:10 the kitchen radio speaks. Whoever asks a question receives the answer that "The Door" provides: all 41 say in Norwegian "Not Ares. Not like that."

Afterwards a single voice can repeat: the last sentence of the player agent from the Duty Log, as the player said it on 14 February 1977 at 22:09 (Chapter "The Night").

If no player agent was at the station, the radio speaks only with the voices of the 41. The game master can then choose a sentence that an agent of the group heard from one of the 41 in the last week, from Gunnar, from Kvalvik, from Dunmore, and have it spoken in that voice.

Your Own Agent from 1977

The campaign "The Door" begins with cadets. The agents of 1977 are then over seventy or dead. They do not appear as playable characters, but as a memory.

The game master can use an agent from 1977 as a contact for the cell of 2026. The contact is old, tired and wears a watch that stopped at 22:10. He does not talk about Nordlicht. He says sentences like: "I was once in a base where the heating still worked. That was the worst."

Bridges to "Grey Files"

The volume "Nordlicht 1977" touches the campaign "Grey Files" in several places. The game master can draw the connections if the group knows the corresponding files.

Passage in Nordlicht	File in "Grey Files"	What returns
The Tutor of 1871, File Zero (Mission 1)	The Tutor	The circles, the song, the thirteenth name
Elster, the girl from 1952 (Missions 3 and 9)	Kessler	The legend, the empty passport, the nameless ones
Pryce and the ashsilver workshop (Mission 5)	Number 341	The silver, the names inside, the Rule of Distribution
The Print Shop 1968	The Second Light	The legend of the "Enlightened", the Typesetter and her marginal note

Passage in Nordlicht	File in "Grey Files"	What returns
The school class of 1977	Second Circle	The grammar school pupil who hears the melody. The file is never closed.
Room 4/12, the night	Find Site	The fold in the later Hold-9 Prague. A room that comes into being in 1977.

The game master mentions these bridges only if the group knows the corresponding files. They are not mandatory. They are offers for a long campaign.

Handouts

The handouts N51 to N54 belong to this chapter. The game master hands them out when the group plays the corresponding scenes.

- (Handout N51) Hallström's notebook, 16 February 1977
- (Handout N52) Wendland's laboratory notebook, 20 February 1977
- (Handout N53) The death notices that the Print Shop invents
- (Handout N54) Letter from the widow in Tromsø, February 1978, and the reply from the shell company

The handouts are not printed. They are in the booklet "Nordlicht 1977: Handouts". The game master hands them out when the scene requires it. They do not read them aloud.

Appendix
AGENTS, OPPONENTS, EQUIPMENT

Appendix A: Six Ready-Made Agents

This appendix provides six ready-made agents. The game master can hand them to the table as player characters, use them as non-player characters or use them as templates for their own characters. Each agent has two stat blocks: for Section I “The Founding” in 1947 and for Section IV “Nordlicht” in 1977.

The values follow the Core Rulebook. In 1947 each agent is built with the creation rules and has received 20 experience points from war experience. In 1977 each agent has around 170 experience points. The ageing from Chapter 2 is included: from 45, one physical attribute drops, and WIS or COM rises in return. From 60, Athletics or Endurance also drops. Attributes above 4 in 1947 come from class or subclass bonuses. Values of 6 are only possible through experience.

Each agent has a protégé. The protégés are non-player characters with their own sheet, created as Cadets. They receive half the experience points their mentor gains from the moment of naming. Once per Section the player plays a training scene; afterwards the protégé gets +1 to a skill that the mentor has at 4 or higher. If the agent dies, passes over, burns out, has to go into a silence, defects to the Open Ones, vanishes into a legend or steps down, the protégé takes over. The rules for this are in the chapter “The Succession System”.

The protégés listed here are the late ones who stand at the agents’ side in 1977. From mission 2 each agent has a protégé; before mission 4 in 1953 everyone should have one. Earlier suggestions: for Ness, a recruit of the escort from the first transport, perhaps a young Norwegian from Kompani Linge (named 1949, falls in Kiruna in 1953, successor is Tove). For Marchais, a recruit from Marsh’s network in Lyon (named 1949, leaves with the convoy in 1958, successor is Arnaud). For Rask, a member of the Institute from the very beginning (named 1949, stays in Bern, successor is Lindqvist). For Ozola, another of the Thirty-One (named 1949, goes into the silence in 1971, successor is Sula). For Vaughan, an apprentice of the Collegium (named 1949, keeps watch with the group in 1959 when Holloway goes and leaves the Collegium afterwards; successor is Rhodri). For Ekvall, a secretary of the Registry (named 1949, dies in Bad Grund in 1962, successor is Lönn).

Overview

Agent	Class, Subclass	Codename	Protégé
Harald Ness	Soldier, Escort Veteran	Salz (from 1953)	Tove Ness
Colette Marchais	Agent, Spy	Garn	Jean-Luc Arnaud
Dr. Ingeborg Rask	Scientist, Physicist	Lot	Beate Lindqvist
Ilga Ozola	Psion, Telepath	Möwe	Sula
Dilys Vaughan	Thaumaturge, Thaumaturgist	Schiefer	Rhodri Vaughan
Torsten Ekvall	Investigator, Paranormal Detective	Zeuge	Birgitta Lönn

Harald Ness, “Salz”

Harald Ness is born in Narvik in 1921. He works as a fisherman until the Germans come. In 1941 he flees to Scotland and joins Kompani Linge, a Norwegian unit under British command. There he meets Torleif Solheim, the father of Gunnar Solheim. They speak English with each other because the unit is trained in Scotland. Ness survives sabotage operations in Norway and returns to Narvik in 1945. The sea no longer gives him anything. In 1947 he hears of a transport in Cardiff that is looking for men with war experience. Ness signs up. He becomes one of the eight men of the first transport: six lead crates, two lorries, three days on the road. The crates whisper. Ness gets used to sleeping next to lead crates. In 1953 he stands in Kiruna before the tunnel without a plan. He survives. Since then he has carried a salt pouch in his left breast pocket. He gets his codename “Salz” because after Kiruna he tells every newcomer: “Salt might hold it back. Might.” He does not mean it as comfort.

Value	1947	1977
Class	Soldier	Soldier
Subclass	Escort Veteran	Escort Veteran
Age	26	56
STR	3	2
DEX	3	3
CON	5	4
INT	2	2

Value	1947	1977
WIS	3	5
WIL	2	3
CHA	2	2
MAN	1	1
COM	3	5
Hit Points	13	12
Strain threshold	9	12
Initiative	3	3
Defence	2	2
Rank	None	Veteran
Special abilities	Count backs, Sleep next to lead crates, Cover the Thaumaturge	Count backs, Sleep next to lead crates, Cover the Thaumaturge

Skills 1947: Firearms 5, Endurance 4, Tactics 3, Survival 3, Athletics 2, Melee 3, Perception 3, Dodge 2, Mental Resistance 2, Toughness 2, Stealth 2, Medicine 2, Driving 1, Craft 1.

Skills 1977: Firearms 6, Tactics 5, Endurance 4, Survival 4, Perception 4, Leadership 4, Mental Resistance 3, Dodge 3, Melee 3, Toughness 2, Athletics 2, Stealth 2, Medicine 2, Driving 1, Craft 1.

Equipment 1947: Submachine gun from the war, steel helmet, army coat, notebook, salt pouch, miner's lamp.

Equipment 1977: Assault rifle with incendiary ammunition, ashsilver with names inside, salt pouch, field telephone, army coat.

Threads: Ness is one of the eight men of the first transport. Three survive Kiruna, Ashgrove and two others. Ness can be one of them. After 1954 he can become an instructor at Camp Ashgrove and later serve with the Shadow Paratroopers. In 1971 he stands as squad leader outside the hall in Wales when the Cascade happens. He can refuse to wait the ten minutes and go in with Sergeant Alun Rees instead. Afterwards he does not speak for two weeks. If he arrives too late with Astrid on the train in 1977, he stays in Narvik on the Council's orders and receives the men of the search party. He sees their faces and knows what they do not say.

Protégé: Tove Ness, born 1950. Daughter of Harald's younger brother, who is lost at sea in 1969. After her mother's early death, Tove grows up with Harald. She joins the Tactical Branch in 1969, against his will. From 1971 she is a Shadow Paratrooper. Harald trains her: withdrawing without running, sleeping next to lead crates, covering the Thaumaturge. By 1977 Tove has her first missions behind her. She is fast, quiet and wears a watch she inherited from her father. The watch has been running slow since 1969.

Colette Marchais, "Garn"

Colette Marchais is born in Lyon in 1922. Her parents run a tailor's shop. During the war she works as a seamstress. She is one of the forty informants of the seamstress, whom she knows only as "Madame Evelyne". After the war Marsh writes her a letter: an address in London, a meeting in the bunker beneath Coptic Street. Marchais comes. She joins the Operations Branch in 1947. Her first task is to build legends for the Thirty-One, who live without names in Scotland. In 1952 she helps set up the Print Shop in Zurich, first the Nursery, then the façade. From 1952 she carries legends herself. In 1958 she drives in the convoy from Paris into the Vosges, when the Lavigne twins maintain the illusion. She never sees the sister who went along again. In 1969 she brings Marsh the story of a telephone operator from the West Berlin trunk exchange. Marsh only says, "I know." Marchais understands that she will never know everything.

Value	1947	1977
Class	Agent	Agent
Subclass	Spy	Spy
Age	25	55
STR	1	1
DEX	3	2
CON	2	1
INT	5	5
WIS	3	4
WIL	2	3
CHA	4	5
MAN	3	3
COM	1	3
Hit Points	8	7
Strain threshold	7	10
Initiative	3	2
Defence	2	2

Value	1947	1977
Rank	None	Veteran
Special abilities	Double Identity, False Information, Secret Code Decryption	Double Identity, False Information, Secret Code Decryption

Skills 1947: Deception 4, Insight 4, Disguise 3, Etiquette 3, Stealth 3, Persuasion 3, Firearms 3, Perception 2, Sleight of Hand 2, Cryptography 2, Driving 2, Dodge 1, Mental Resistance 1, Performance 1, Hacking 1 (subclass bonus, of no use in this volume).

Skills 1977: Deception 6, Insight 6, Cryptography 4, Disguise 4, Etiquette 4, Stealth 4, Perception 3, Persuasion 3, Firearms 3, Sleight of Hand 2, Driving 2, Dodge 2, Mental Resistance 2, Performance 1, Hacking 1.

Equipment 1947: 9 mm pistol, camouflage clothing, sewing kit, notebook, Minox camera, false papers.

Equipment 1977: Three legends, Elster's code, pistol with suppressor, Minox camera, sewing kit, false papers.

Threads: Marchais is the link between the Operations Branch and the Print Shop. She knows the names of the children who are taken and writes deaths and lives for them. In 1971 she receives a letter from Marsh about singing children in the embassy cellar in Vienna. Marchais replies: "The Print Shop needs a new legend." If she arrives too late with Astrid, she can write the 41 deaths with the Print Shop after Nordlicht and visit the Thaumaturges' families herself. To one widow she says: "Your husband died in an accident. I'm sorry." The widow looks at her face and asks: "What do you know that you're not telling me?" Marchais replies: "Nothing."

Protégé: Jean-Luc Arnaud, born 1944. A former Foreign Legionnaire who deserted in Paris in 1968. Marsh finds him in a back room in Marseille, playing cards. He is no spy, but he can talk. Marchais trains him as a Negotiator: Insight, Deception, Etiquette. Arnaud has his first missions behind him in 1977. He speaks four languages, always carries a fountain pen with him, and writes letters that are never sent.

Dr. Ingeborg Rask, "Lot"

Ingeborg Rask is born in Uppsala in 1917. She studies geophysics and then works for the Swedish mining authority. In November 1947 she is part of the group that enters the silent cavity near Kiruna. She reads the pressure drop and notes the values. In 1948 Dr. Hans Wendland writes her a letter. He is looking for a fifth colleague for the Institute in a mine tunnel near Bern. Rask accepts. She is the fifth at the Institute, after Marchand, Ekberg, Gysin and Hainz. Her first task is to analyse the ore crate from the cavity. She learns the rule: "Never alone with a sample." In 1957 she helps measure in Cornwall when the first open rift is fully surveyed. In 1976 she builds the Nordlicht probe. She does not know what the probe will count. She only knows that it counts.

Value	1947	1977
Class	Scientist	Scientist
Subclass	Physicist	Physicist
Age	30	60
STR	1	1
DEX	3	2
CON	2	1
INT	5	6
WIS	4	5
WIL	3	4
CHA	2	2
MAN	1	1
COM	3	4
Hit Points	9	8
Strain threshold	10	12
Initiative	3	2
Defence	2	2
Rank	None	Veteran
Special abilities	Energy Control, Field Calibration, Theoretical Analysis	Energy Control, Field Calibration, Theoretical Analysis

Skills 1947: Physics 4, Technology 4, Academic Knowledge 4, Chemistry 3, Engineering 3, Navigation 3, Perception 3, Energy Manipulation 2, Medicine 2, Craft 2, Dodge 1, Mental Resistance 1, Toughness 1, Investigation 1, Driving 1.

Skills 1977: Physics 6, Technology 6, Academic Knowledge 5, Energy Manipulation 4, Chemistry 4, Engineering 4, Navigation 4, Perception 4, Medicine 2, Craft 2, Dodge 2, Mental Resistance 2, Toughness 1, Investigation 1, Driving 1.

Equipment 1947: Measuring instruments, magnetometer, slide rule, lab book, miner's lamp.

Equipment 1977: Measuring case, probe, lab book, slide rule, Geiger counter.

Threads: Rask is the one who photographs the footprints in Cornwall in 1957 that do not come from humans. She

sends the photo to Wendland, who pastes it into his lab book. In 1976 she builds the probe with a team of three Engineers. During the night the probe measures pulses of 14 milliseconds at intervals of 240 seconds from 21:06. Where Rask is on the night of 14 February 1977 is decided by the player: at the station as one of the 41 or with Astrid on the delayed train. If she is at the station, she sees the pulses shrink. At 22:10 they merge into a single tone. Later the probe shows 41 people over there. If Rask arrives too late, she may go inside with Wendland on 20 February as the only one of the group. She sees the grey crystals and the half-full cups. She does not touch any cup.

Protégé: Beate Lindqvist, born 1946. An engineer from Gothenburg who joins the Institute in 1969. Rask trains her as an Engineer: Technology, Engineering, Physics. Lindqvist builds the probe's cabling in 1976. She is the one who brings the probe's printout to the basement. In 1977 she waits in Bern for Rask's return. If Rask returns, Lindqvist asks: "What did the probe count?" Rask answers: "People. Hopefully."

Ilga Ozola, "Möwe"

Ilga Ozola is born in Riga in 1929. She is one of the 31 children from the Solberg sanatorium. On the night of 2 to 3 December 1938 she sits in the dining hall when Hanna Sander sits in the centre. She is one of the 26 telepaths. After the night in Scotland she is trained by Dr. Ilse Marek. In 1947 Ozola is 18 years old and one of the first Psions on a mission. She hears nothing for the first time when she is led into the silent cavity near Kiruna. She says: "It's as if someone is holding their mouth shut." In 1949 she wears the first Cap on a mission. The Cap presses. Ozola gets used to it. In 1963 she receives the Neuro-Helm Mk. I. In 1972 the Mk. II with seal. In 1971 she can sit in the hall in Wales when the Cascade happens. She hears how all voices fall silent at 22:10. Afterwards she hears nothing for a week. She says: "It was quiet. Like in Kiruna. Only bigger."

Value	1947	1977
Class	Psion	Psion
Subclass	Telepath	Telepath
Age	18	48
STR	1	1
DEX	2	1
CON	2	2
INT	5	5
WIS	4	5
WIL	4	5
CHA	2	2
MAN	1	1
COM	3	4
Hit Points	8	8
Strain threshold	11	13
Initiative	2	1
Defence	1	1
PSI points	13	15
Rank	None	Veteran
Special abilities	Thought Reading, Emotional Manipulation, Mental Barrier	Thought Reading, Emotional Manipulation, Mental Barrier
Chosen powers	Thought Whisper, Mental Whisper, Heightened Senses, Psychic Jolt; Deep Probe, Thought Projection	as 1947, plus Psychic Barrier

Skills 1947: Telepathy 5, Insight 4, Concentration 4, Mental Resistance 3, Persuasion 3, Perception 3, Deception 2, Psi Combat 2, Stealth 2, Medicine 2, Dodge 1, Etiquette 1, Academic Knowledge 1, History 1, Driving 1.

Skills 1977: Telepathy 6, Concentration 6, Insight 5, Psi Combat 4, Mental Resistance 4, Perception 4, Persuasion 3, Deception 2, Stealth 2, Medicine 2, Dodge 2, Etiquette 1, Academic Knowledge 1, History 1, Driving 1.

Equipment 1947: Tuning fork, notebook, miner's lamp.

Equipment 1977: Neuro-Helm Mk. II with seal, tuning fork, notebook, Observer.

Threads: Ozola remembers 32 children, not 31. She has read the pharmacist's report, the number 32 in the margin. She never speaks about it, except with Marek. In 1947 she is the first to hear nothing in the cavity. In 1949 she wears the first Cap on a mission. In 1962 she hears the singing children in the Harz before the train crashes. She reports it to Marek. Marek says: "You heard them. So they exist." In 1971 Ozola survives the Cascade. She is deaf for a week, then her hearing returns. Whether she stays at the station in 1977, for example on T7 as Listener, or arrives too late with Astrid, is decided by the player.

Protégé: Sula, born 1955. An opened child who has the breakthrough at twelve. Her birth name is erased. Sula is

a telepath. Ozola trains her: Concentration, Mental Resistance, Insight. Sula has worn the Mk. II since 1972. She asks Ozola: “Why didn’t you ever marry?” Ozola answers: “Because I’ve always got someone else in my head.” Sula does not understand that. She will understand it.

Dilys Vaughan, “Schiefer”

Dilys Vaughan is born in 1920 in Blaenau Ffestiniog, in a village above a slate quarry. Her father works in the quarry. She grows up with the sound of stone. In 1939 she hears the Whisper for the first time. She finds a crystal in an old wall. The Collegium takes her in. In 1940 she moves with the others into the Chamber in Wales. She is an adept of the Second Circle. In 1947 she stands over the waybill for the lead crate to Stockholm. She does not sign. In 1953 she can be one of the two Thaumaturges sent to Kiruna. The other Thaumaturge draws a circle that is not a warding circle, remains inside it, answers the thing and walks through the rock as through mist. Vaughan never sees him again. She never speaks of Kiruna again. In 1957 she becomes Astrid Solheim’s supervisor. In 1977 she is archivist of the Fourth Circle. She can be one of the eleven Thaumaturges of Nordlicht or accompany Astrid on the delayed train to Narvik.

Value	1947	1977
Class	Thaumaturge	Thaumaturge
Subclass	Thaumaturgist	Thaumaturgist
Age	27	57
STR	1	1
DEX	2	1
CON	2	1
INT	5	6
WIS	4	5
WIL	4	5
CHA	2	2
MAN	1	1
COM	3	4
Hit Points	8	7
Strain threshold	11	13
Initiative	2	1
Defence	1	1
Magic Energy	11	13
Rank	None	Veteran
Special abilities	Ritual Master, Spell Amplification, Magical Barrier	Ritual Master, Spell Amplification, Magical Barrier
Chosen spells	Light Flash, Magical Flame, Invisible Hand; Magical Armour; Warding Circle (Thaumaturge Class Book, Circle I)	as 1947, plus Counterspell and Magical Barrier (Major Magica)

Skills 1947: Thaumaturgy 4, Ritualism 4, Occultism 4, Concentration 4, Academic Knowledge 4, Alchemy 3, History 3, Insight 2, Perception 2, Dodge 1, Mental Resistance 1, Persuasion 1, Medicine 1, Craft 1.

Skills 1977: Thaumaturgy 6, Ritualism 6, Occultism 5, Concentration 5, Academic Knowledge 5, Alchemy 3, History 3, Perception 3, Insight 2, Dodge 2, Mental Resistance 2, Persuasion 1, Medicine 1, Craft 1.

Equipment 1947: crystal shard, spell book, ritual knife, chamber chalk, miner’s lamp.

Equipment 1977: chamber chalk, crystal, spell book, ritual knife, shard from the Chamber.

Threads: If Vaughan is in Kiruna in 1953, she survives because she remains outside his circle. The other Thaumaturge draws the circle, answers the thing and walks through the rock. She sees him walk through the rock. Since then she draws every warding circle twice. In 1957 she becomes Astrid Solheim’s supervisor, one year after the first Chronomancer came to the Collegium. Vaughan teaches her: “Time is a circle. Whoever leaves it comes back different.” In 1977 Vaughan can be one of the eleven Thaumaturges who read the seventh circle in the canteen above the archive. She knows what happened in 1953. She reads anyway. At 22:10 the Door opens. Vaughan can step through. Her watch stops. Her crystal turns grey. Or she accompanies Astrid on the delayed train to Narvik and arrives too late.

Protégé: Rhodri Vaughan, born 1948. Dilys’ nephew, who plays in the slate quarry as a child. He enters the Collegium in 1965. Dilys trains him as a Thaumaturgist: Thaumaturgy, Ritualism, Occultism. In 1977 Rhodri is an adept of the Second Circle. He stays in Wales and waits for word from Nordlicht. If Dilys steps through the Door, the word never comes.

Torsten Ekvall, “Zeuge”

Torsten Ekvall is born in Stockholm in 1913. He becomes a criminal assistant. In 1938 he travels with Detective

Inspector Viktor Hallström to Solbergsee. He sees the 31 chairs in a circle. He sees the wallpaper that Hallström later removes. He says: “Someone here heard something that wasn’t meant for us.” Hallström answers: “Yes. And we have to find out what.” In 1947 a letter with the initials O.D.I.N. lies on Hallström’s desk. Hallström brings File Zero with him. Ekvall comes as his first man. In 1948 Hallström founds the Registry in Stockholm. Ekvall is the first employee. He unpacks the Ahnenerbe crate with Hallström. He sorts files by colour: Grey, Red, Black. In 1950 Greta Sundqvist is hired. Ekvall learns from her: “Every code is a person who wanted to hide something.” In 1957 he accompanies Hallström to Uppsala when Dr. Sander returns. Ekvall sees Sander and says: “He’s barely older than in the photos.” Hallström answers: “I know. Don’t write it down.”

Value	1947	1977
Class	Investigator	Investigator
Subclass	Paranormal Detective	Paranormal Detective
Age	34	64
STR	2	1
DEX	2	2
CON	2	1
INT	3	4
WIS	5	6
WIL	4	5
CHA	2	2
MAN	2	2
COM	2	3
Hit Points	9	8
Strain threshold	10	12
Initiative	2	2
Defence	1	2
Rank	None	Veteran
Special abilities	Ghost Sight, Occult Recognition, Protective Ritual	Ghost Sight, Occult Recognition, Protective Ritual

Skills 1947: Investigation 4, Perception 4, Insight 3, Driving 3, Occultism 3, Tracking 3, Firearms 2, History 2, Persuasion 2, Stealth 2, Dodge 1, Mental Resistance 1, Toughness 1, Academic Knowledge 1, Intimidation 1, Medicine 1, Security Systems 1.

Skills 1977: Investigation 6, Insight 5, Occultism 5, Perception 5, Tracking 4, Driving 3, Firearms 2, History 2, Persuasion 2, Stealth 2, Dodge 2, Mental Resistance 2, Toughness 1, Academic Knowledge 1, Intimidation 1, Medicine 1, Security Systems 1. From age 60: Athletics or Endurance reduced by 1. Ekvall has both at 0, so the reduction does not apply.

Equipment 1947: notebook, magnifying glass, torch, salt tin, red thread, camera.

Equipment 1977: tape recorder, magnifying glass in Hallström’s style, notebook, salt tin, red thread, camera.

Threads: Ekvall is Hallström’s first man in the Registry. He knows all file colours before they become official. In 1948 he unpacks the Ahnenerbe crate with Hallström. Hallström finds the photo of the circles from 1937 and hangs it on the wall of the Registry. In 1950 Ekvall reads the pharmacist’s report. In the margin is the number 32, not in her hand. Ekvall asks Hallström: “Who wrote the number?” Hallström answers: “I don’t know. And I don’t want to know.” In 1962 Ekvall is present when Britt Holm is identified after the train accident in the Harz. Her briefcase with the file and Hallström’s note is never found. Ekvall reports it to Hallström. Hallström writes in Notebook Zero: “File Holm not arrived.” After the Night of Nordlicht the station remains closed off and is sealed only after the clearance. During the clearance from 20 February, everyone stays at the wire except one Scientist, who goes in with Wendland. Where Ekvall is that night, in the station or with Astrid on the train, is decided by the player. On the duty roster, Lönn represents the Registry (T1).

Protégé: Birgitta Lönn, born 1946. A former secretary who joins the Registry in 1969. Ekvall trains her as a Paranormal Detective: Investigation, Perception, Occultism. In 1977 Lönn is on the duty roster for Nordlicht, in swap slot T1. Either she goes through at 22:10 that night, or a player agent displaces her and she arrives too late with Astrid. If she arrives too late, she waits with the group in Narvik for the search party’s report.

Appendix B: Opponents of the Era

The opponent values from the Threat Atlas in the Game Master’s Book apply unchanged to the volume “Nordlicht 1977”. Opponents newly introduced in this volume have their own stat block. Clothing, armament and bearing follow the era. The most important difference concerns ammunition: incendiary ammunition is only available from autumn 1953. Before the first batch, the Kiruna Rule applies: ordinary weapons cause no damage against beings from rifts. Protection is

offered only by warding circles, spells and retreat. Salt may hold them back, no one knows whether it did not help after all. From 1953, the quartermaster issues one magazine per mission. Incendiary ammunition works against the Voice, not against the Dead or the Alien.

Ashsilver is manufactured from 1955, each piece numbered, names inside. In the fifties there are only a few dozen pieces. Never for kills. Loss costs trust, as it does today.

The Collector, Buyer of the Ahnenerbe

Stage: Leader, Henchman · Origin: Humans · Mission 1

A very rich man who owns things he does not need to understand in order to want them. In 1947 he appears as a buyer of the remaining stocks of the Ahnenerbe: crystal shards, drawings, stone tablets, and men who work for him as well. He wears a tailored suit of English cloth, smokes Turkish cigarettes and lives in a villa on Lake Geneva. His mercenaries are former soldiers of the Waffen-SS, the Wehrmacht and the Résistance who found no way back after the war. They wear old army coats over civilian suits, no helmets, and carry submachine guns or carbines from army stocks. The Collector himself carries a pistol in his inside pocket.

(Stats: Threat Atlas, Game Master's Book. Era deviation: his mercenaries are post-war veterans, not modern mercenaries. There are no guard systems in his villa, but there is a night watchman with a dog.)

The Collector

Leader · Humans

A very rich man who owns things he does not need to understand in order to want them. In 1947 he buys up the remaining stocks of the Ahnenerbe and looks for more.

Value	Details
Initiative	3
Attack	Pistol 3 + 3, damage 3, or an artefact from his collection, at the game master's choice
Defence / Armour / HP	2 / 1 / 10
Horror	None
Special	Persuasion, Deception 5 + 4. Always has 2D6 mercenaries with him, six in mission 1, without Elite mercenaries and without guard systems. Makes every agent an offer from the table "The Lures of the Others"
Weakness	His collection. Whoever destroys a piece he loves throws him off balance: −2 dice for one scene
Behaviour	Owns, collects, defends. The Collector does not fight himself. He sends mercenaries, lawyers and money. If he is driven into a corner, he uses a piece from his collection without knowing what it does.

Post-war Mercenaries

Henchman · Humans

Former soldiers who work for the Collector. They speak German, French or Polish, wear old pieces of uniform under civilian coats and are used to obeying.

Value	Details
Initiative	3
Attack	Submachine gun or carbine 3 + 2, damage 3, or knife 3 + 2, damage 2
Defence / Armour / HP	1 / 0 / 6, as a squad under the rules of the Core Rulebook
Horror	None
Special	Veterans: whoever fought in the same war recognises their units and their wounds. An Escort Veteran can size them up with Tactics against Doable (2)
Weakness	Money, alcohol, and the memory of what they did in the war. A Negotiator or Investigator can hold them up with a conversation
Behaviour	Fight because they are paid, not out of conviction. Flee when their employer falls or when they run out of ammunition

The Lid: What Is Silent in the Cavity

Stage: · Origin: the Voice · Mission 2

In the silent cavity near Kiruna there are no stats, no shape, no attack. There is only the silence. No clock ticks, no radio transmits, a Psion hears nothing for the first time. What is silent in the cavity is not an opponent in the sense of the Threat Atlas. It is an absence that weighs more heavily than any attack. The game master uses it as a scene, not as a fight.

Effect: Psionic powers and spells fail in the cavity without a dice roll, and a crystal falls silent. Clocks stop. Radios do not crackle, they are simply dead. A Psion hears nothing, not even the others. For the Thirty-One, that is the worst of it.

Name Eater

Stage: Elite, Creature · Origin: the Voice · Mission 3

A being that has come through a rift and needs a name to hold on to this world. In 1952 in Leipzig it follows the tone of a six-year-old girl and settles in a back courtyard where children forget what they are called. It wears the clothing of the time: a long coat, a hat, a scarf. Its face blurs when you look at it. It speaks with the voices of those whose names it has taken.

(Stats: Threat Atlas, Game Master's Book. Era deviation: it appears in a city with telephone boxes and trams, not in modern blocks of flats. The post to people who do not exist consists of letters and telegrams.)

People's Policeman, Man of the Young State Security

Stage: Professional · Origin: Humans · Missions 3 and 9

A man of the State Security, which has existed since 1950, around thirty, grey suit, smokes without inhaling. In 1952 in Leipzig he watches the girl's family and the group, takes them for Western agents and summons them. Two young People's Policemen in uniform accompany him. In 1969 a man like him runs the listening post in East Berlin that transmits the Broadcast. He is not a murderer, but he is thorough and he obeys.

(Stats: Liaison Officer of a Partner Service, Threat Atlas, Game Master's Book, reinterpreted. Era deviation: service pistol, card index and photographs instead of a database. The People's Policemen at his side have the stats from Mission 3.)

Hybrid Dogs of Kiruna

Stage: Henchman · Origin: the Transformed · Mission 4

Since summer 1952, dogs disappear in Kiruna. In February 1953 they are in the tunnel without a plan, larger, quieter, with crystal shards in their fur. The dogs no longer bark. They circle. Their eyes reflect the light greenish like cat's eyes. The crystals in their fur are small shards from the tunnel without a plan, lodged in the skin and glowing faintly at night.

Hybrid Dogs of Kiruna

Henchman · Transformed

Guard dogs and sled dogs from Kiruna that disappeared since summer 1952 and were changed in the tunnel without a plan. They hunt in packs and obey no one any longer.

Value	Details
Initiative	5
Attack	Bite 3 + 3, damage 3. With a margin of 2 the target is knocked down
Defence / Armour / HP	2 / 1 (crystal plates) / 7
Horror	Uncanny (1)
Special	Pack of 3 to 6, as a squad using the Core Rulebook rules. Regenerate 1 HP per round. Smell blood over a kilometre. The crystal shards in their fur hum softly when a Psion is nearby
Weakness	Fire stops the regeneration
Behaviour	Hunt like wolves: drive prey apart, attack the weakest. Flee when their lead dog falls

The Thing in the Wall

Stage: Leader, Creature · Origin: the Voice · Mission 4

In February 1953, something breaks through in a tunnel without a plan, not a hundred metres from the silent cavity. The Collegium sends two Thaumaturges, Ashgrove leads fourteen men. The Thing in the Wall is a Threshold Guardian standing in the tunnel wall, half in the rock, half in front of it. It wears clothes from different centuries layered over one another, and its face is the face of the one looking at it, only older. Before the first incendiary ammunition in autumn 1953, the Kiruna Rule applies: ordinary weapons cause no damage. Only warding circles, spells and retreat protect. A Thaumaturge draws a circle that is not a warding circle, stays inside it and answers the thing. It turns to him. The Door closes with him on the other side.

(Stats: "Threshold Guardian of Kiruna", Mission 4. Deviation from the Threat Atlas: its touch does no damage; whoever is hit goes through the wall. With the Kiruna Rule it is invulnerable. The scene is not a fight, but a conversation that ends with an answer.)

Crystal Guardian

Stage: Elite · Origin: the Voice · Mission 4

In the same tunnel, dozens of fresh crystals grow from the walls. Between them stand figures that look like dripstones in human shape, with veins of clear crystal. They do not move until someone comes too close to the crystals. Then they turn their heads, all at once, with a sound like breaking ice.

(Stats: Threat Atlas, Game Master's Book. Era deviation: The guardians wear, beneath a crust of stone, the

clothing of miners who disappeared in the tunnel. Before the first incendiary ammunition in autumn 1953, the Kiruna Rule applies to them as well, but they crumble when the warding circle stands and the thing takes the Thaumaturge (stats: Mission 4).)

The Men of 1909

Stage: Henchman, Leader · Origin: the Dead · Mission 5

In the slate valley Cwm Llwyd in North Wales, men stand at night in the fog above an old quarry: eleven stone breakers who died in a collapse in 1909. They call names because they themselves were never called, and attack only when someone disturbs them or answers. Lead and incendiary ammunition do not help, for the dead are not the Voice; salt, light and the new ashsilver touch them. The Waiting One holds them fast: a dead woman from 1909 waiting for a twelfth name that was never spoken.

(Stats: Threat Atlas, Game Master's Book. Era deviation: The men wear the work clothes of the 1909 stone breakers, caps, waistcoats, heavy boots, slate dust on their faces. The Haunt stats apply in the subtype Caller. The Waiting One wears a black dress with a high collar, as was common around the turn of the century.)

Riftling, the Spectator

Stage: Henchman, Elite · Origin: the Voice, the Alien · Mission 6

In Cornwall in 1957, a small rift opens. At the edge of the rift stands a Spectator: tall, grey, still. He wears a long grey coat that seems like skin, and a hat he does not remove. He observes, notes, disappears. In photographs he is blurred, always, even when everything else is sharp.

(Stats: Threat Atlas, Game Master's Book. Era deviation: In Porthcarn in 1957 only the Spectator shows itself; the rift is the same one at which the first incendiary ammunition was tested in autumn 1953. The Spectator is photographed by the Institute; the photograph is the first of three that exist.)

Foreign Service in the Citroën, Forest Walker

Stage: Professional, Elite · Origin: Humans, the Old · Mission 7

A foreign service drives a black Citroën Traction Avant, the car of the post-war era. Two men sit inside, dark coats, hats, pistols. They do not want a fight; they want to know where the convoy is going. They follow the 1958 convoy, four lorries with lead crates, from Paris to a new archive in the Vosges. In the forest through which the lorries drive lives a Forest Walker who poses as a forester and greets people in a friendly way. He tolerates people who respect his rules. The foreign service breaks them.

(Stats: the driver of the Citroën, Mission 7; Forest Walker: Threat Atlas, Game Master's Book. Era deviation: The Forest Walker wears the jacket and hat of a 1950s forester.)

Liaison Officer of a Partner Service

Stage: Professional · Origin: Humans · Mission 8

A man in a grey suit who works for a British or American service and cooperates with O.D.I.N. as long as it benefits his superiors. He wears horn-rimmed glasses, smokes a pipe and has a briefcase with locks. He knows more about the group than he says, and he never says more than he must.

(Stats: Threat Atlas, Game Master's Book. Era deviation: He works with teleprinters, telegrams and dead letter boxes. His weapon is a service pistol in a shoulder holster, but he rarely draws it. Before the Veil Protocol of 1961 his ability to call off police, border or courts does not apply.)

The Broadcast, Listener

Stage: Creature, Henchman · Origin: the Machine · Mission 9

A signal that spreads via radio and telephone and changes people who hear it. In 1969 a State Security listening post in East Berlin recorded the numbers station and rebroadcast it; that is how the Broadcast came to be. At night it seeps into the lines of the West Berlin telephone exchange: a woman's voice reading groups of five in English, then a melody. Anyone who listens too long becomes a Listener: a person with an empty face who does what the Broadcast says and does not remember. The first Listeners are telephone operators in smocks, then a caretaker, a police officer.

(Stats: Threat Atlas, Game Master's Book. Era deviation: The Broadcast runs over shortwave, telephone lines and tape reels, not over modern devices. The Listeners in the telephone exchange hear it through their headphones.)

Choir Child, Open One

Stage: Professional · Origin: the Voice · Missions 10 and 11

A child with a dormant gift that was never opened and whose gift has awakened on its own, badly. In the sixties and seventies it stands barefoot in pyjamas on a street

and hums. Around it the street lamps flicker. An Open One is a Psion who has heard the Voice and follows it. In the seventies Open Ones wear the clothing of the era: parkas, jeans, wool hats, boots. They seem like young people searching for something, and that is what they are.

(Stats: Choir Child in the Threat Atlas, Game Master's Book; Open One in the Psion Building Block. Era deviation: Choir Children wear flannel pyjamas, Open Ones wear the clothing of the seventies. Neither are fighters in the modern sense; they are frightened people with powers they do not control.)

Hunters of Department 13

Stage: Elite · Origin: Humans · Missions 11 and 12

Department 13 is the Soviet working group "Psychotronics", which is formed in 1954 and receives the Tunguska pieces in 1957. In the seventies their hunters wear lined jackets, fur hats and winter boots. In the snow they wear white camouflage suits over them. They carry assault rifles with suppressors, ammunition with Siberian crystal dust and portable radios. They speak Russian, operate in small squads and have orders to treat O.D.I.N. agents as hostile combatants, since the Echo-Operatives arrested seven Open Ones in the Carpathians in 1976, without a shot, without losses. One of the Open Ones was fifteen.

(Stats: Threat Atlas, Game Master's Book. Era deviation: The hunters wear Soviet winter equipment of the seventies, not modern equipment. Their suppressed rifle is an AKM with a suppressor, the stats remain.)

Voices of the Escort

Stage: Leader · Origin: the Dead · Mission 12

Eleven men of the escort and one Thaumaturge did not return from the tunnel near Kiruna in February 1953. Ten of the men and the Thaumaturge wait on the other side; the eleventh does not return until 2011. Among those waiting is Torleif Solheim, the father of Gunnar Solheim, the man in the blue jumper who belongs to the 41 of Nordlicht in 1977. The Voices of the Escort have no body. When the train passes Kiruna in December 1976, they call from the mountain, in English, in the tone of the fifties, and they call those they knew. Whether they are dead remains open.

Voices of the Escort

Leader · Dead

The men who remained in the tunnel in 1953. They have no body, no weapon and no will to stop anyone.

Value	Details
Initiative	None
Attack	None. They call
Defence / Armour / HP	Invulnerable, without body
Horror	Uncanny (1) at the first call, Horrifying (3) for veterans of 1953 who hear their names
Special	Anyone who answers hears their names for a while. This costs 1 strain and lasts until morning. Afterwards it is like an Echo that grows quieter
Weakness	They are not a trap. Anyone who does not answer hears only the echo in the mountain
Behaviour	Call, wait, call. They want someone to know them

Appendix C: Equipment by Year

The "from" column gives the year from which an item existed in this form. "before 1947": it already existed at the start of this volume. A year: from that year; for older forms the note gives the form of the era. "after 1977": it does not exist in this volume. "never": present-day technology that does not appear in this volume. For the starting equipment of the subclasses, the swap list in Chapter 3 applies.

Arsenal

Item	From	Note
Sawn-off side-by-side shotgun	before 1947	
Diversion charge	before 1947	
Shielding pouch	after 1977	
Shielding sleeve	after 1977	
Abseil device with brake	before 1947	simple brake
Adrenaline auto-injector	after 1977	Substitute: adrenaline syringe

Item	From	Note
Cordless drill with core drill	from 1961	first cordless machines 1961, weak
Cordless cable winch	from 1970	
Briefcase with mount for a submachine gun	before 1947	
Municipal utility work clothes	before 1947	
Army revolver	before 1947	
Doctor's coat with stethoscope and name badge	before 1947	
Automatic defibrillator	after 1977	
Bayonet	before 1947	
Bayonet mount	before 1947	
Ballistic helmet	from 1978	aramid
Ballistic shield with viewport	after 1977	
Beanbag round	from 1970	
Bite protection arm	before 1947	
Petrol generator	before 1947	
Sedative tablets	before 1947	
Evidence bag with seals	before 1947	paper, sealing wax
Blank stamp set	before 1947	
Lead foil roll	before 1947	
Lead lining	before 1947	
Lead jacket	before 1947	
Lead seal set	before 1947	
Lead apron	before 1947	
Blood trace spray	before 1947	luminol solution

Item	From	Note
Over/under shotgun	before 1947	
Ground-penetrating radar	from 1970	heavy, research
Bola	before 1947	
Bolt gun	before 1947	
Bomb suit	from 1970	
Burn gel	from 1970	
Crowbar	before 1947	
Surgical suture kit	before 1947	
Compound bow	from 1970	
Derringer	before 1947	
Service pistol .40	after 1977	
DNA swab kit with cool box	after 1977	
Double rifle	before 1947	
Rapid drug and poison test	from 1970	
Iron filings	before 1947	
Iron-core ammunition (workshop)	from 1953	workshop, before that one-offs
Iron chain with lock	before 1947	
Iron knife	before 1947	
Iron bolt	before 1947	
Iron fragmentation grenade	from 1953	workshop, before that one-offs
Electric lock opener	from 1970	
Electronic ear protec-tion	from 1970	
Grappling hook with throwing line	before 1947	
Expedition sleeping bag	before 1947	

Item	From	Note
Folding stretcher	before 1947	
Folding bicycle	before 1947	
Coloured contact lenses	after 1977	
Field microscope with camera	before 1947	laboratory microscope
Field telephone with cable drum	before 1947	
Fire axe	before 1947	
Firefighter's protective suit	before 1947	
Pulley crossbow	from 1970	
Mouldable splint	after 1977	Substitute: Kramer splint
Radio motion detector set	after 1977	
Gas protection suit	before 1947	
Gas detector	from 1950	
Used estate car	before 1947	
Geiger counter	from 1950	portable
Off-road motorcycle	before 1947	
Forged iron nails	before 1947	
Guitar case with compartment for a rifle	before 1947	
40 mm grenade launcher	from 1961	
Rubber bullet	from 1970	
Hand-crank charger	before 1947	
Soft iron handcuffs	from 1953	workshop, before that one-offs
Tradesman's overalls with cover identity print	before 1947	
Hard-core ammunition	before 1947	

Item	From	Note
Helmet with pit lamp	before 1947	
Hollow bolt	before 1947	
Hollow-point ammunition	before 1947	
Infrasound measuring device	from 1960	
Infusion set with saline solution	before 1947	
Indoor drone	never	
Hunting bolt-action rifle	before 1947	
Break-action shotgun	before 1947	
Folding stock	before 1947	
Folding spade	before 1947	
Claw knife	before 1947	
Small-bore rifle	before 1947	
Small-bore pistol .22	before 1947	
Climate data logger	after 1977	
Bone-conduction headset	after 1977	
Caffeine tablets	before 1947	
Compact submachine gun	before 1947	
Contact microphone	before 1947	
Caltrops	before 1947	
Chalk line cart	before 1947	chalk cart for sports fields, workshop from 1953
Chalk marking spray	from 1960	
Chalk dust marking round	after 1977	
Crank radio with lamp	after 1977	Substitute: hand-crank charger
Short police shotgun	before 1947	

Item	From	Note
Laser microphone	from 1970	
Laser thermometer	from 1960	radiation pyrometer without laser from 1960
Laser aiming module	from 1970	
Light machine gun	before 1947	
Tracer ammunition	before 1947	
Air pistol	before 1947	
Machete	before 1947	
Magnesium flash round	from 1953	workshop, before that one-offs
Magnesium hand flare	before 1947	
Magnetic brush and fingerprint powder	from 1960	
Magnetic signs for car doors	from 1950	
Marching compass with map case	before 1947	
Multi-purpose baton	from 1971	
Metal detector	before 1947	mine detector
Molotov cocktail	before 1947	
Motorcycle suit	before 1947	
Motor scooter	before 1947	
Flash hider	before 1947	
Night-vision binoculars	from 1965	active infrared devices since 1945
Night-vision attachment for the telescopic sight	from 1965	active infrared attachments since 1945
Net launcher	from 1960	
Emergency bandage with pressure pad	before 1947	field dressing
Personal defence weapon	after 1977	

Item	From	Note
Wig set with adhesive	before 1947	
Phosphorus incendiary ammunition	before 1947	effective against beings from rifts only from autumn 1953 (Kiruna Rule, Chapter 3)
Plate carrier	after 1977	
Rescue blanket	from 1964	
Red dot sight	from 1970	
Salt and wax round	from 1953	
Salt band	before 1947	
Salt blower	from 1970	converted leaf blower; backpack leaf blowers only in the seventies
Salt grenade	from 1953	
Salt sack 25 kg	before 1947	
Oxygen cylinder with mask	before 1947	
Suppressor	before 1947	
Knuckleduster	before 1947	
Inflatable boat with outboard motor	before 1947	
Key impression kit	before 1947	
Painkiller auto-injector	from 1970	
Snowmobile	from 1959	before that only tracked vehicles for several people (Bombardier)
Snowshoes with avalanche transceiver	from 1968	
Cut protection clothing	from 1970	
Protective visor	before 1947	
Self-loading rifle 7.62 mm	before 1947	M1 Garand, SWT-40, G43
Self-loading pistol .45	before 1947	

Item	From	Note
Secure USB stick	after 1977	
Signal smoke	before 1947	
Signal lamp with Morse key	before 1947	
Signal amplifier	before 1947	valve device
Sunglasses with rear-view mirror	before 1947	
Spotting scope with tripod	before 1947	
Mirror probe	before 1947	
Spray bottle with brine	before 1947	
Trace lamp with colour filters	from 1970	
Stab protection gloves	from 1970	
Stab protection insert	from 1970	
Stab vest	from 1970	
Sword cane	before 1947	
Camouflage suit	before 1947	
Camouflage cover	before 1947	
Camouflage net	before 1947	
Pocket revolver	before 1947	
Diver's harpoon	before 1947	
Compressed air diving apparatus	before 1947	
Telephone reader	after 1977	
Telephoto lens camera	before 1947	
Telescopic baton	from 1960	
Theatrical makeup for wounds and scars	before 1947	
Thermite grenade	before 1947	

Item	From	Note
Death thermometer with table	before 1947	
Tape recorder	from 1950	portable, valves
Cosh	before 1947	
Tourniquet	before 1947	
Tear gas grenade	before 1947	
Drum shotgun	after 1977	
Door peephole reverser	before 1947	
Door breaching frame	after 1977	
Courier service uniform without a real name	before 1947	
Lever-action rifle	before 1947	
Subsonic ammunition	before 1947	
Concealable vest	from 1970	Kevlar
UV work light	before 1947	
UV flash grenade	after 1977	
UV glow sticks	from 1973	
UV light chain	after 1977	Substitute: UV work light
UV weapon light from the workshop	after 1977	
Extended magazine	before 1947	
Business cards for three cover identities	before 1947	
Wax seal with salt core	from 1953	
Weapon light	from 1970	
Walkie-talkie (pair)	from 1960	military handheld radios before 1947 rare and heavy
Thermal insulation coating	after 1977	

Item	From	Note
High-visibility vest and clipboard	from 1960	
Waterproof housing	before 1947	
Waders	before 1947	
Soft iron shot	before 1947	workshop only; in gun shops only after the lead ban
Wi-Fi directional antenna	after 1977	
Thrown net	before 1947	
Telescopic sight	before 1947	
Compass cord with chalk plumb bob	before 1947	
Bipod	before 1947	

Core Rulebook

Item	From	Note
Unarmed	before 1947	
Pocket knife	before 1947	
Dagger	before 1947	
Diving dagger	before 1947	
Combat stiletto	before 1947	
Throwing dagger	before 1947	
Hand axe	before 1947	
Throwing hatchet	before 1947	
Katana	before 1947	
Knight's sword	before 1947	
War axe	before 1947	
Chain blade	before 1947	

Item	From	Note
Double axe	before 1947	
Two-hander	before 1947	
Dragon-tail sword	never	
Monomolecular bone blades	never	
Taser pistol	from 1974	
Compact pistol	before 1947	
9 mm pistol	before 1947	
Magnum revolver	before 1947	.357 Magnum since 1935
Sonic pistol / Resonance pistol	from 1974	Prototype, Mercier
Shotgun	before 1947	
Assault rifle 5.56 mm	from 1963	
Carbine	before 1947	
Infiltration rifle	before 1947	
Sniper rifle	before 1947	
Machine gun (Heavy Weapons)	before 1947	
Thermal anti-tank launcher (Heavy Weapons)	never	
Plasma pistol	never	
Laser rifle	never	
Plasma rifle	never	
Blaster rifle	never	
EMP grenade launcher (Heavy Weapons)	never	
High-explosive grenade	before 1947	
Shock grenade	after 1977	
EMP grenade	never	
Smoke grenade	before 1947	

Item	From	Note
Explosive charge	before 1947	
Camouflage clothing	before 1947	
Magical robe	before 1947	
Light armour	from 1953	Improvised (oven door, values in Chapter 3)
Stealth armour	from 1970	Soft vest under dark clothing
Protective vest	from 1970	Kevlar
Combat suit with helmet	from 1970	
Heavy combat suit	from 1970	
Kinetic energy shield	never	
First aid kit	before 1947	
Medkit	from 1960	
Night-vision goggles	from 1965	Residual light; active infrared devices since 1945
Thermal imaging camera	after 1977	
Gas mask	before 1947	
Climbing gear	before 1947	
Lockpick set	before 1947	
Security tool set	before 1947	
Bugs (5 pieces)	before 1947	
Jammer	before 1947	Valve device, heavy, only against radio
Foldable drone	never	
Cable ties and handcuffs	before 1947	Handcuffs; cable ties only from 1958
False papers	before 1947	
Beryllium isolation container	from 1962	
Forensic kit	before 1947	Powder, brush, magnifying glass

Item	From	Note
Laboratory kit	before 1947	Field laboratory
Field scanner	never	
Multispectral scanner	never	
EMF detector	from 1960	as a rift detector of wood and brass (Chapter 3)
Analysis tablet	after 1977	
Electronic magnifier	from 1970	
Digital camera with night vision	after 1977	
Torch with UV function	before 1947	torch with filter, limited
Compact laptop	never	
High-performance laptop	never	
Encrypted radio	from 1965	Military, rare
Satellite phone	never	
GPS device	never	
Solar power bank	after 1977	
Multi-tool	before 1947	
Survival kit	before 1947	
Portable water filter	before 1947	
Solar tent	after 1977	
Expedition backpack	before 1947	
Neuro-Helm	from 1963	1949 Cap (focus, no protection against psionic attacks), 1963 Mk. I, 1972 Mk. II
Mental scanner	never	
Conditioning pills	from 1963	
Protective amulet	before 1947	Artefact, at the game master's discretion
Spellbook	before 1947	

Item	From	Note
Alchemist's kit	before 1947	
Crystals	before 1947	Only according to the Crystal Ledger, crystal sovereignty of the Collegium

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