O.D.I.N.

Occult Dynamics Intelligence Network

THE MAP ROOM

MAPS AND FLOOR PLANS FOR THE GAME MASTER

by David Ger

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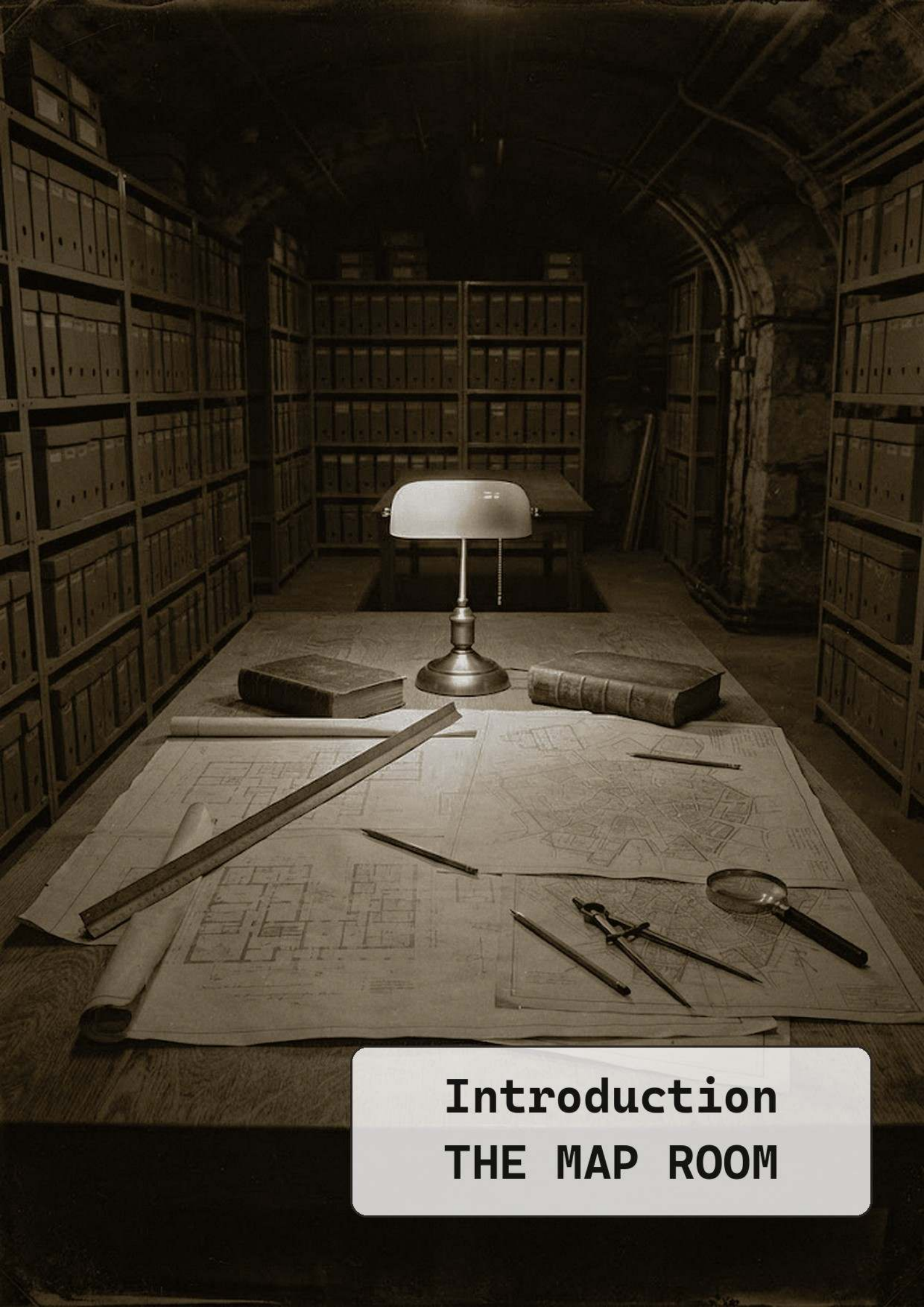


Introduction
THE MAP ROOM

The Map Room

“Draw what you saw. What you only believed, write next to it.”

Note above the map table in Hold-1, London

Beneath St. Alban’s House in London lies Room 7 of Hold-1, the Library and Map Room: shelves of files, city maps, a large table and a lamp with a green shade. This is where cells prepare their operations. This volume is the drawer under the table.

It contains 160 maps on 175 sheets. 131 of the maps are newly drawn. 29 come from Grey Files, Holds of the World and Nordlicht 1977 and appear here a second time, so that all the plans of the series lie in one place. For almost every operation that a book describes, the game master will find a sheet here: the floor plan, the site plan, the route. On top of that come 60 template maps for home-made files, from the tenement cellar to the restricted zone around a rift.

The volume is for the game master. The agents know none of it until they have been there.

Five Parts

- **Part I, Adventures.** The campaign The Door with the Quickstart, plus Lone Operative, Grey Files and Nordlicht 1977. 38 maps on 42 sheets.
- **Part II, Holds and Class Books.** The nine Holds from Holds of the World and the locations of the six class books, from the Institute near Bern to the U-Bahn tunnel in Berlin, 1991. 24 maps on 24 sheets.
- **Part III, Adversaries and the World.** Bases and operation sites from The Other Services, plus locations from the Core Rulebook and the Game Master’s Book. 18 maps on 20 sheets.
- **Part IV, Sites from the Registry.** Locations from Volume 22, each with its file reference. 20 maps on 23 sheets.
- **Part V, Template Maps.** Locations without a book, without a name and without a year. 60 maps on 66 sheets.

The appendix lists every sheet twice: by the book it belongs to, and alphabetically.

How to Read a Sheet

Every sheet is an A4 page of squared paper, drawn in pencil. Landscape sheets are printed sideways. To read them, turn the book clockwise.

- **Title and subtitle** are at the top. The subtitle gives the section shown, the time and the dimensions, and it says what is freely drawn.
- **The source line** is at the bottom centre: book, chapter, mission or file reference. The text for the map is in the book named there. The 29 maps from earlier volumes have no source line. For these, use the index by book in the appendix.
- **Red numbers** appear on the map and in the key to the right or below. Where rooms and objects are counted separately, the rooms carry capital letters and the objects numbers. I and O are left out because they are easily mistaken for 1 and 0.
- **North arrow and scale.** On floor plans and site plans the north arrow is at the top right and the scale bar at the bottom left. Diagrams and cross-sections are often compressed; the subtitle then says so.
- **Sheet a and sheet b.** Large sites have two sheets one after the other, usually the overview on sheet a and the floor plan or the cellar on sheet b.

The Symbols

Walls are heavy lines. A door is a gap in the wall with a quarter circle that shows which way it opens; a gap without an arc is an open passage. Windows are two thin lines in the wall. A staircase is a rectangle with step lines, and its arrow points upwards.

Hatching stands for rock, water, rubble or closed-off areas. Dashed lines are paths, fences, pipes or passages underground. What each one means is written next to it or in the key. Unlabelled circles and rectangles are furniture, machines and trees.

What Is Freely Drawn

No book in the series gives dimensions and room layouts for every location. Where the text is silent, the map is freely drawn, and the subtitle says so. What the text does fix is in the key: the calendar from December 1959 in the hallway of the lake house, the clock that keeps the right time, the table laid for three.

Where two books contradict each other, no map in this volume decides. The disputed detail is then left out or

labelled neutrally. If a map shows something different from the text of a book, the book applies.

Secrets on the Sheet

The print sheet shows everything, including the room that is on no plan, the second staircase and the tunnel behind the house. To show a sheet to the players, cover it or use the player version.

The Tabletop Files

Each of the 131 new maps comes as two image files for virtual tabletops such as Foundry VTT, Owlbear Rodeo and Let's Role, in German and in English. They have no paper border and no key, but they have a grid.

- **Game master:** with numbers and all the secrets.
- **Players:** without numbers and without the secret rooms, doors and passages. For revealing at the table.

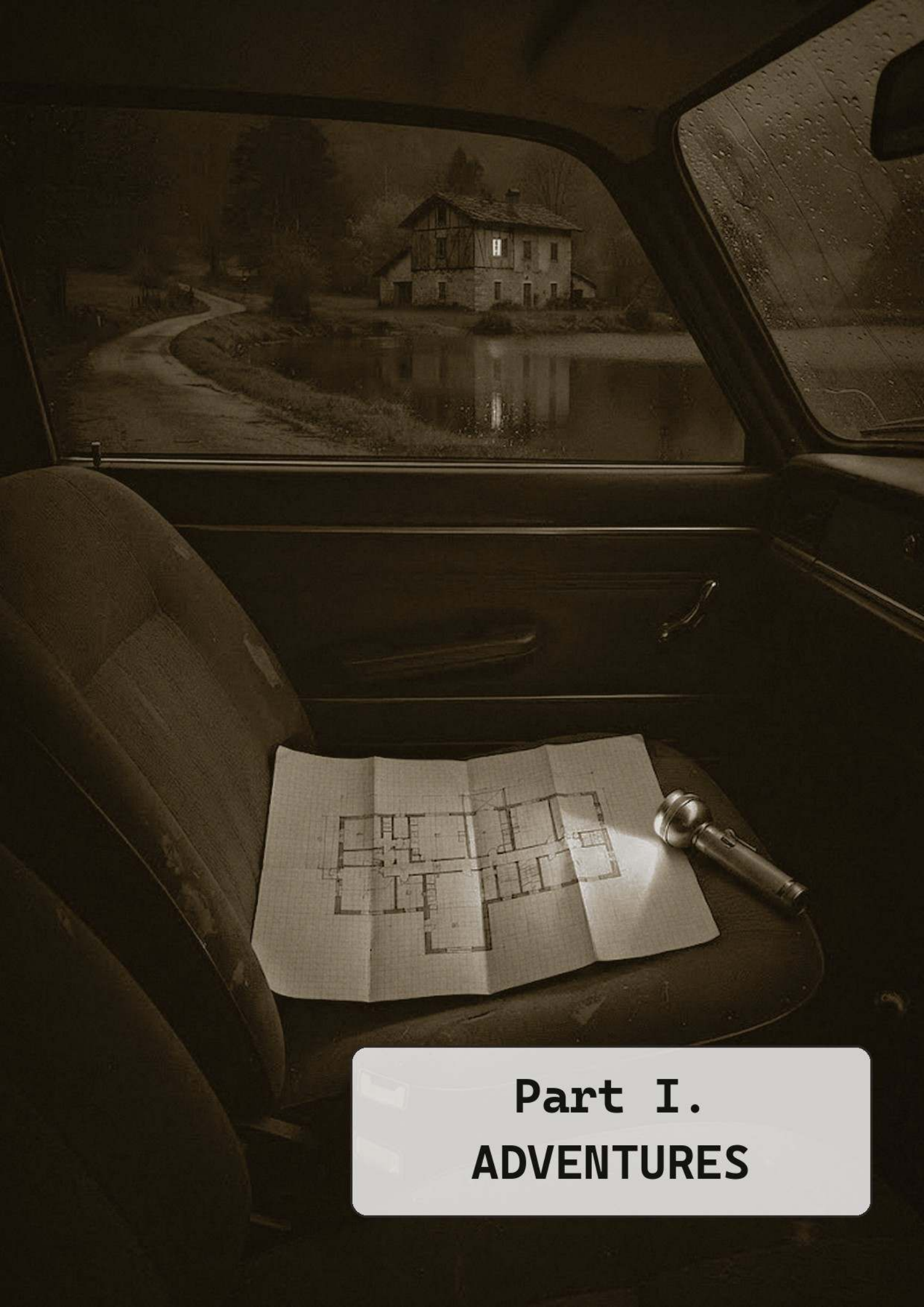
On floor plans, one square is one metre. On site plans and terrain, a square is larger, 2, 5, 10 or more metres, and the square size is in the file name. The 29 older maps already exist as finished scenes for Foundry VTT. The files are released together with this volume on odin-rpg.pages.dev under "Virtual Tabletops".

Template Maps

The sheets in Part V belong to no book. The game master sets the place, the name and the decade. Mirroring and rotating are allowed; nobody at the table knows the north arrow of a house that does not exist.

Random Files builds a location from three points: entrance, secret and way out. The template maps are drawn so that all three can be found. In the tenement cellar they are the cellar stairs, the room that is on no plan and the tunnel that runs out behind the house.

The decade changes more than the furniture. Before 1960, a police station has a teleprinter instead of cameras, a flat has a radio instead of a television, a railway station has a staffed ticket office. Some sheets list at the bottom what changes. For the others, an eraser will do.



Part I.
ADVENTURES

Adventures

“The plan was right. Only the stairs went one storey further down than the house was high.”

From an operation report, October 2026

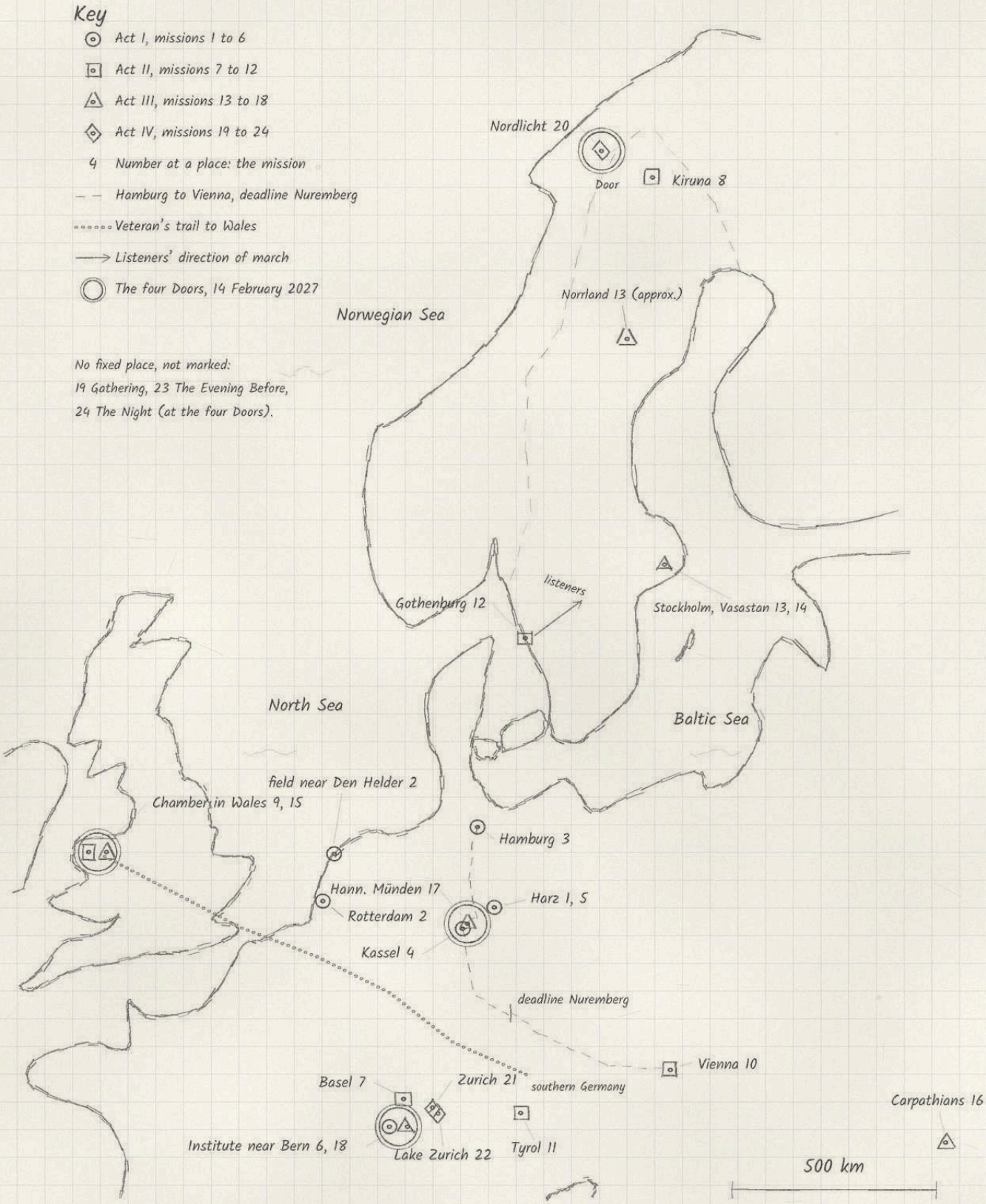
Part I follows the campaign The Door in the order of its missions. First comes Europe on one sheet, with every operation site from September 2026 to 14 February 2027. After it, the valley in the Harz that was flooded in 1959, and the lake house, both from the Quickstart and from Mission 1. It ends with Tunnel Zero, 800 m below the entrance hall of the Institute near Bern.

Five missions take place at locations that Nordlicht 1977 already shows: the Chamber in Wales (Missions 9 and 15), the monastery in the Carpathians (16), Nordlicht Station (20) and under the roof of the print shop in Zurich (21). These sheets come later in this part, and the index also lists them under The Door. Four missions have no sheet. For them there are the template maps in Part V.

Lone Operative brings two sheets from the Teufelsmoor: the village of Hammewisch and the pool at the sluice, a black moor lake 40 m across whose depth nobody knows. Then come the eight maps of Grey Files, from the Old Elbe Tunnel to the cellar in Anderlecht, and the twelve maps of Nordlicht 1977 in the numbering of their own volume.

Europe 2026 and 2027: the Campaign on One Sheet

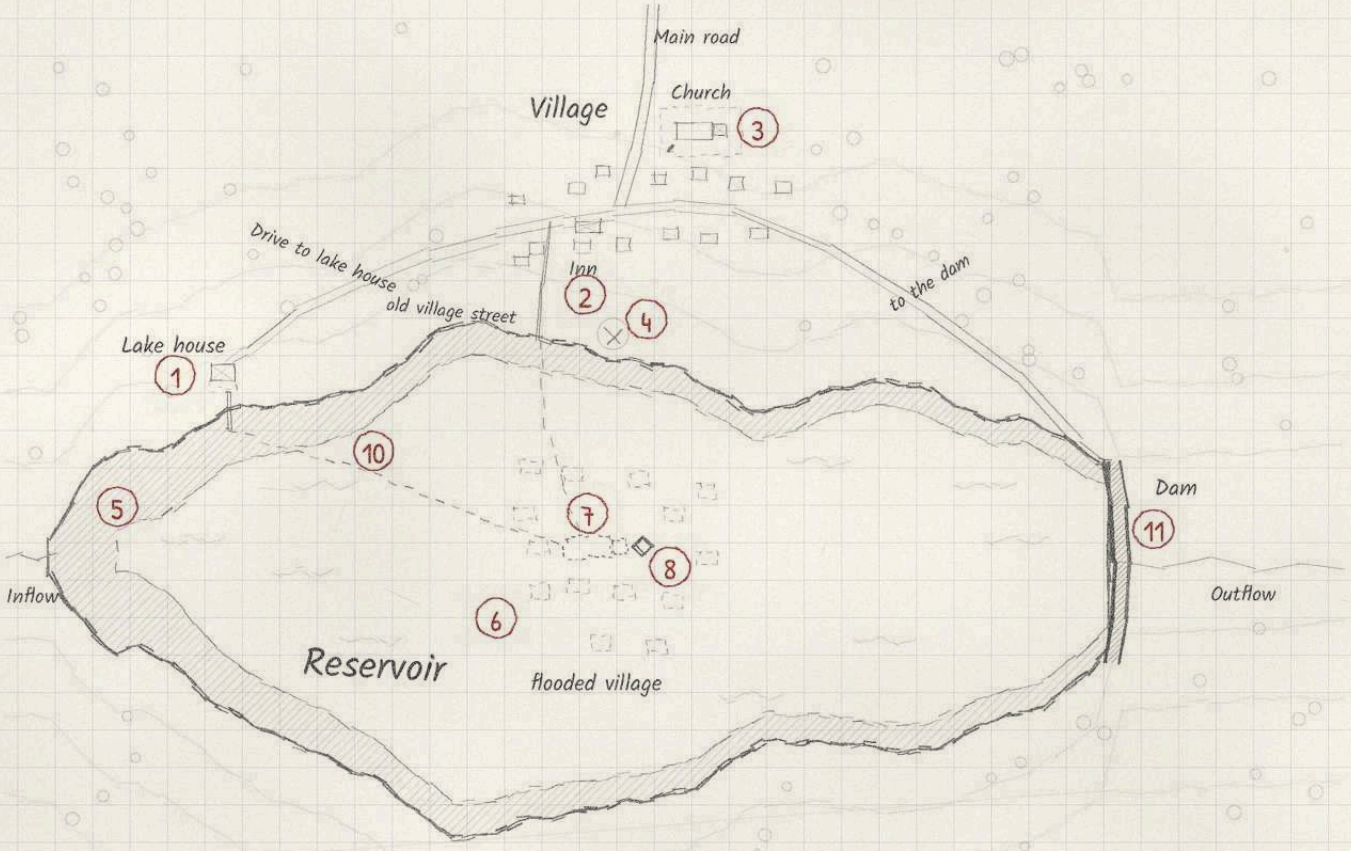
Mission locations, September 2026 to 14 February 2027, schematic, coasts simplified



The Reservoir and the Flooded Village

Valley in the Harz, flooded in 1959. Site plan with section, dimensions freely drawn

N

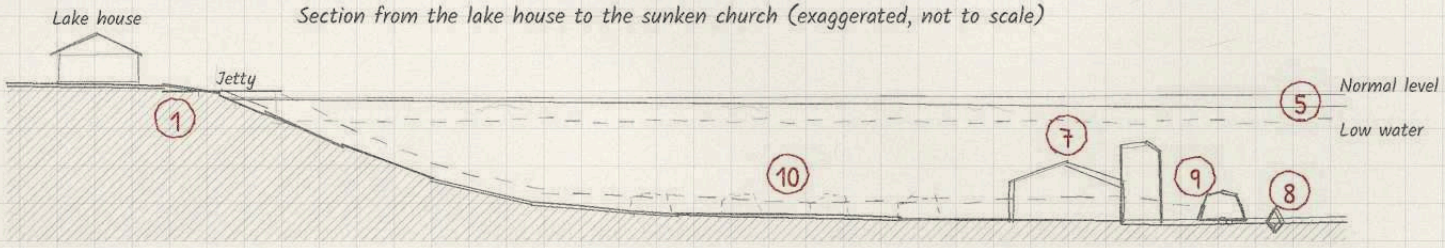


Key

1. Lake house on the shore
2. Village above, with inn
3. Church with memorial plaque
4. Shore point, instruments react
5. Normal level and low water
6. Flooded village
7. Sunken church with bell
8. Crystal beside the bell
9. Brass capsule on clapper (The Door)
10. Diving route
11. Dam

Hatched: dry at low water
The bell can be heard from the shore at low water.
It strikes every night at 22:10.

Section from the lake house to the sunken church (exaggerated, not to scale)



100 m

Quickstart, Chapter IV "The House by the Reservoir"; The Door, Mission 1

The Lake House

Villa on a reservoir in the Harz, two floors, each 16 × 12 m; layout and dimensions drawn freely

N

Ground floor

Drive from the village

Kitchen

Hallway

Box room

Study

Living room

Terrace

Jetty

First floor

Bedroom

Bathroom

Guest room

Martha's room

Hallway

Children's room

Reservoir

5 m

Key

1. Drive, the Wolters' car with frost
2. Front door, standing open
3. Hallway, calendar December 1959
4. Kitchen, smell of baked apples
5. Living room, the Wolter parents
6. Table, set for three
7. Stove, burning
8. Clock, keeps the right time
9. Dresser, old crockery
10. Window to the lake, Martha's chair
11. Terrace and jetty
12. Stairs
13. Parents' bedroom
14. Martha's room
15. Children's room, Ella and the doll
16. Guest room
17. Bathroom

At night the doors close,
the windows show only water.

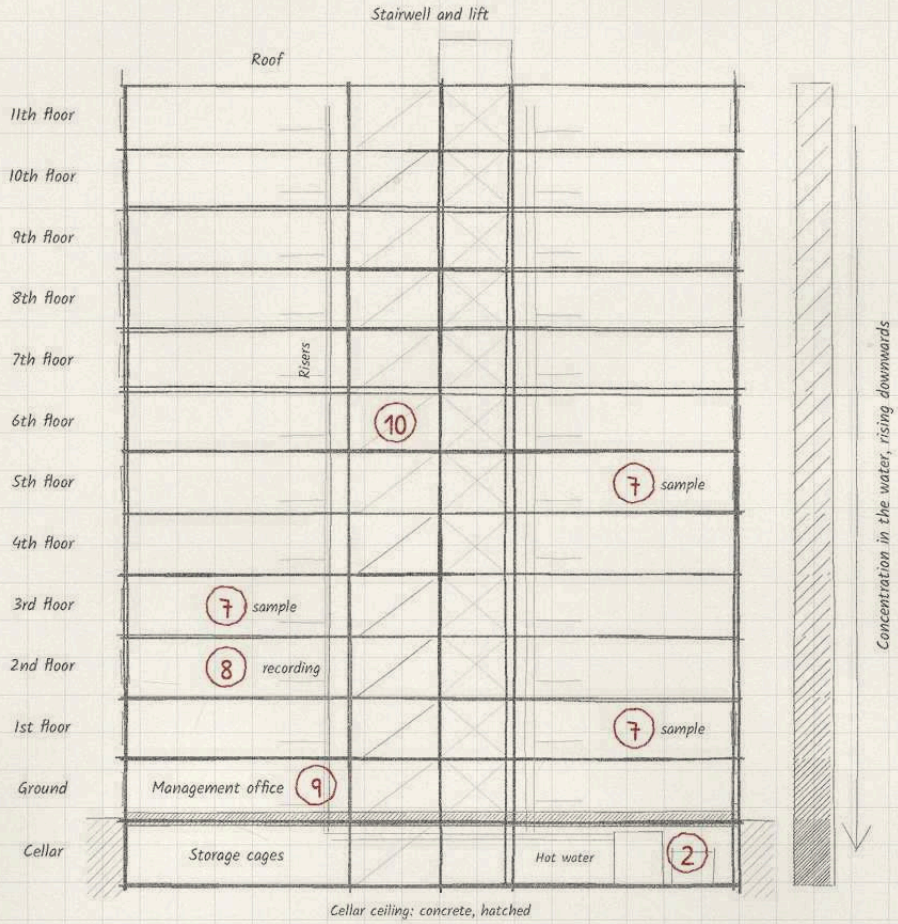
The Rotterdam Tower Block

Section and cellar plan, dimensions freely drawn

N

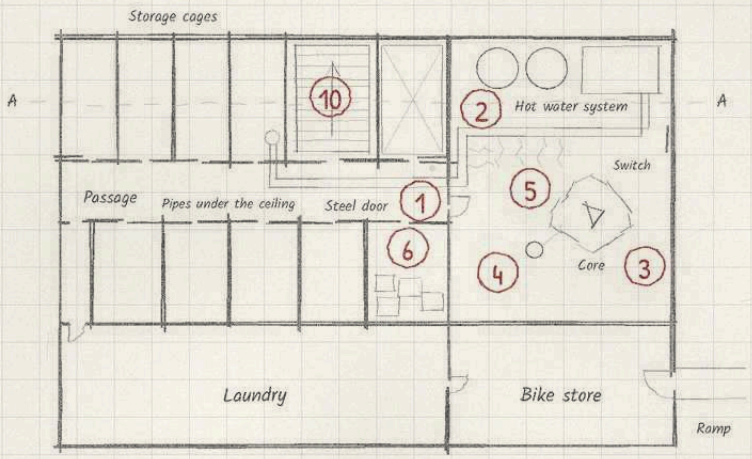
I

Section



140 flats, cellar, ground and 11 floors.
Humming in the pipes: at three a.m.,
for forty minutes.
Cold stops the colony,
fire deals double damage.

Cellar plan



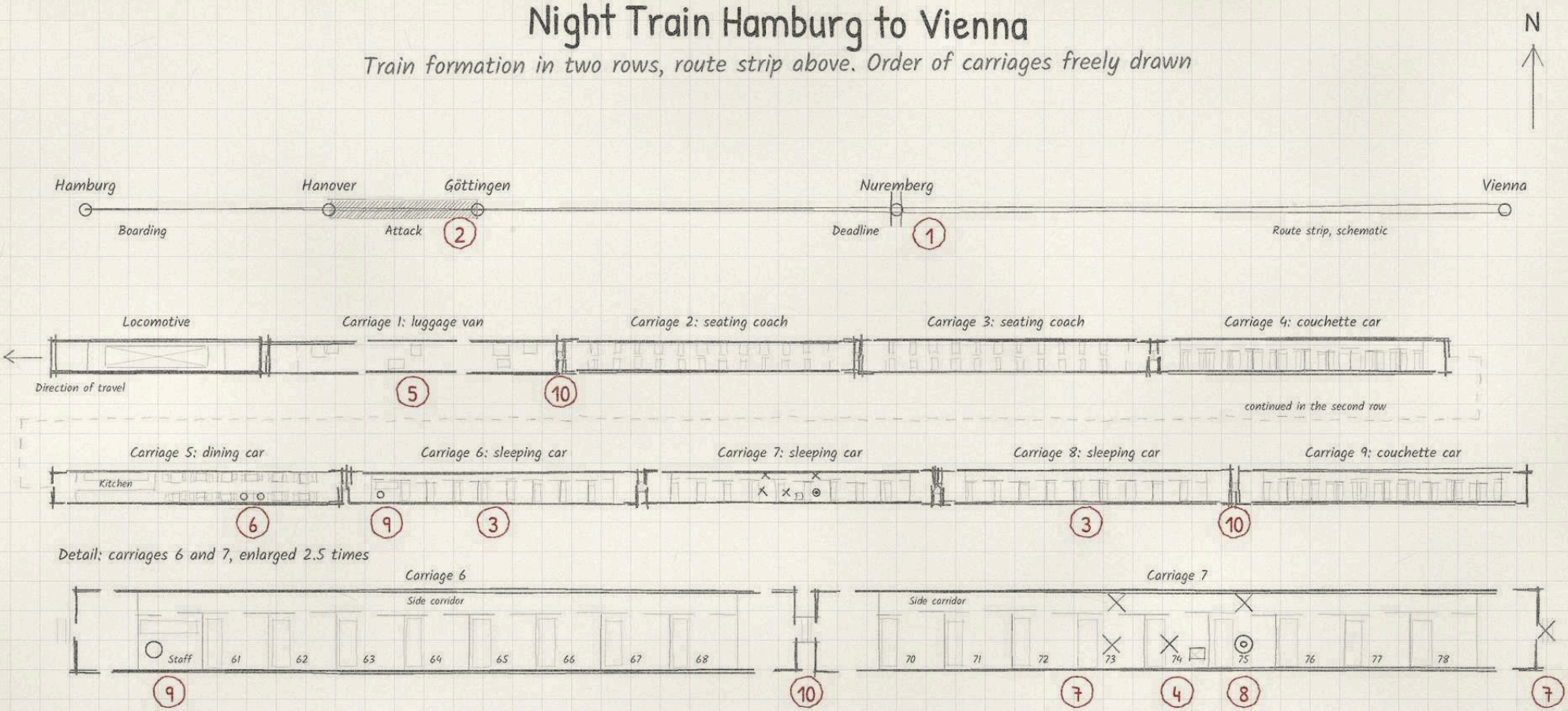
Key

1. Steel door to the cellar
2. Hot water system (can be shut off)
3. Core with shard
4. Plumber as host
5. Pipes with threads
6. Storage cage with the estate
7. Three flats with samples
8. The old man's flat
9. Property management office
10. Stairwell and lift

5 m

Night Train Hamburg to Vienna

Train formation in two rows, route strip above. Order of carriages freely drawn



Key

1. Route strip, deadline Nuremberg
2. Attack: Hanover to Göttingen
3. Sleeping car
4. Compartment with the lead box
5. Luggage van (box not here)
6. Dining car, two men
7. Grey Meridian positions (x)
8. Woman from the Evening
9. Conductor
10. Gangways between carriages

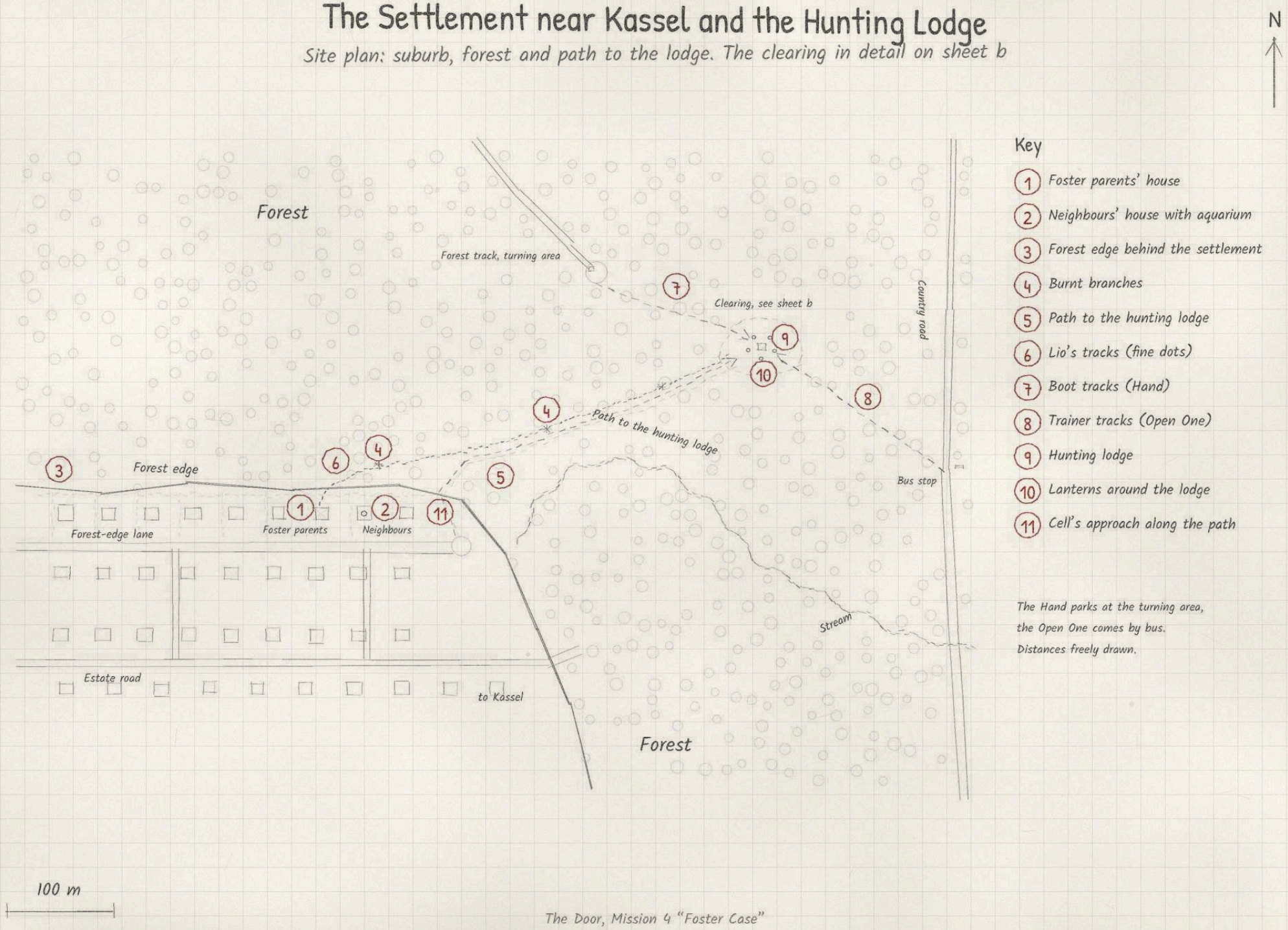
Nine carriages including dining car and luggage van. No shots on the train.

o person x Grey Meridian

5 m

The Settlement near Kassel and the Hunting Lodge

Site plan: suburb, forest and path to the lodge. The clearing in detail on sheet b



The Hunting Lodge: the Clearing

Detail for sheet a, lodge 8 × 6 m, clearing freely drawn

N

Thicket
From the forest track
Fallen tree
7
High seat
View
9
Hunting lodge
Stove
Lio
Woodpile
Porch
10
Chopping block
Thicket
6
From the village
5
11
Thicket
8
From the country road

5 m

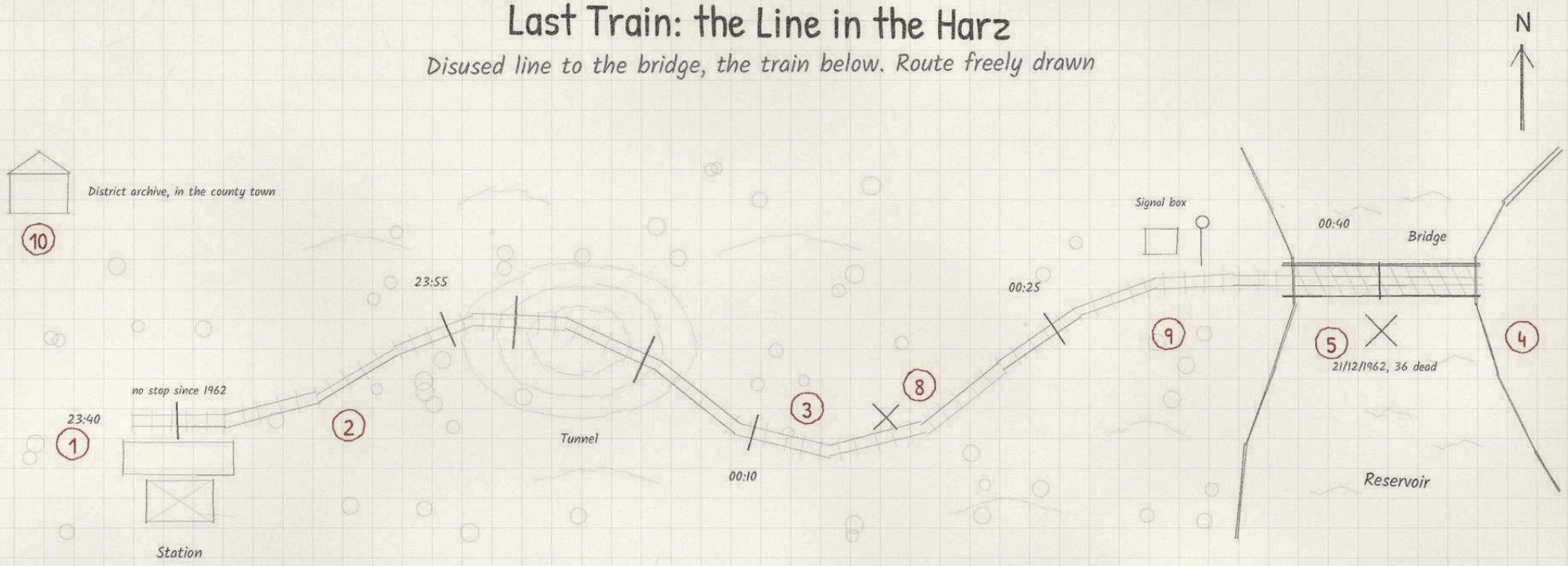
Key

5 Path to the hunting lodge
6 Lio's tracks (fine dots)
7 Boot tracks (Hand)
8 Trainer tracks (Open One)
9 Hunting lodge, Lio inside
10 Lanterns around the lodge
11 Cell's approach

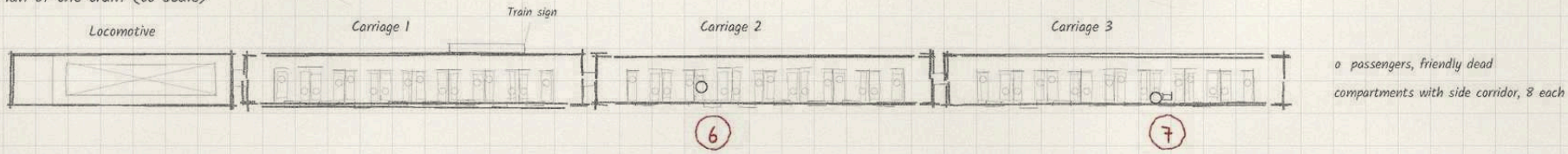
Numbers as on sheet a.
Cover: woodpile, fallen tree, thicket, tree trunks (small circles).
Dashed circles: light of the lanterns, it flickers.
From the high seat you can see the door, the porch and the path.

Last Train: the Line in the Harz

Disused line to the bridge, the train below. Route freely drawn



Plan of the train (to scale)



Key

1. Ghost station (arrival 23:40)
2. Line, one hour's ride
3. Time marks every 15 minutes
4. Bridge over the reservoir
5. Crash site 21/12/1962
6. Carriage 2: hiker's wife
7. Carriage 3: Britt Holm
8. Where Britt Holm gets off
9. Last point before the bridge
10. District archive (side location)

Line schematic and shortened.

The scale applies to the train plan only.

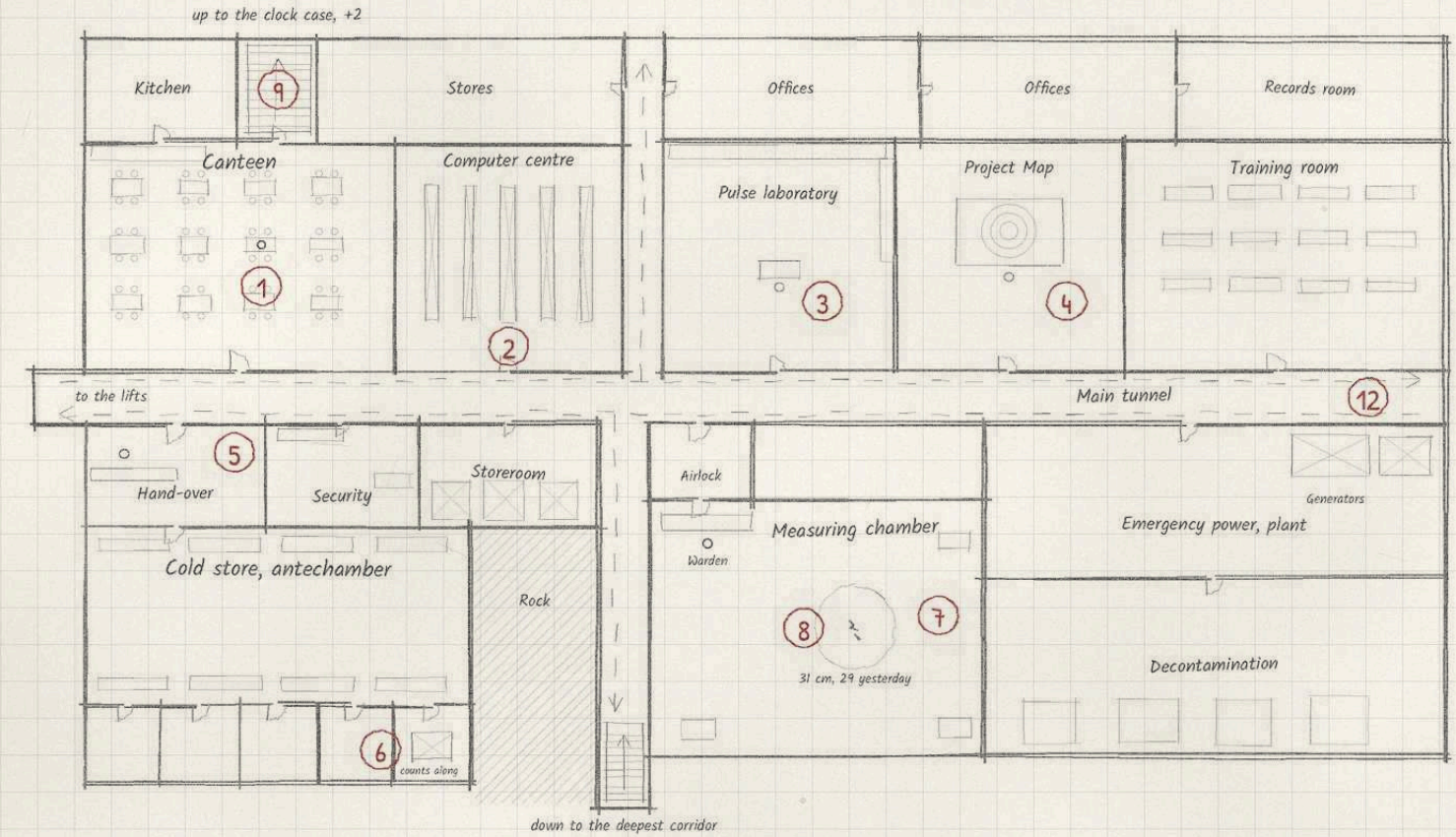
Getting off before the bridge is a way out.

Britt Holm wants only one thing: that her file arrives in Stockholm.

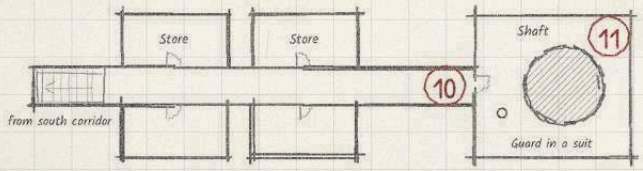
5 m

The Institute near Bern: the Night of the Blackout

Working level with tunnels and steel doors, layout freely drawn



Inset: the deepest corridor, at the end of the Twenties tunnel



10 m

N

Key

1. Canteen, trembling glass
2. Computer centre
3. Planck's workstation
4. Reyes' workstation
5. Cold Store hand-over (Custodian)
6. Chamber of the sample from Mission 2
7. Measuring chamber, small rift
8. Small rift (31 cm)
9. Stairs to clock case (+2)
10. Door "to storage", steel door with frost
11. Shaft, Council guard
12. Security patrol routes

The night: eleven minutes without power, the knocking does not stop. Every four minutes the glass in the canteen trembles. In the Cold Store samples move, three Riftlings fall out of the rift. Dashed with arrows: security staff.

Kiruna Mine 2026: Surface

The old mine, officially closed, as of late November 2026; dimensions drawn freely

N

road to town
gate
1
2
3
guard hut
offices (empty)
store
changing house
winding house
headframe and shaft hall
vehicles
site cabins
spoil heap
patrol
slope of the Kiirunavaara

Key

1. Fence and gate
2. Soldiers in plain clothes
3. Mine entrance
10. Hospital and pub (town)

Numbers 4 to 9 below ground: sheet b.
In late November it is dark almost all day;
the floodlight masts (circles with rays)
burn around the clock.
The guards are not guards:
Soldiers in plain clothes, perhaps with Oskarsson.
The only way down: the cage in the shaft.

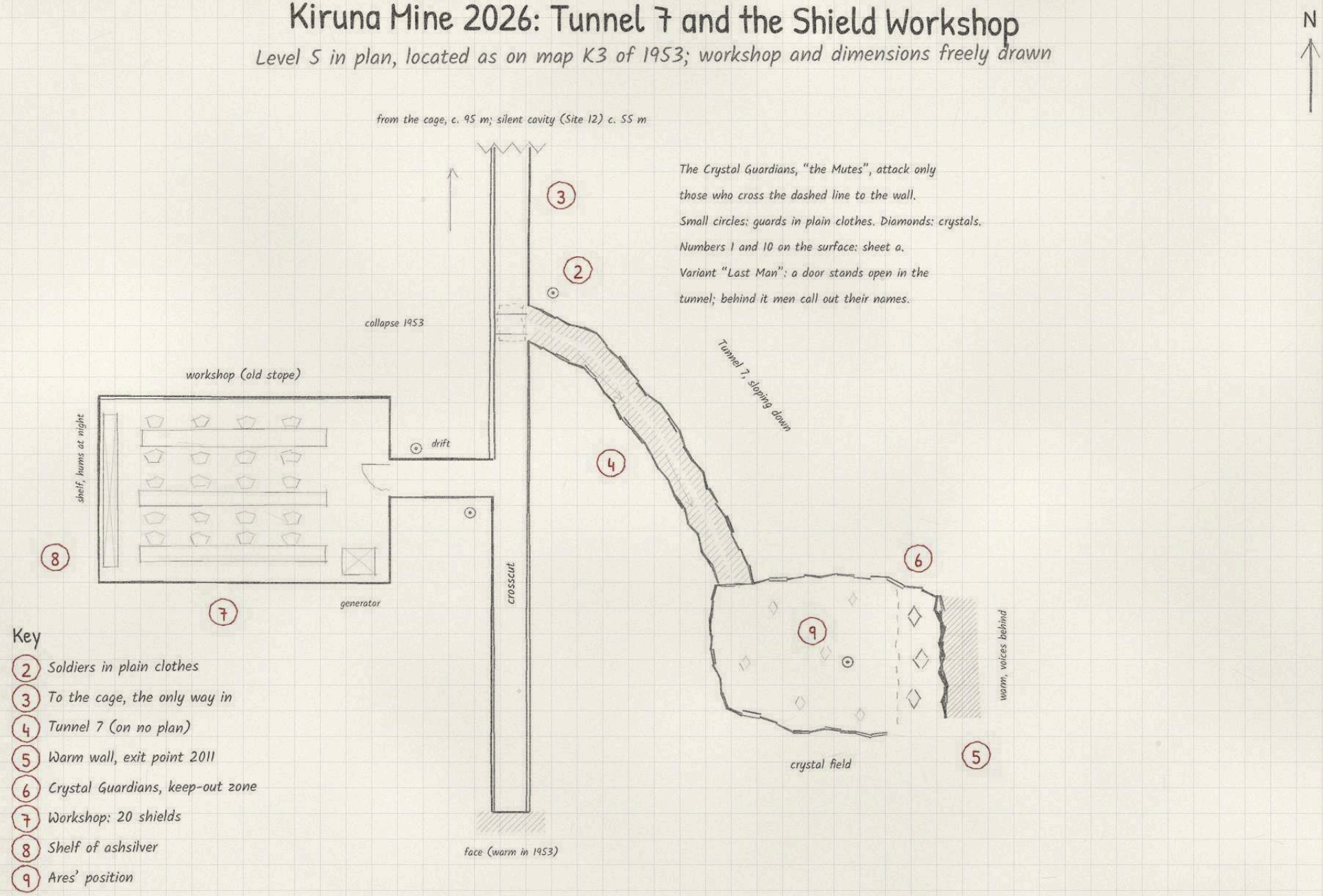
Inset: the town
not to scale, c. 2 km

hospital
(Erik Lantto)
10
miners' pub
the town is moving

50 m

Kiruna Mine 2026: Tunnel 7 and the Shield Workshop

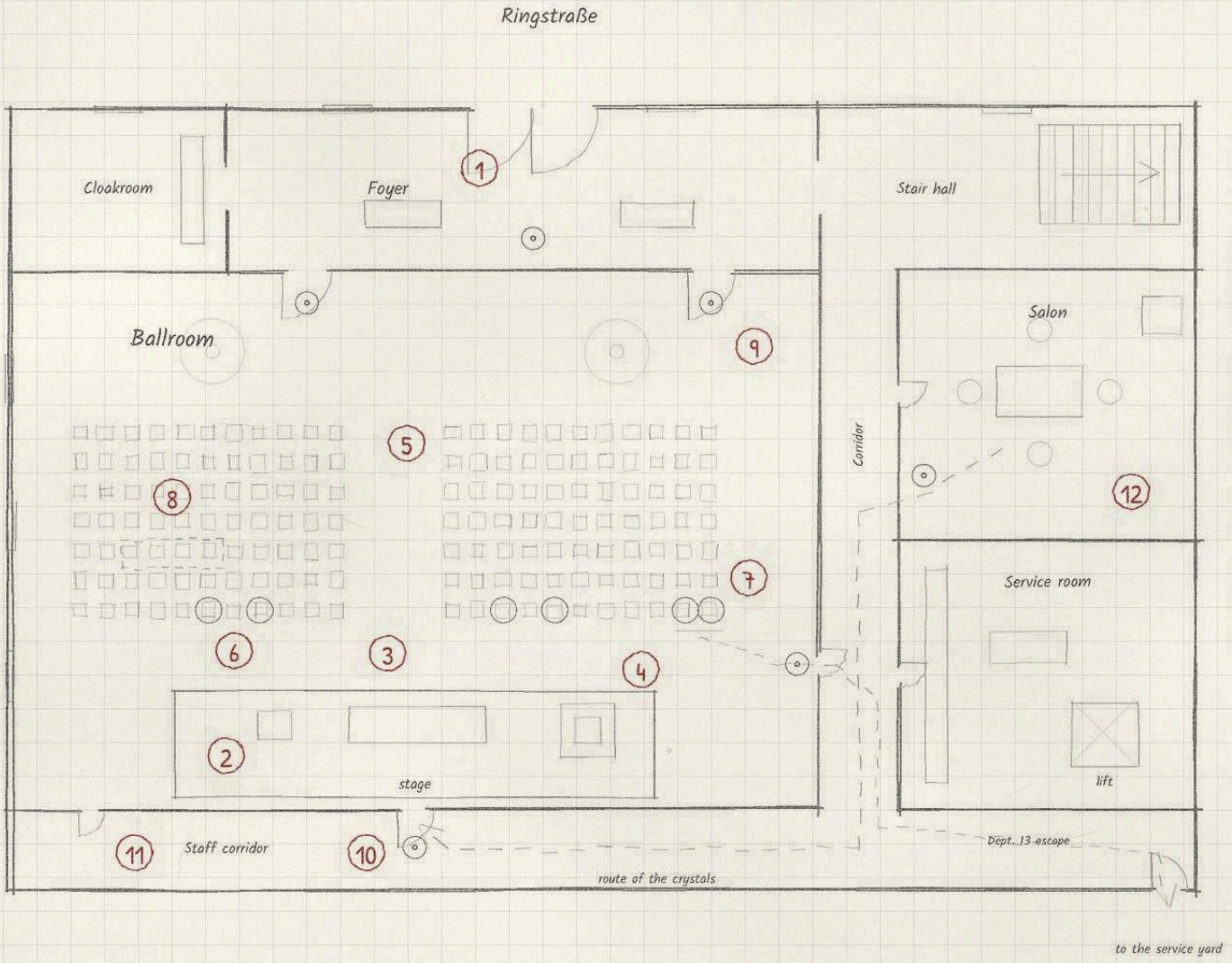
Level 5 in plan, located as on map K3 of 1953; workshop and dimensions freely drawn



The Door, Mission 8 "Tunnel 7"; Game Master's Book, Chapter V

The Ballroom on the Ringstraße

A hotel in Vienna, mid-December; serves as the map for any Evening; dimensions drawn freely



Key

1. Entrance with code check
2. Curator's podium
3. Auction table
4. Podium with glass case
5. Rows of gilded chairs
6. Seats of the four bidders
7. Hunter and Psion (Dept. 13)
8. The cell's seats
9. Grey Meridian posts
10. Door for the crystals
11. Staff corridor (freely drawn)
12. Viewing suite (freely drawn)

Small circles at the doors: Grey Meridian operators. Entry by invitation card only. Suite or salon of the private viewing is free; Dresden, Bologna or Genoa: the same map.

5 m

The Mountain Village in Tyrol during the Raunächte

An unnamed village between Christmas and New Year; streets and houses drawn freely

Key

1. Tavern (Mia)
2. Church, presbytery (free)
3. Local museum (masks)
4. Guesthouse, the Hands' room
5. Inn (the Open One)
6. Closed access road
7. Route of the Perchtenlauf
8. Towards the mountain (the Woman)
9. Village square (freely drawn)

Inn and tavern are two houses here.
Crossed boxes: barns. The route is drawn freely.
The Hands' cover story: an avalanche accident, while the road is closed between the years.

Gothenburg: the Radio House and the Listeners' Route

Night of 1 to 2 January, three o'clock; edge of town, country road and forest, distances drawn freely

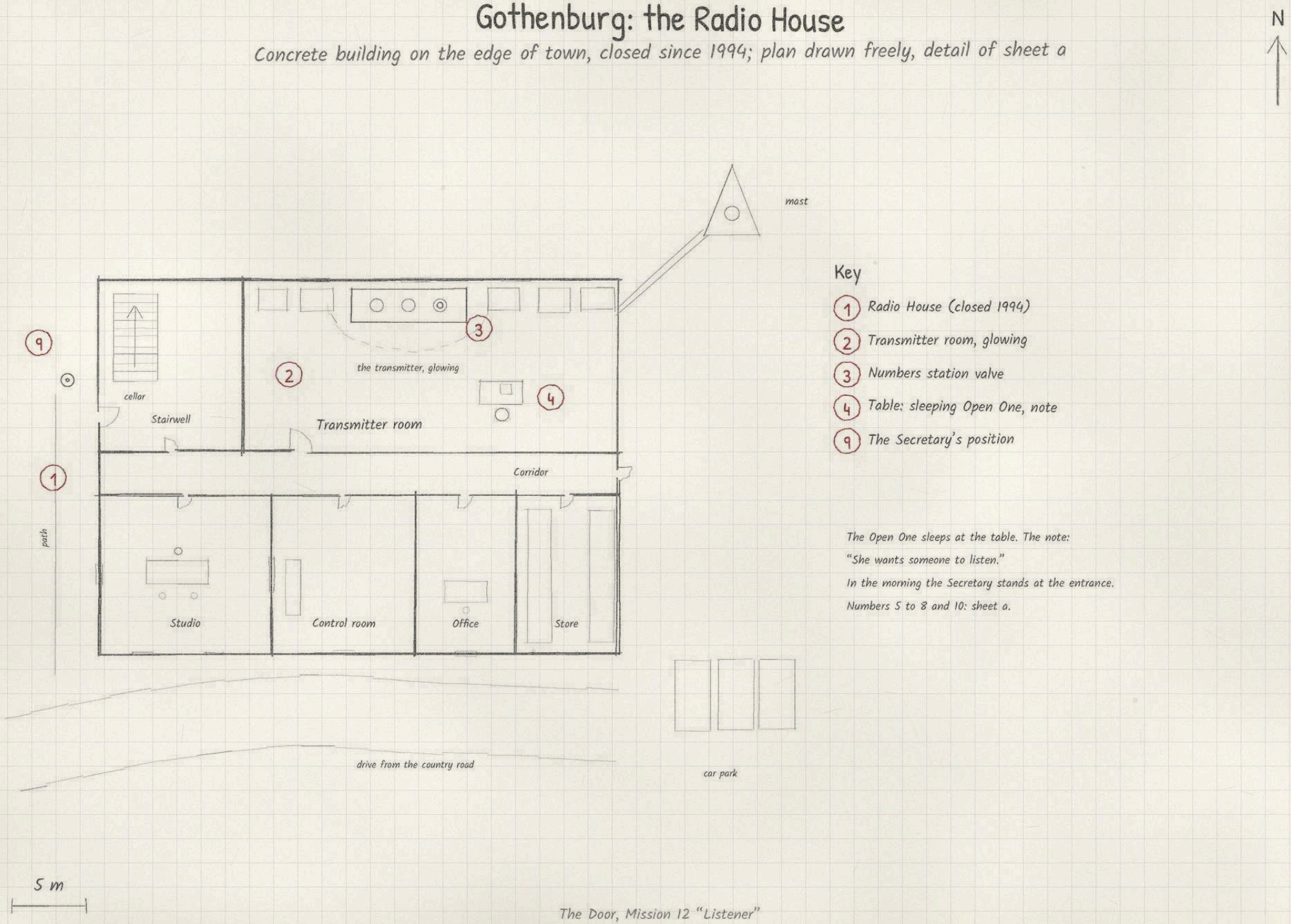
Numbers 2 to 4 inside the Radio House: sheet b.

Dotted line: the column of two hundred listeners.

The cell has to deal with the transmitter and the column at once: the ticks along the road show kilometres and walking time from the Radio House. By car in snow: about 2 min per km.

Gothenburg: the Radio House

Concrete building on the edge of town, closed since 1994; plan drawn freely, detail of sheet a



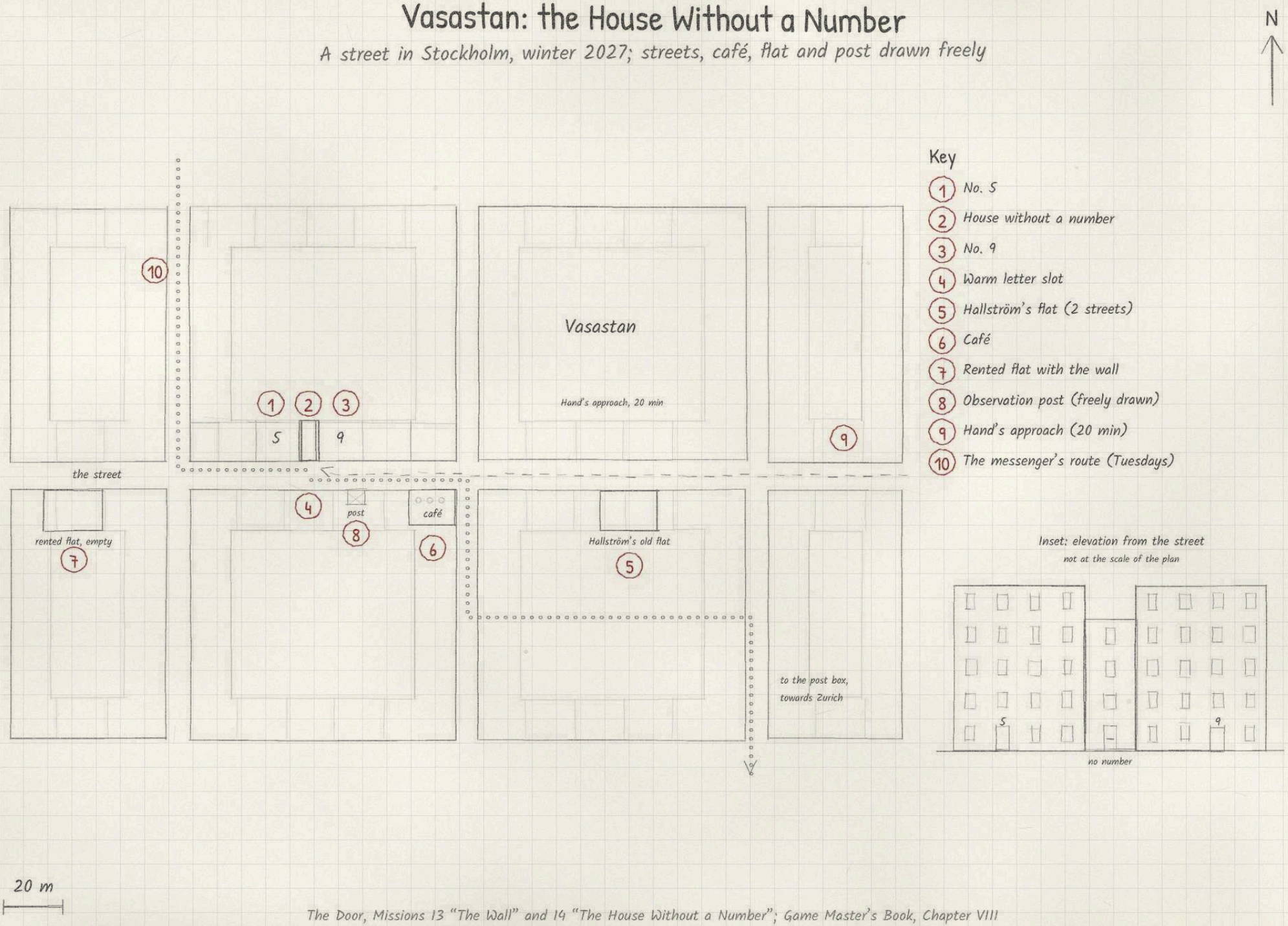
Key

1. Radio House (closed 1994)
2. Transmitter room, glowing
3. Numbers station valve
4. Table: sleeping Open One, note
9. The Secretary's position

The Open One sleeps at the table. The note:
"She wants someone to listen."
In the morning the Secretary stands at the entrance.
Numbers 5 to 8 and 10: sheet a.

Vasastan: the House Without a Number

A street in Stockholm, winter 2027; streets, café, flat and post drawn freely

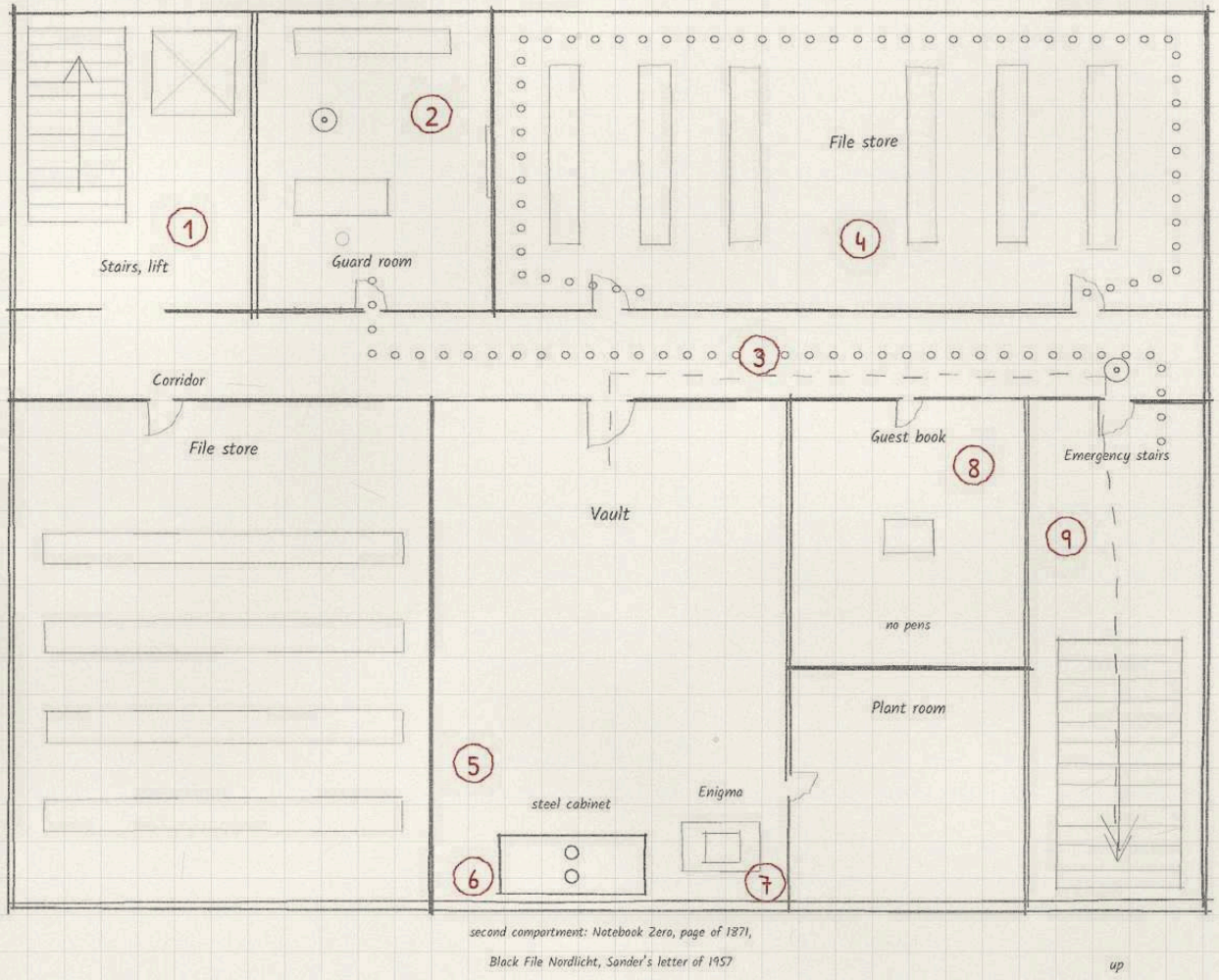


The Door, Missions 13 "The Wall" and 14 "The House Without a Number"; Game Master's Book, Chapter VIII

The Registry Cellar on the Night of the Break-in

Fourth and lowest basement level, Stockholm, winter 2027; layout drawn freely

N



Key

1. Stairs and lift (freely drawn)
2. Audit guard post
3. Audit patrol route
4. File shelving
5. Steel cabinet, File Zero
6. Lower lock, second compartment
7. Enigma (13th rotor)
8. Guest book room
9. Retreat route

The confrontation is the building itself: no weapons, at night, past the Audit. The key to the lower lock lies with Signe in Norrland. Dotted: patrol. Dashed: retreat.

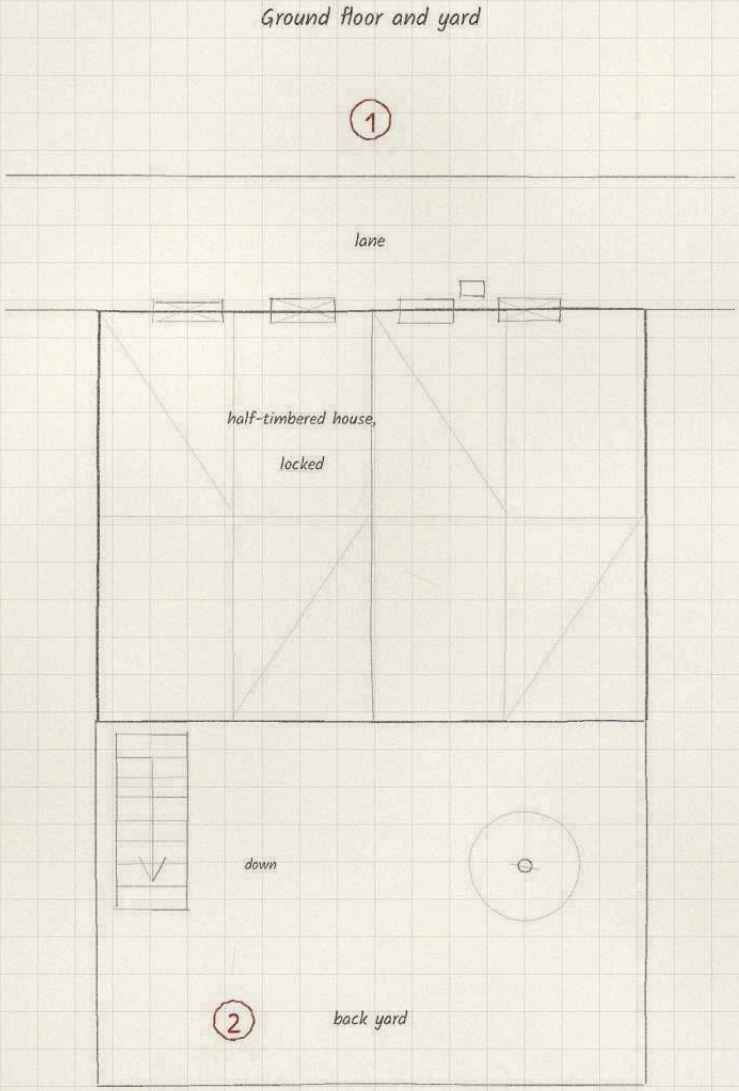
5 m

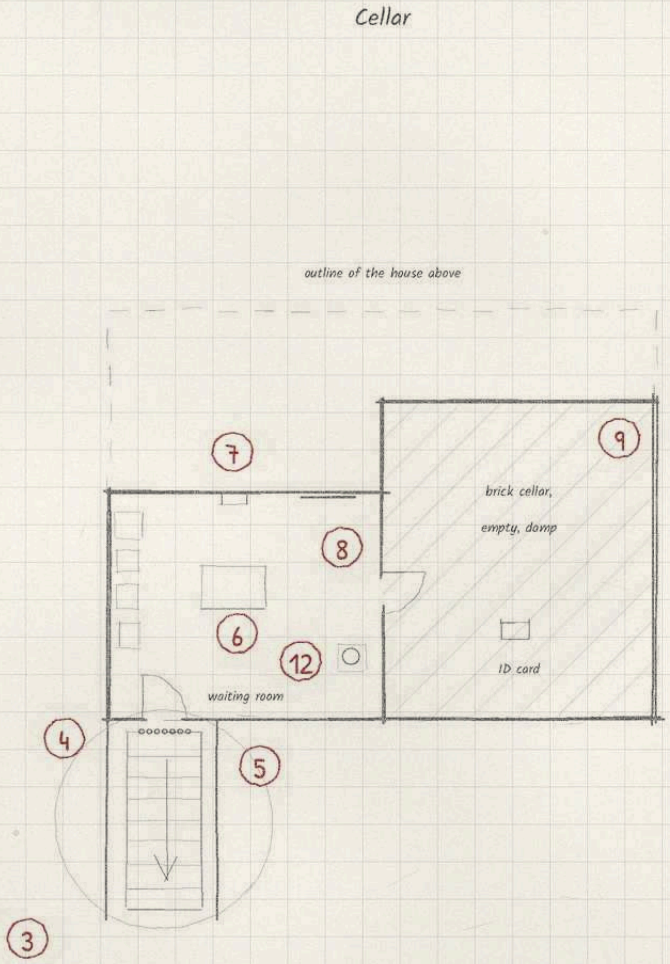
The Door, Mission 13 "The Wall"; Game Master's Book, Chapters VIII and XI; Investigator, Chapter II

Sander's Surgery behind the Green Cellar Door: State A

Hann. Münden, half-timbered house in a lane; as in the Investigator prologue, dimensions free

N





Key

1. Lane, boarded-up front
2. Back yard
3. Cellar stairs (warding circle)
4. Green door, brass plate
5. Threshold (salt)
6. First waiting room
7. Calendar
8. Frosted glass door
9. Behind the frosted door: empty cellar
12. Place of the one who stays out

State A: the calendar shows March 1994; inside no traffic, no wind, no radio. Whoever goes through the second door before being called is gone. Salt on the threshold holds the outer door shut for one night. One stays outside. Whoever stays longer than an hour forgets that they wanted to leave.

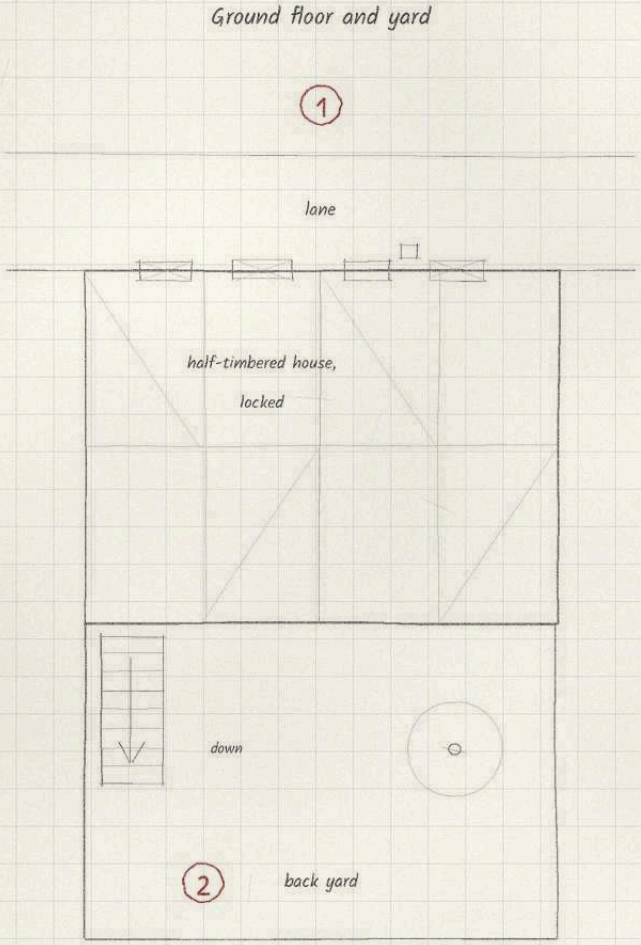
2 m

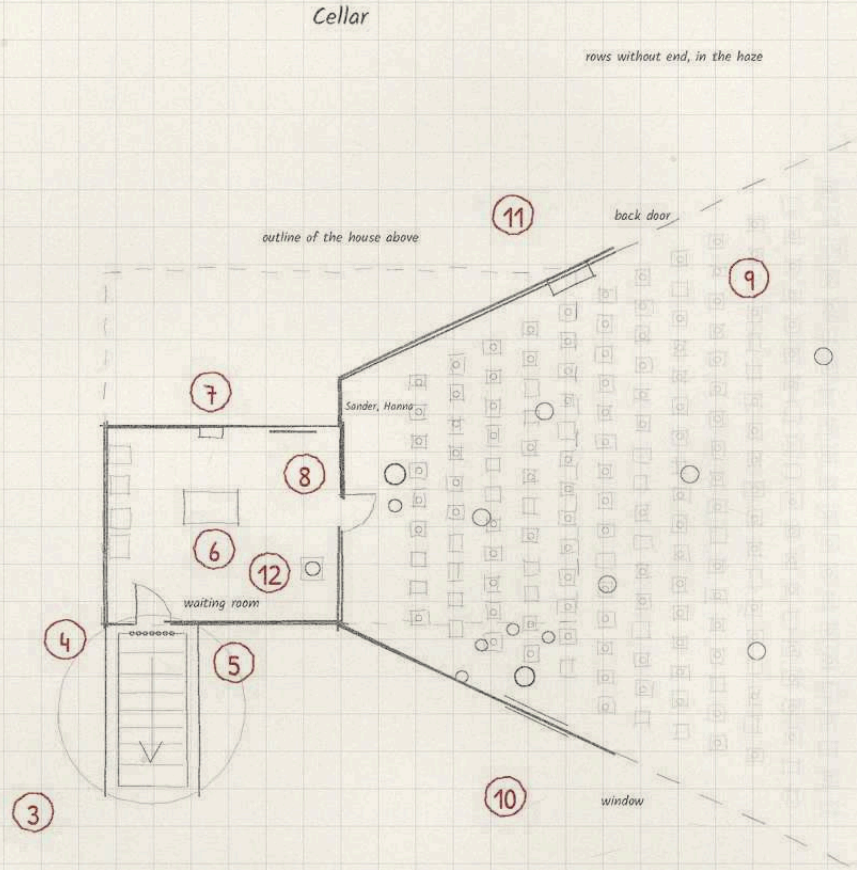
The Door, Missions 16, 17 "Surgery Hours" and 24; Investigator, Prologue; Game Master's Book, Chapter VIII

Sander's Surgery behind the Green Cellar Door: State B

Hann. Münden, February 2027, mission "Surgery Hours"; the second waiting room not to scale

N





Key

1. Lane, boarded-up front
2. Back yard
3. Cellar stairs (warding circle)
4. Green door, brass plate
5. Threshold (salt)
6. First waiting room
7. Calendar
8. Frosted glass door
9. Behind the frosted door: 2nd waiting room
10. Window with Frank Möller
11. Back door (freely drawn)
12. Place of the one who stays out

State B: the calendar shows February 2027. Children on the chairs, the Nineteen walk about. Whoever goes through the second door before being called is gone. Salt on the threshold holds the outer door shut for one night. One stays outside. Whoever stays longer than an hour forgets that they wanted to leave.

2 m

The Door, Missions 16, 17 "Surgery Hours" and 24; Investigator, Prologue; Game Master's Book, Chapter VIII

Tunnel Zero and the Opener

Wendland's tunnel, 800 m below the Institute's entrance hall near Bern; dimensions drawn freely

N

Shaft, up to the deepest corridor

cables up to the Cold Store

old tunnel, sealed 1979, reopened 2017

800 m

Coded door

Tunnel Zero

Opener

"It is not a door. It is an ear."

twelve chairs,
twelve loudspeakers

instruments, 1979 to today

5 m

Key

1. Shaft from the Institute
2. Posts: suits and Soldiers
3. Guard systems
4. Wall with chalk drawings
5. Opener (brass and quartz)
6. Twelve chairs with loudspeakers
7. Table with logbook and pen
8. Cable run to the cold store
9. Where the rift opens
10. Depth mark 800 m below the entrance hall

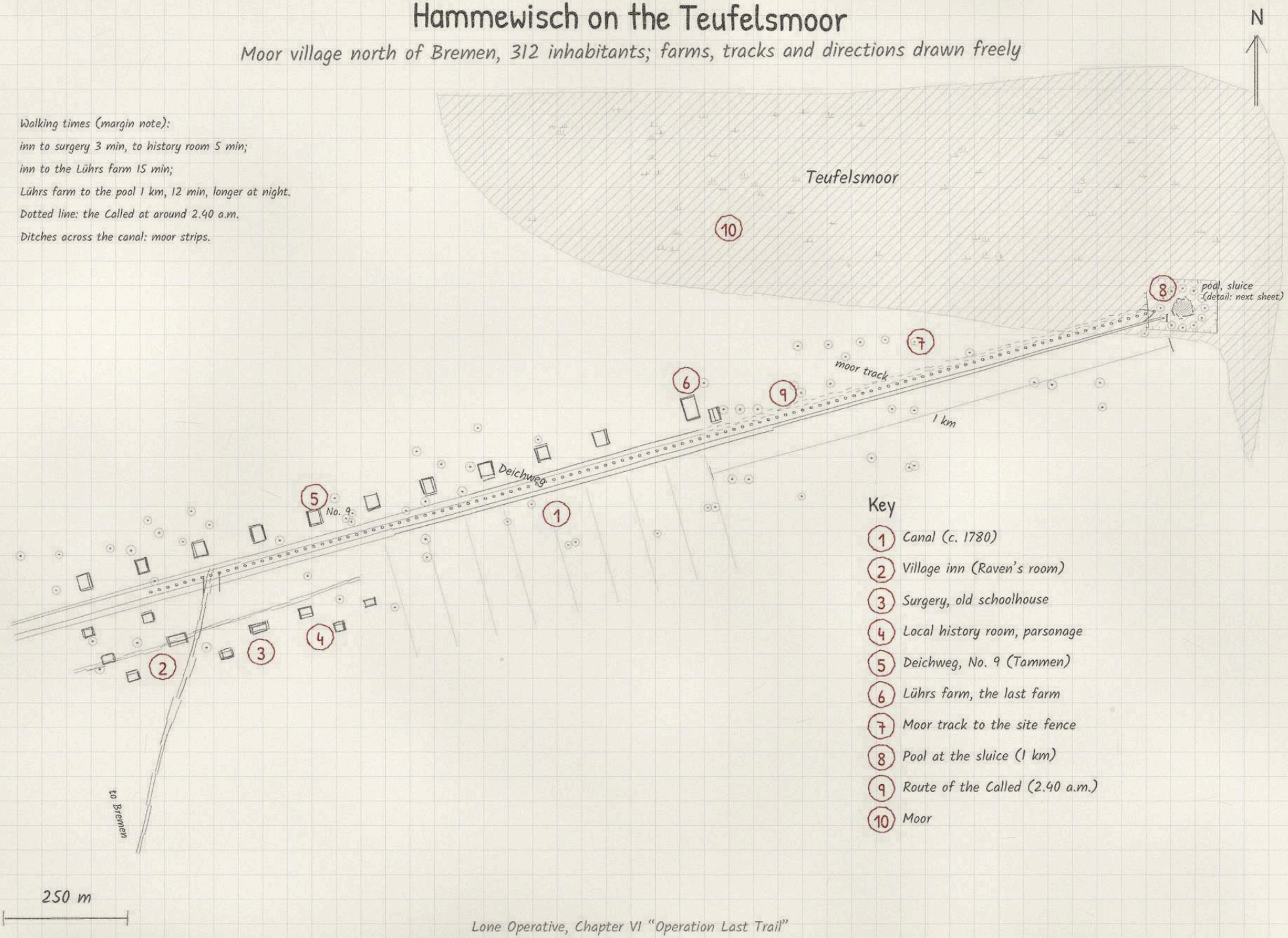
Access per the Game Master's Book: doors with codes under the ninth Cold Store tunnel, and at the end of the ninth tunnel the steel door with frost on its frame. The Opener knocks every four minutes. Small circles: guards. Crossed boxes: guard systems. On the official plans there is only rock here: show the players this only once the cell enters.

The Door, Mission 18 "Tunnel Zero" and Mission 24 "The Night"; Game Master's Book, Chapter VII

Hammewisch on the Teufelsmoor

Moor village north of Bremen, 312 inhabitants; farms, tracks and directions drawn freely

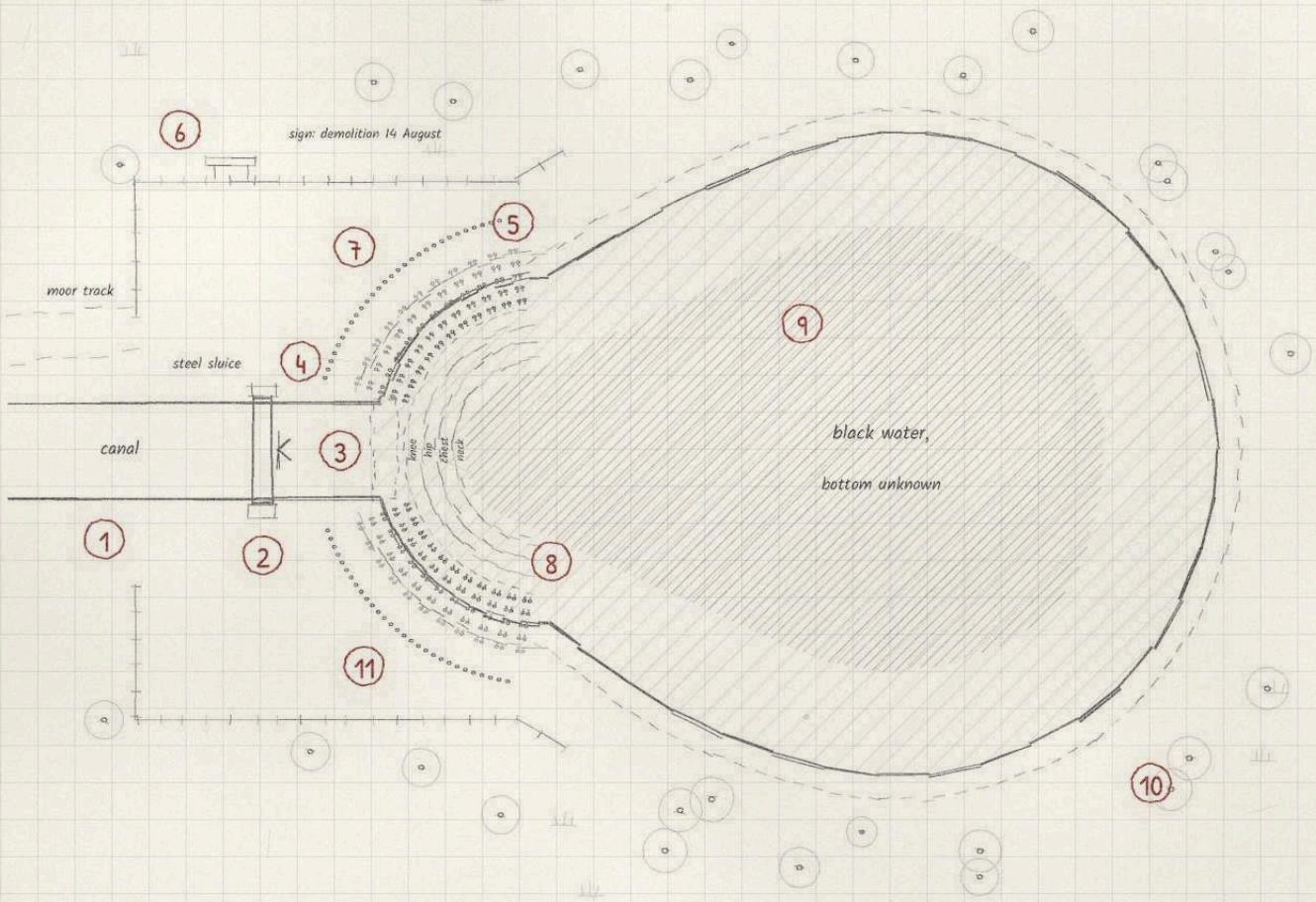
Walking times (margin note):
inn to surgery 3 min, to history room 5 min;
inn to the Lührs farm 15 min;
Lührs farm to the pool 1 km, 12 min, longer at night.
Dotted line: the Called at around 2.40 a.m.
Ditches across the canal: moor strips.



The Pool at the Sluice

Black moor lake at the end of the canal, 40 m wide, depth unknown; shoreline drawn freely

N



Key

1. Canal
2. Steel sluice
3. Site of the old wooden sluice
4. House mark below waterline
5. Semicircle of footprints
6. Site fence and sign
7. Two-step danger zone
8. Depth: knee, hip, chest, neck
9. Steep drop-off
10. Birches
11. Room for the salt line

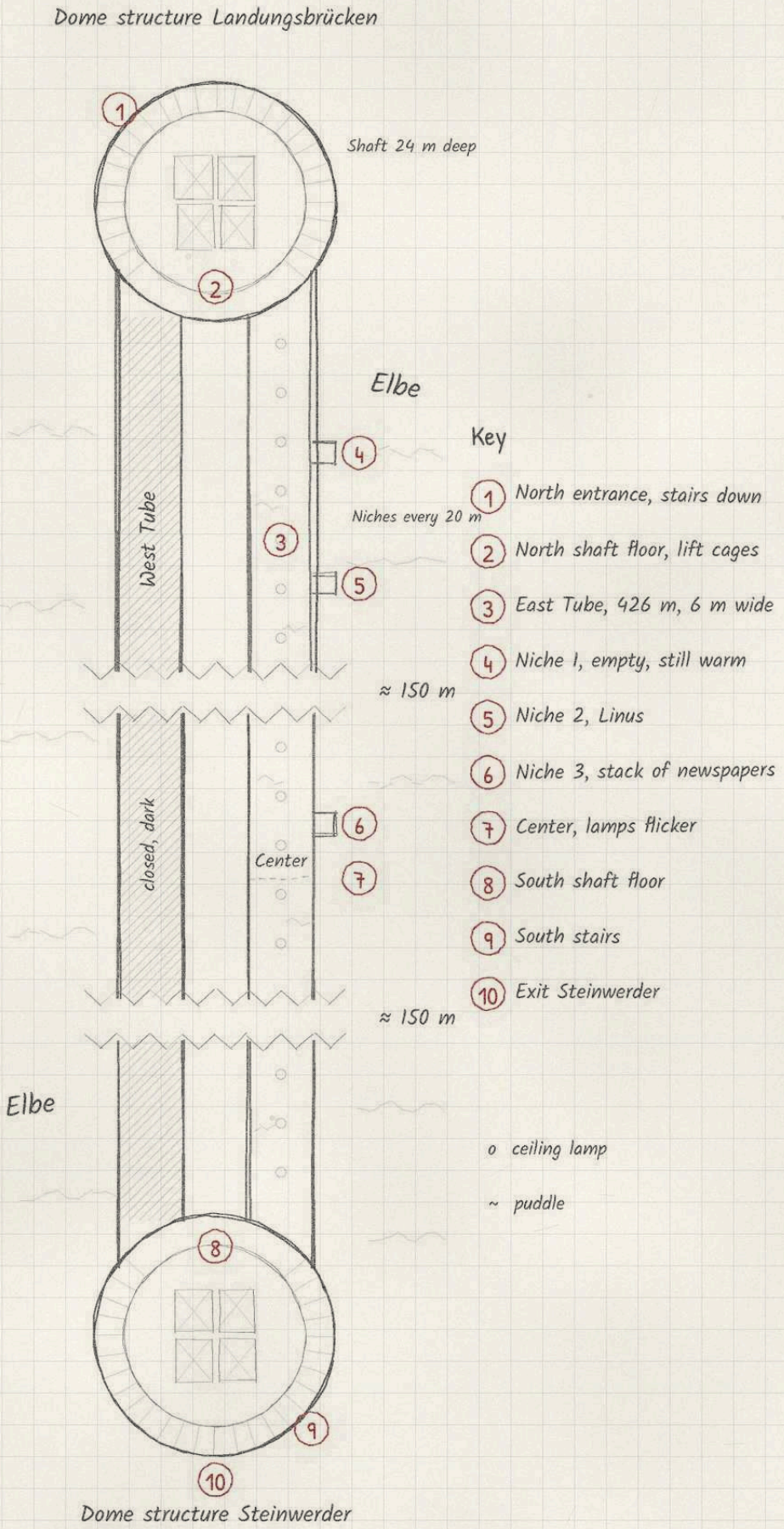
Anyone who comes within two steps of the water slips in (dashed strip).
The Called go deeper round by round: knee, hip, chest, neck.
Pairs of dots: footprints, toes to the water.
Dotted arc behind the prints: room for salt.

5 m

Old Elbe Tunnel, East Tube

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

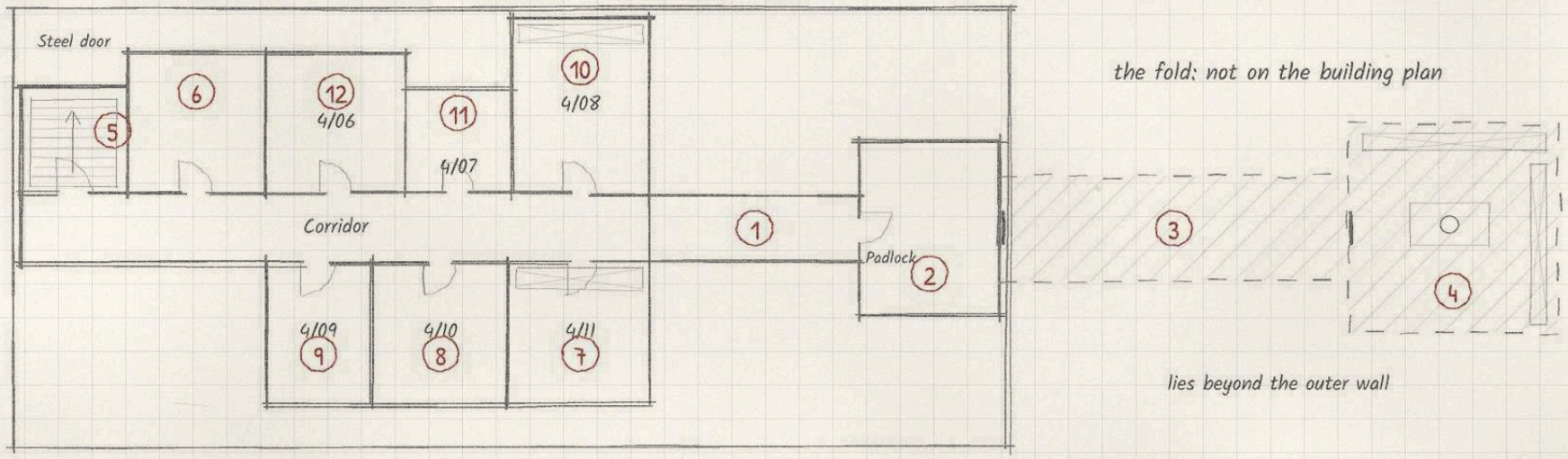
N



Hold-9, Basement

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

N



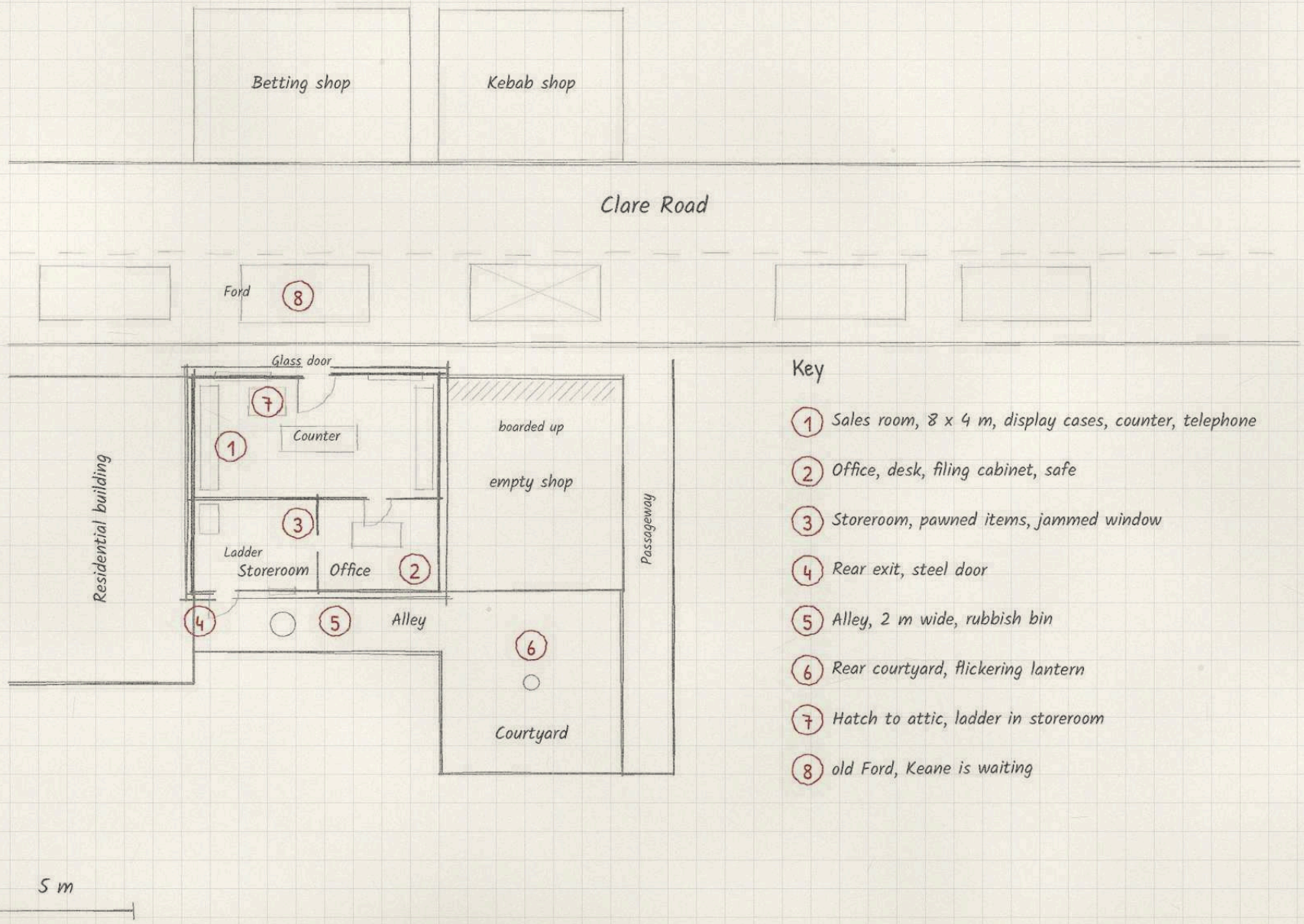
Key

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

5 m

Gwynne's Pawnshop, Clare Road

Cardiff, Grangetown. Site plan and ground floor



Key

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

The "Sammlung und Bewahrung" Foundation

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

N

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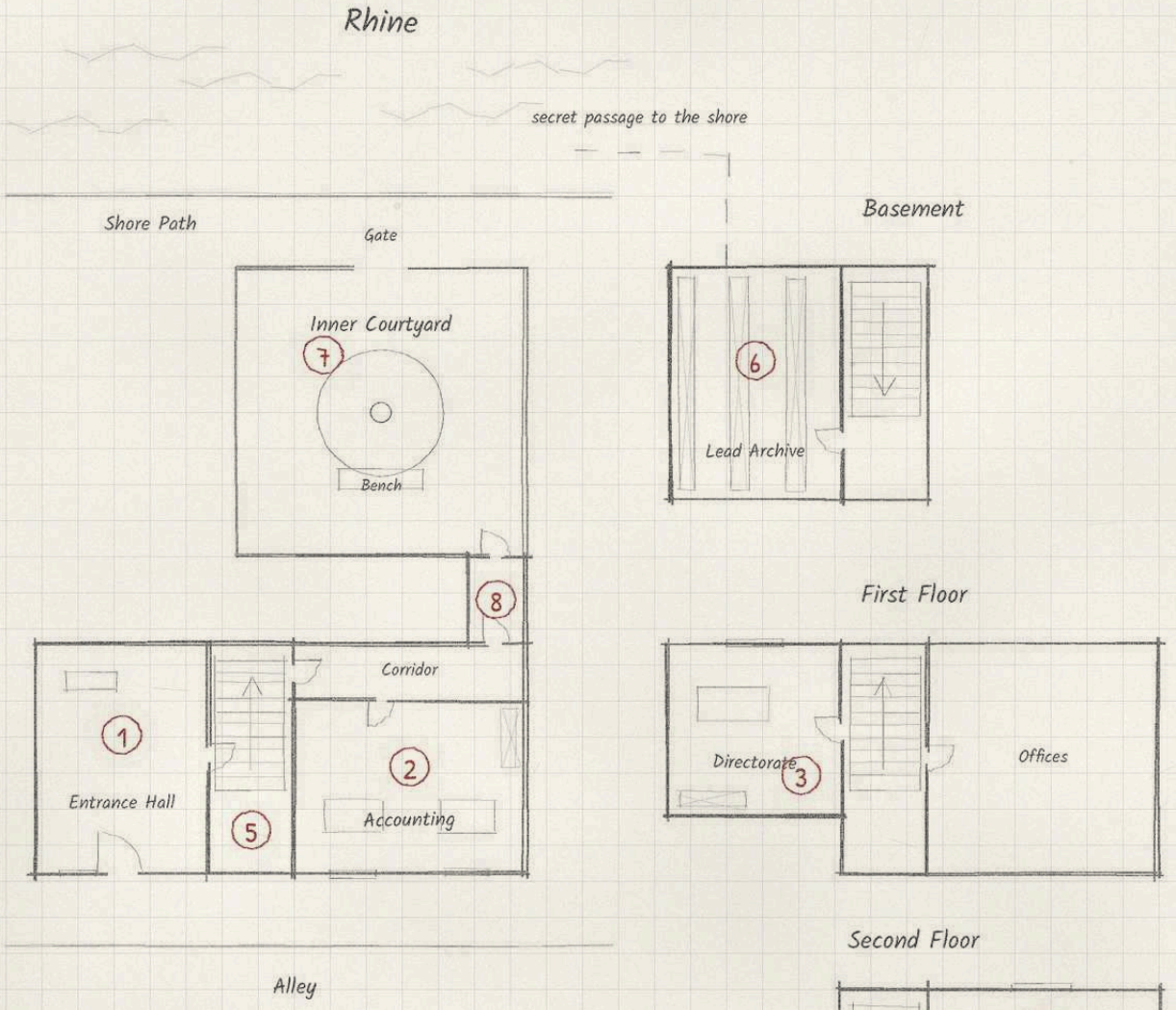


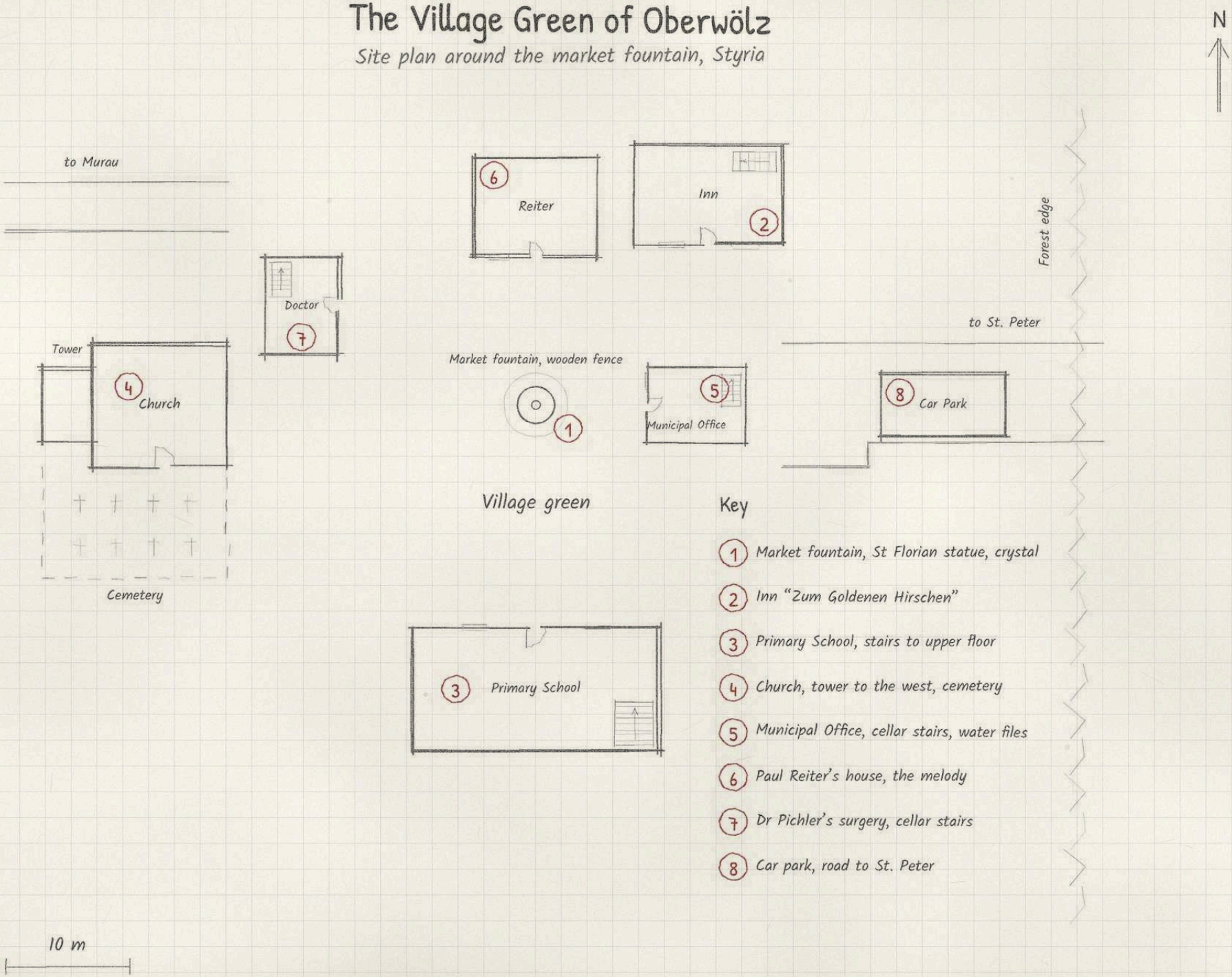
Key

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

5 m

The Village Green of Oberwölz

Site plan around the market fountain, Styria

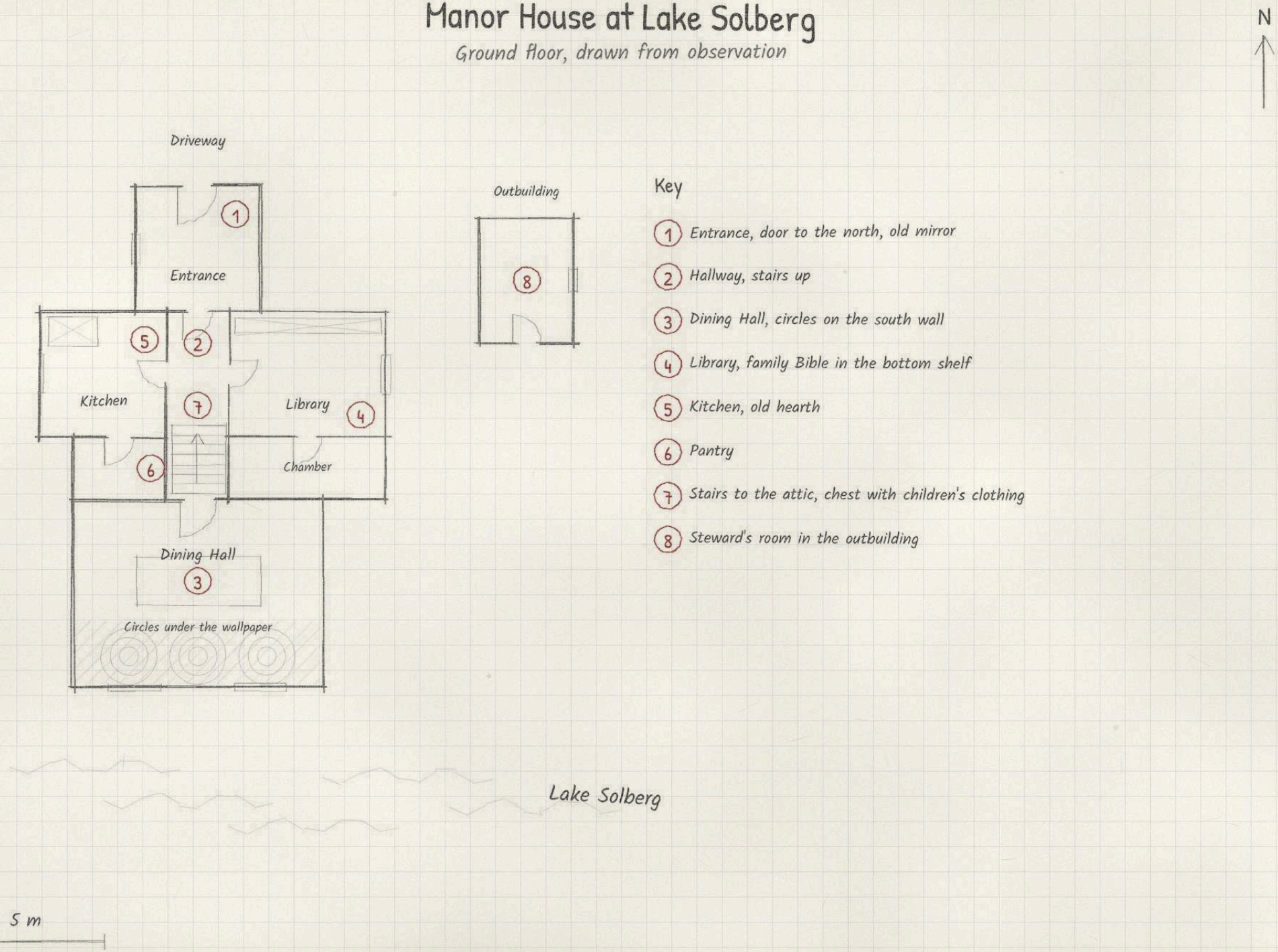


Key

1. Market fountain, St Florian statue, crystal
2. Inn "Zum Goldenen Hirschen"
3. Primary School, stairs to upper floor
4. Church, tower to the west, cemetery
5. Municipal Office, cellar stairs, water files
6. Paul Reiter's house, the melody
7. Dr Pichler's surgery, cellar stairs
8. Car park, road to St. Peter

Manor House at Lake Solberg

Ground floor, drawn from observation



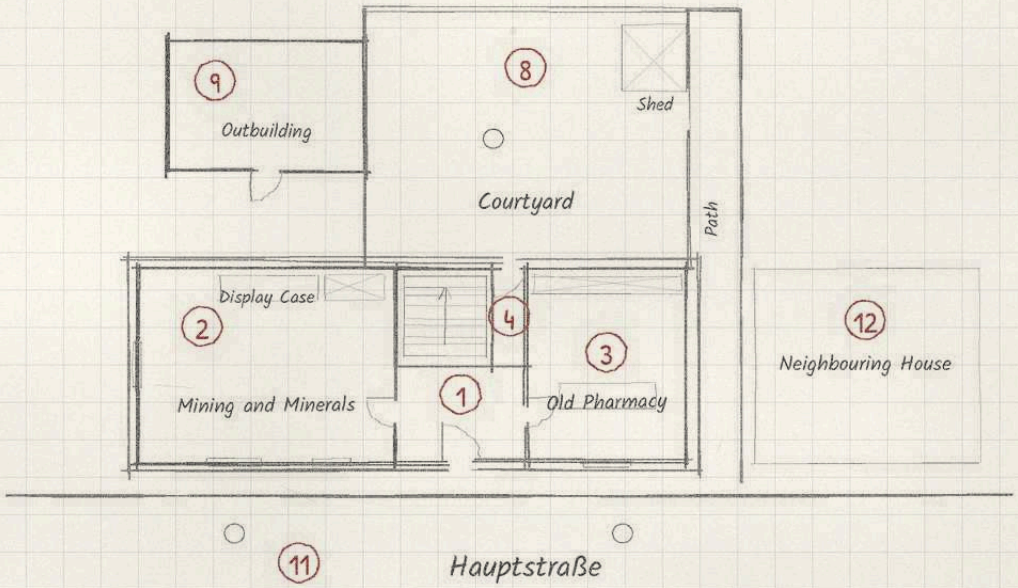
Key

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

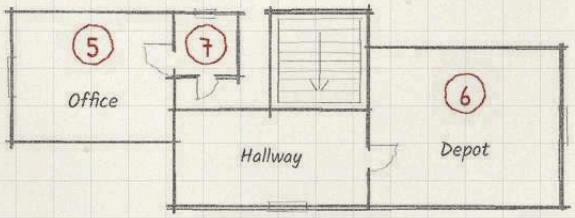
Museum "Haus der Bergleute"

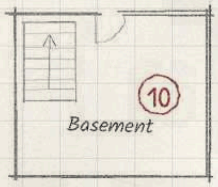
Bad Grund (Harz). Ground floor and courtyard, upper floor and basement on the right

N



Upper Floor





Basement under the Stairs

Key

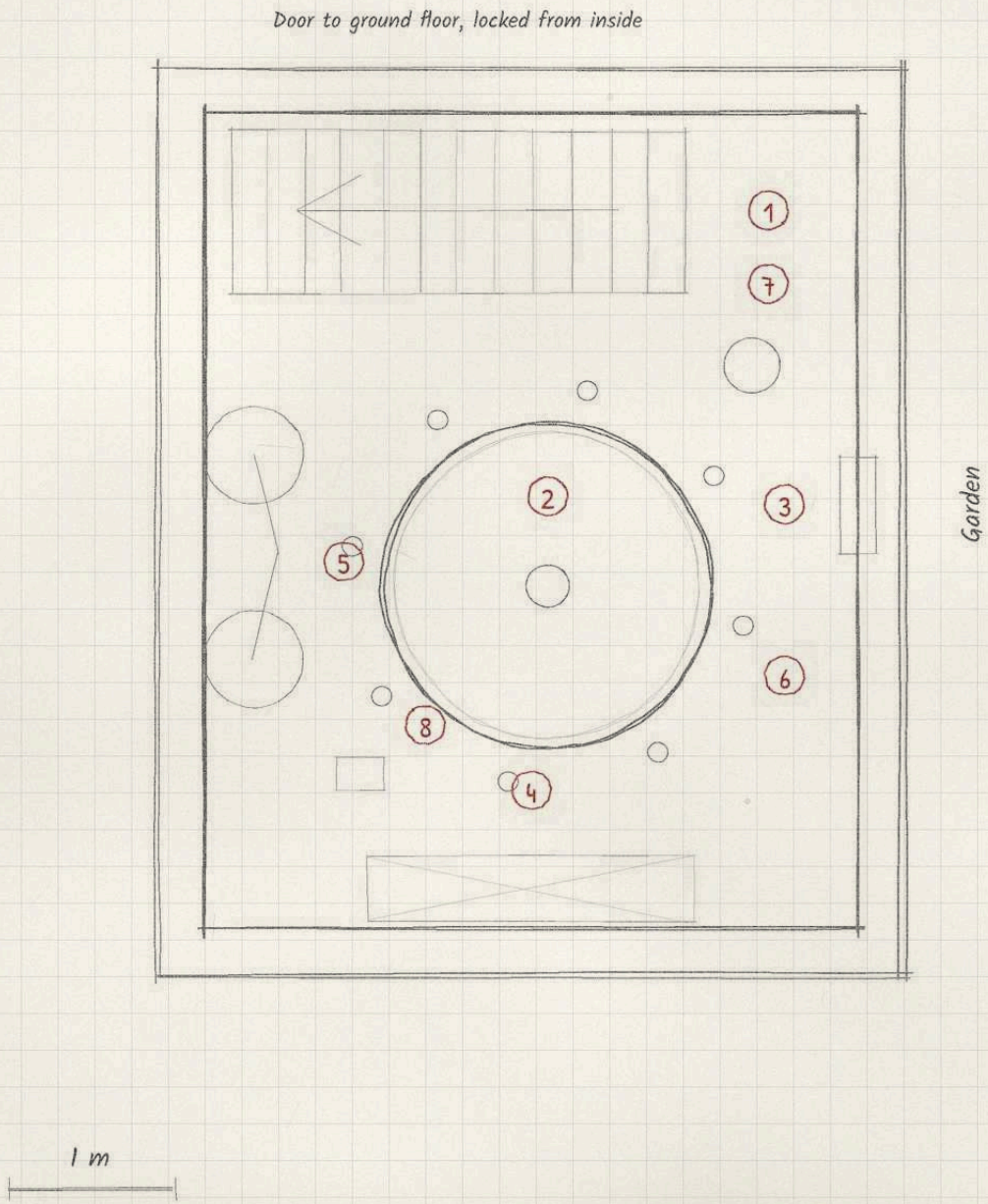
1. *Entrance and hallway, till, clock*
2. *Mining and minerals, display case on the north wall*
3. *Old pharmacy, shelves, counter, cold*
4. *Stairwell, basement door under the stairs*
5. *Director's office, fairy tale book*
6. *Depot, Wegener estate*
7. *Toilet, always cold*
8. *Courtyard, miner's lamp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

5 m

Cellar, Rue de la Croix 17

Anderlecht, sketch of the cell, ceiling height 2.20 m

N

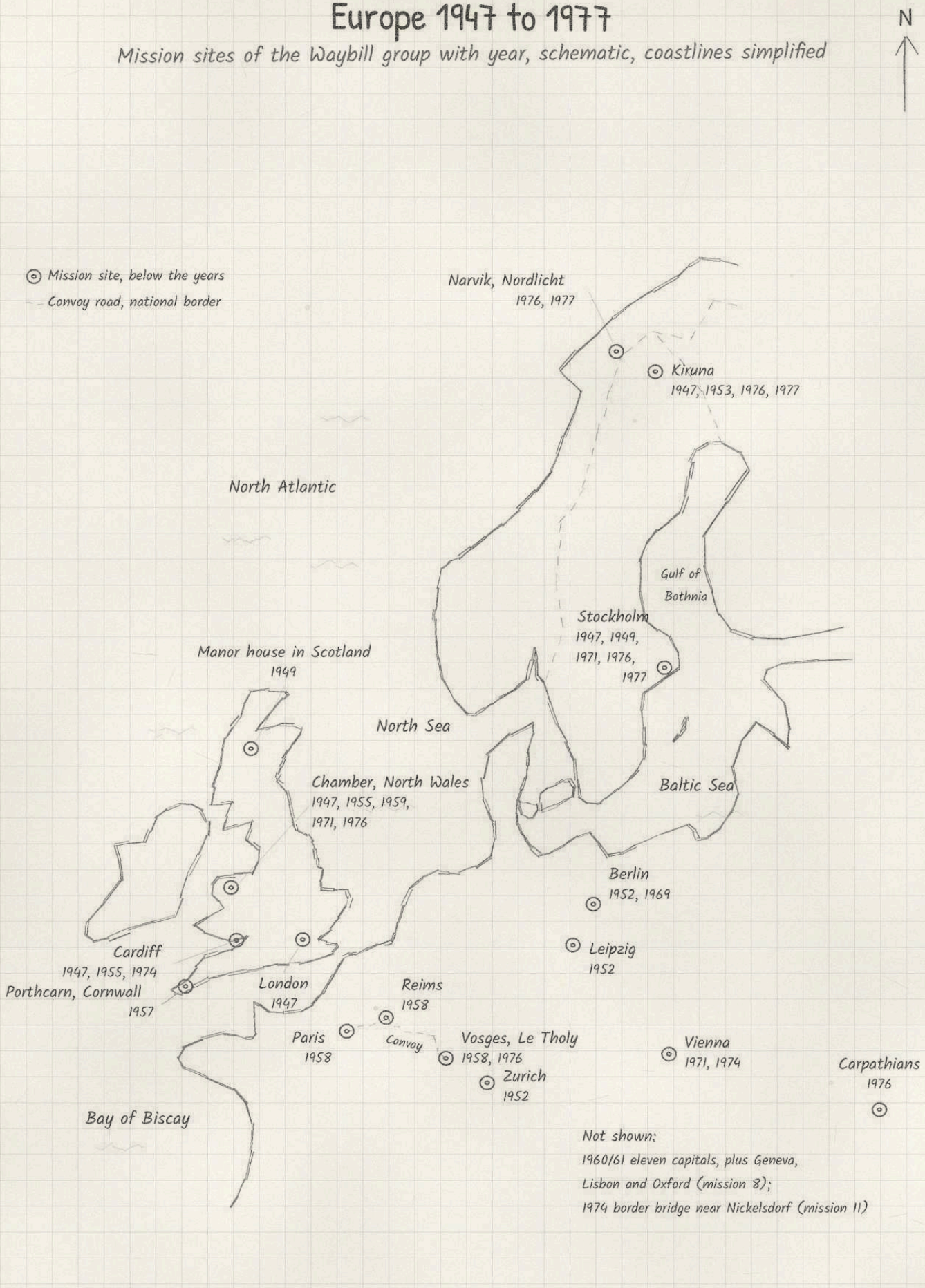


Key

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

Europe 1947 to 1977

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

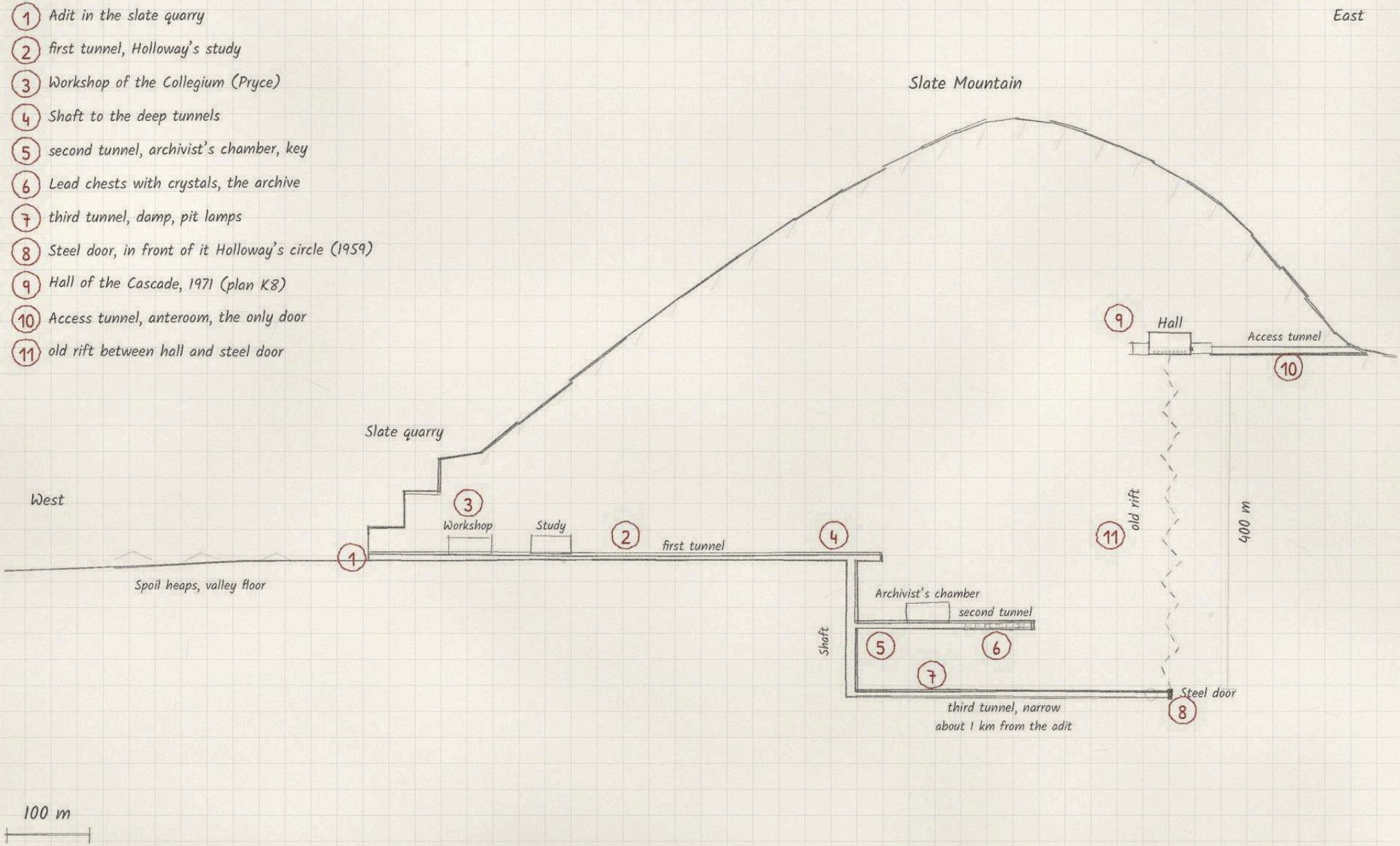


The Chamber in Wales

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

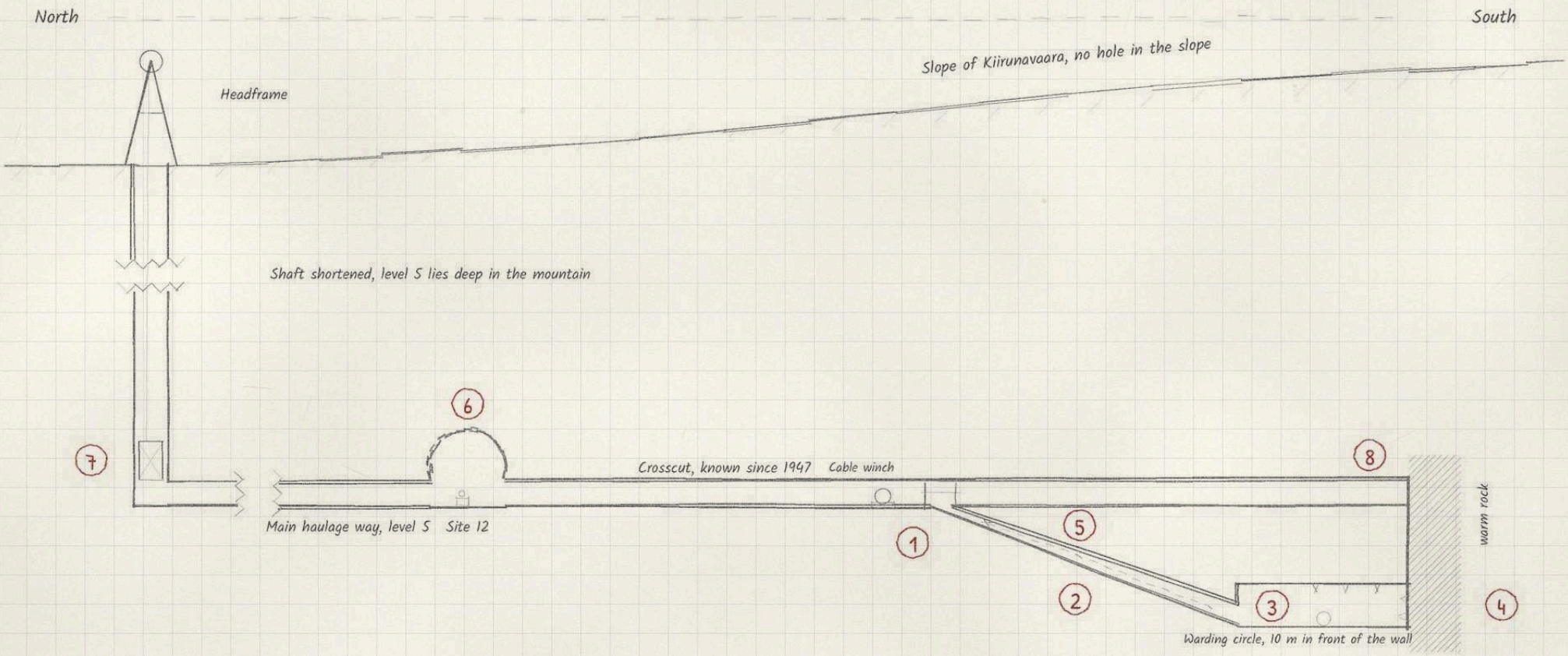
Legend

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



Kiruna Mine

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



Legend

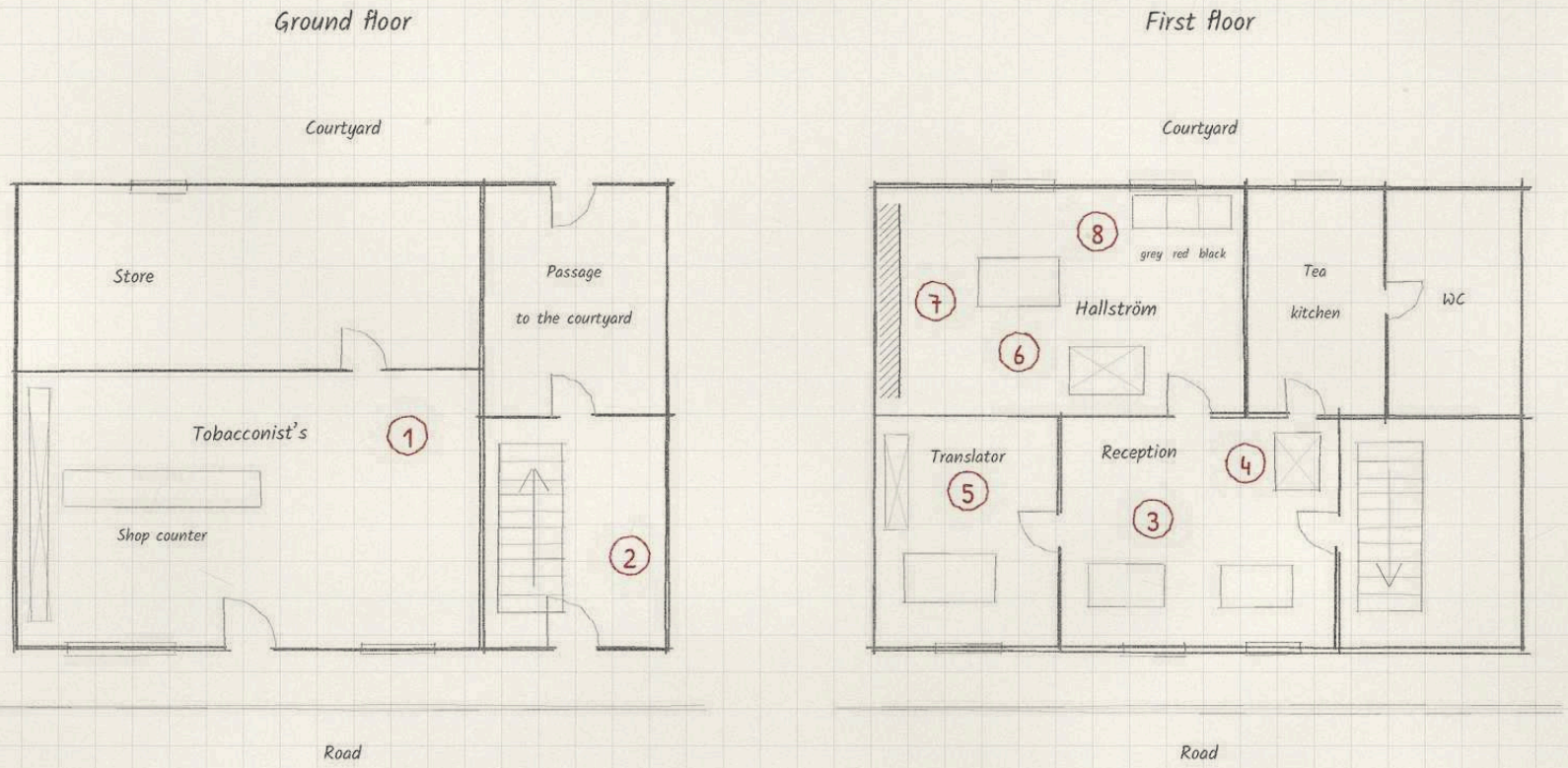
1. Tunnel entrance: collapse of 4 February 1953
2. Tunnel without plan, fresh fracture edges
3. Crystal field, 20 × 12 m, 5 m high
4. The Wall, 12 m wide, 5 m high
5. Withdrawal line, 40 m, 2 m wide, to the north
6. Silent cavity, Site 12, reported 1947
7. Mine cage, the only access
8. warm face at the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

10 m

The Registry, 1948

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

N



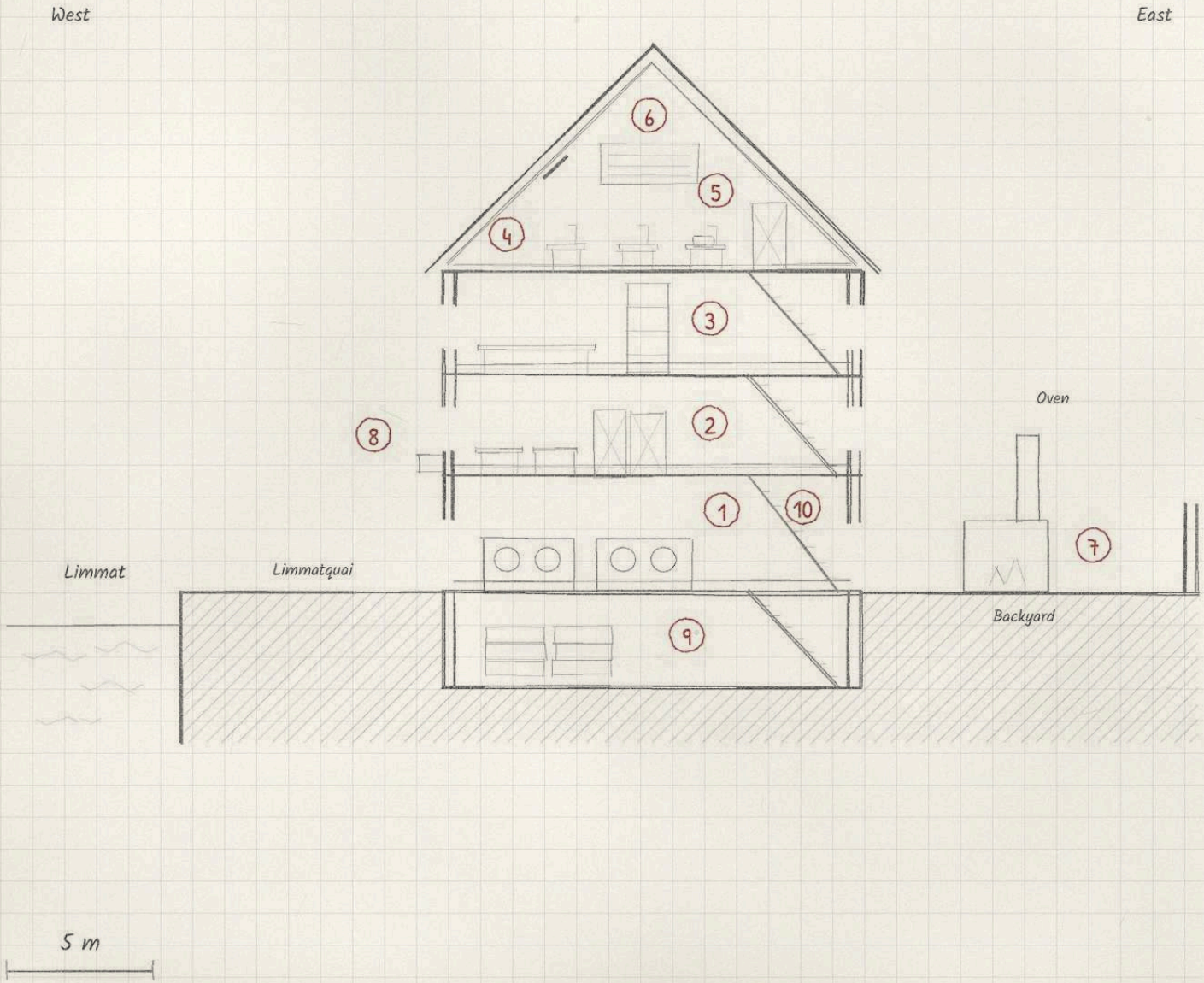
Legend

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

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

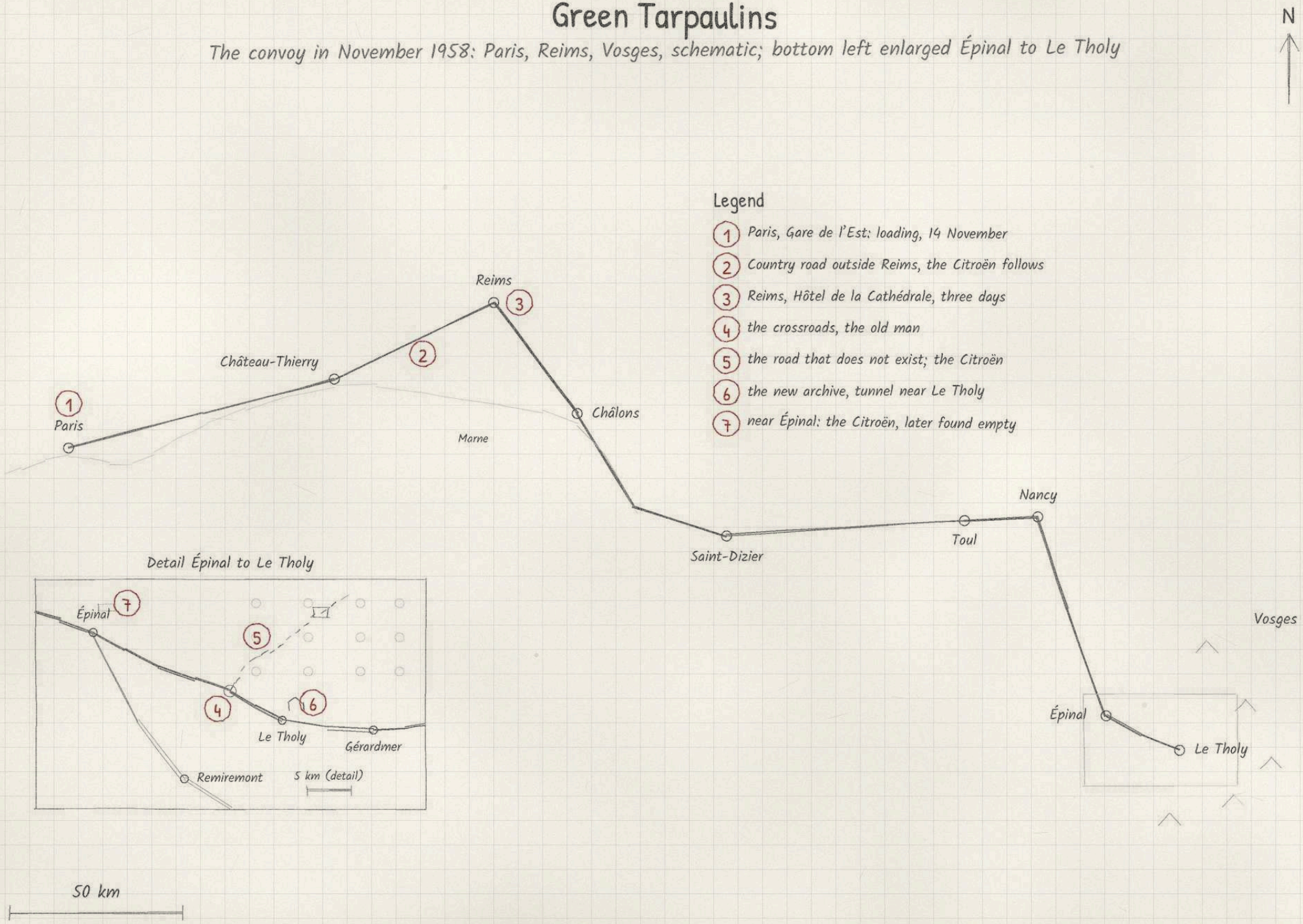
Six workstations, three visible in section.

Porthcarn, Cornwall

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

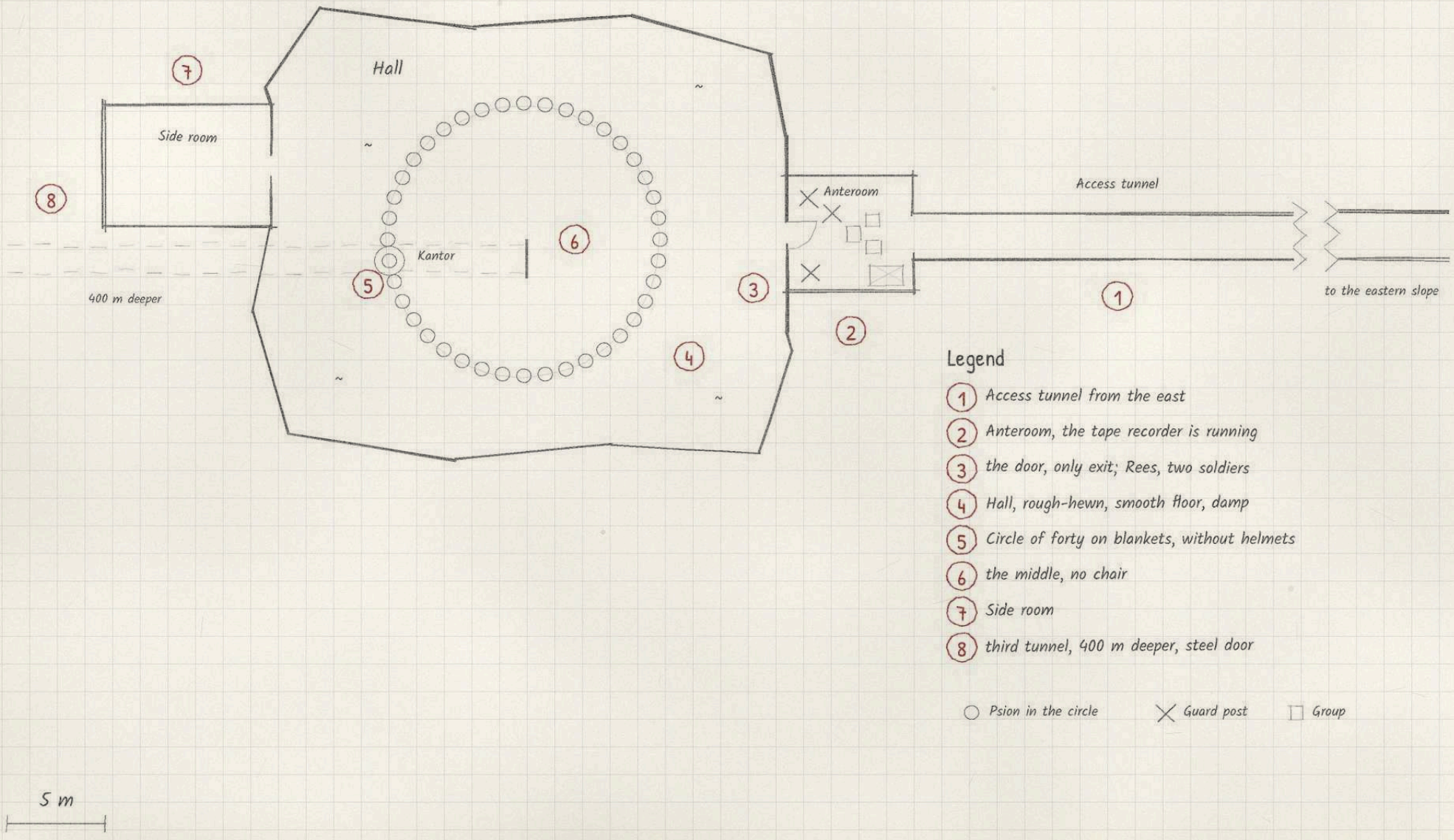
Green Tarpaulins

The convoy in November 1958: Paris, Reims, Vosges, schematic; bottom left enlarged Épinal to Le Tholy



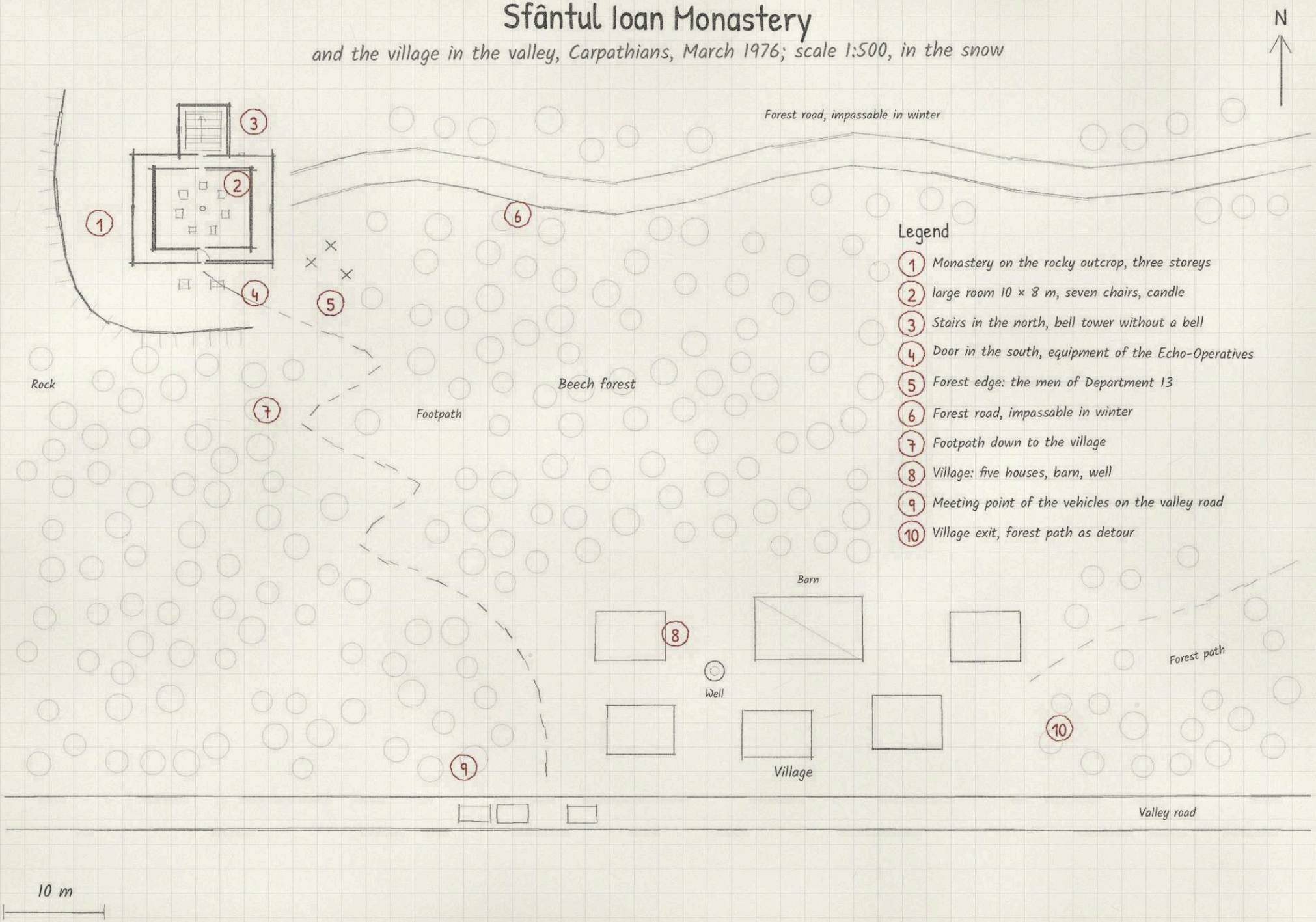
The Hall of the Cascade

Plan, Wales, 14 October 1971, shortly after 22:00; 400 m above the third tunnel



Sfântul Ioan Monastery

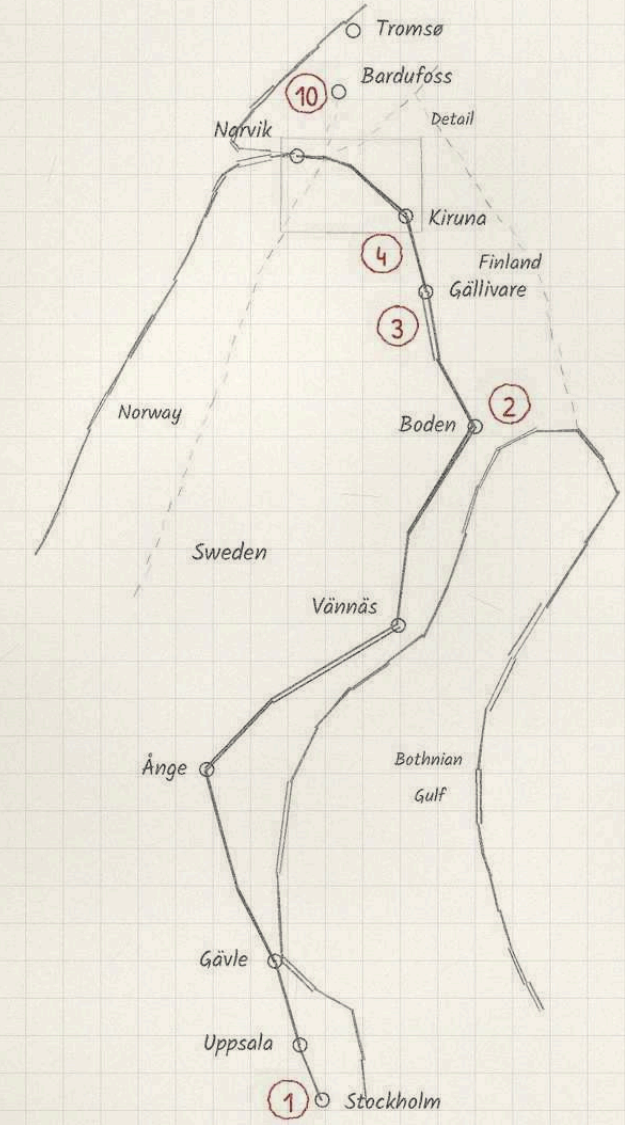
and the village in the valley, Carpathians, March 1976; scale 1:500, in the snow



The Night Train to Narvik

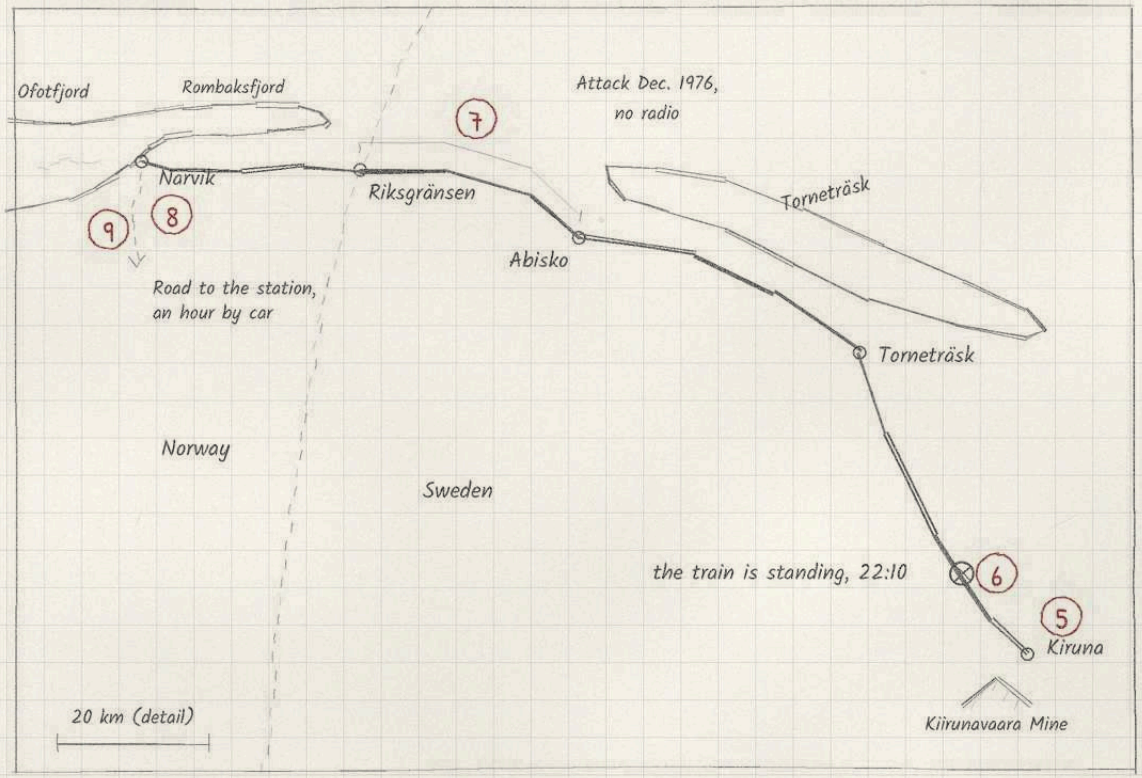
Stockholm, Kiruna, Ofotbanen: 13 and 14 February 1977, right enlarged Kiruna to Narvik

N



100 km (left)

Detail Kiruna to Narvik

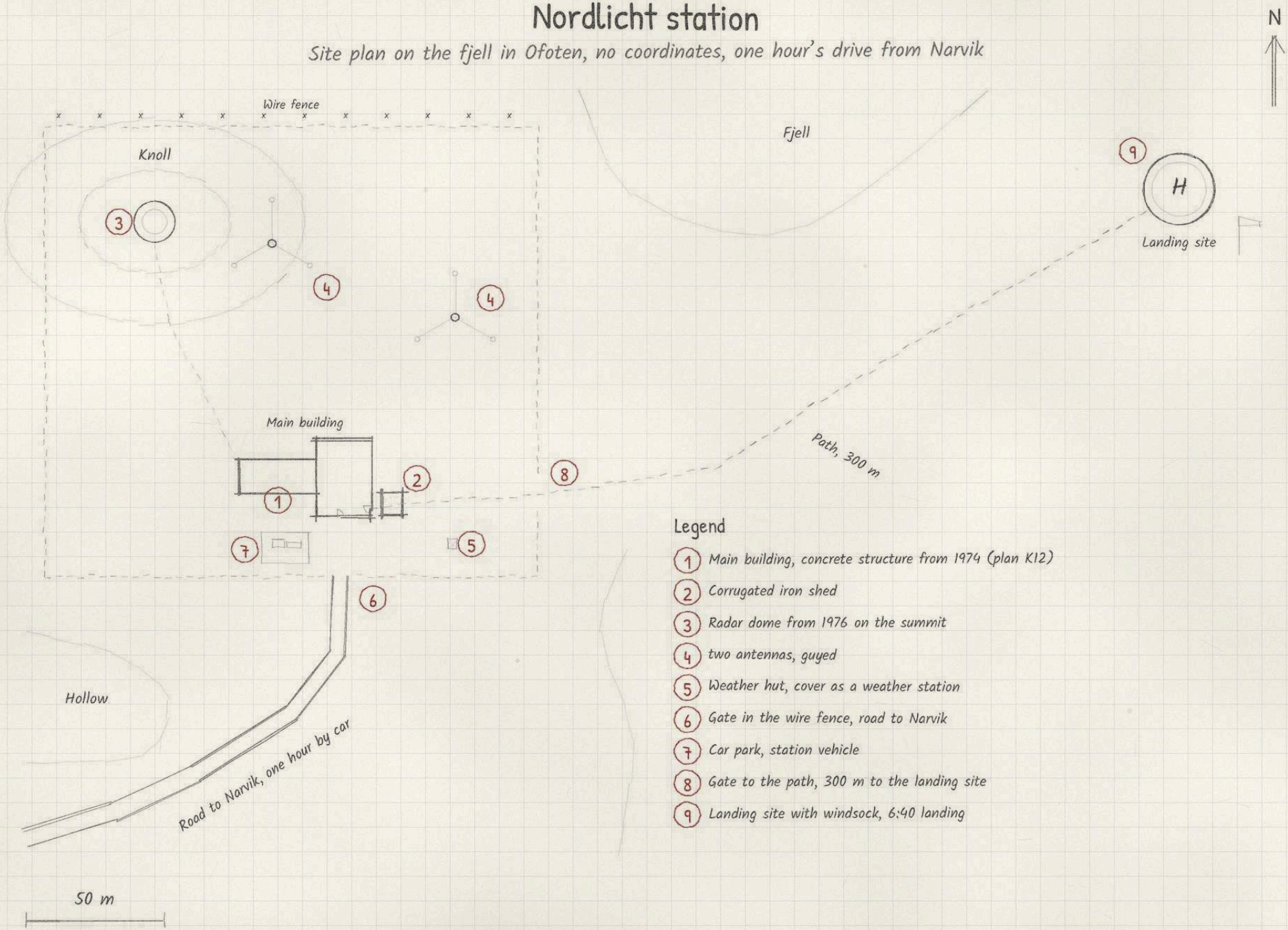


Legend

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

Nordlicht station

Site plan on the fjell in Ofoten, no coordinates, one hour's drive from Narvik



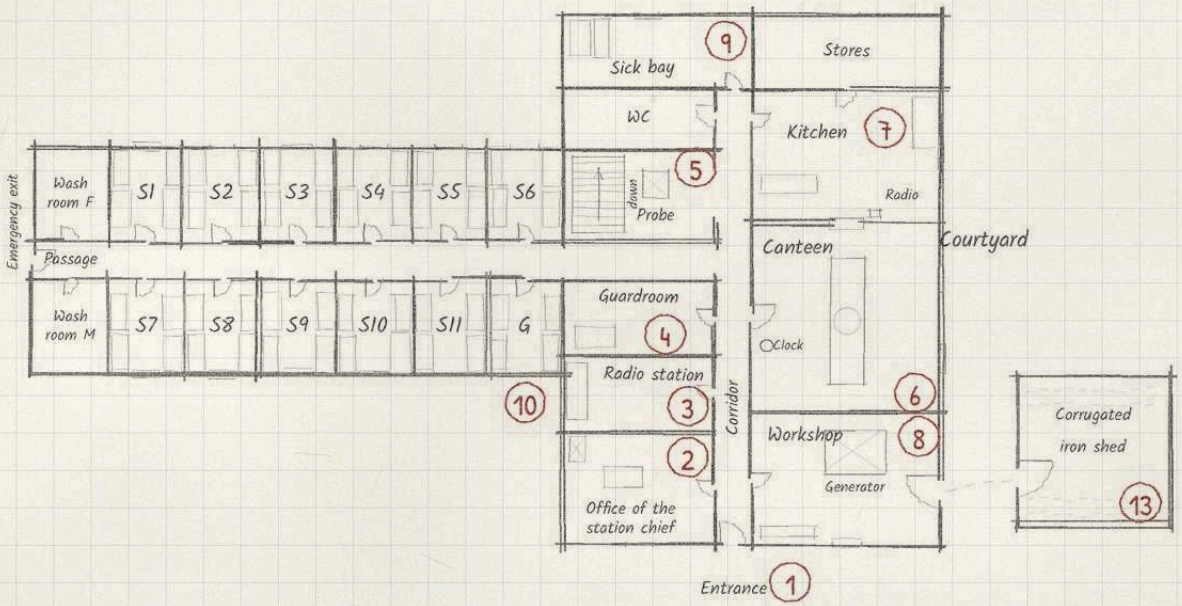
Legend

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

N



Legend

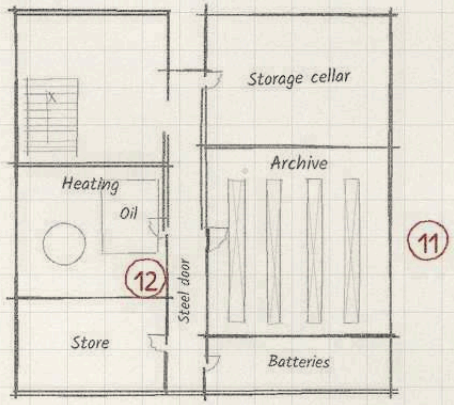
1. Entrance from the south
2. Office of the station chief, duty roster on the wall
3. Radio station, log and headphones
4. Guardroom, guard under Rønning
5. Stairway down to the cellar, the probe
6. Canteen: long table, chalk circle, clock above the door
7. Kitchen, serving hatch with the kitchen radio
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.

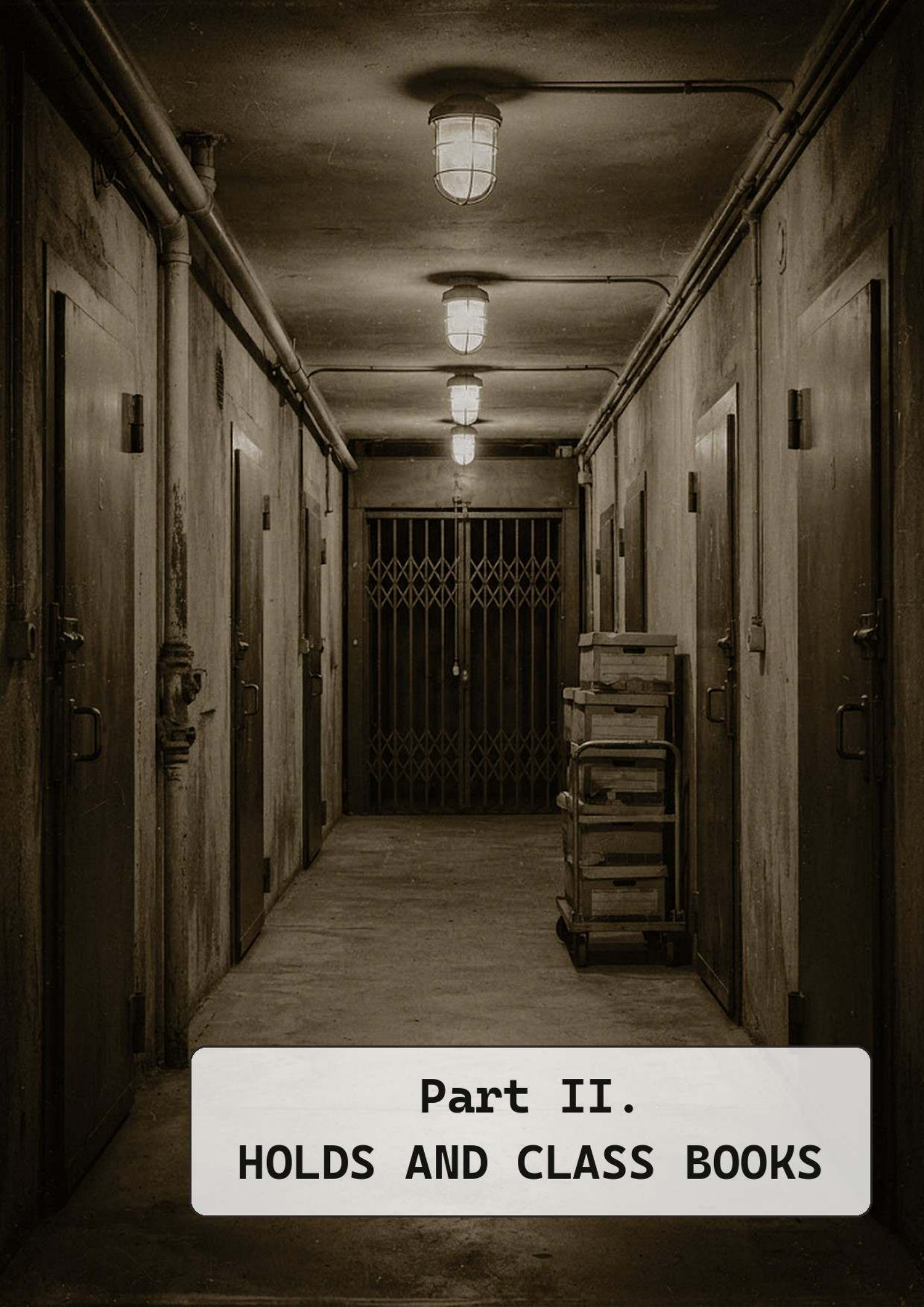
Cellar, under the east part



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



Part II.
HOLDS AND CLASS BOOKS

Holds and Class Books

"Every Hold has two floor plans. The one at the building authority, and the real one."

Caretaker, Hold-3, Hamburg

The nine Holds come first, in the order of their numbers, from Hold-1 beneath St. Alban's House in London to Hold-9 in Prague. The floor plans are the same as in Holds of the World.

After them come the locations of the six class books. The Institute near Bern appears twice in this part: in cross-section through the mountain, and with the cold store and its nine tunnels. The working level on the night of the blackout is in Part I. The Registry in Stockholm is drawn here as it looks today. How it looked in 1948, three rooms above a tobacconist's shop, is shown by Nordlicht 1977 in Part I.

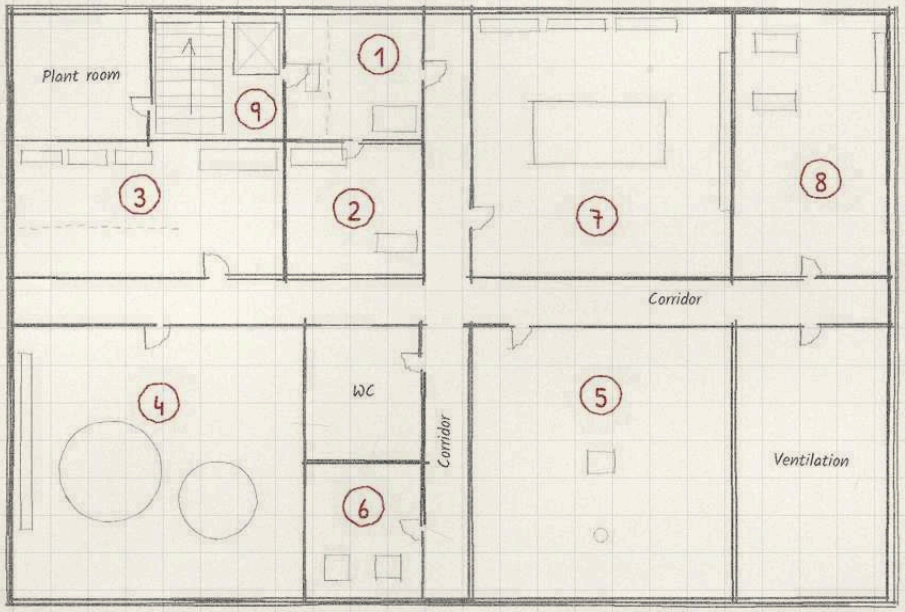
The remaining sheets belong to individual chapters of the class books, mostly to one subclass and one case: the cellar beneath the church in Naples, the canal in Antwerp, the ferry to Ajaccio, the U-Bahn tunnel in Berlin in 1991.

Hold-1, London

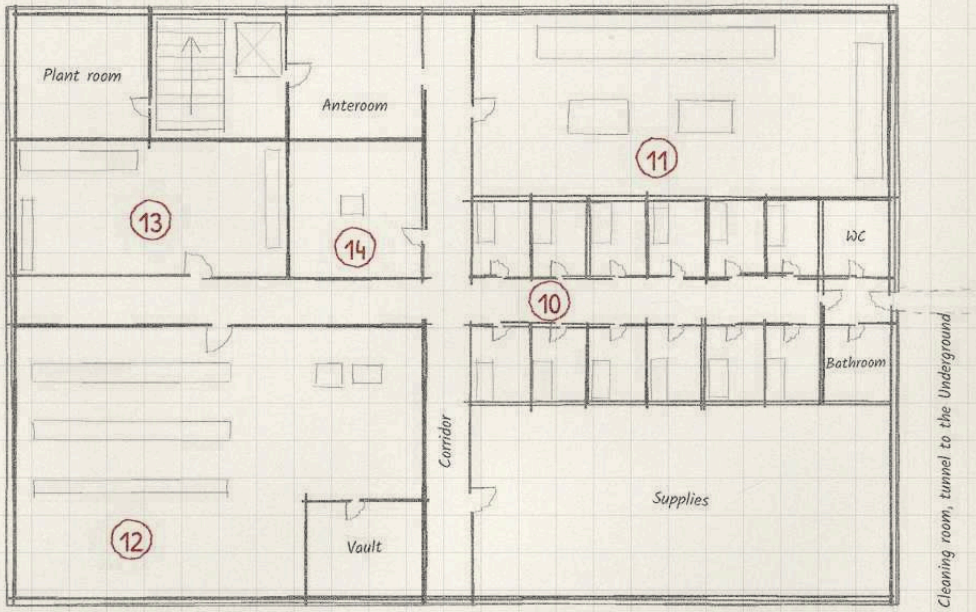
Floor plan beneath St. Alban's House, two levels, each 45 × 30 m

N

Level A, working level



Level B, living and storage level



Legend

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

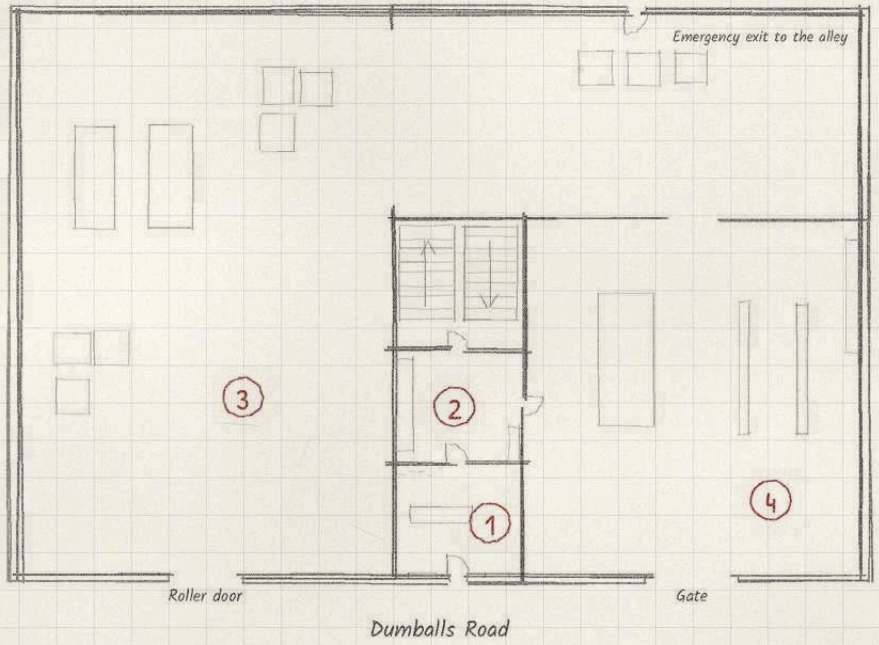
10 m

Hold-2, Cardiff

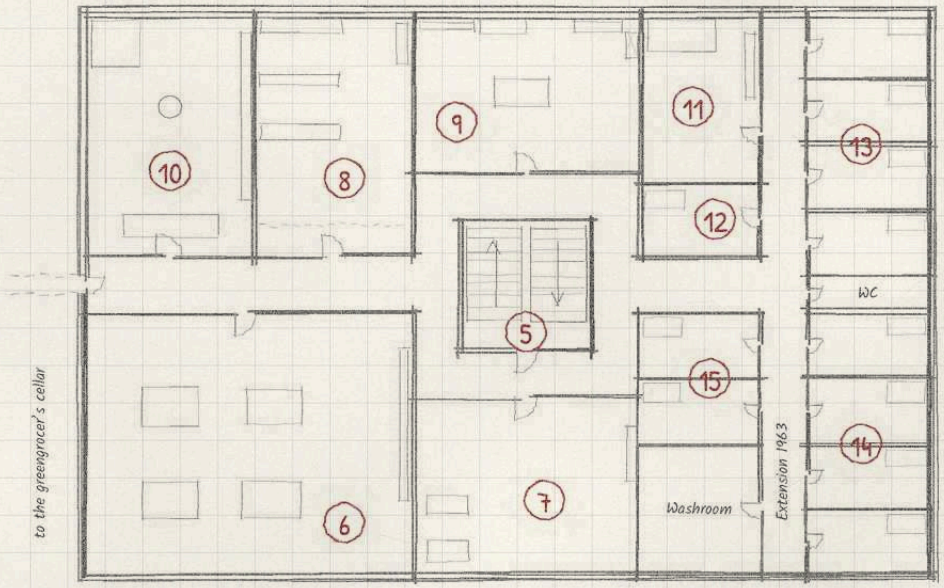
Floor plan of the Dumballs Road warehouse, ground floor and basement, each 45 × 30 m

N

Ground floor, cover



Basement, the hold



Legend

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

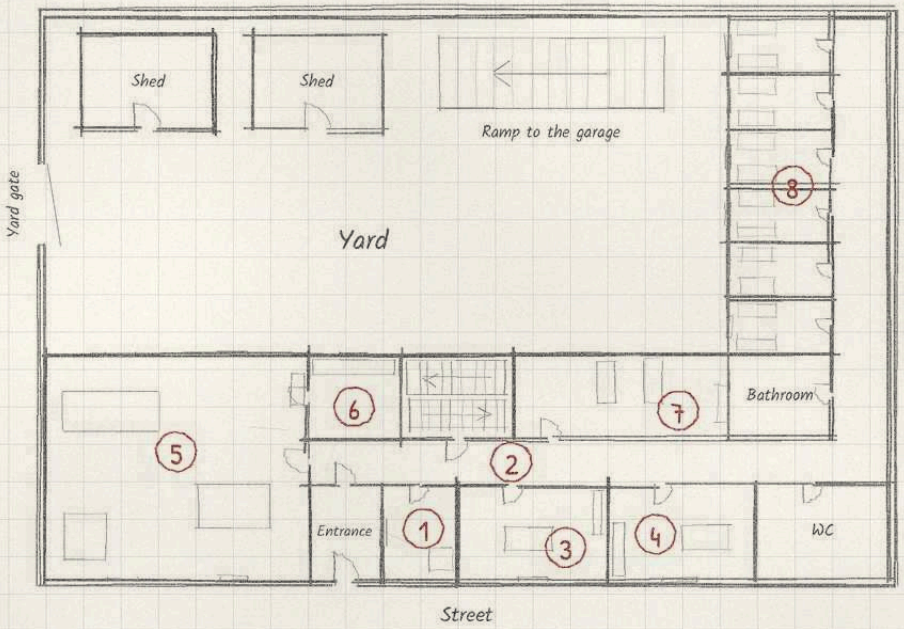
10 m

Hold-3, Hamburg

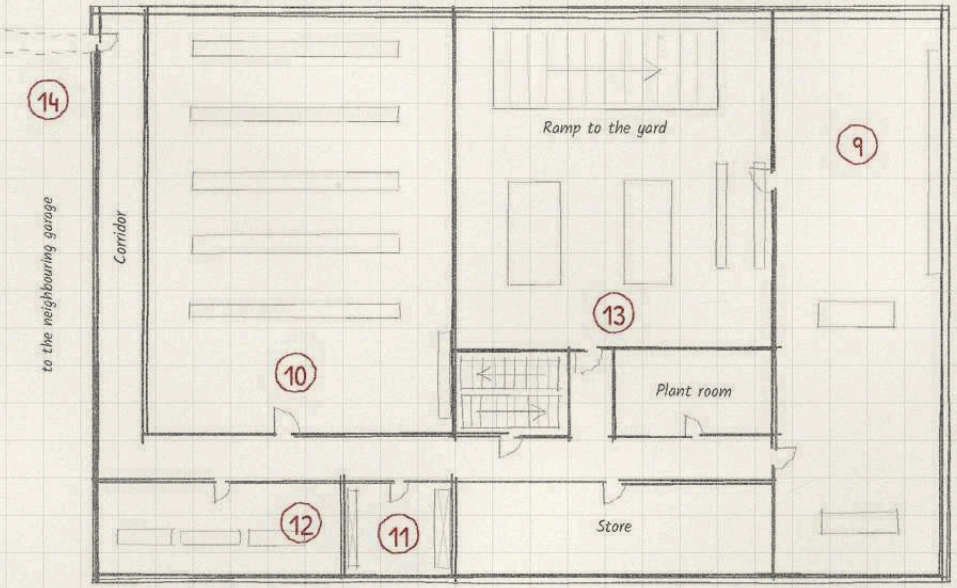
Floor plan Rothenburgsort, ground floor and bunker, each 45 × 30 m

N

Level 0, ground floor



Level −1, bunker



Legend

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

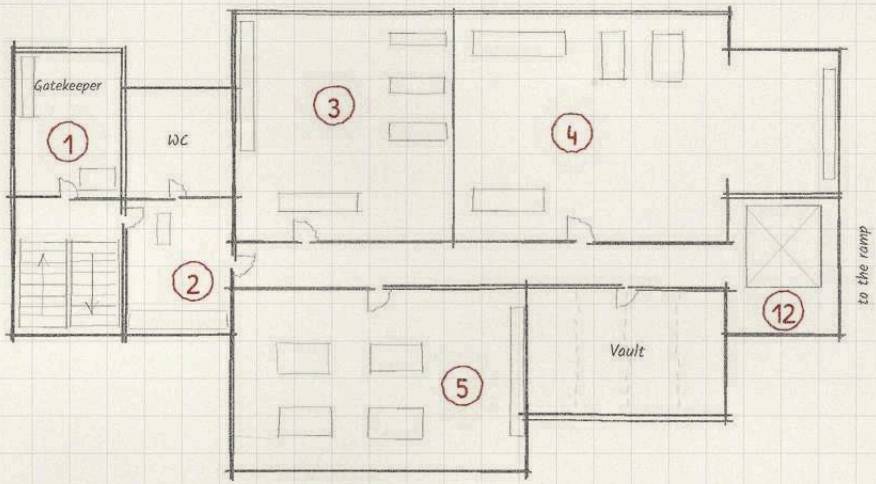
10 m

Hold-4, Oxford

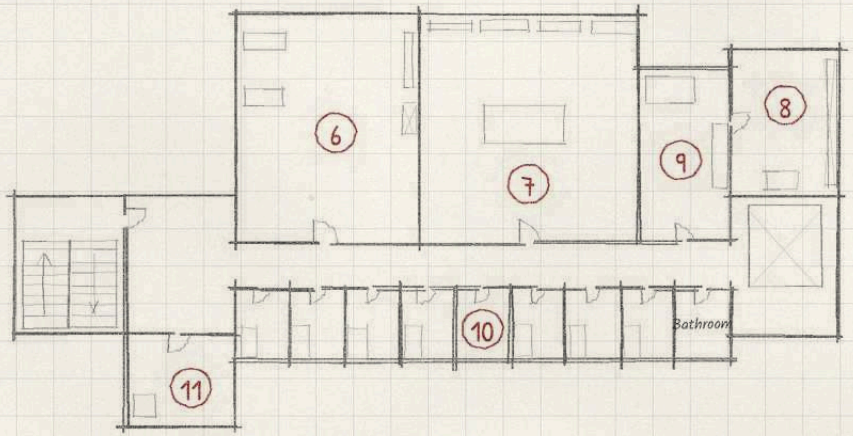
Floor plan of the cellar levels beneath the Warbury Foundation, three levels, each about 45 × 30 m

N

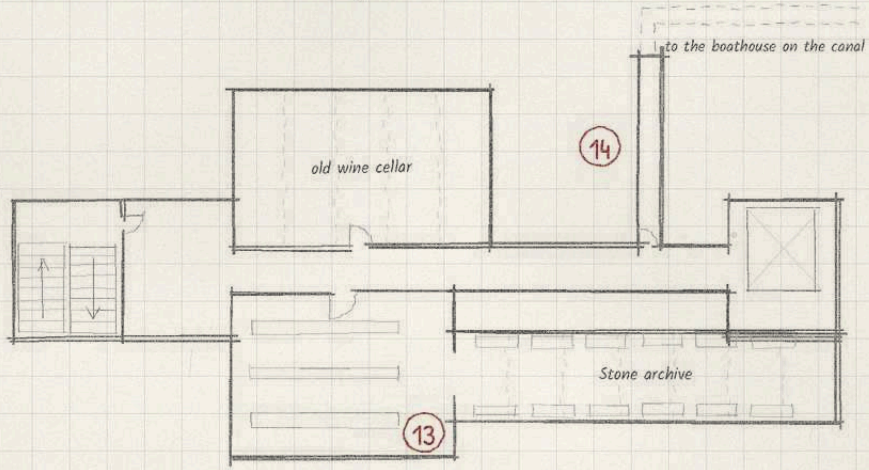
Level A, working level



Level B, second basement



Level C, third basement



Legend

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

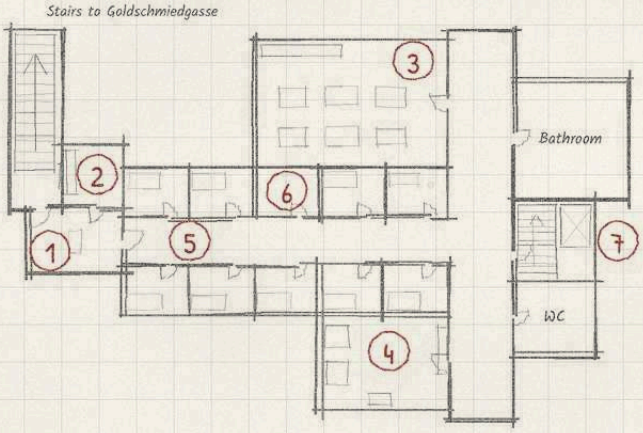
10 m

Hold-5, Vienna

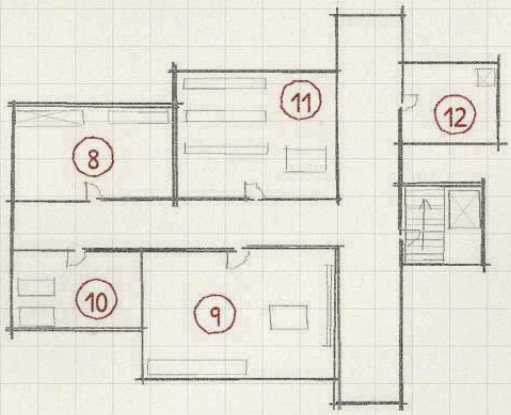
Floor plan beneath the Galerie Alte Meister, four basements, each about 40 × 30 m

N

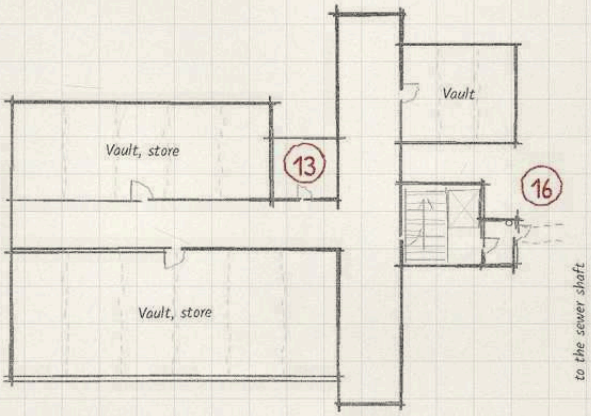
B1, living level



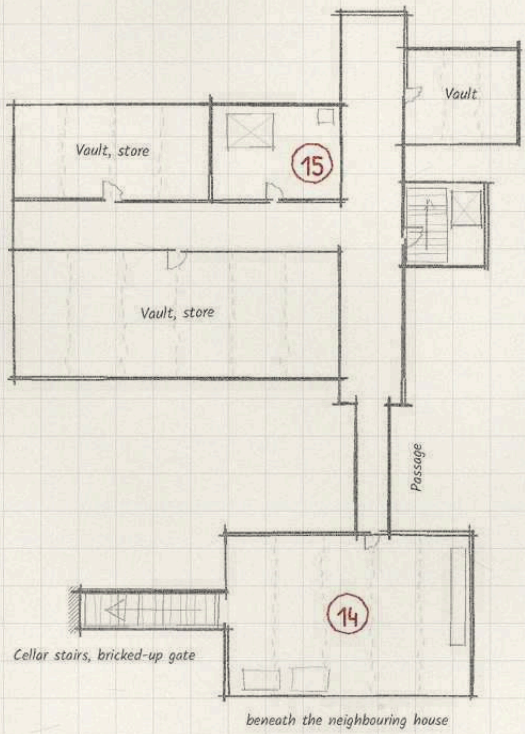
B2, workshop and archive



B3



B4



Legend

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

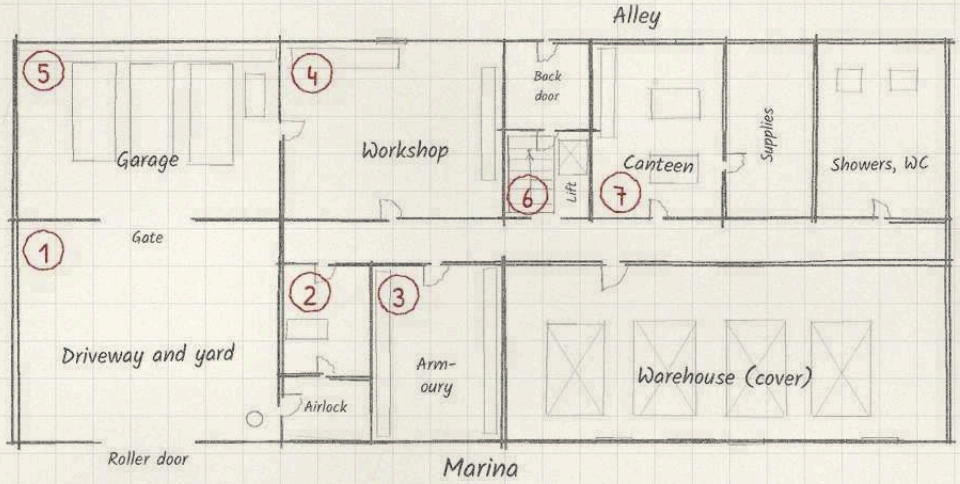
10 m

Hold-6, Lagos

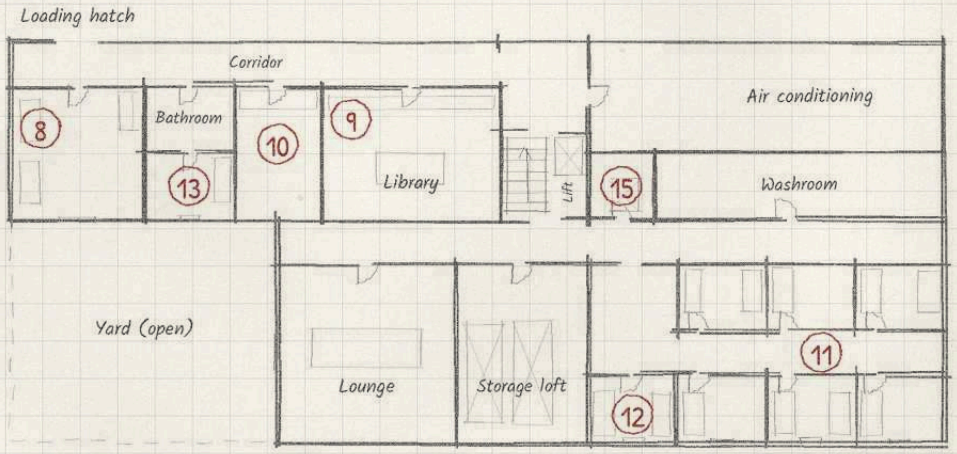
Floor plan, three levels

N

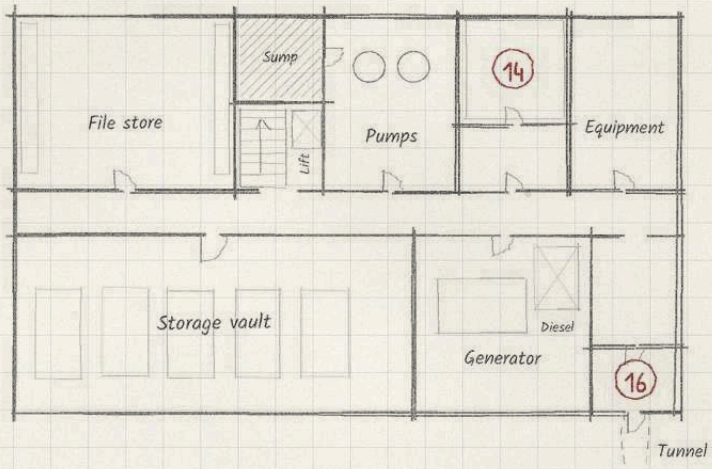
Ground floor



Upper floor



Cellar



Legend

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

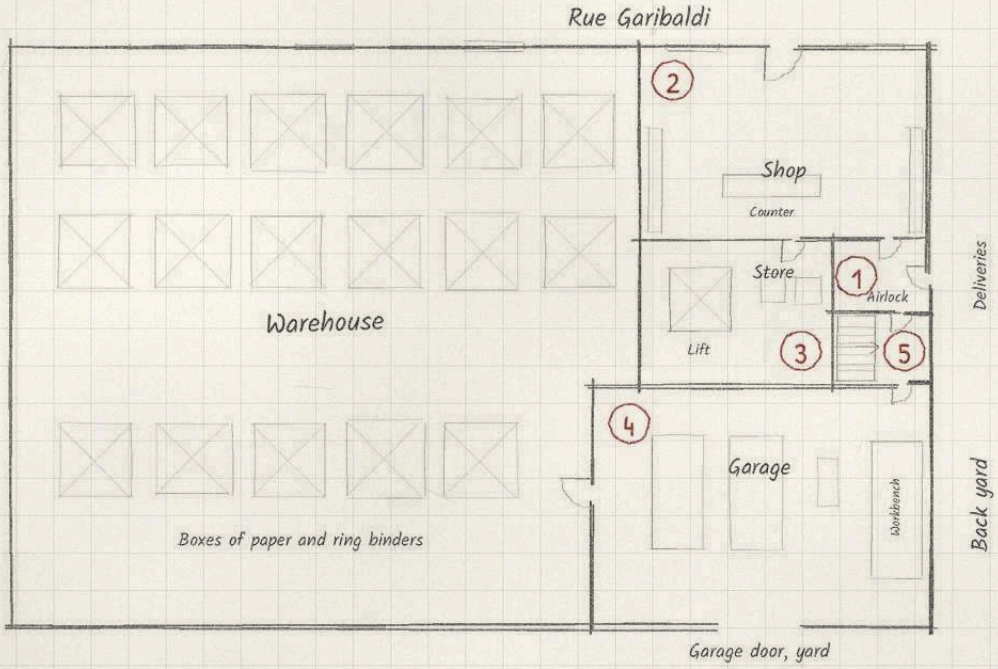
5 m

Hold-7, Lyon

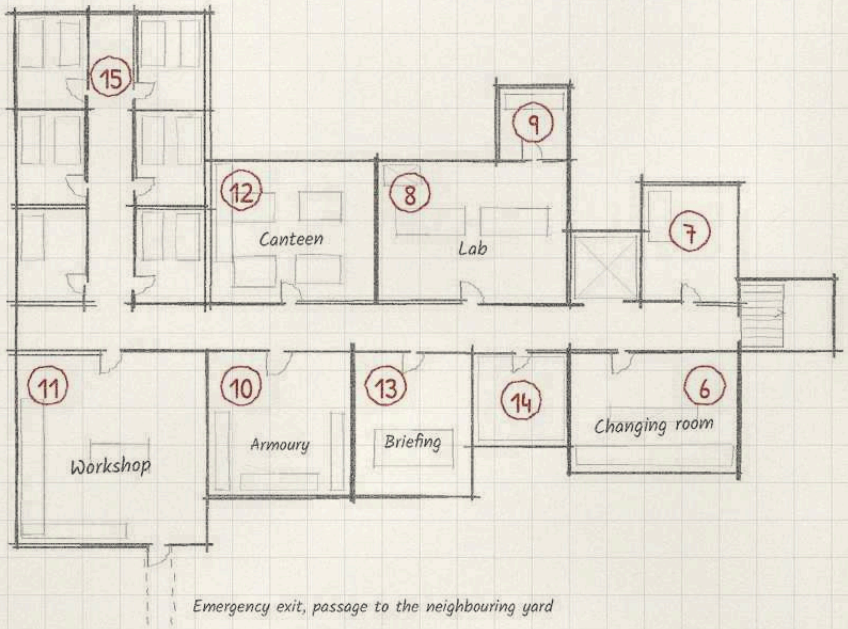
Floor plan, two levels

N

Ground floor



Cellar



Legend

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

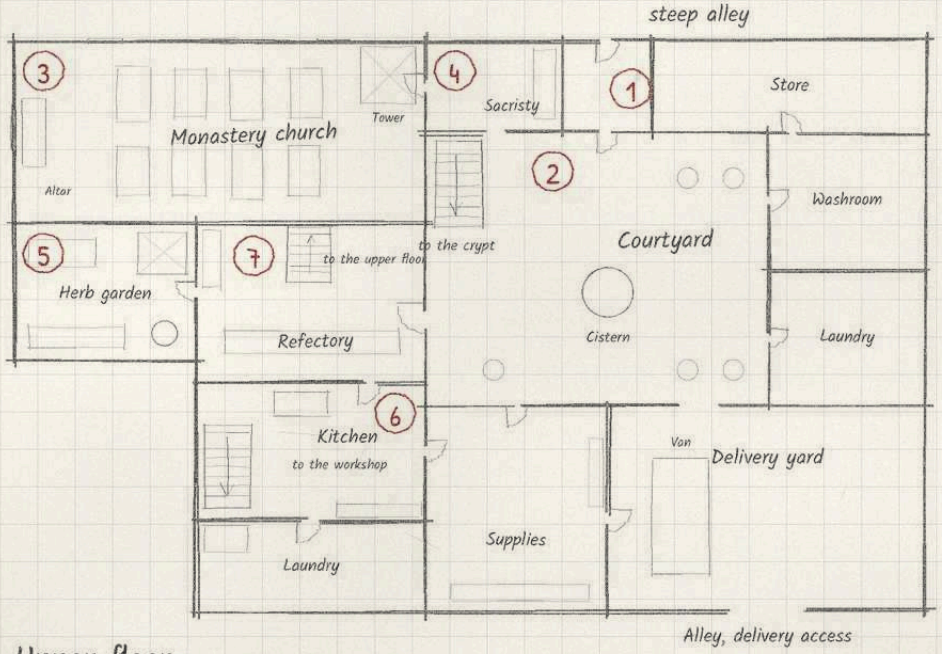
5 m

Hold-8, Cusco

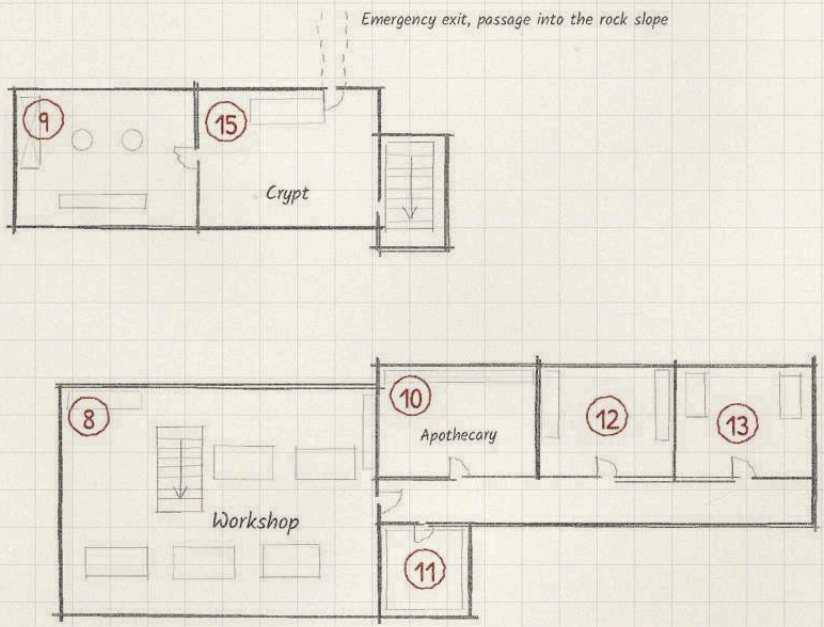
Floor plan, three levels

N

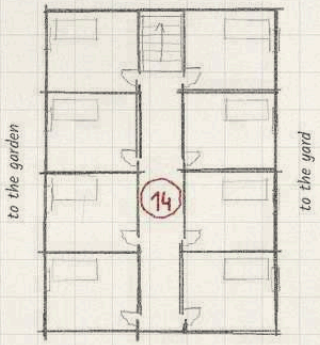
Ground floor



Cellar



Upper floor



Legend

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

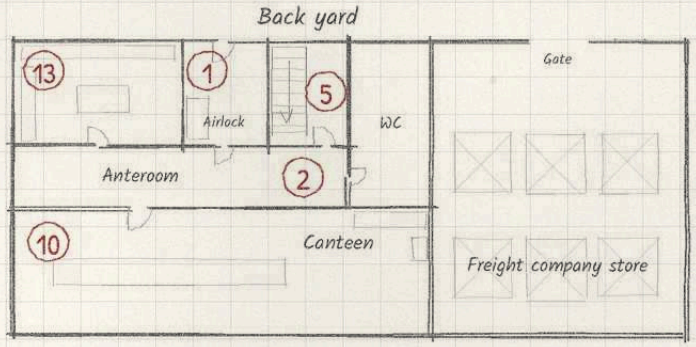
5 m

Hold-9, Prague

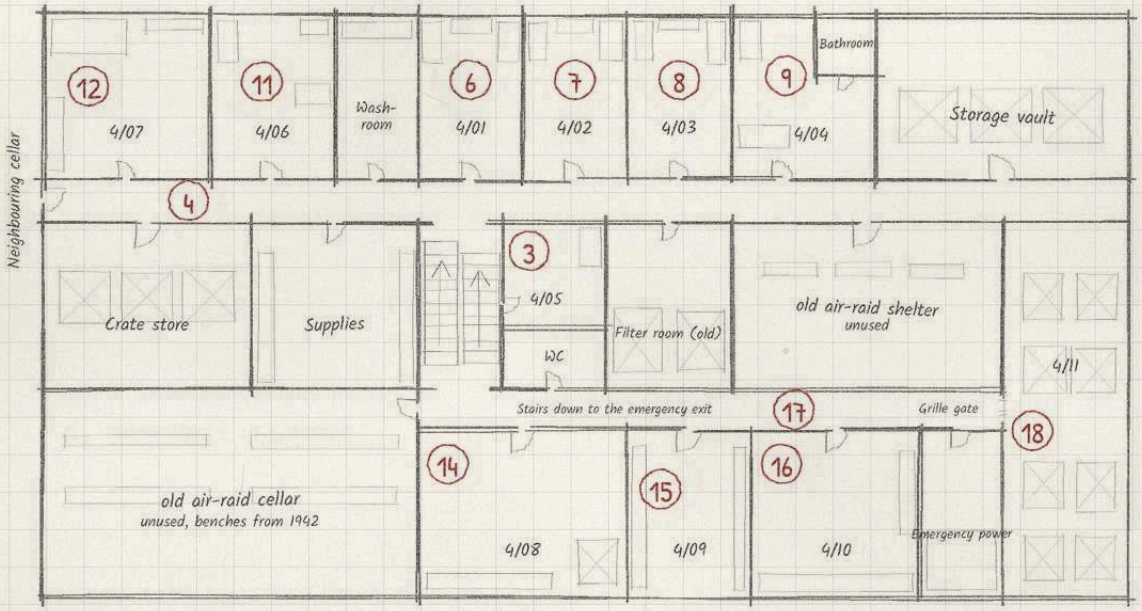
Floor plan, two levels

N

Ground floor



Basement



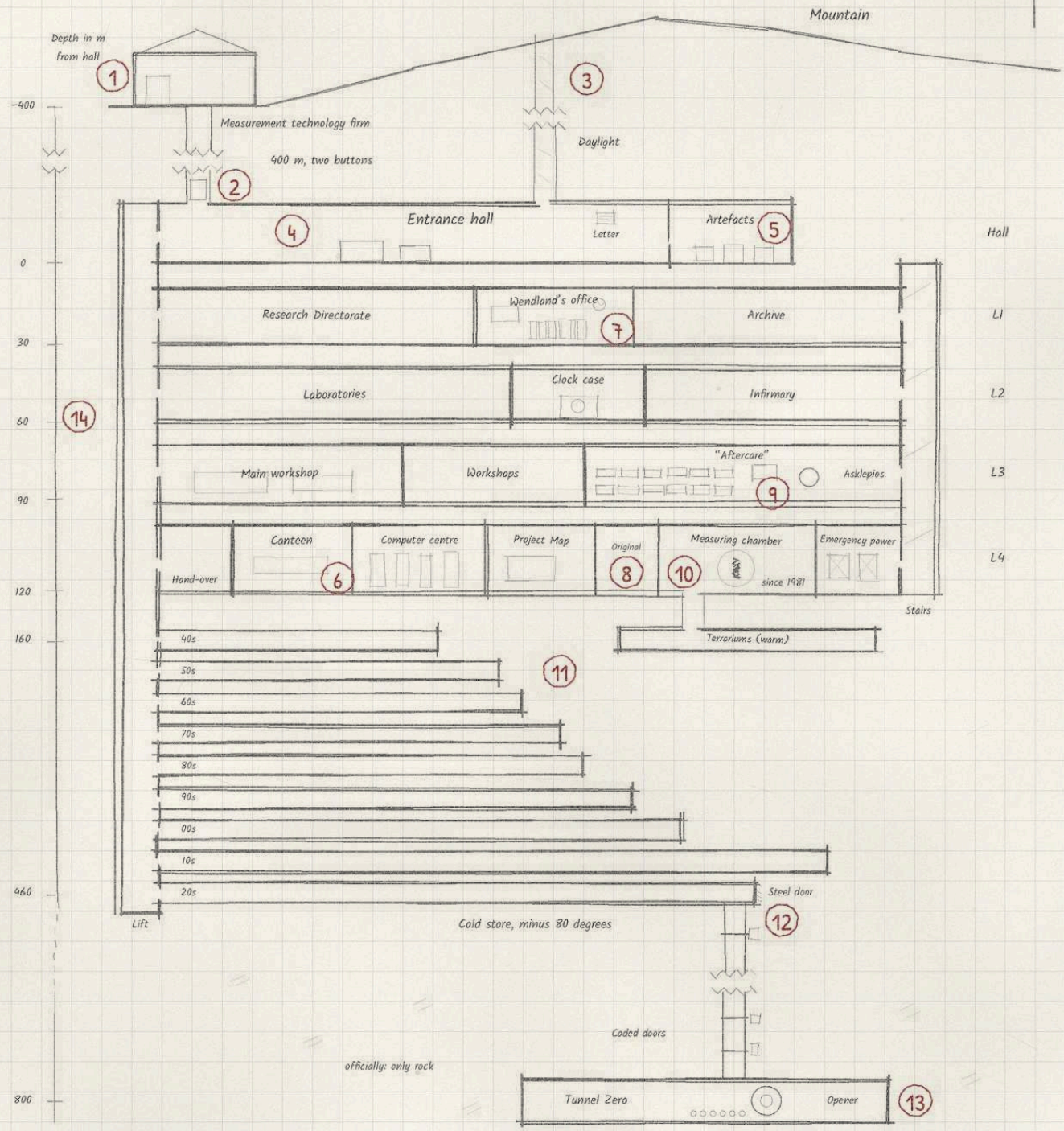
5 m

Legend

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

The Institute near Bern: Section through the Mountain

Schematic, vertically shortened. Levels between hall and cold store freely drawn



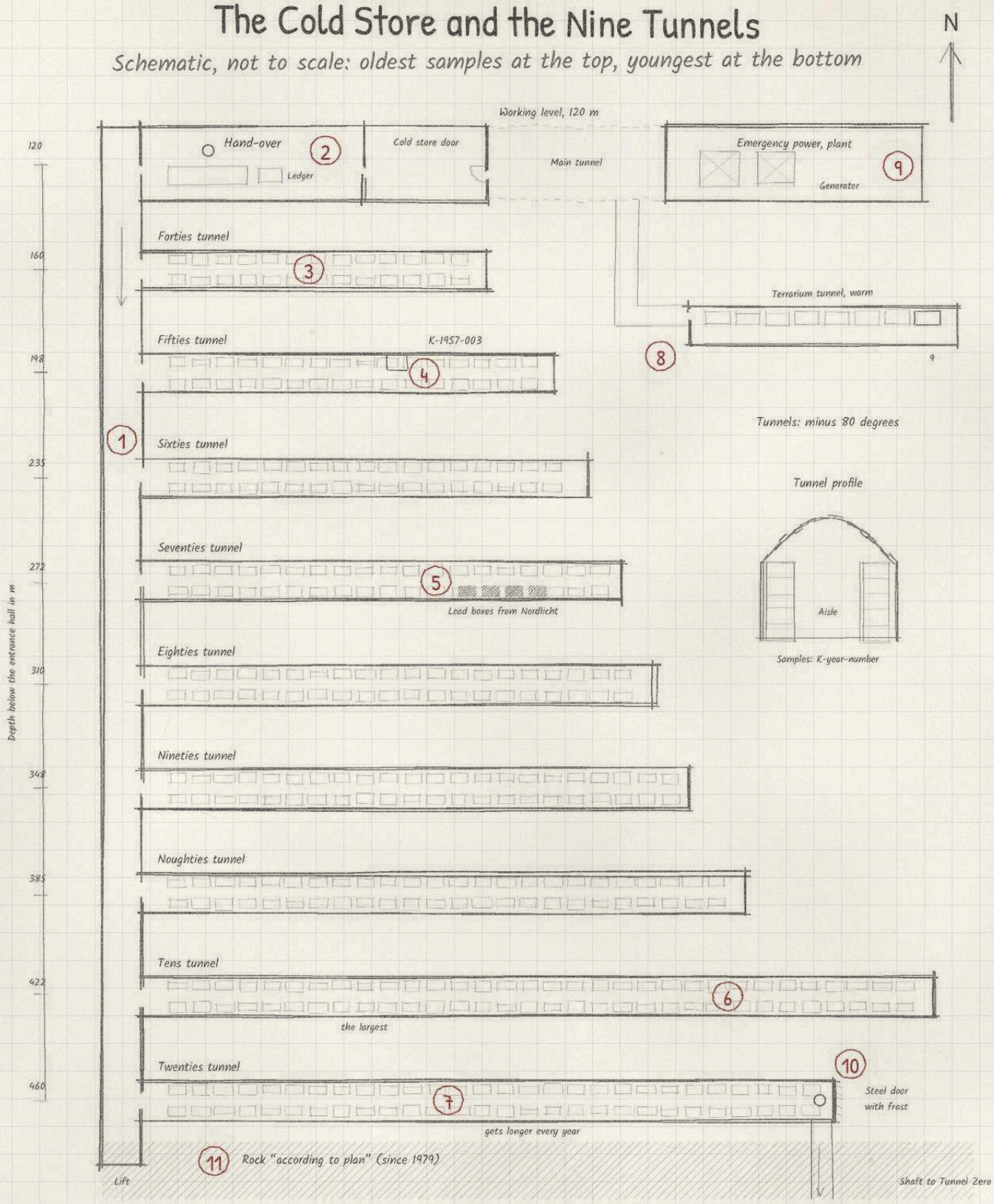
Key

1. Front company, delivery entrance
2. Lift, two buttons, 400 m
3. Light shaft to the surface
4. Entrance hall, letter, two cases
5. Artefact room behind glass door
6. Canteen by the computer centre
7. Wendland's office, clock at ten past ten
8. Room of the original map
9. Clinic "Aftercare"
10. Measuring chamber, small rift
11. Cold store, nine tunnels
12. Steel door with frost
13. Tunnel Zero with the Opener
14. Depth scale from entrance hall

Scientist, Ch. II and V to XI; Game Master's Book, Ch. VII; The Other Services, Ch. I; The Door, Missions 6 and 18

The Cold Store and the Nine Tunnels

Schematic, not to scale: oldest samples at the top, youngest at the bottom



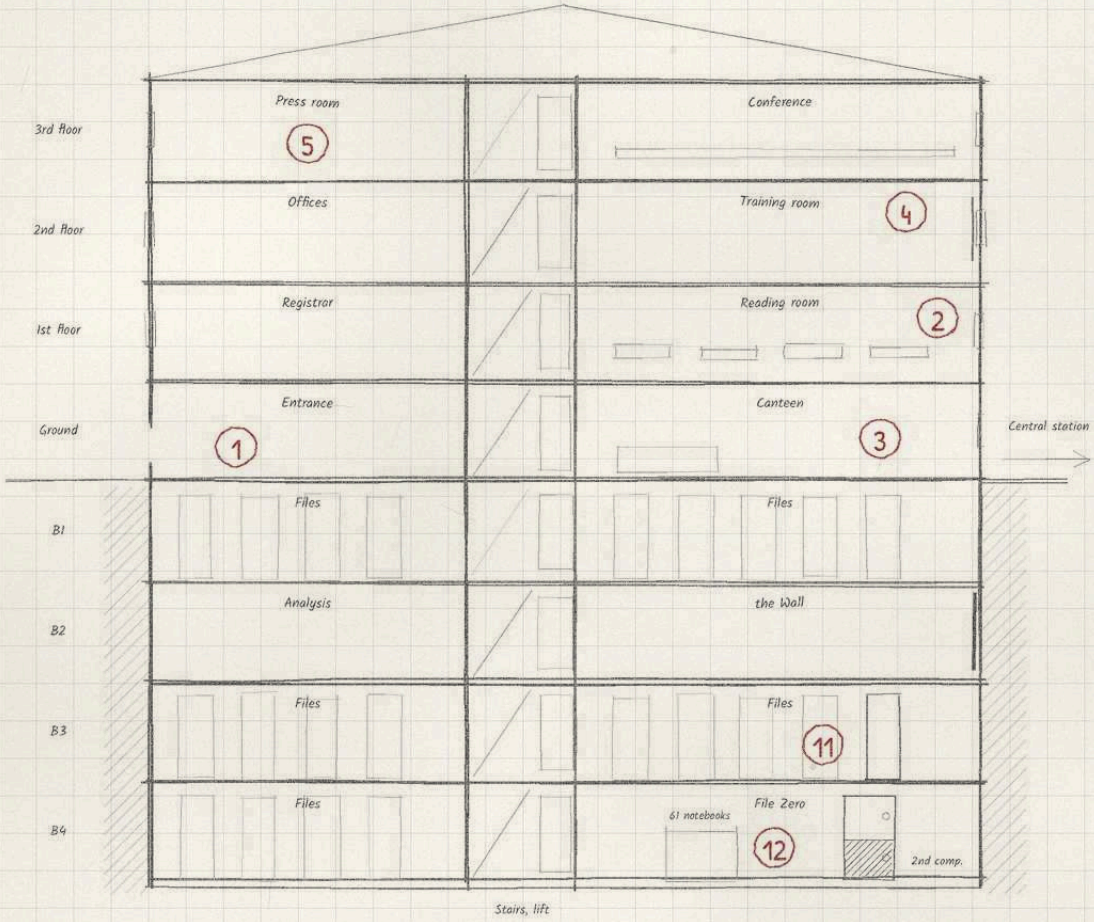
Key

1. Lift, the younger, the deeper
2. Hand-over to the Custodian
3. Forties tunnel
4. Fifties: K-1957-003, growing
5. Seventies: Nordlicht lead boxes
6. Tens tunnel (largest)
7. Twenties tunnel (deepest)
8. Terrarium tunnel (warm), Terrarium 9
9. Emergency generator (2003: failed)
10. Steel door with frost
11. Rock "according to plan"

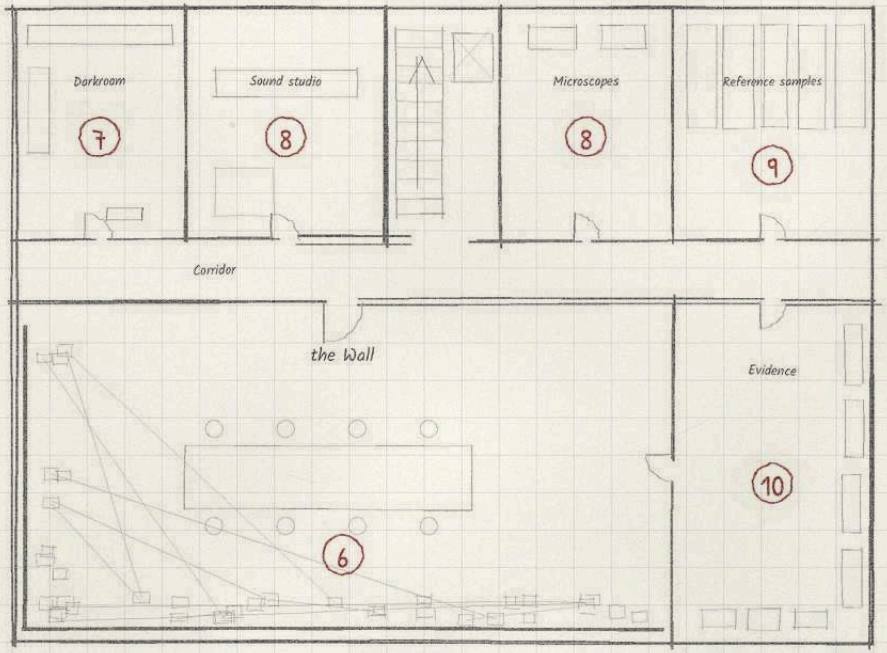
Scientist, Chapter II "Under the Mountain" and VI; Game Master's Book, Chapter VII

The Registry in Stockholm Today

Section and plan of the second basement. Floors, room layout, stairs and lift freely drawn



Plan of the second basement



Key

1. Office front near the station
2. Reading room, twelve tables
3. Canteen (coffee, cinnamon buns)
4. Training room with card wall
5. Press room, reports since 1950
6. B2: the great Wall
7. Analysis: darkroom
8. Sound studio, microscope room
9. Reference sample cabinets
10. Evidence room
11. B3: find of the eleven files
12. B4: steel cabinet, File Zero

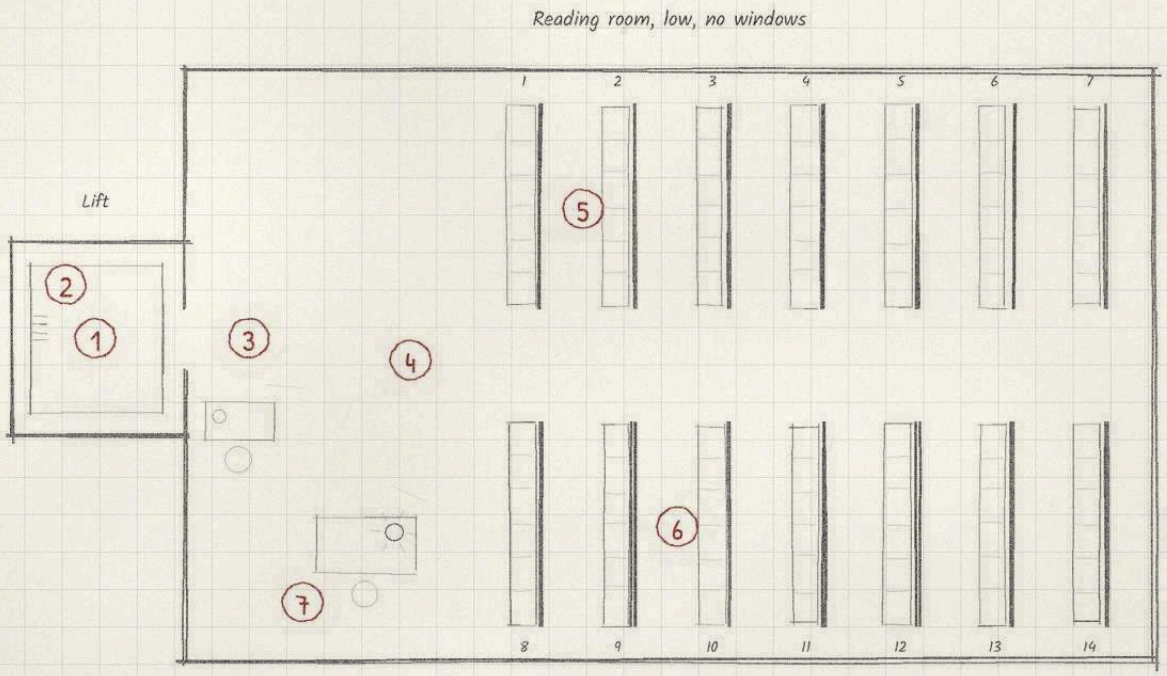
5 m

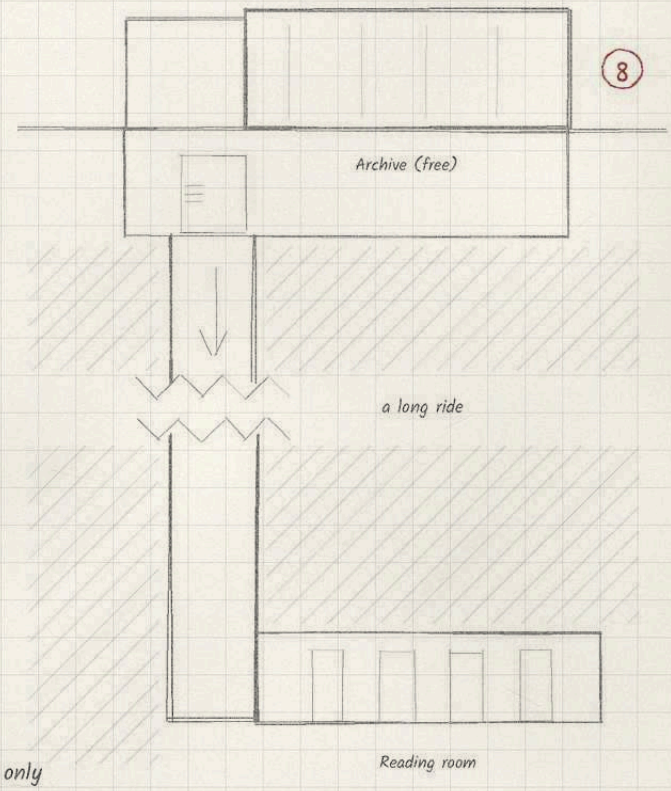
Investigator, Chapter II "The Pattern", IV, VI and VIII to IX; Game Master's Book, Chapter VIII

The Black Library

Reading room beneath one of the Collegium's oldest archives. Size and shelving freely drawn

N





The air smells of lead and old paper.

Key

1. Lift without buttons
2. Lock that looks like an air vent
3. Door, the archivist's seat
4. Low reading room, no windows
5. Dark wood shelves, numbers only
6. Lead plate behind each shelf
7. Reading table with lamp
8. Archive above (freely drawn)

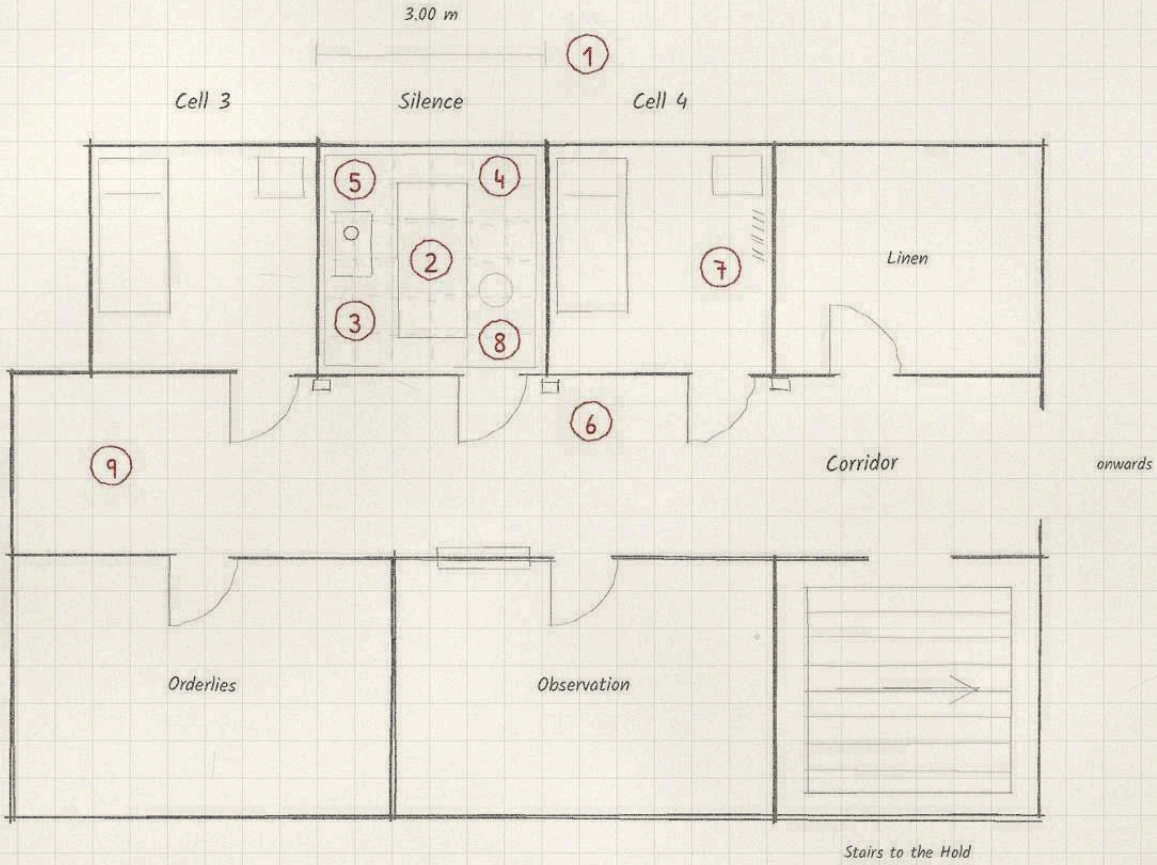
2 m

The Silence in Hold-2

Shielded room, three by three metres, to scale. Next to it Cells 3 and 4 (sleeping quarters). Corridor and layout freely drawn

N

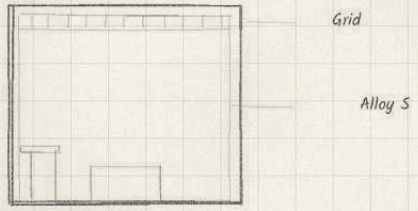
Ordinary radios fall silent inside. Standard room for any Silence in any Hold.



Key

1. Room 3 × 3 m, white, no window
2. Bed in the centre
3. Table with a glass of water
4. Ceiling grid, dark metal
5. Walls lined with Alloy S
6. Door, locked from outside
7. Inscription carved in the wall of Cell 4
8. Chair, carried in by an orderly
9. Corridor, Cells 3 and 4: sleeping quarters (free)

Section through the Silence



Height about 2.60 m

1 m

Museum, Fourth Floor: the Weyland Collection

City not named. Size, cameras, stairwell and other galleries freely drawn

N

Gallery 4.1

Gallery 4.2

Plant room

Stairwell

Gallery 4.3

Gallery 4.4

Guard's round, 240 paces

Broom

Corridor

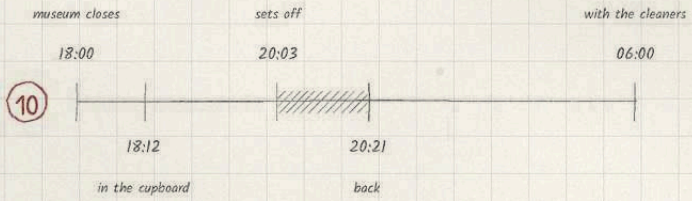
Moth

Weyland Collection

Key

1. Broom cupboard (hiding place)
2. Corridor, emergency lighting
3. Cameras, turn every 20 seconds
4. Guard's walk, 240 paces
5. Window, 40 s smoking break
6. Stairwell
7. Glass door, electronic and mechanical
8. Weyland Collection, Bronze Age
9. Last case (crystal)
10. Timeline 18:00 to 06:00

Dotted: Moth's route, cross ticks: stops

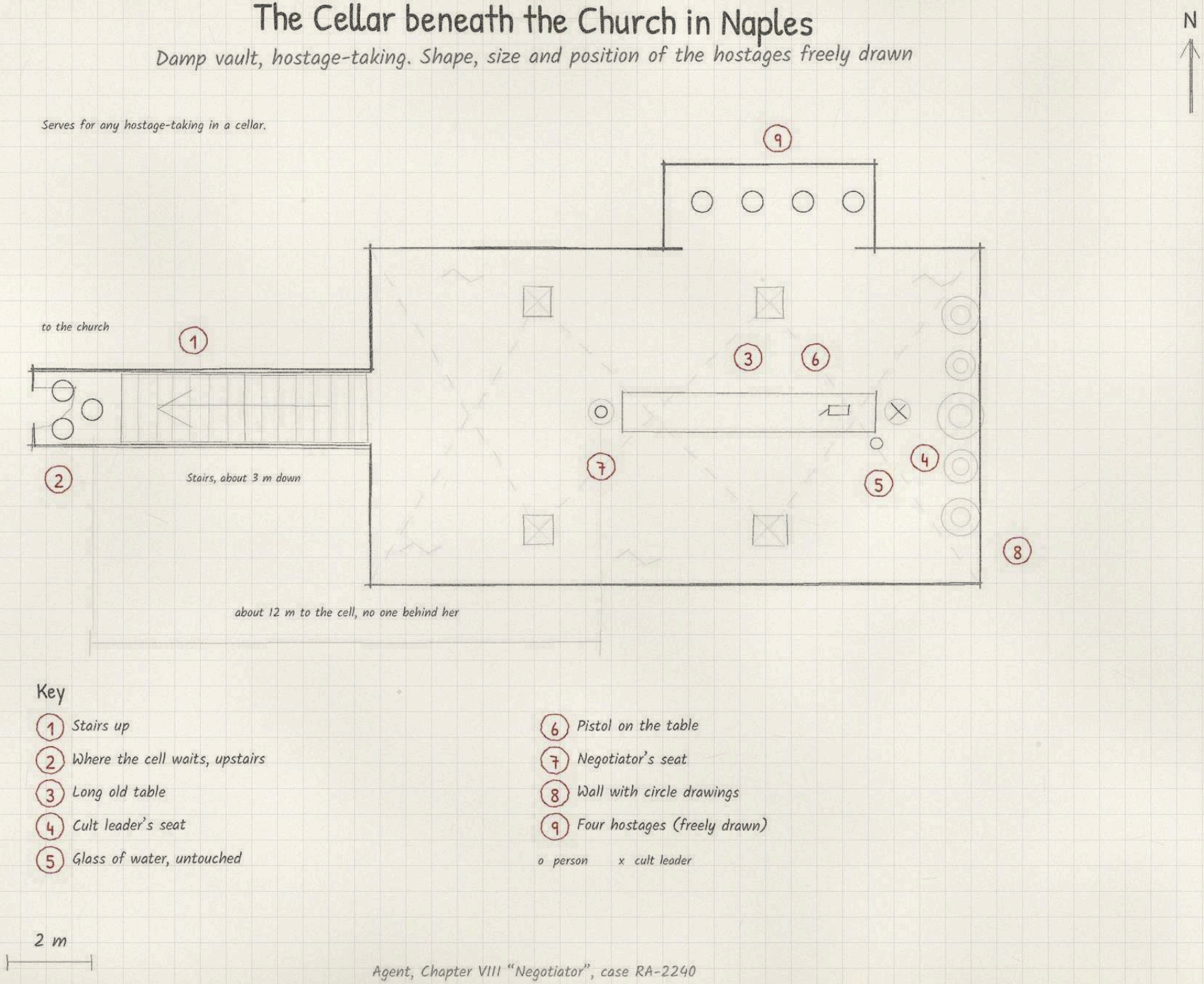


Access 20:03 to 20:21

5 m

The Cellar beneath the Church in Naples

Damp vault, hostage-taking. Shape, size and position of the hostages freely drawn



The Canal in Antwerp: the Walk to the Third Bridge

Detail without street names. Orientation, houses, bridge spacing and posts freely drawn

N

North quay

Canal

Day 1

Day 2

Day 3

back

10 p.m., every evening the same route

girl at the window

South quay

Key

1. Collector's house (dog, housekeeper)
2. Evening walk, 10 p.m., there and back
3. First bridge
4. Second bridge
5. Third bridge, lamp post, railing
6. Doorway (Nadel's spot)
7. House opposite, second floor
8. Sight line window to bridge
9. Observation posts (freely drawn)

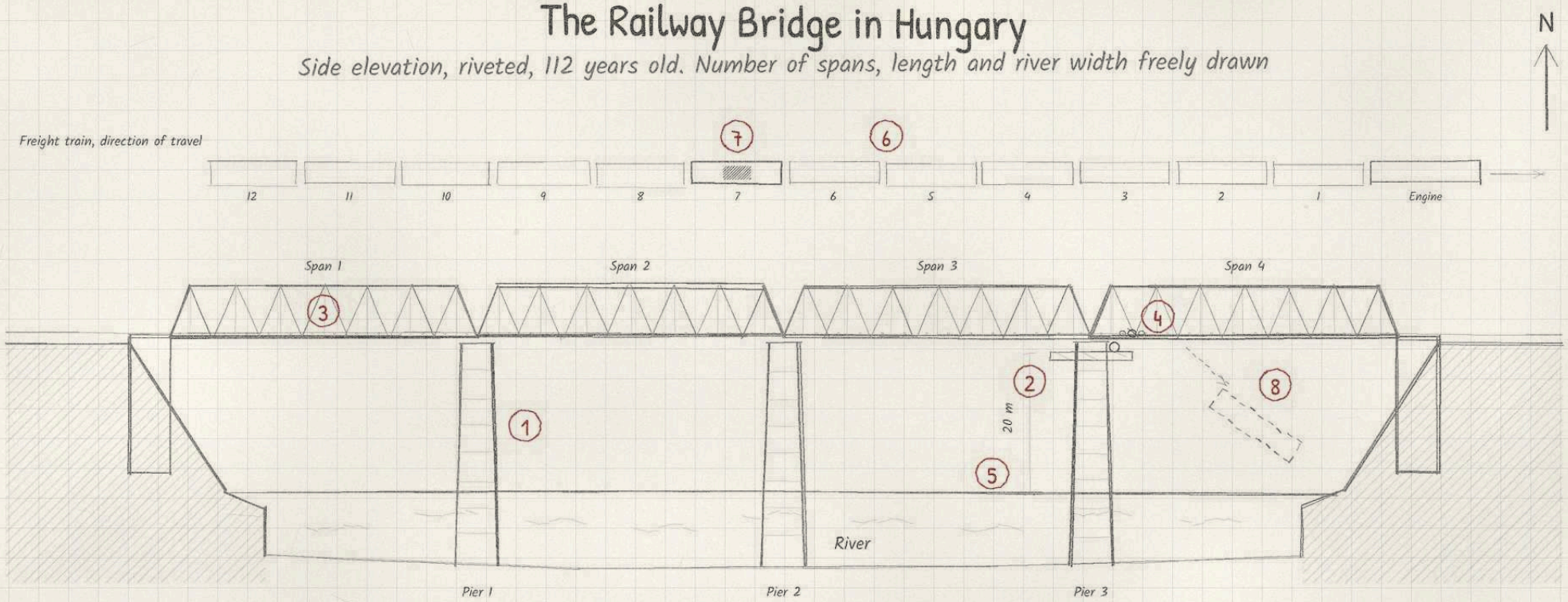
It is raining. The housekeeper leaves at 4 p.m.
His umbrella blocks his view to the left.

Elevation of the south side at the house opposite

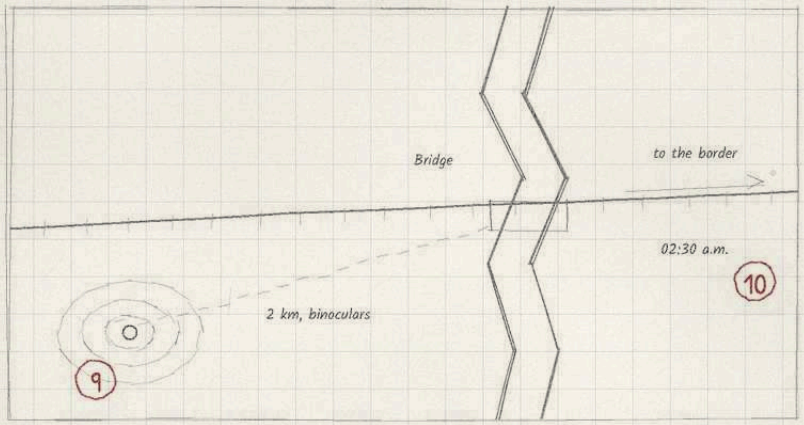
20 m

The Railway Bridge in Hungary

Side elevation, riveted, 112 years old. Number of spans, length and river width freely drawn



Site plan, own scale



Key

1. Piers 1 to 3
2. Platform at the third pier (Rost)
3. Spans 1 to 4, riveted
4. Loose rivet in span 4, two more beside
5. Waterline, 20 m below
6. Train: engine and 12 wagons
7. Wagon 7 with lead box
8. Wagon 7 tips into the river
9. Hill at 2 km
10. Crossing at 02:30 a.m.

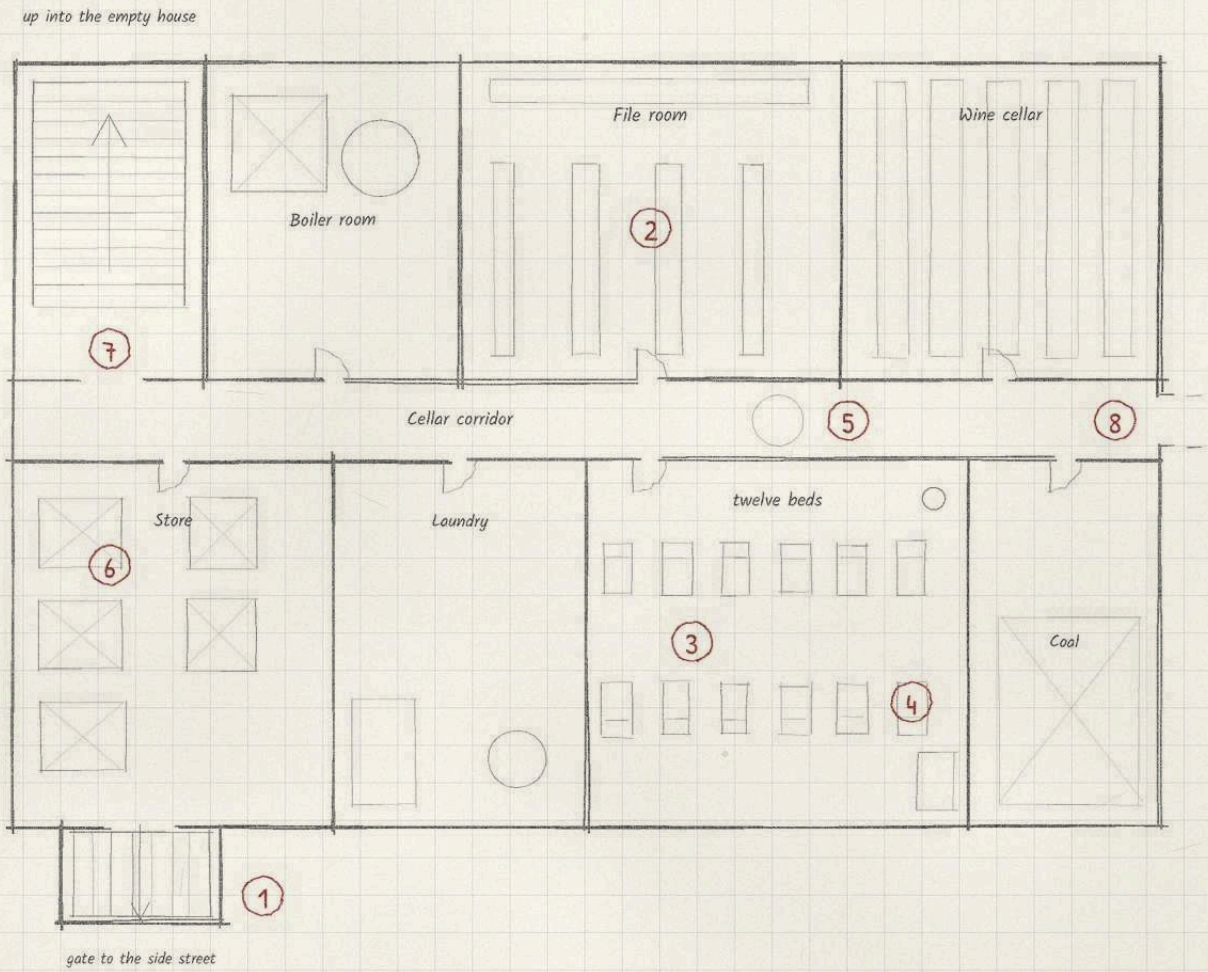
Result: the track warps by 12 cm, wagon 7 tips over.
No one was hurt. The other eleven wagons stayed on the rails.

20 m

Agent, Chapter XI "Saboteur", case RA-2260

The Cellar of the Former Embassy in Vienna

Basement beneath the house next to Hold-S, the building has stood empty since 1991. Room layout freely drawn



Key

1. Bricked-up gate to the side street
2. File room, documents not found
3. Room with twelve small beds
4. Fresh bed linen, in use today
5. Where singing was heard, 1971
6. Diplomatic baggage store (free)
7. Stairs to the empty building
8. Stone-floored passage to Hold-S, level 4

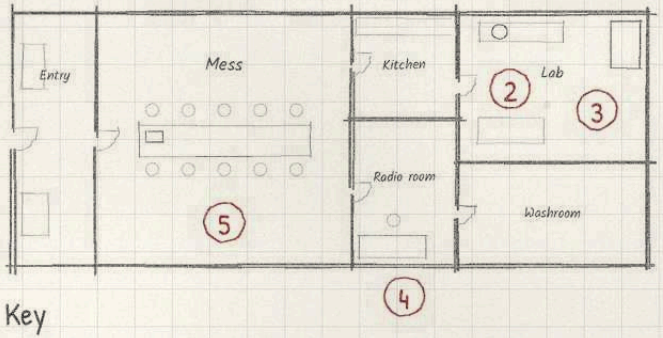
Agent, Chapter VII (case GA-2251) and I, letter from Evelyn Marsh; Game Master's Book, Chapter VI; Holds of the World, Hold-S

Station Halvorsen

Research station on the East Antarctic ice sheet. Buildings, paths, landing strip and power freely drawn

N

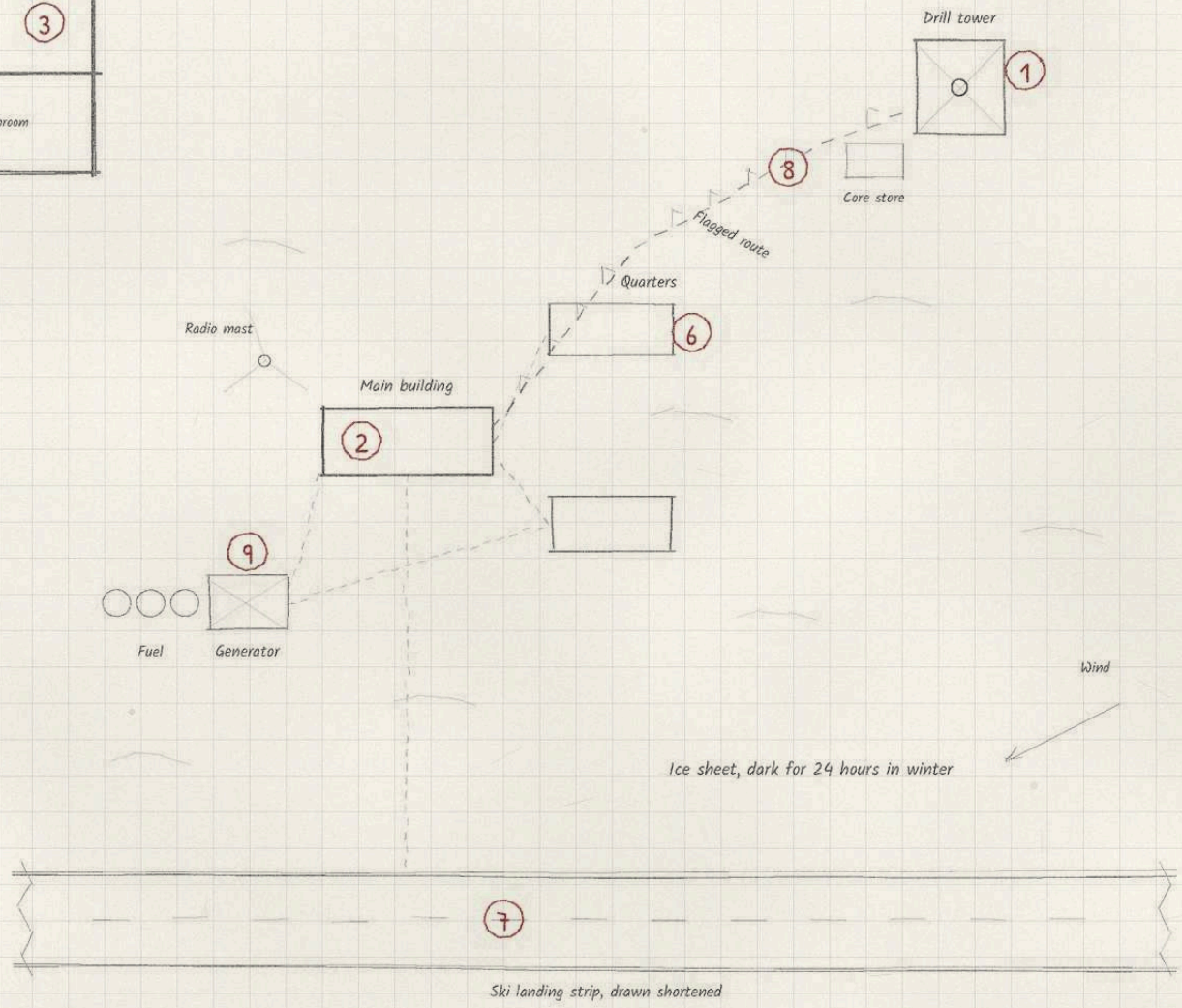
Main building, enlarged



Key

1. Drill tower, borehole 2,000 m deep
2. Small laboratory
3. Freezer, microscope
4. Radio room
5. Mess with the table
6. Quarters (freely drawn)
7. Landing strip (freely drawn)
8. Path lab to borehole
9. Generator (freely drawn)

3,000 km to the nearest hospital.
The first plane arrives in October.

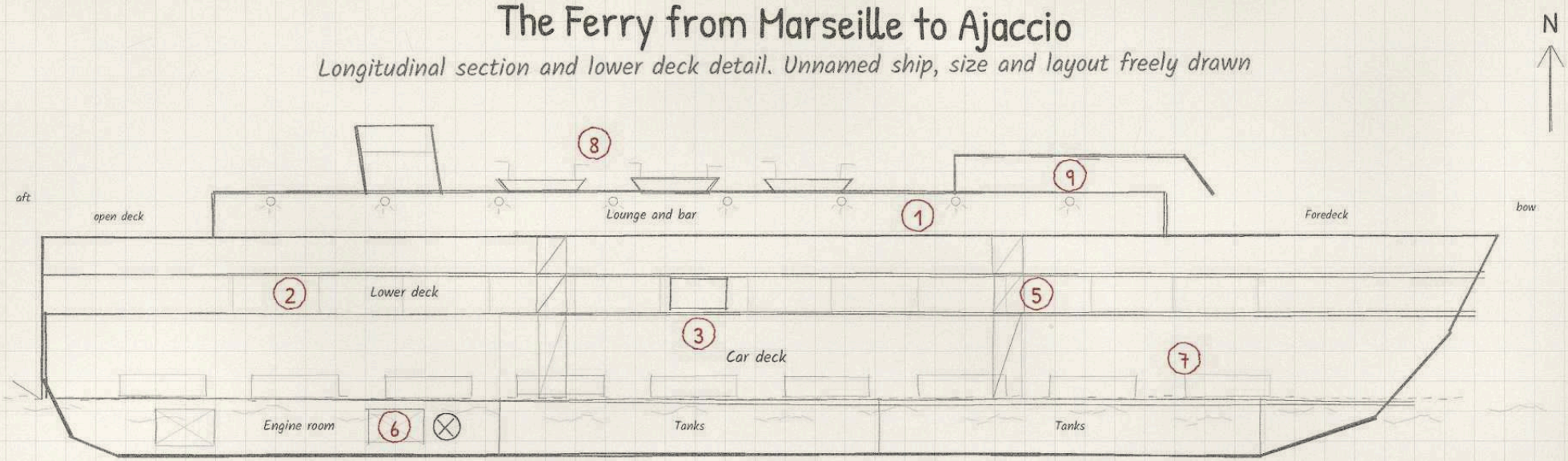


20 m

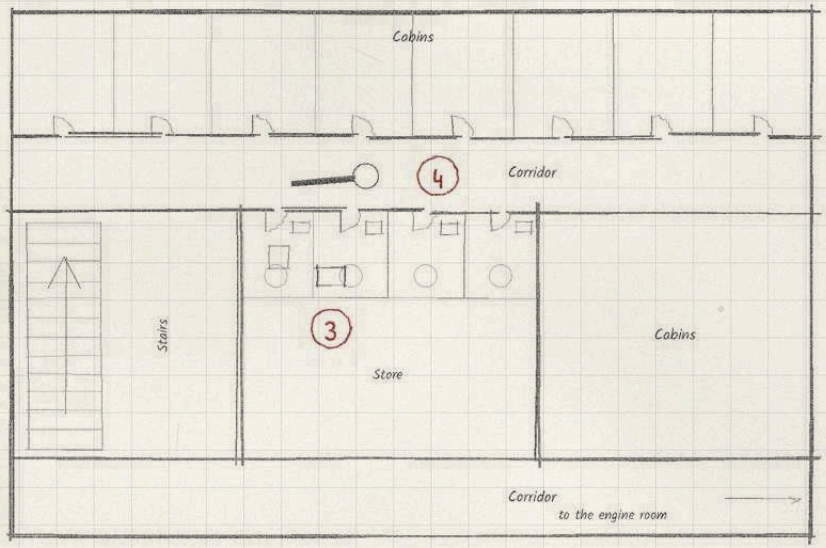
Scientist, Chapter VIII "Astrobiologist", case GA-2230

The Ferry from Marseille to Ajaccio

Longitudinal section and lower deck detail. Unnamed ship, size and layout freely drawn



Lower deck, detail, about twice the scale



Key

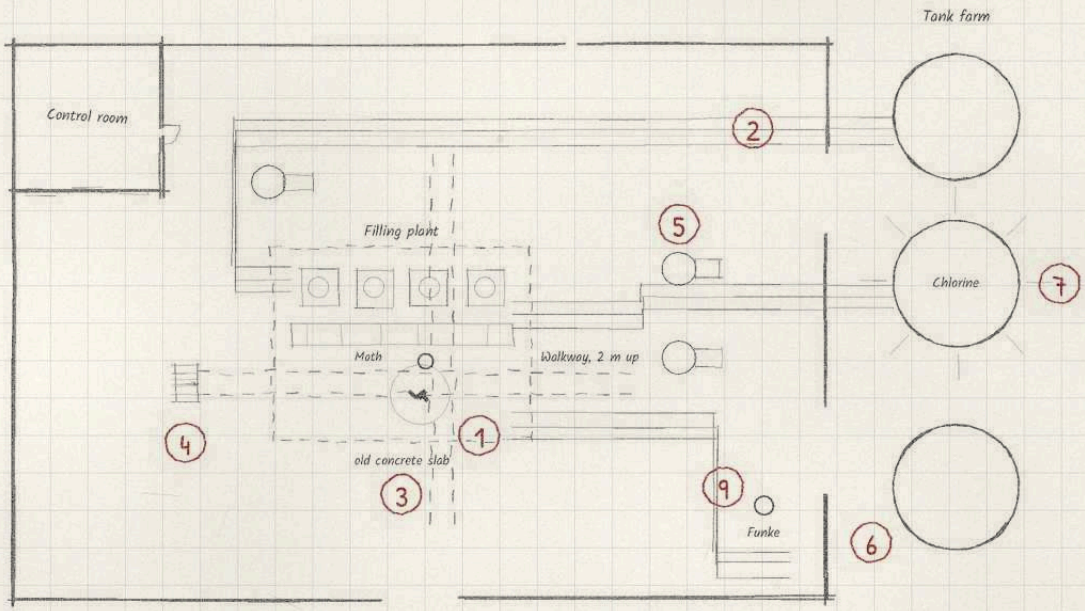
1. Upper deck, flickering lights
2. Lower deck, corridors (sulphur)
3. Toilet cubicle (field lab)
4. Corridor outside, Bastion
5. Stairs between decks
6. Engine room (creature)
7. Car deck (freely drawn)
8. Lifeboats (freely drawn)
9. Bridge (freely drawn)

The ferry has been lying still for two hours, calm sea, engines running.

10 m

The Chemical Plant in Duisburg: the Filling Hall

Plant on the edge of town, evacuated for six hours. Hall size, chlorine tank and gates freely drawn

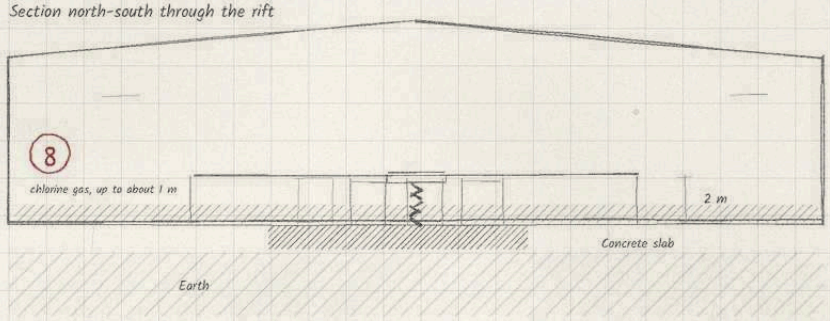


Key

1. Rift (door-sized)
2. Pipework
3. Filling plant on concrete slab
4. Walkways over the rift
5. Pumps
6. Open gates
7. Leaking chlorine tank (free)
8. Gas layer at floor level
9. Funke's position

No fire. One spark and the hall is a fireball, the rift and the cell with it.

Section north-south through the rift



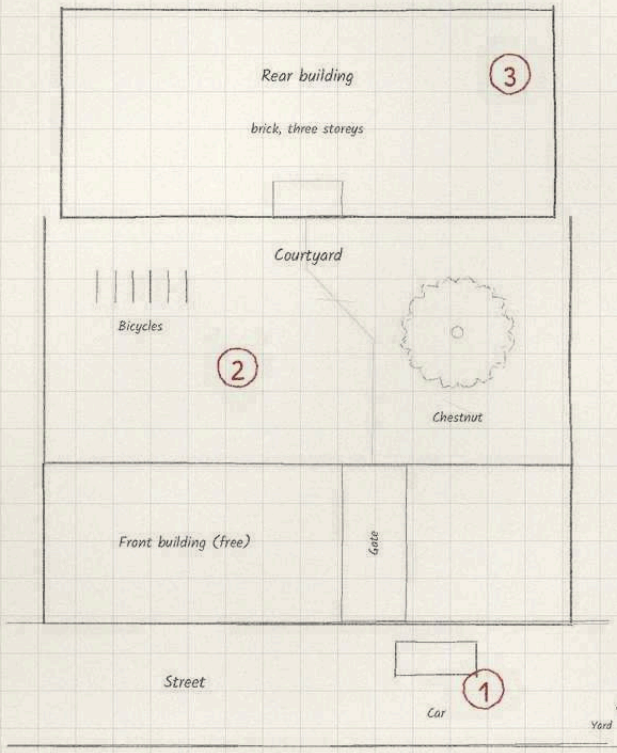
5 m

The Rear Building in Hamburg-Altona

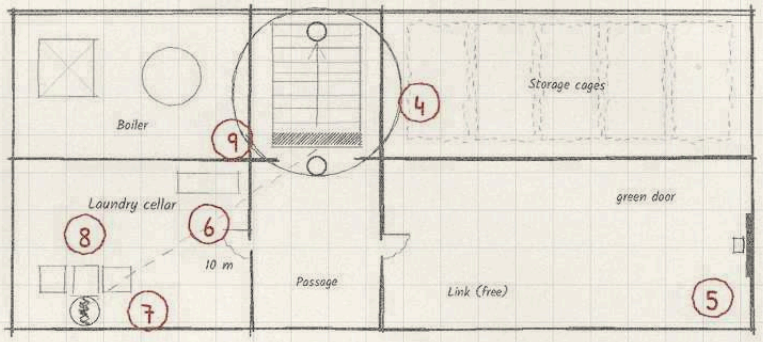
Site plan, cellar and stairwell. Front building, flats and cellar link freely drawn

N

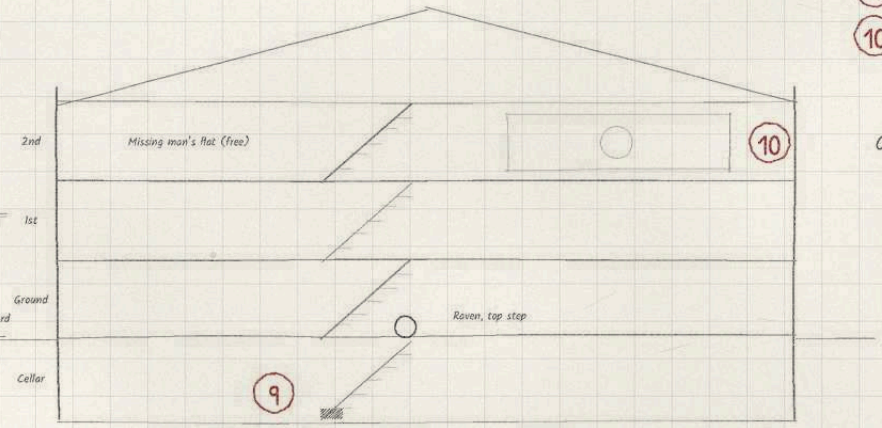
Site plan



Cellar of the rear building



Section through the stairwell



Key

1. Street with the car
2. Yard, bicycles, chestnut tree
3. Rear building, three storeys
4. Cellar stairs, warding circle
5. Green door, brass nameplate
6. Laundry cellar
7. Rift behind the machines
8. Chalk circle (10 m)
9. Bottom step with salt
10. Missing man's flat (free)

One stays outside.

5 m

The U-Bahn Tunnel in Berlin, 1991

Route plan in two rows, lengths to scale, widths exaggerated four times. Line, stations and rift free

N

Tunnel tube, about 430 m between stations

Train, 312 passengers

1

Rift

3

2 Schildwall holds for 40 minutes

4

0'

Previous station

continued in row 2

40'

continued

5

10'

20'

30'

escape route along the track, minutes from the start

next station

6

Section of the tunnel, not exaggerated

Train

Shield

1

about 7 m

Replica for the exam "the Tunnel", 20 minutes

8

7

Candidate

training rounds

Key

1. Tunnel tube
2. Rift
3. Schildwall's position
4. Stationary train
5. Passengers' escape route, minutes
6. Next station
7. Replica: 20 volunteers
8. Replica: instructor line

Report: 312 evacuated, no losses. The shield absorbed 94 damage, design limit 10.

20 m

Part III.
ADVERSARIES AND THE WORLD

Adversaries and the World

“We watch them. They watch us. Neither side ever appears on the plans.”

Marginal note on a site plan, Leiden

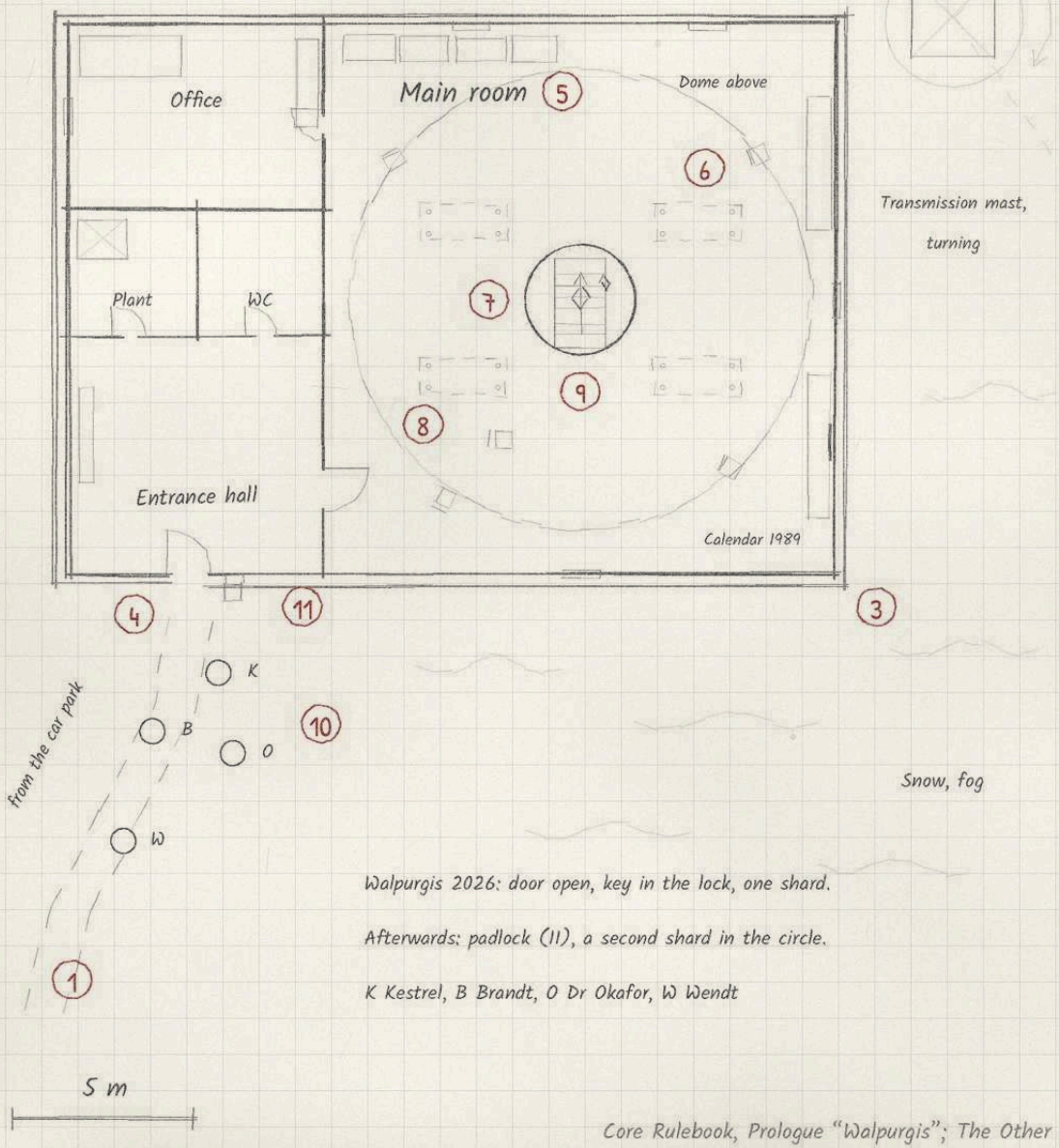
The first three sheets belong to the Core Rulebook: the listening station on the Brocken from the prologue, the cemetery chapel from the play example and the warehouse on the edge of town from the introductory mission “Nexus Shard”.

The largest share comes from The Other Services. Morrow Biologics has four sheets, two for the headquarters in Leiden and two for the laboratory in Lyon. Then come the flat in Krakow and the weather station in the High Tatras, then the cults, the brotherhoods and the foreign services, with STILLWATER in Maryland and Department 13 in Moscow and on the Kola Peninsula. The part ends with the goods station in Pilsen and the Evening’s warehouse.

The Game Master’s Book contributes two locations from the Threat Atlas. Both are examples, not fixed addresses: the dark facility, drawn here as a disused works, and the endless road, which runs into itself at both ends.

The Listening Station on the Brocken

Walpurgis Night 2026, before sunrise. Dimensions freely drawn



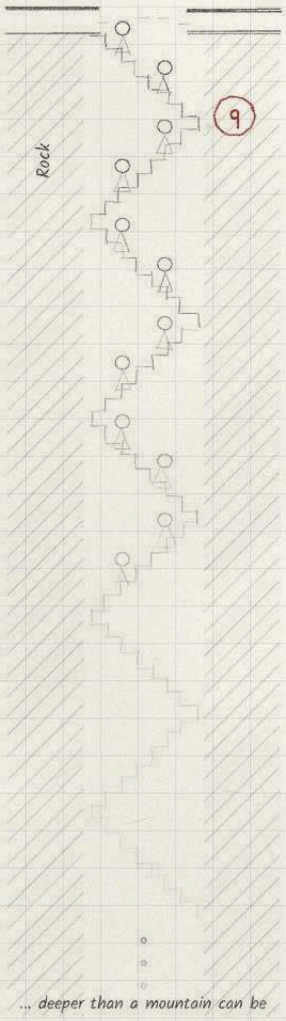
Walpurgis 2026: door open, key in the lock, one shard.

Afterwards: padlock (11), a second shard in the circle.

K Kestrel, B Brandt, O Dr Okafor, W Wendt

Section beneath the circle

not to scale

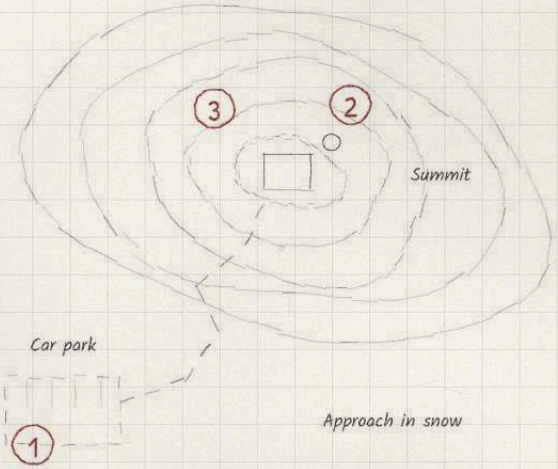


N

Key

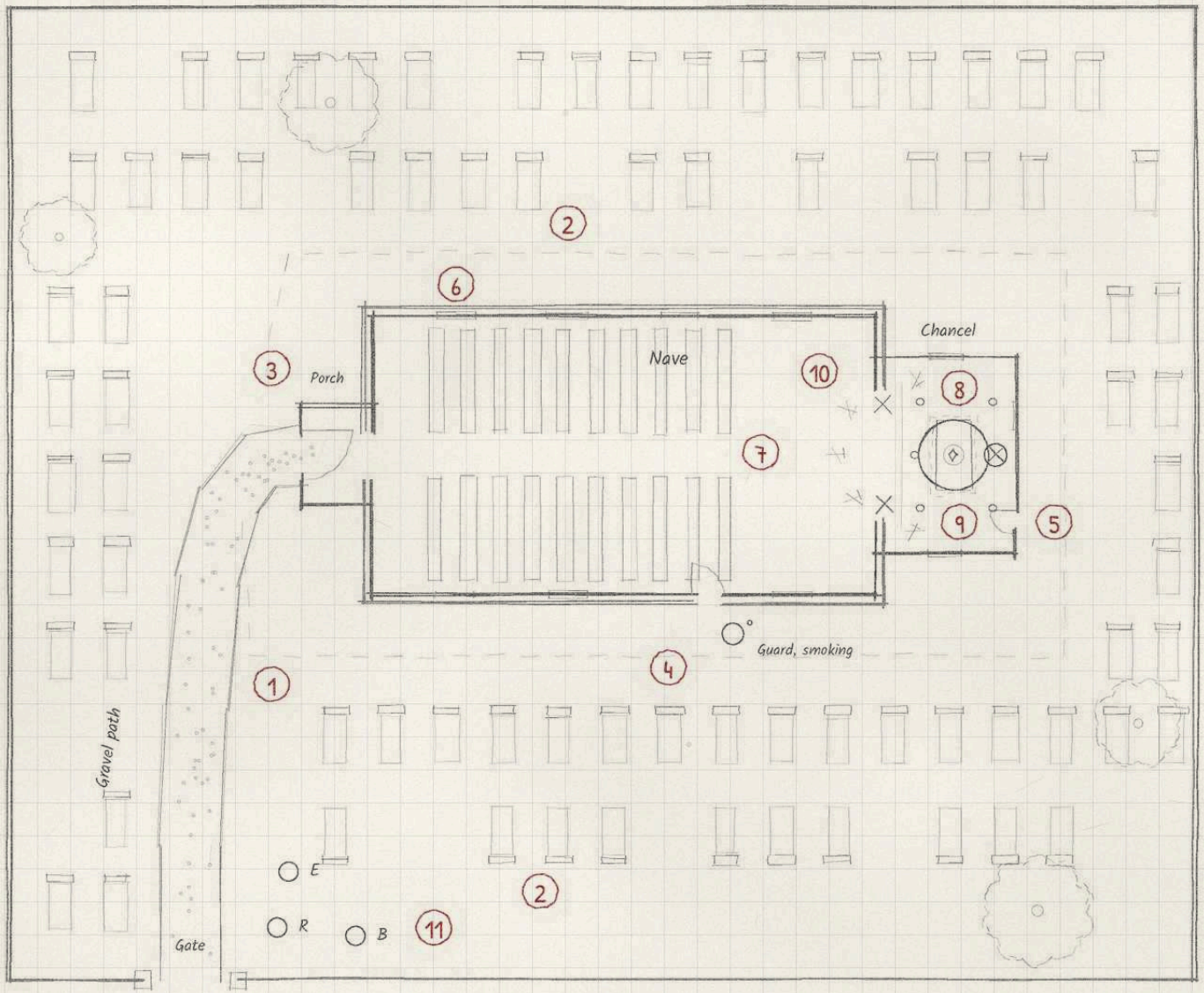
1. Car park, approach in snow
2. Transmission mast
3. Concrete block, plastic dome
4. Door (key in the lock)
5. Main room
6. Where the receivers stood
7. Salt circle with Nexus shard
8. Overturned chairs, 1989 calendar
9. Staircase beneath the circle
10. Start points of the four agents
11. O.D.I.N. padlock (from 2026)

Summit and approach, not to scale



The Cemetery Chapel

Shortly after two in the morning. Dimensions freely drawn



Key

1. Gravel path
2. Gravestones (cover)
3. Main entrance
4. Side entrance with guard
5. Rotten back door
6. Stained glass windows
7. Pews (cover)
8. Altar with altar cloth
9. Salt circle with shard
10. Signs carved in the floor
11. Start: Raven, Brandt, Echo

o person (agents, guard)

x cultists, in a ring: cult leader

Candles burned halfway down.

Circle under the cloth: only

seen when the altar is examined.

The Warehouse on the Edge of Town

Introductory mission Red File "Nexus Shard". Dimensions freely drawn

N

Embankment
Pallets
Trailer
Yard
Containers
Fence
Road
Buyer, midnight
10 m

Key

1. Access road and grounds
2. Observation point
3. Cameras
4. Patrol route (two guards)
5. Hall with four posts
6. Office with metal box
7. Gate and side door (freely drawn)
8. Buyer arrives (midnight)

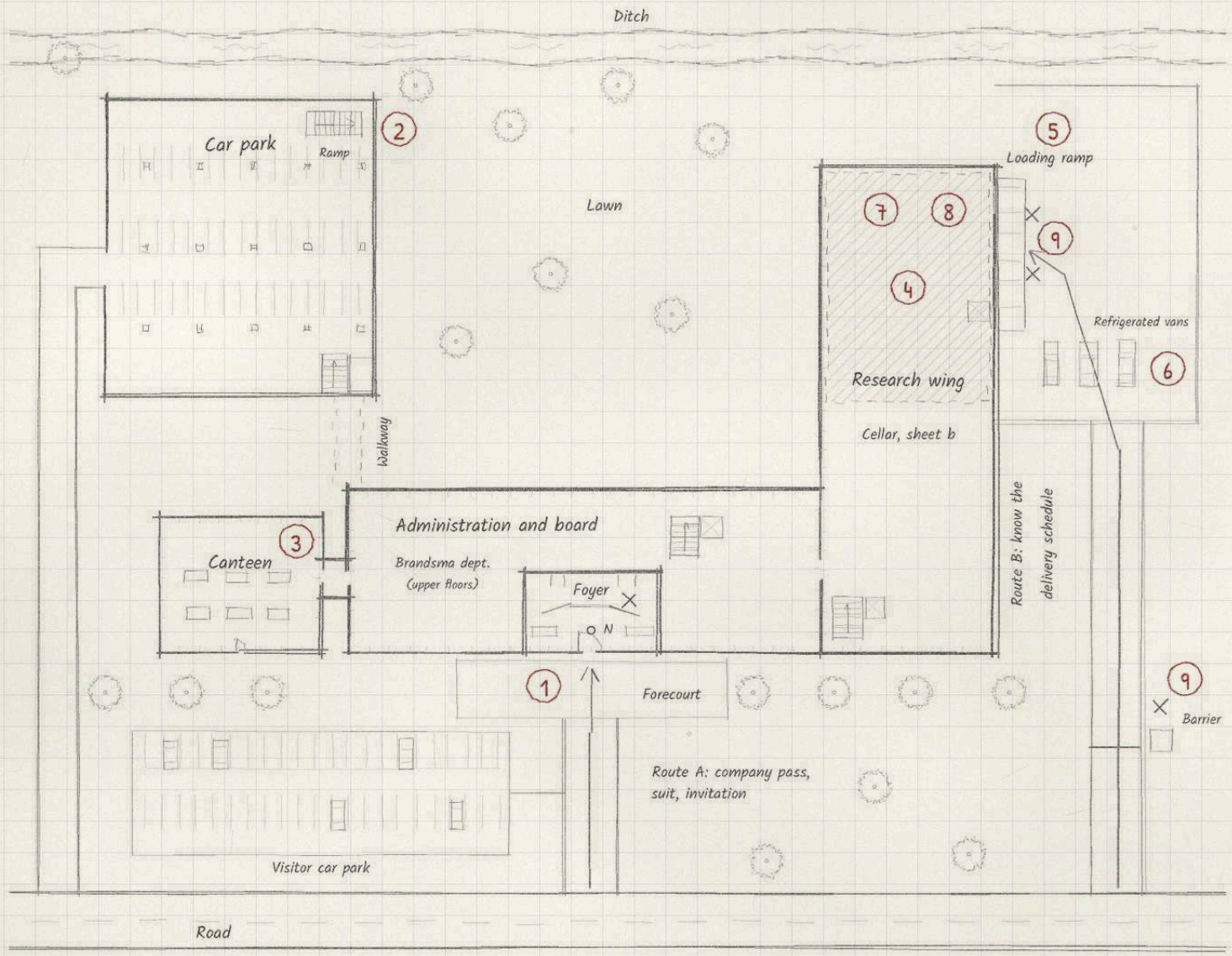
x mercenary (six) o camera, field of view crate, pallet

Hall with office, enlarged 1.5 times

Office
Box
WC
High racks
Gallery
Side door
Hall
Van
Roller door
10 m

Morrow Biologics: Leiden Headquarters

Sheet a: site plan on the edge of the city. Cellar with cold rooms on sheet b. Dimensions freely drawn



Key

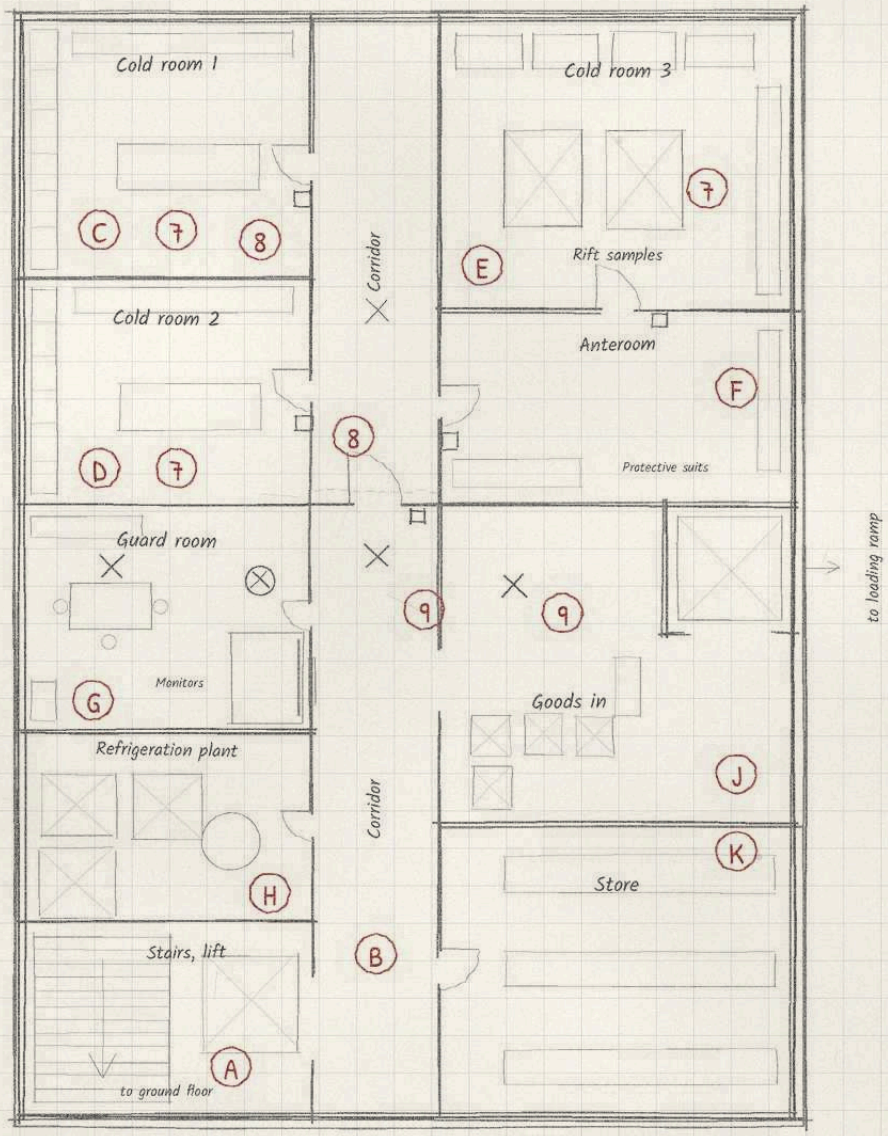
1. Main entrance and foyer
2. Car park
3. Canteen
4. Research wing
5. Loading ramp
6. Three refrigerated vans
7. Cold rooms in the cellar (sheet b)
8. Biometric locks (sheet b)
9. Grey Meridian posts

N Dr Helen Norwood waits in the foyer
x Grey Meridian, four to six operators and a team leader
Glass building: ticks on façades
Lettering above the door, no logo

Morrow Biologics: Leiden Headquarters

Sheet b: cellar beneath the research wing with the cold rooms. Dimensions freely drawn

N



Rooms

- (A) Stairs, lift from ground floor
- (B) Corridor with security door
- (C) Cold room 1
- (D) Cold room 2
- (E) Cold room 3
- (F) Anteroom with protective suits
- (G) Grey Meridian guard room
- (H) Refrigeration plant
- (J) Goods in, goods lift
- (K) Store

Key

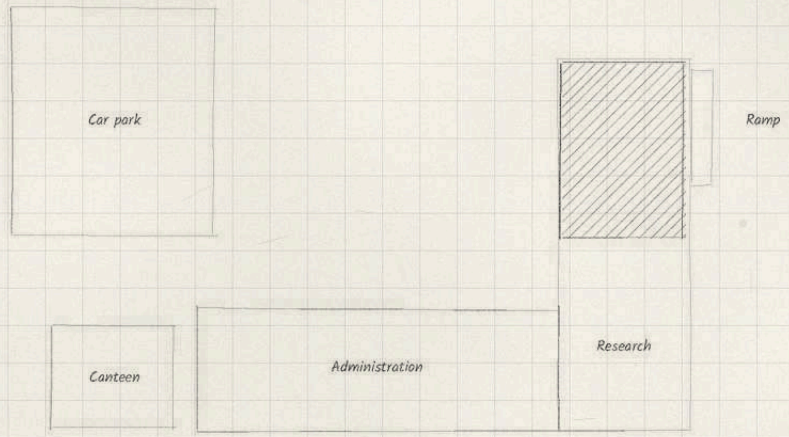
- (7) Cold rooms with rift samples
- (8) Biometric locks
- (9) Grey Meridian posts

Small square at a door: lock

x operator, in a ring: team leader

A company ID gets you only as far as the security door; biometric beyond.

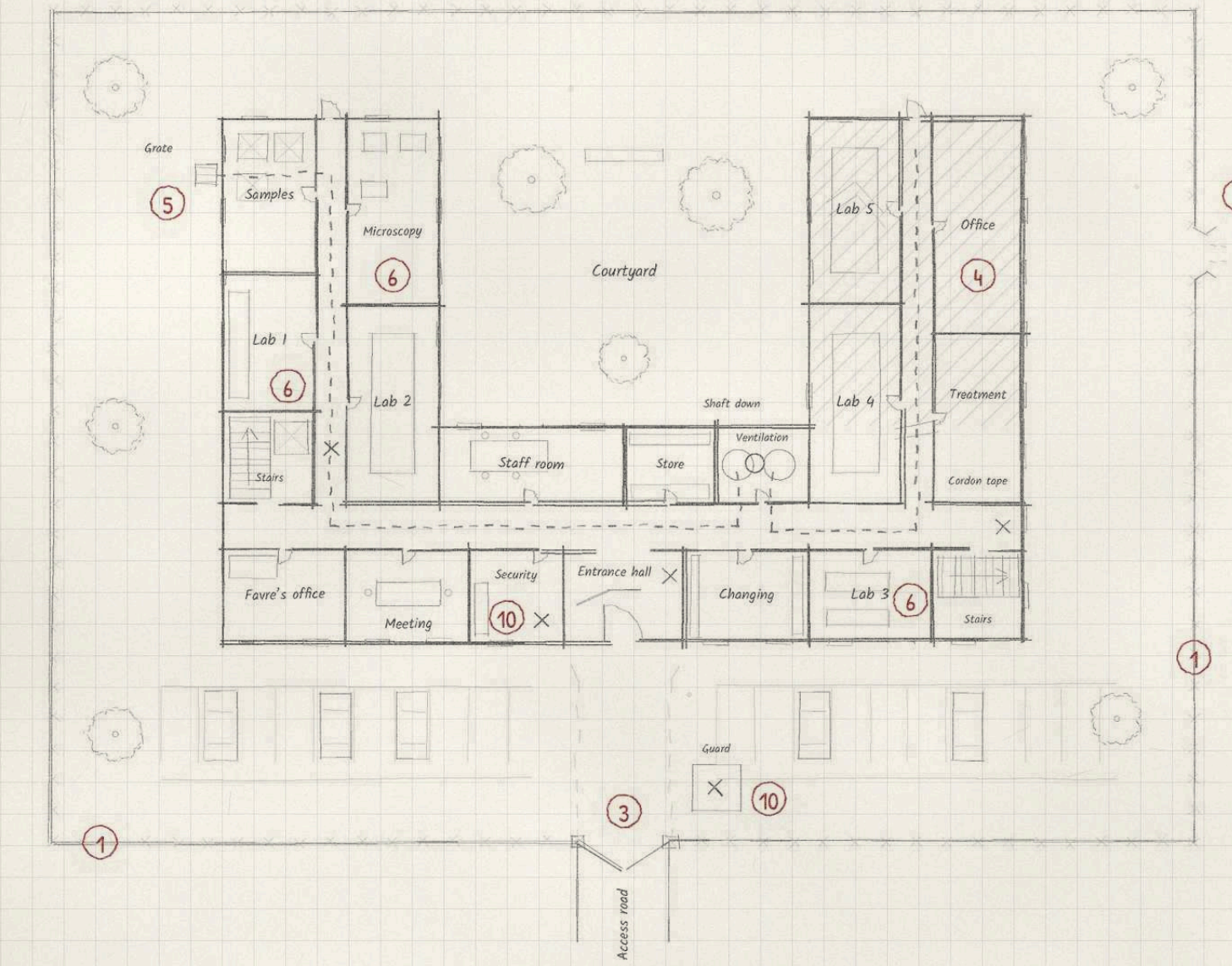
Position of the cellar (see sheet a)



5 m

Morrow Biologics: the Lyon Laboratory

Sheet a: grounds and ground floor of the former clinic, as of 2026. Basement on sheet b



Key

1. Barbed wire fence
2. Bitten-through section
3. Gate and access (freely drawn)
4. Partly evacuated wing
5. Ventilation ducts (way in)
6. Favre team's labs
7. Kennels, 14 hybrid dogs (b)
8. Cool boxes (sheet b)
9. The Chimera's room (sheet b)
10. Grey Meridian posts

x Grey Meridian, four to six operators and a team leader

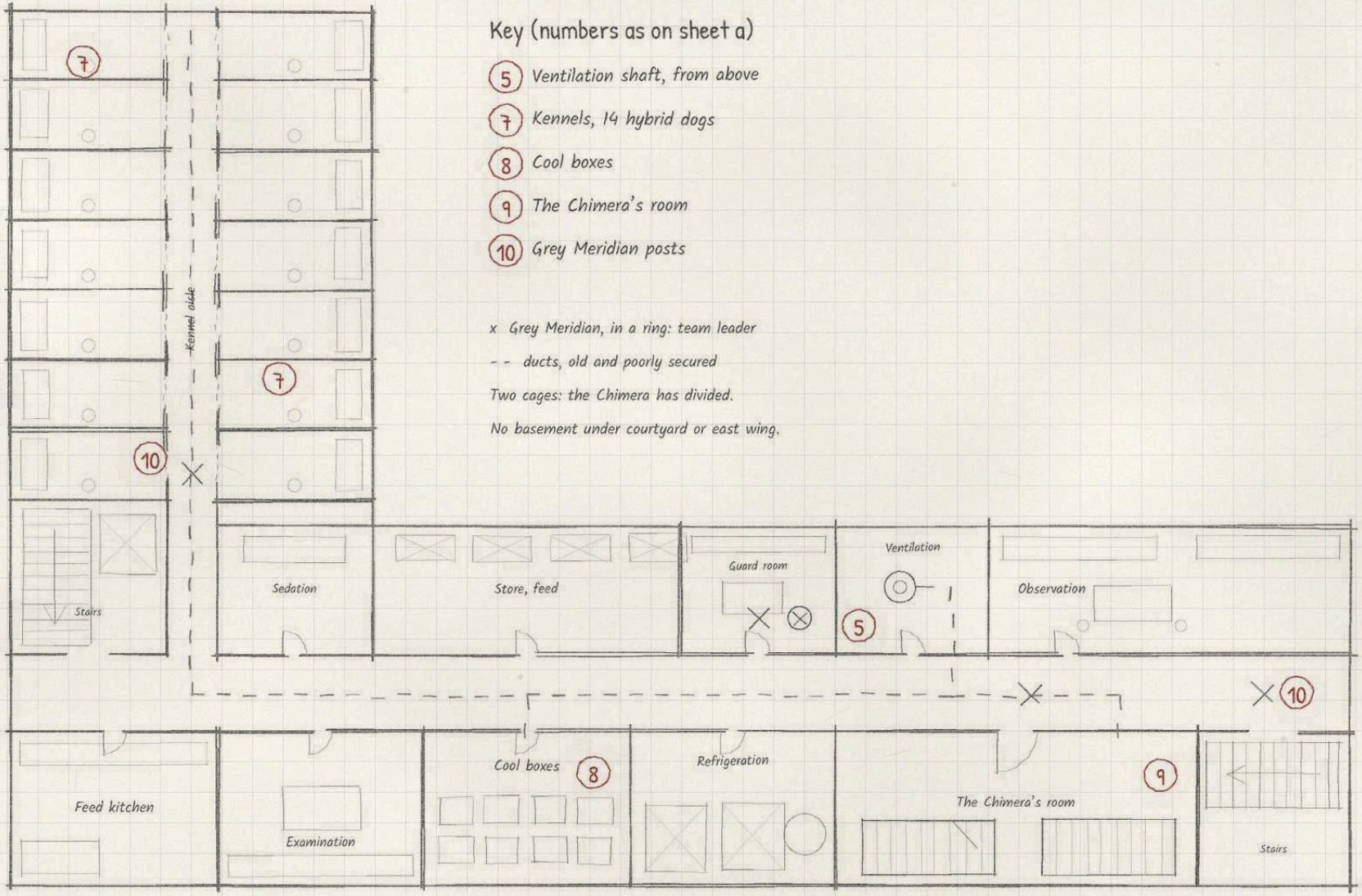
- - duct: an Infiltrator with Technology against Hard (3)

Hatched: partly evacuated after the 2026 breakout

Morrow Biologics: the Lyon Laboratory

Sheet b: basement beneath the main block and west wing. Dimensions freely drawn

N



Key (numbers as on sheet a)

- (5) *Ventilation shaft, from above*
- (7) *Kennels, 14 hybrid dogs*
- (8) *Cool boxes*
- (9) *The Chimera's room*
- (10) *Grey Meridian posts*

x Grey Meridian, in a ring: team leader

- - ducts, old and poorly secured

Two cages: the Chimera has divided.

No basement under courtyard or east wing.

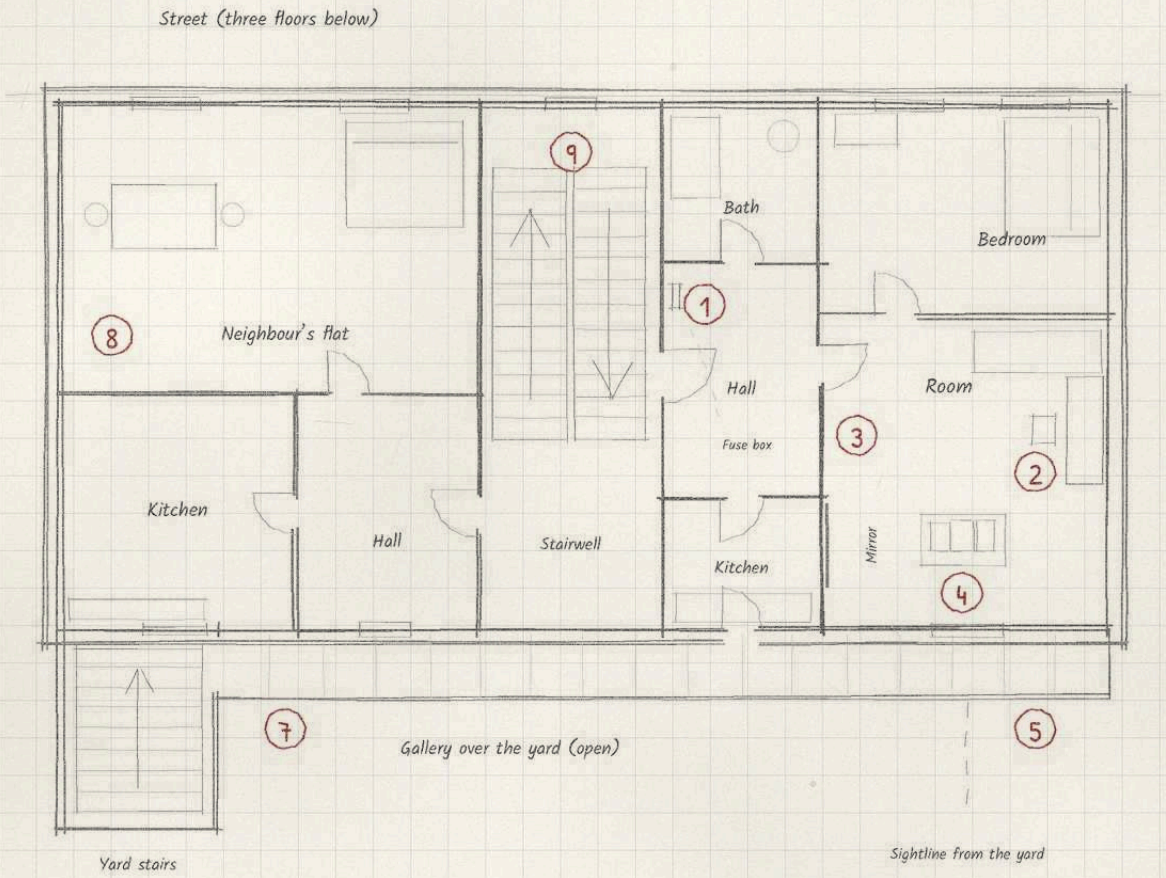
5 m

The Other Services, Chapter I, plan "The chimera"

Krakow: Ania Wolska's Flat

Old building in Kazimierz, third floor; the yard on the right. Dimensions freely drawn

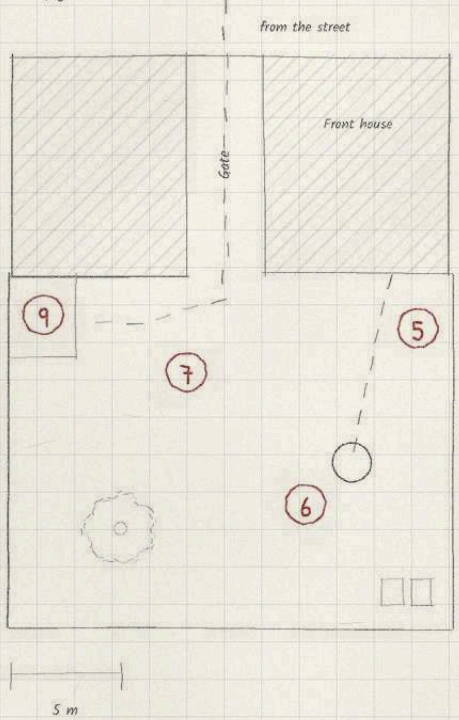
N



Key

1. Flat door, third floor
2. Piano
3. Old mirror
4. Notebooks with the song
5. Window onto the yard
6. Yard, where the man stands
7. Route across the yard
8. Neighbour's flat (witness)
9. Stairwell (freely drawn)

Yard, ground floor (reduced)



When Ania sings, the power fails.

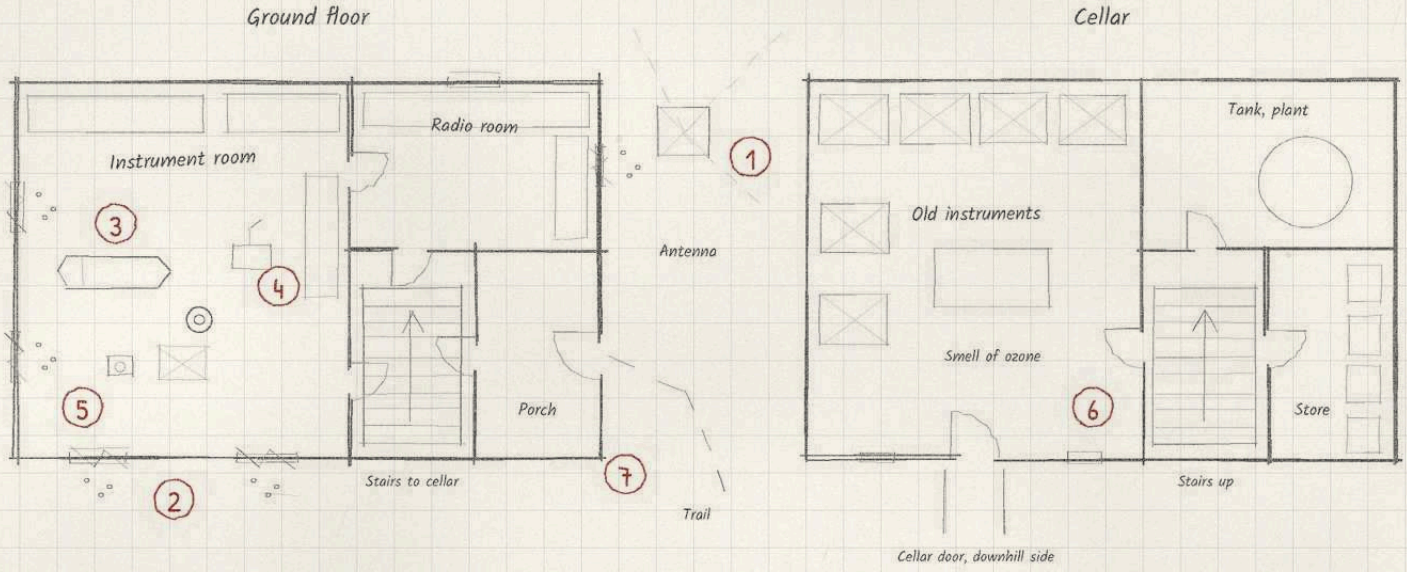
At night the man stands in the yard, looking up at the window.

Ways in: the flat door, or yard, yard stairs, gallery and kitchen door (quietly).

The Weather Station in the High Tatras

Decommissioned, on the southern slope above Štrbské Pleso, Slovakia. Dimensions freely drawn

N



Key

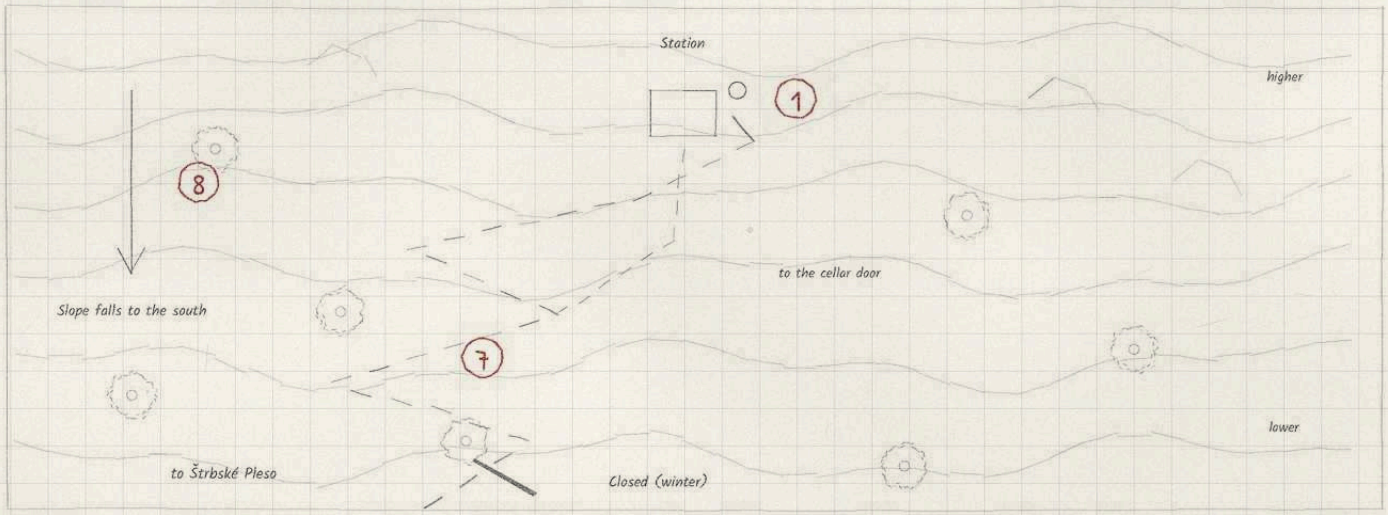
1. Antenna
2. Broken windows
3. Sleeping spot with stove
4. Nanite scanner
5. Notebook with circles
6. Cellar with instruments (ozone)
7. Hiking trail (closed in winter)
8. Slope facing south

Only the Vanished One is there.

Scanner calibrated to the song.

Two ways in: the trail to the door, or through the cellar.

Terrain: southern slope and trail, not to scale

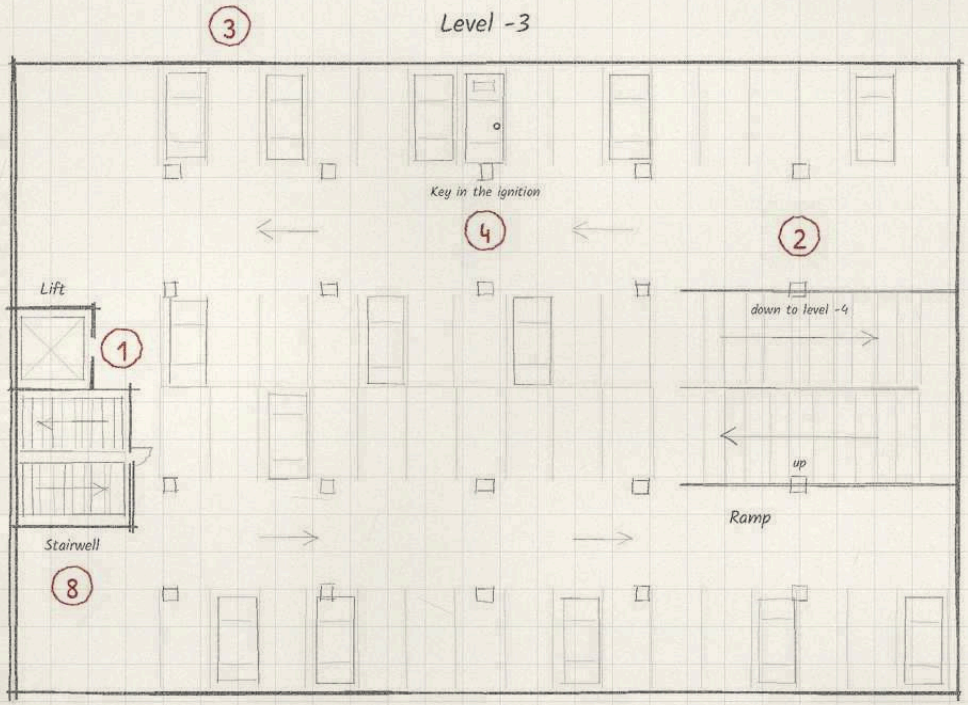


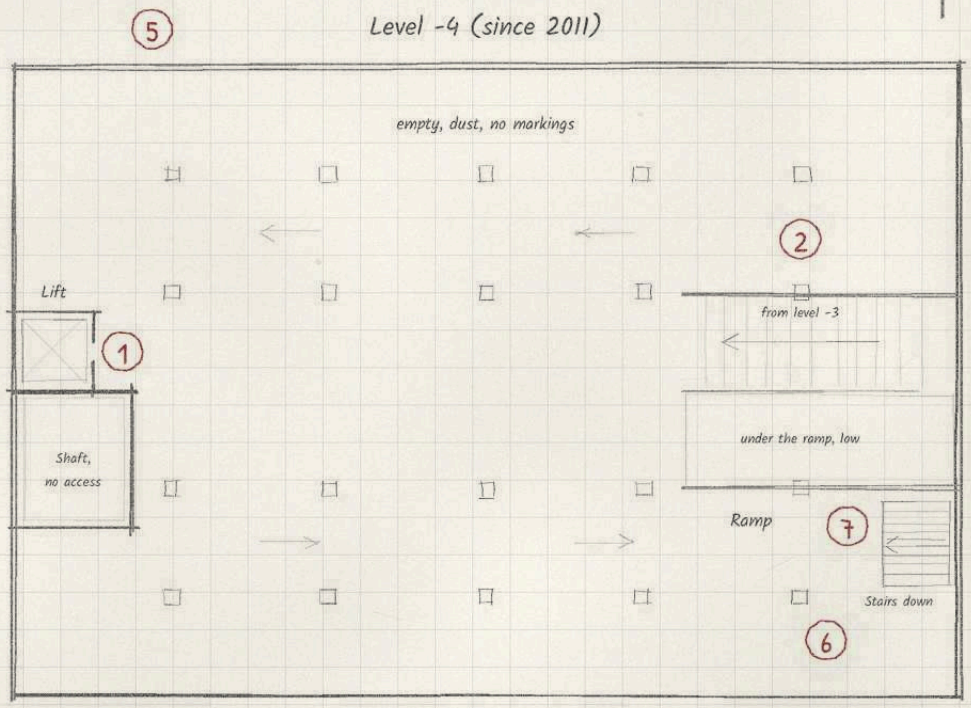
2 m

The Car Park in Rotterdam

Third and fourth basement levels, side by side at the same scale. Dimensions freely drawn

N





Key

1. Lift (press three times)
2. Ramp
3. Level -3
4. Koslowski's car, key in
5. Level -4 (since 2011)
6. Corner behind the ramp
7. Staircase down
8. Stairwell (freely drawn)

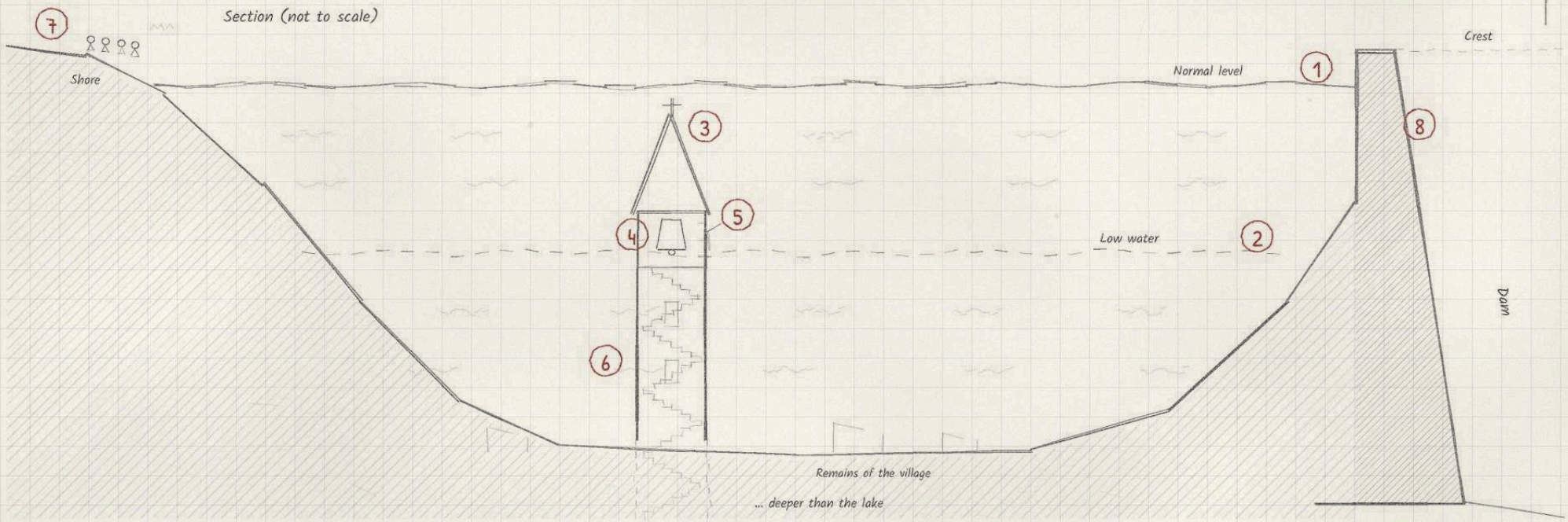
The car belongs to Daniel Koslowski, parked for three months. The lift only goes to level -4 if the button is pressed three times. The staircase (7) is only visible to someone alone who hears the song. Plans before 2011 show no fourth level.

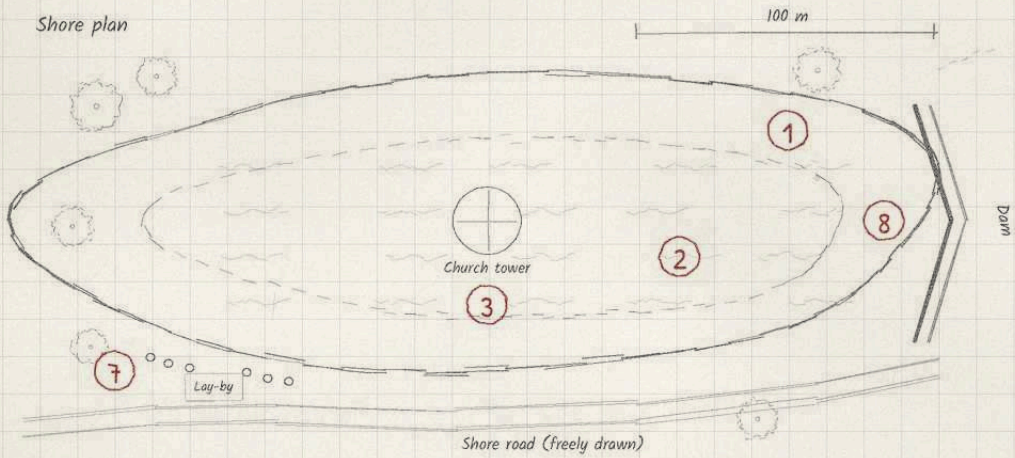
10 m

The Other Services, Chapter II "The Cults", plan "The stairs"; Game Master's Book, Chapter IX

The Reservoir in the Alps

Section through lake, tower and staircase, vertically exaggerated; the shore in plan below





Key

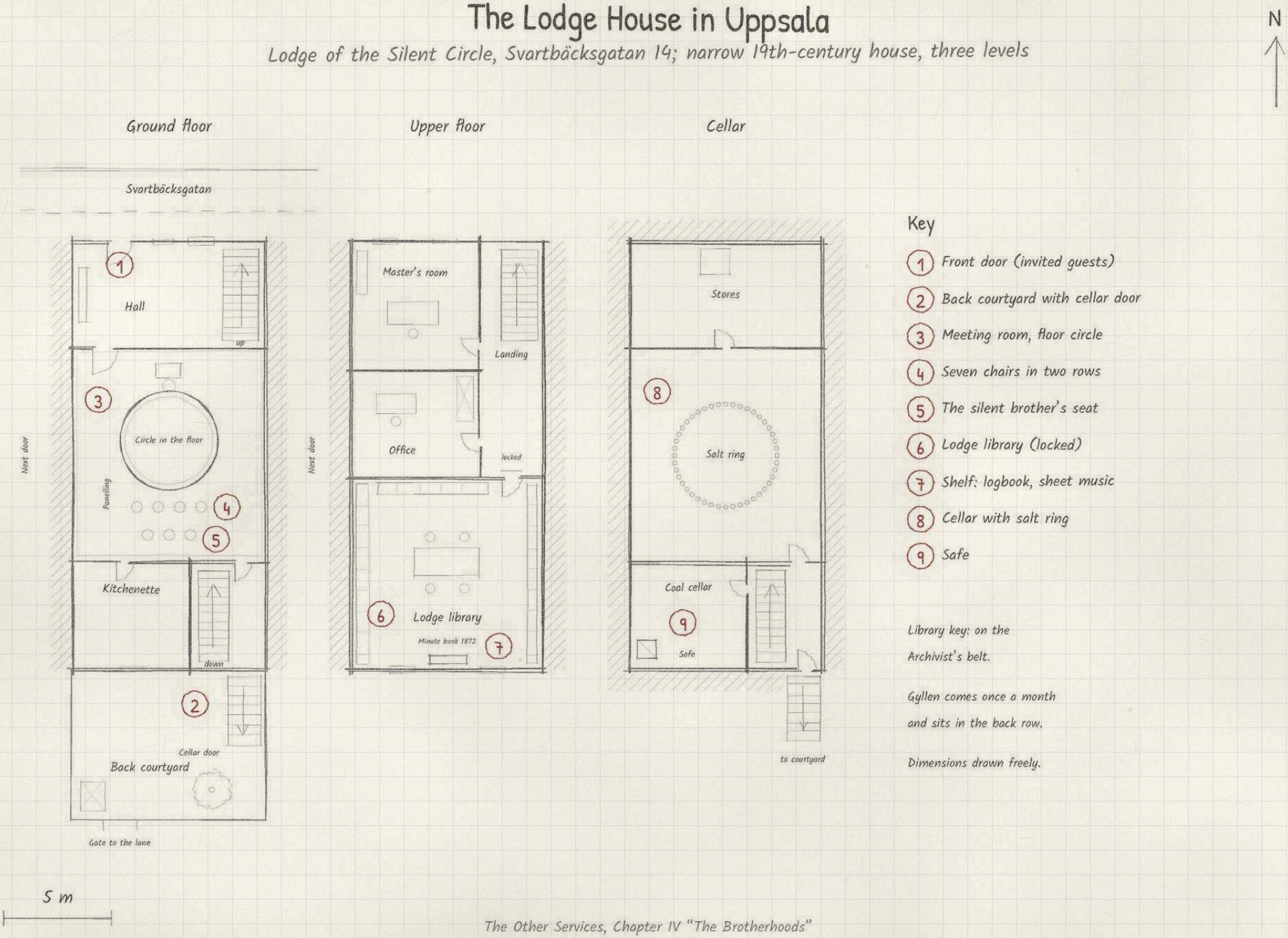
1. Normal water level
2. Low water
3. Church spire
4. Bell
5. Door in the tower
6. Staircase down
7. Shore with humming people
8. Dam (freely drawn)

The staircase begins beneath the bell and can only be reached at low water. The door only opens if you hum the song. On nights of the bell, people stand on the shore humming the song.

The Other Services, Chapter II; Game Master's Book, Chapter IX (restricted zones)

The Lodge House in Uppsala

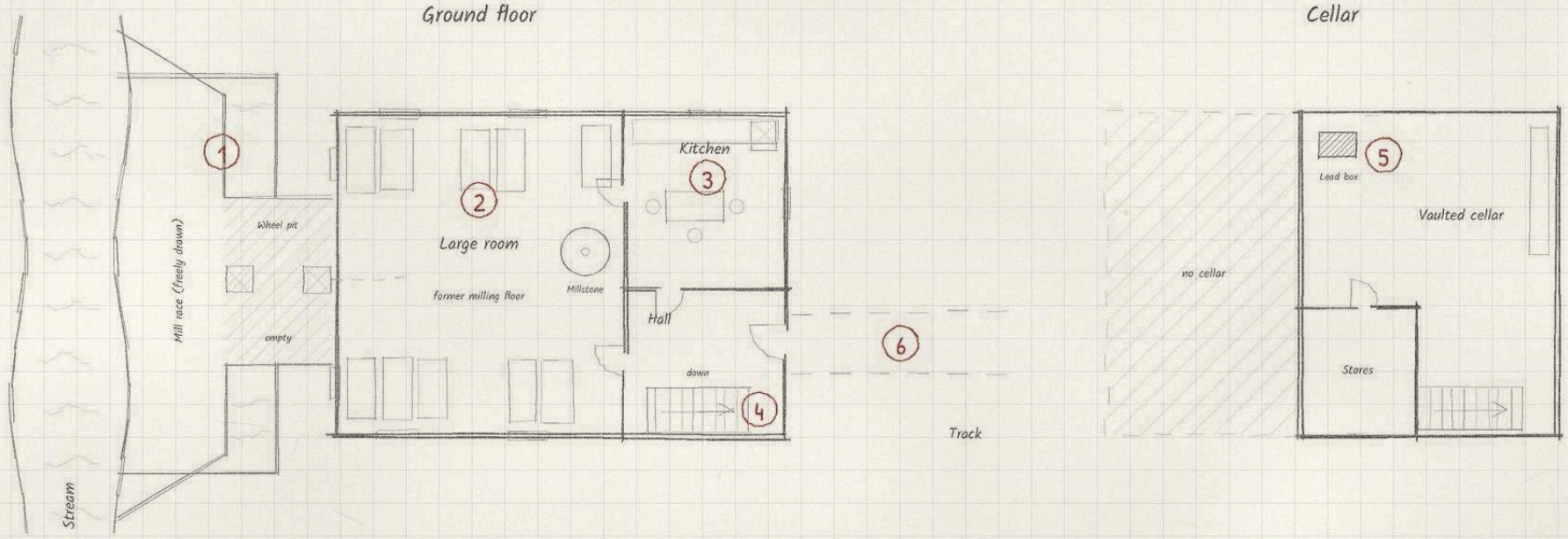
Lodge of the Silent Circle, Svartbäcksgatan 14; narrow 19th-century house, three levels



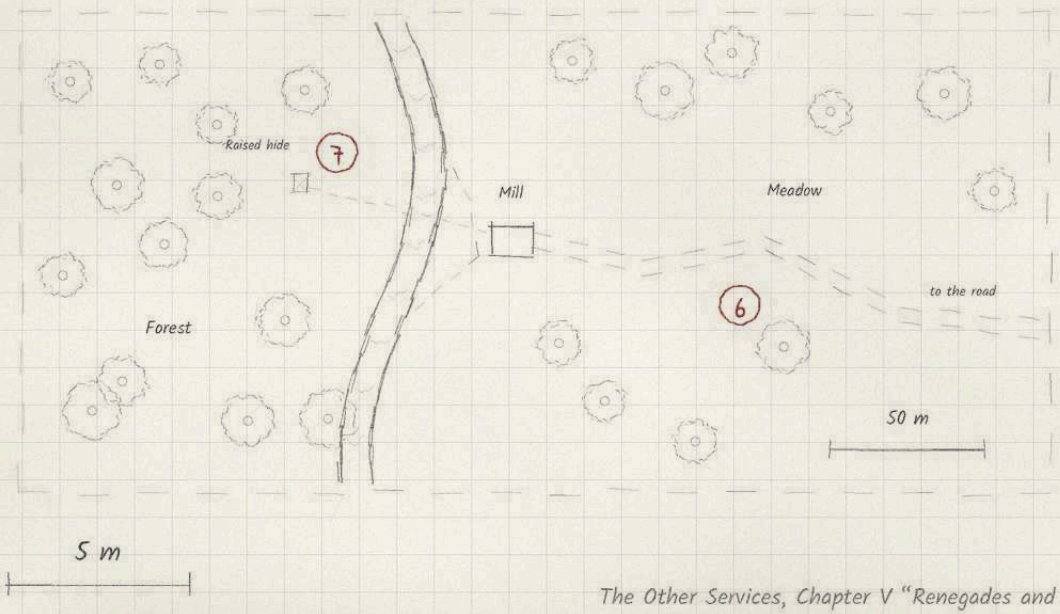
The Mill in the Vosges

Way station of the Open Ones by a stream, two hours from Strasbourg; no mill wheel for thirty years

N



Inset: surroundings (own scale)



Key

1. Stream, empty wheel mount
2. Large room with mattresses
3. Kitchen
4. Cellar stairs
5. Nexus crystal in lead
6. Access track
7. Forester's spot (freely drawn)

When the cell arrives: mattresses still warm, a hum in the cellar.

The Maintenance Tunnels in Maryland

STILLWATER, Psionics Department: dry tunnels of a decommissioned reservoir, about an hour from Washington

N

Shaft
Ladder, 14 m
Cable
approx. 120 m
Power supply
Transformer
Generator
Archive
Psions' quarters
Workshop
Caleb's room
Main tunnel, dry
collapsed
Laboratory
Couch
Webb's office
Desk
Cage room
Washroom

Inset: site plan of the reservoir (own scale)

Embankment
Pump house
Standing water
Basin
Fence
Access road
Tunnels beneath the embankment
100 m

5 m

Key

1. Reservoir (decommissioned)
2. Disguised maintenance shaft
3. Cameras
4. Power supply
5. Laboratory
6. Copper wire cages
7. Archive of drawings
8. Caleb's room (freely drawn)

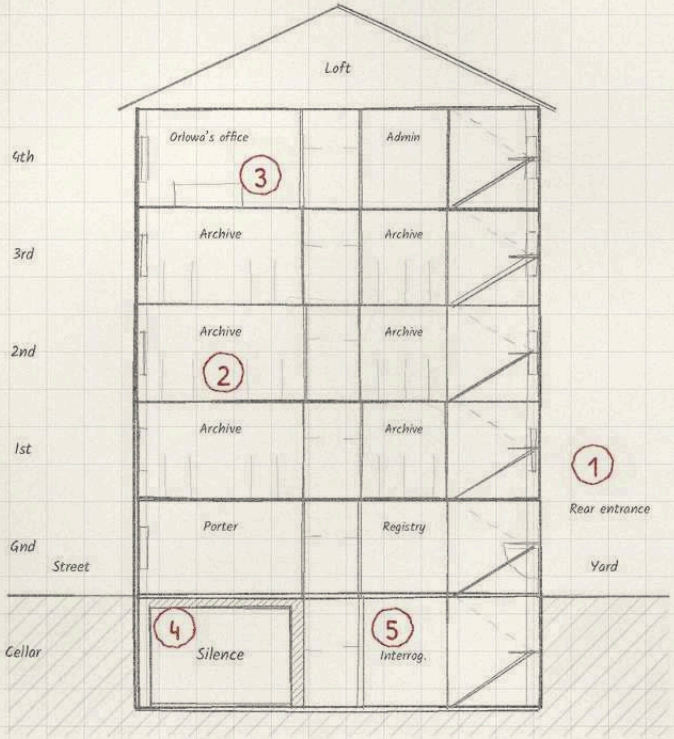
Shaft locked, disguised and watched by cameras.

The power supply is a target for saboteurs.

Moscow, Uliza Gospitalnaja 7

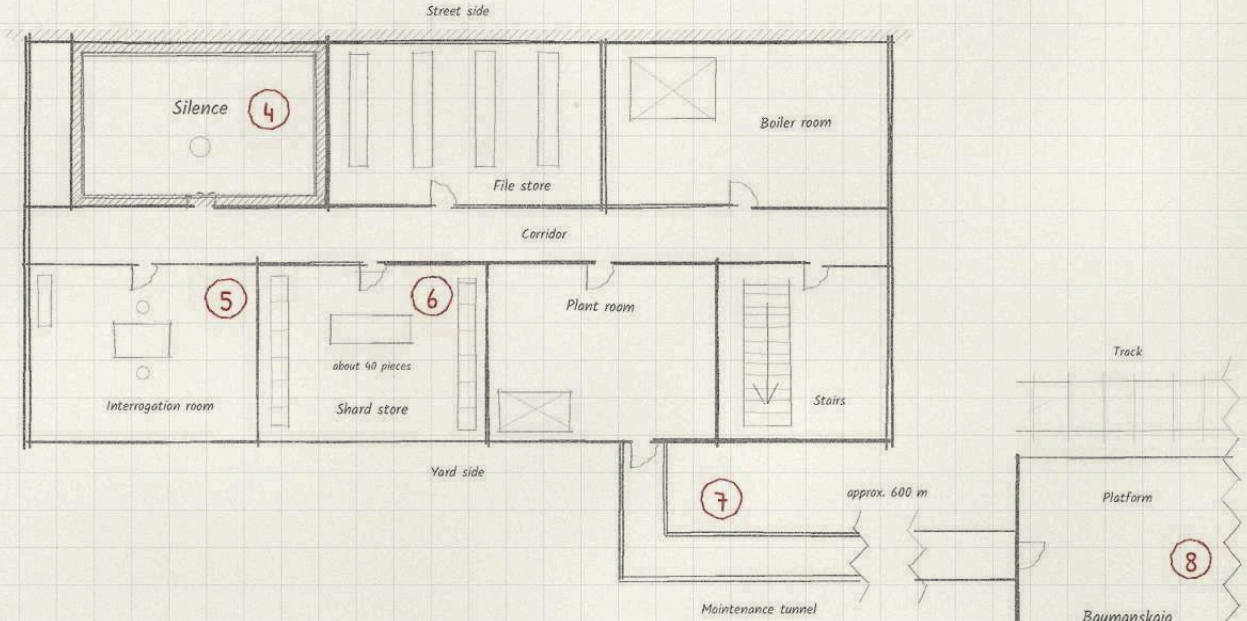
Administrative seat of Department 13, officially the archive of a cover agency for health services; built in the fifties

N



Section

Cellar plan



Key

1. Rear entrance
2. Archive floors (cover)
3. Orlowa's office
4. Cellar; the silence
5. Interrogation room
6. Shard store (40 pieces)
7. Maintenance tunnel
8. Baumanskaja metro station

Access: ID of the cover agency

5 m

Restricted Zone Kola-7

Disused tsarist-era mine, about 80 km south-east of Murmansk; officially closed for risk of collapse

N

from Murmansk

1

2

CP 1

approx. 20 km

Taiga

CP 2

3

Fence

Workshop

5

Spoil heap

4

Camp

6

G-7

7

Shaft house

old level, underground

Spoil heap

Smelter

9

8

Old shaft

Lake

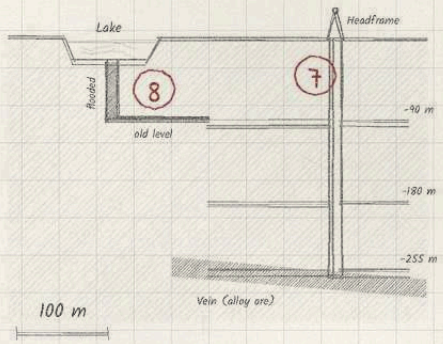
Ruin

100 m

Key

1. Road from Murmansk
2. Checkpoint 1
3. Checkpoint 2
4. Accommodation containers
5. Golem workshop
6. Entrance with Golem-7
7. Shaft down to the vein
8. Lake with flooded old shaft
9. Smelter (freely drawn)

Inset: section (own scale)



The Other Services, Chapter III, Department 13, Red File "Kola-7"

The Goods Station in Pilsen

Former goods station, meeting place of the Expectant Ones; beneath it a disused canal

N

Main line (in use)

Loading sidings, disused

Signal box

Canal

Ramp

Goods shed

Wagon

Engine shed

Grating

Fence

Access

Inset: long section, wagon above the canal (own scale)

Wagon

Sliding door

Radio set

Soil

Canal (across)

2 m

20 m

Key

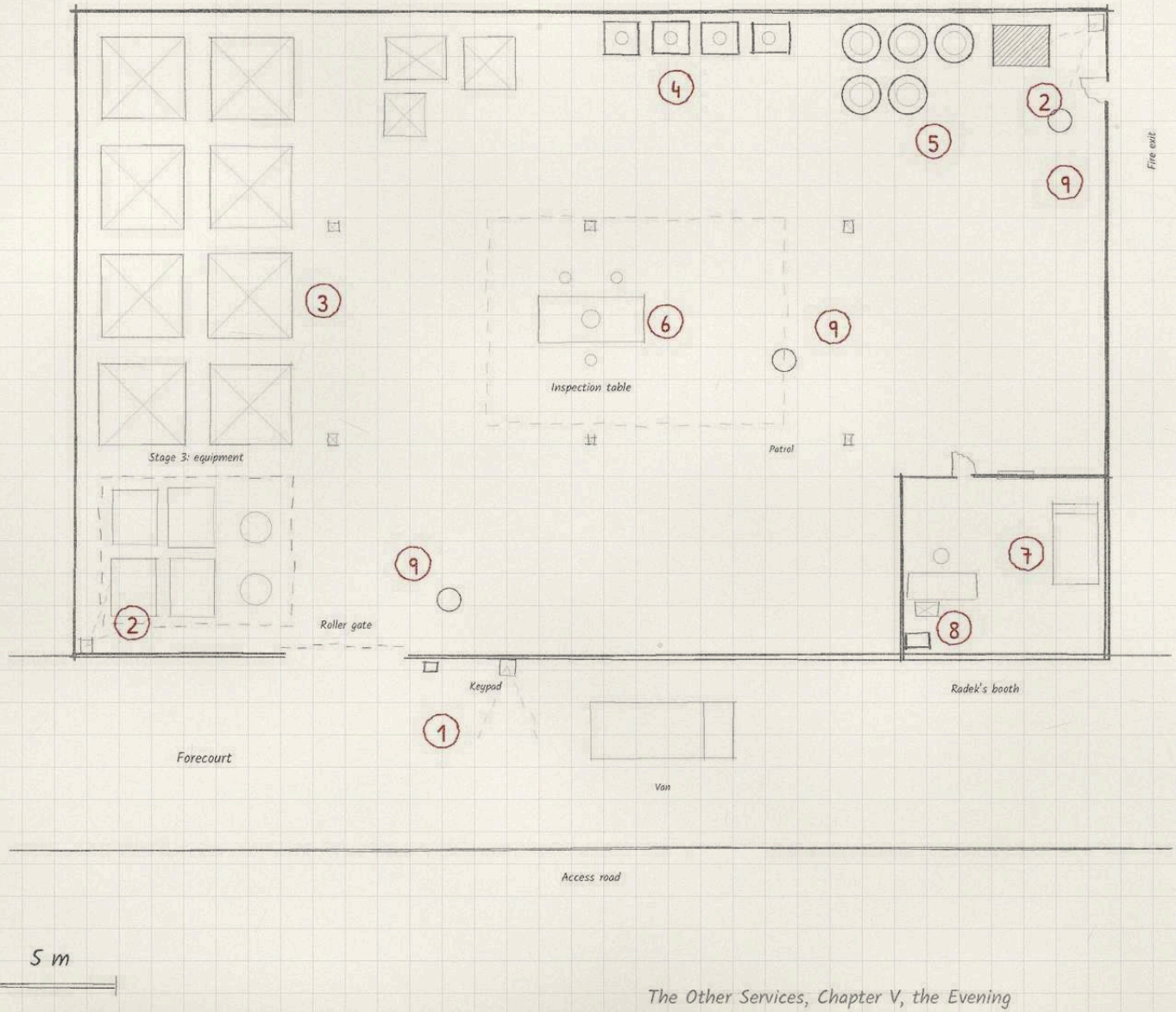
1. Siding
2. Wagon with radio
3. Circles on the ground
4. Canal access (freely drawn)
5. Canal beneath the yard
6. Spot beneath the wagon
7. Blood trail on the tracks
8. Engine shed (freely drawn)

Track plan, dimensions and buildings drawn freely.

The Evening's Warehouse

Hall on the outskirts, rented through a shell company; serves for any warehouse of the Evening in any city

N



Key

1. Gate with keypad
2. Camera
3. Crate stacks
4. Safes
5. Lead containers
6. Inspection table
7. Radek's camp bed
8. Alarm and lockdown (freely drawn)
9. Guard posts

The gate code changes after every auction.

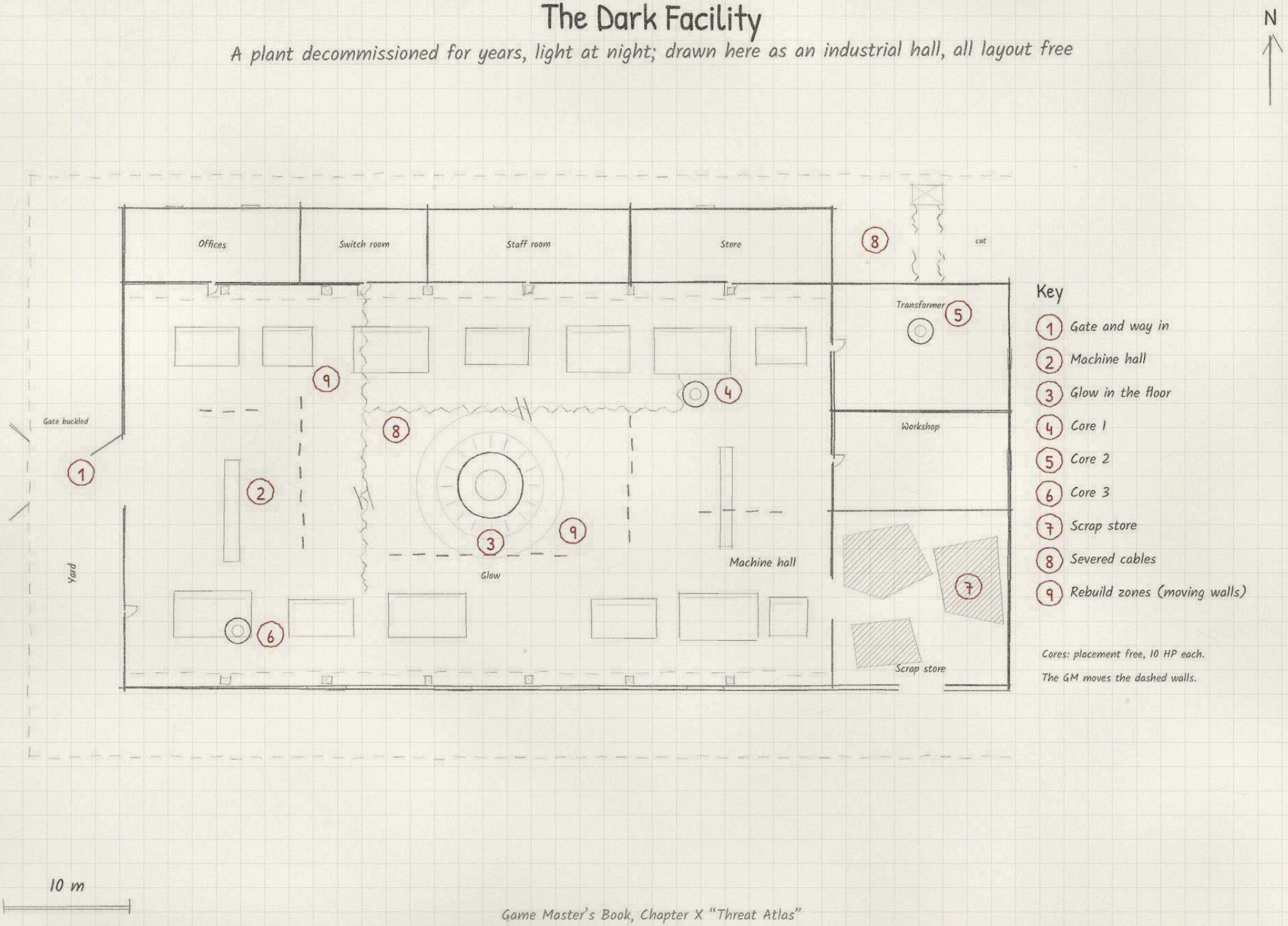
Radek can lock down the warehouse in one round and raise the alarm.

Two to four guards from Grey Meridian.

Stage 3: ropes, ice screws, cold-weather gear, Geiger counter.

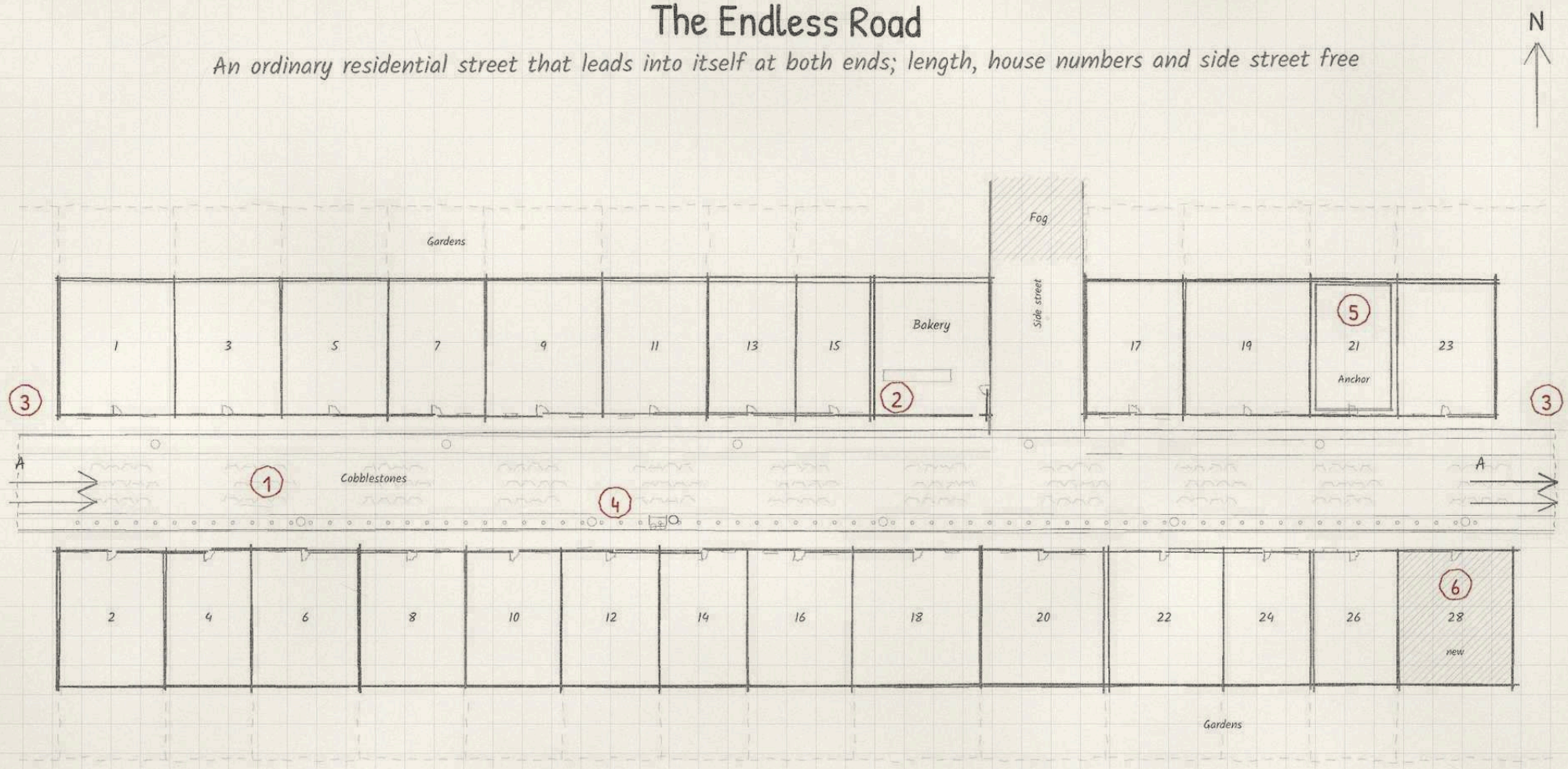
The Dark Facility

A plant decommissioned for years, light at night; drawn here as an industrial hall, all layout free



The Endless Road

An ordinary residential street that leads into itself at both ends; length, house numbers and side street free



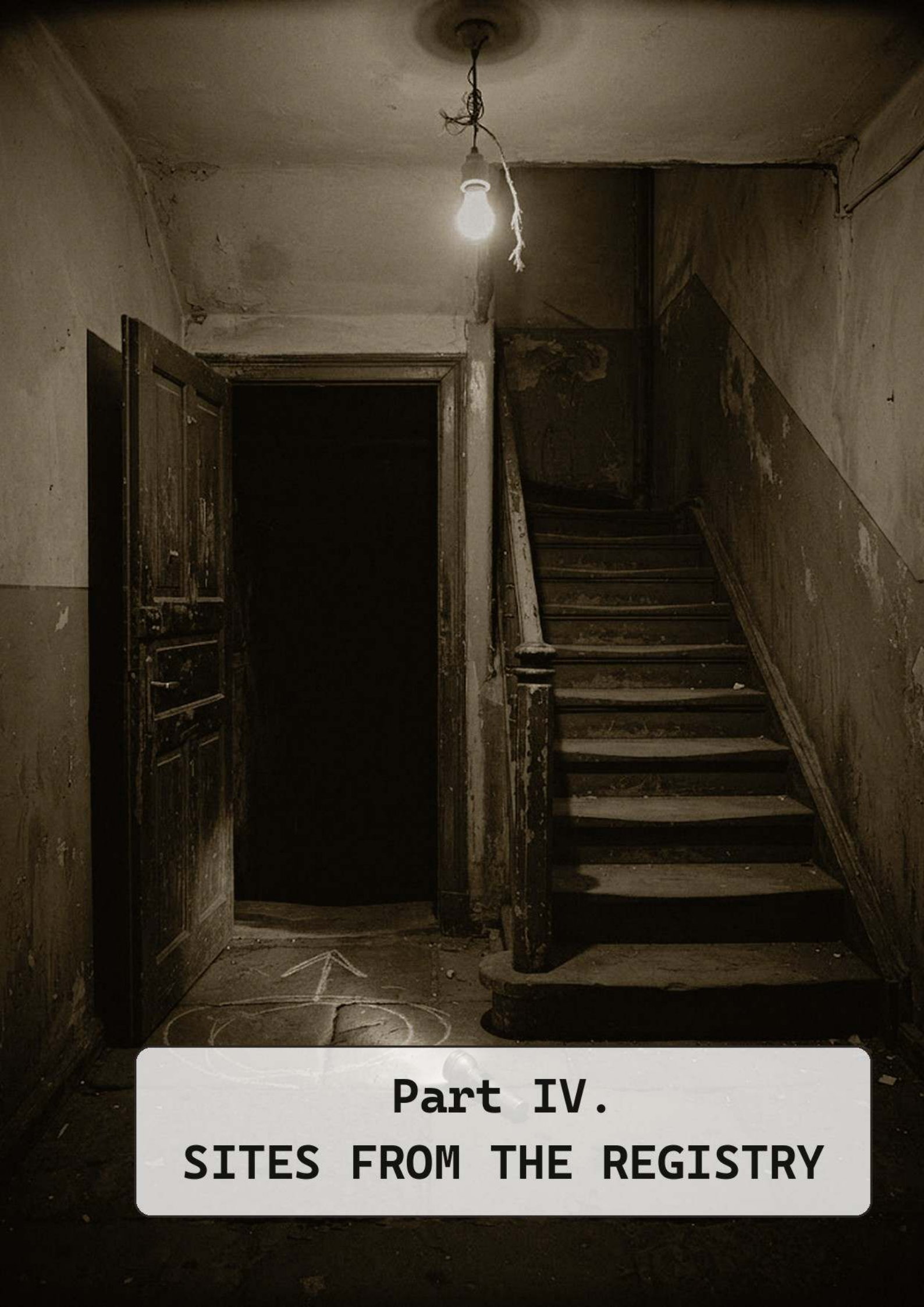
Key

1. Cobblestones
2. Bakery on the corner
3. Where end meets beginning (A)
4. Route of the woman with pram
5. Anchor house
6. Most recently swallowed house

Whoever drives out at one end comes back in at the other.

Every year the street grows by one house.

10 m



Part IV.
SITES FROM THE REGISTRY

Sites from the Registry

"The card says what it is. The plan says where it was."

Card keeper of the Registry, Stockholm

The Registry describes 105 beings. 20 of their index cards have a location that can be drawn, and these 20 locations appear here in the order of the chapters, from The Voice to Thoughtforms. In its source line, each sheet gives the file reference under which the card appears in Volume 22.

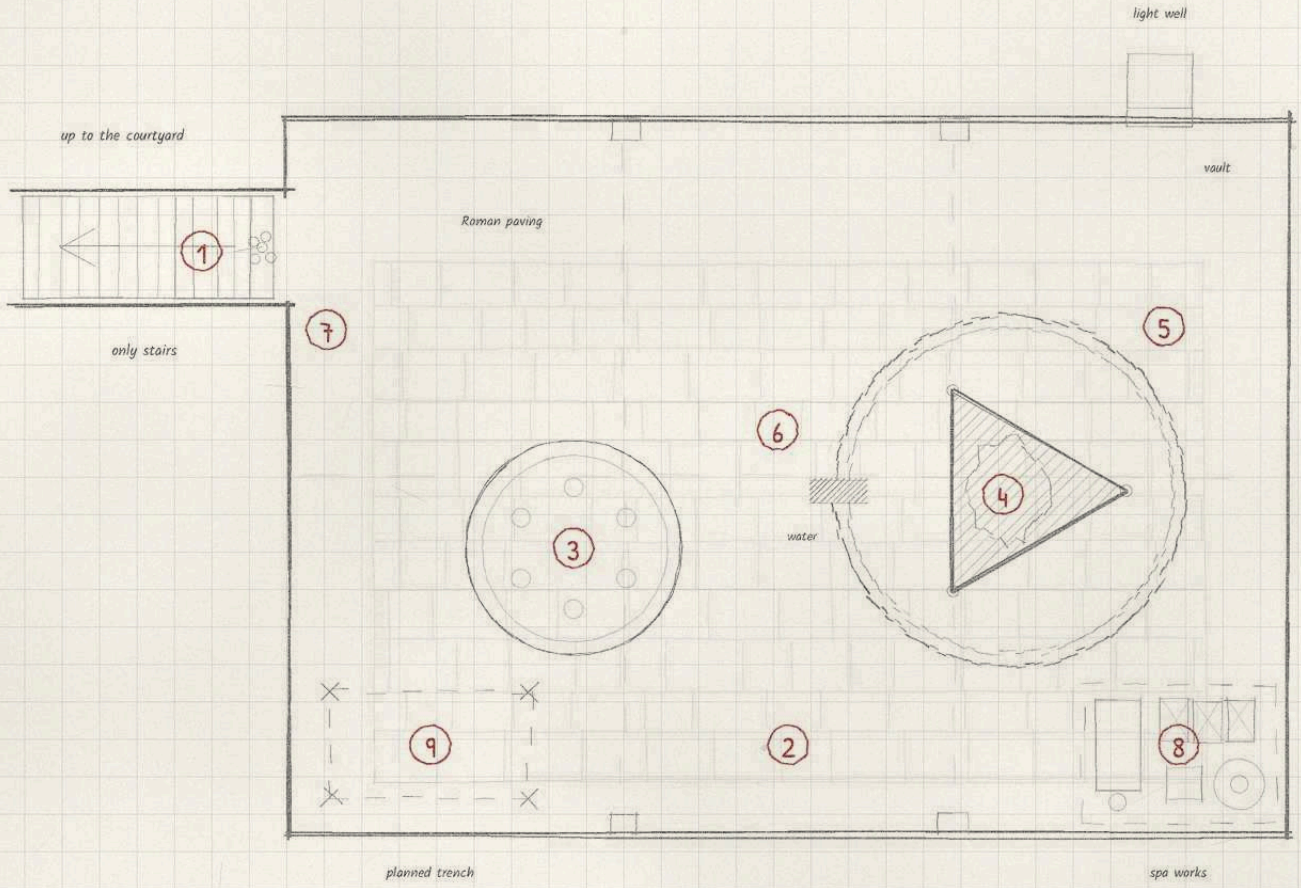
The locations range from the cellar of a palazzo in Turin to an exploration camp in Northern Ontario, 150 km beyond the end of the road. Three sites have two sheets: the terraced house in the Amselstieg, the sanatorium near Tskaltubo and the second basement of the Palace of the Parliament in Bucharest.

The second sheet for Bucharest is a handout. It shows the rooms that were deleted in older versions of the plan, at the same scale as the current plan. Copied onto transparent film, it can be laid over the plan.

The Cellar of the Palazzo Scarzella, Turin

Vaulted cellar beneath the palazzo, 14 × 10 m, 2.6 m at the crown

N



Key

1. The only staircase
2. Roman paving
3. Circle of the 1977 group
4. Triangle with the being
5. Warding circle of 1978
6. Wet joint in the circle line
7. Bottom step with flowers
8. Planned spa works (free)
9. Excavation area (free)

He has two actions per round, the cellar only one staircase.

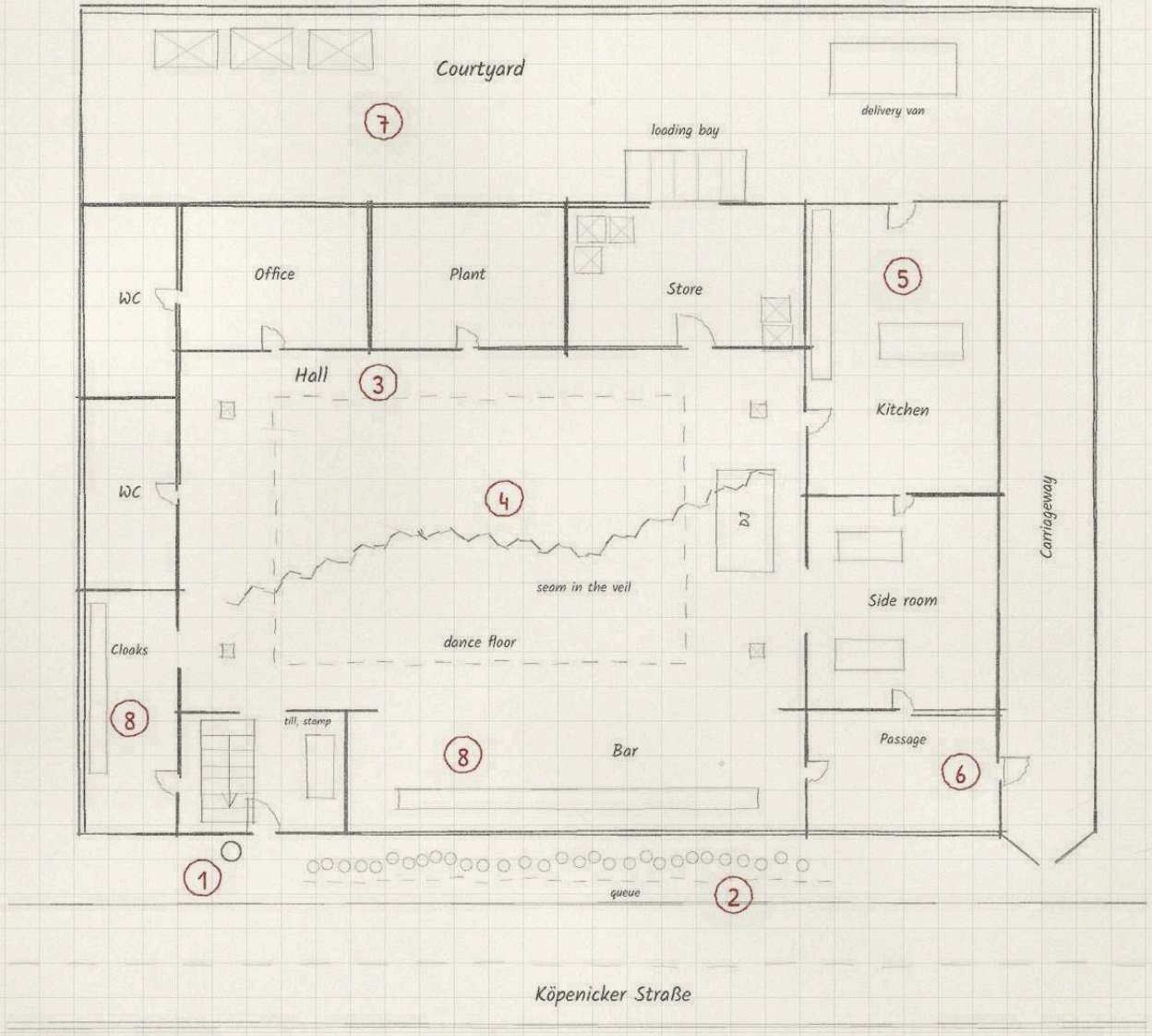
2 m

The Registry, Chapter II "The Voice", REG-S-0243 "The Summoned from the Cellar"

The Libelle Dance Hall, Berlin

Ground-floor club, no windows, 38 × 26 m, courtyard via the carriageway

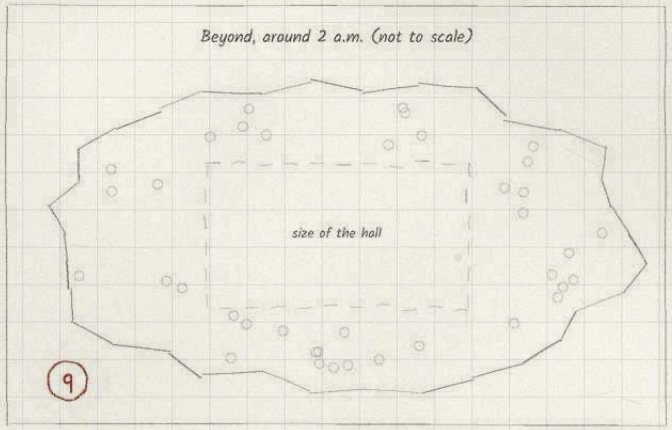
N



Key

1. Door with the doorman
2. Queue
3. Hall with dance floor
4. Seam beneath the hall
5. Kitchen
6. Emergency exit
7. Courtyard with loading bay
8. Bar and cloakroom (free)
9. Dance floor beyond (free)

No windows. Every entrance has its own rule.



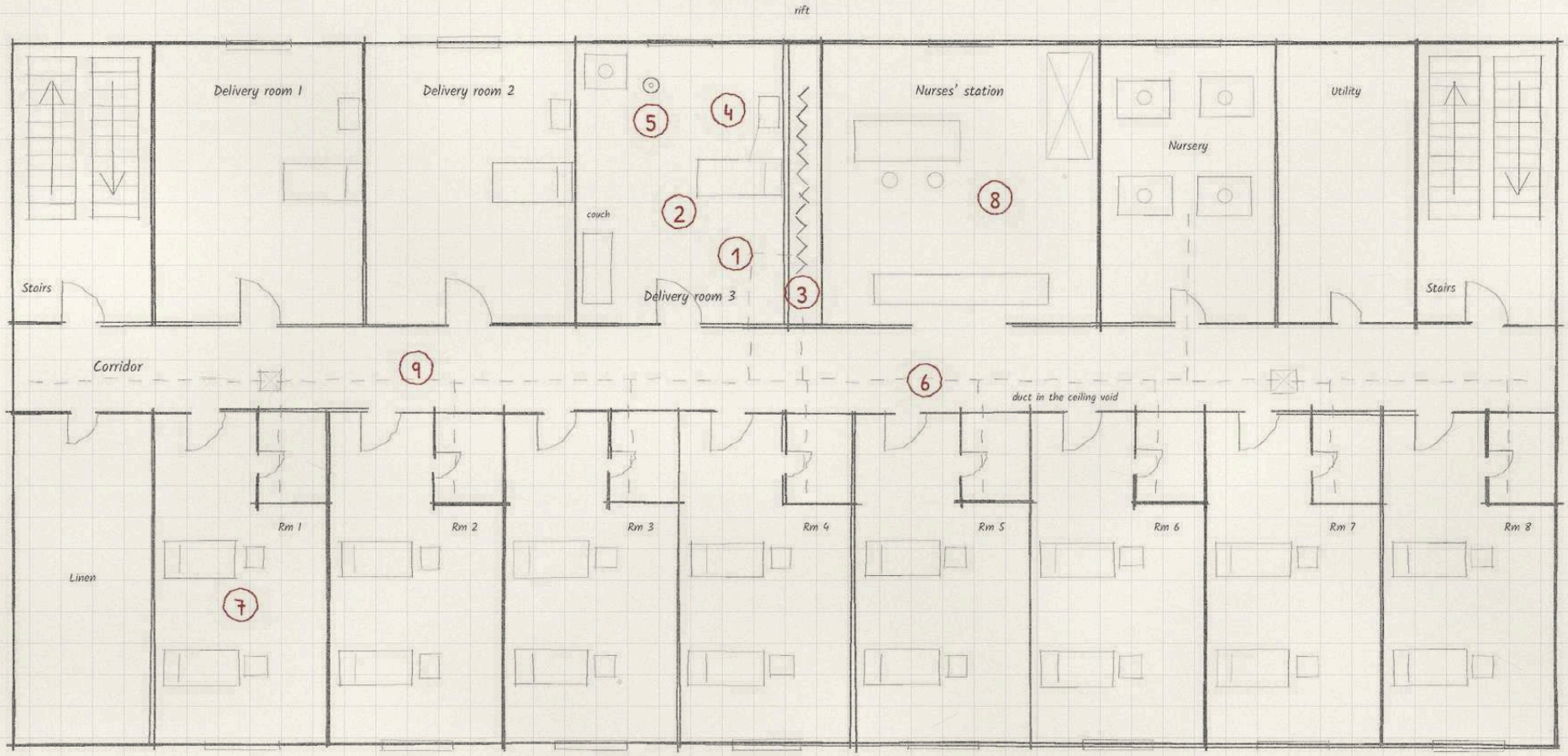
5 m

The Registry, Chapter II "The Voice", REG-S-0218 "The Doorman"

Delivery Room 3, Aurillac Hospital

Maternity ward, one floor, 44 × 20 m; ceiling 2.8 m, ceiling void 0.8 m

N



Key

1. Delivery room 3
2. Delivery bed
3. Wall with the rift
4. CTG monitor
5. Detector (smoke alarm)
6. Ceiling void, ducts
7. Maternity rooms (freely drawn)
8. Nurses' station (freely drawn)
9. Corridor

5 m

The Registry, Chapter II "The Voice", REG-S-0206 "The Afterbirth"

Tower Silo 2 of the LPG "Morgenrot", Klein Wusterow

Site plan of the former collective farm; right, section through the silo

N

Key

1. Tower silo 2
2. Comb chamber at the base
3. Concreted hatch (1980)
4. Silage drain (feeding)
5. Inspection hatch
6. Trail camera
7. Yard gate with walking frames
8. Demolition excavator
9. To the biogas plant (3 km)

fields

Cowshed (empty)

Young stock shed

Office

Slurry tank

Silo 1

Silo 2

hatch

Clamp silo

excavator

beaten path

Machinery shed

yard gate

to the village, Kyritz 11 km

biogas 3 km

Section of silo 2, at double scale

hatch, concreted 1980

inside 38 °C

20 m

comb chamber

hatch

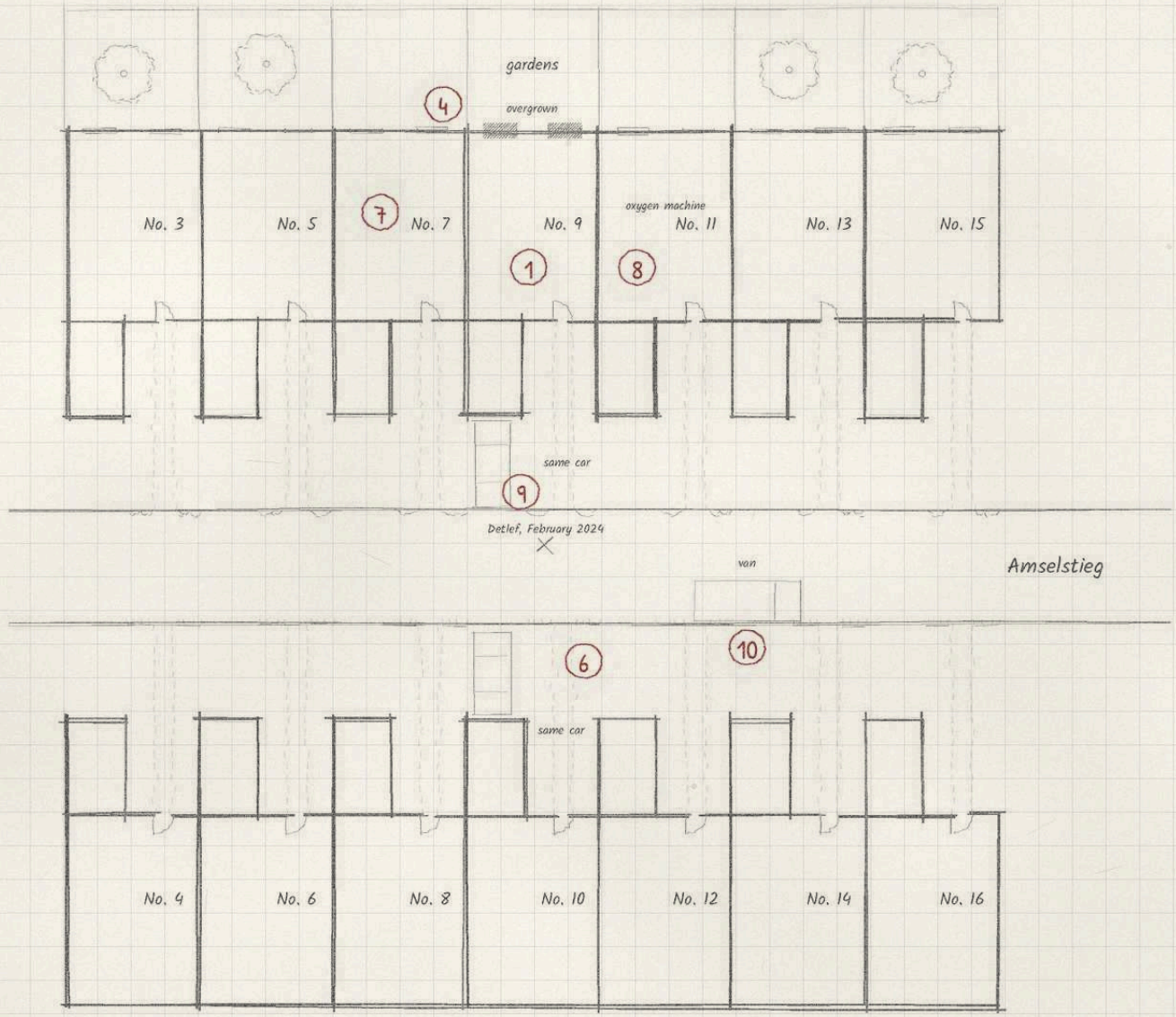
drain

6.6 m

20 m

Amselstieg, Laatzen: Terraced House No. 9

Sheet a: site plan. Terraced houses from 1974; plan and section of No. 9 on sheet b



Key

1. No. 9, hall with the lure
4. Overgrown garden windows
6. No. 10 opposite, garden fence
7. No. 7
8. No. 11 (oxygen machine)
9. Driveway No. 9
10. The cell's van

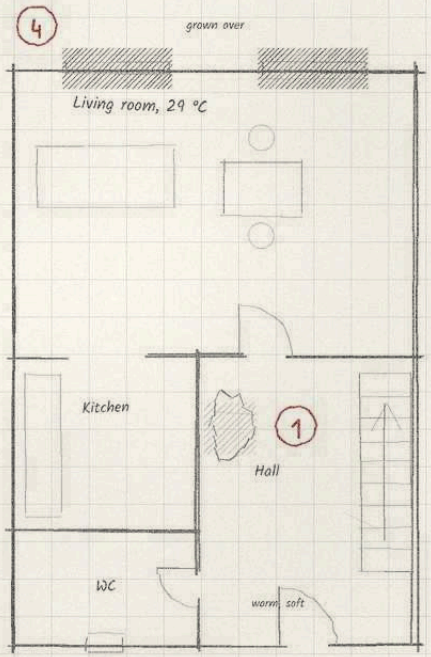
Nos. 2, 3 and 5: plan on sheet b

Amselstieg, Laatzen: No. 9 Inside

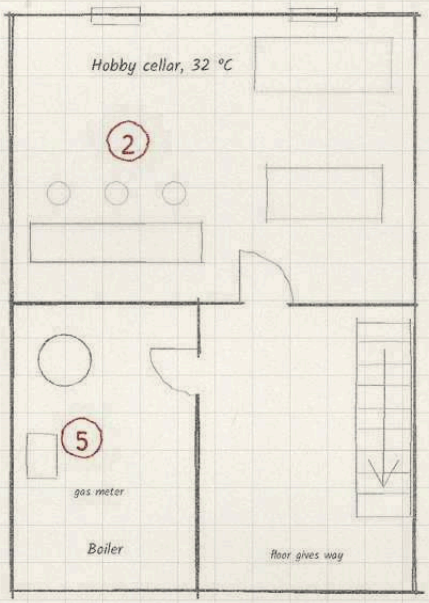
Sheet b: ground floor, cellar and long section; mid-terrace house, 7 × 10 m

N

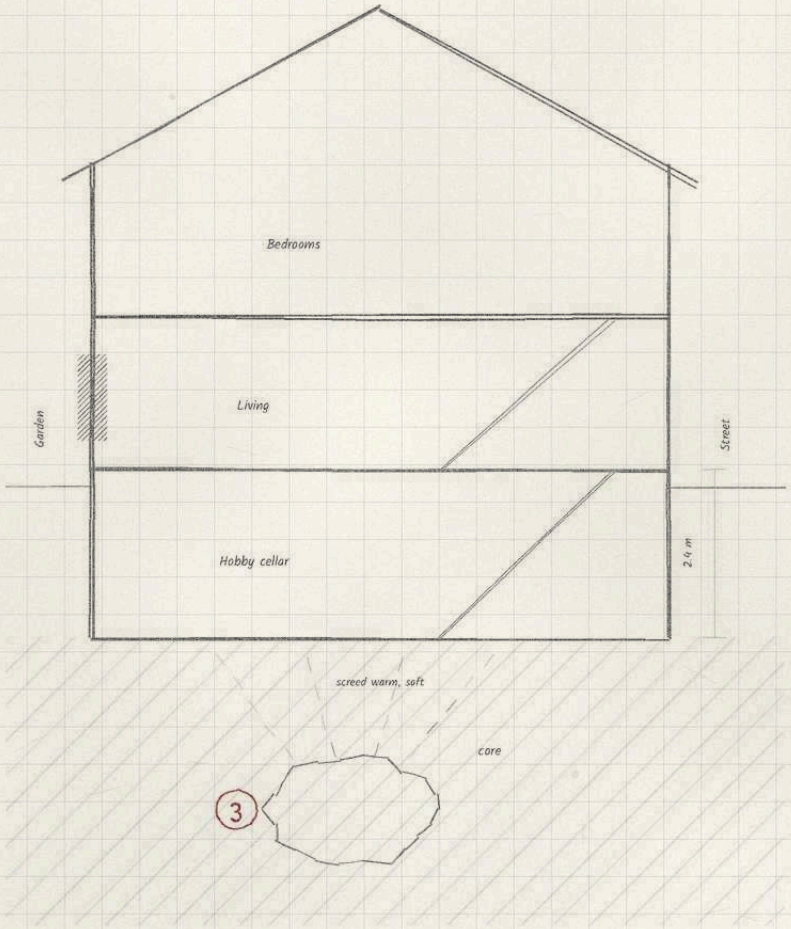
Ground floor



Cellar



Long section



Key

1. No. 9, hall with the lure
2. Hobby cellar (32 °C)
3. Core beneath the cellar
4. Overgrown garden windows
5. Gas meter

In the cellar every minute costs strength.

2 m

The Inner Wijdefjord and Tordenodden Station

Fjord ice off the station, positions of 1984; below, the station; right, the ring enlarged

N

shore

tidal crack

Wijdefjord, fast winter ice

No driving on the ice from March to May

800 m to the ice gauges

600 m to the figure

Tordenodden

marksman

figure

ice gauges

station to marksman 250 m

350 m, the 1984 shot

340 m, then the ice broke

100 m

Key

1. Station with drying room
2. Ice gauge (800 m)
3. Figure in 1984 (600 m)
4. Firing point 1984 (350 m)
5. Break-through point (340 m)
6. Creature below, breathing hole
7. Thaw ring (20 m)
8. Charge borehole (freely drawn)

Station, ground floor, enlarged 15 times

Mess, kitchen

Radio, lab

Workshop

Drying room

Corridor

Sledges

red jacket

three bedrooms for six

Around the figure, enlarged 5 times

thaw ring, a hand's breadth of ice

borehole

10 m

20 m

to station

figure

creature, 40 to 60 m down

The Registry, Chapter III "The Alien", REG-F-0318 "The Host in the Ice"

The Lane in Old Poggioreale

Ruins destroyed in 1968, closed off; sixteen houses, eleven cellars under tin

N

rubble, neighbouring lanes

risk of collapse

risk of collapse

watch

Rosa Giambalvo

Lane

dead end

fence

Vito Accardo

risk of collapse

road

Key

1. Lane
2. Eleven cellars under tin
3. Rosa Giambalvo's cellar
4. Vito Accardo's cellar
5. Fence with watchman
6. Salvatore's route (freely drawn)
7. Access from the road
8. Risk of collapse

wood, burns

tin

Section through a cellar, double scale

tin

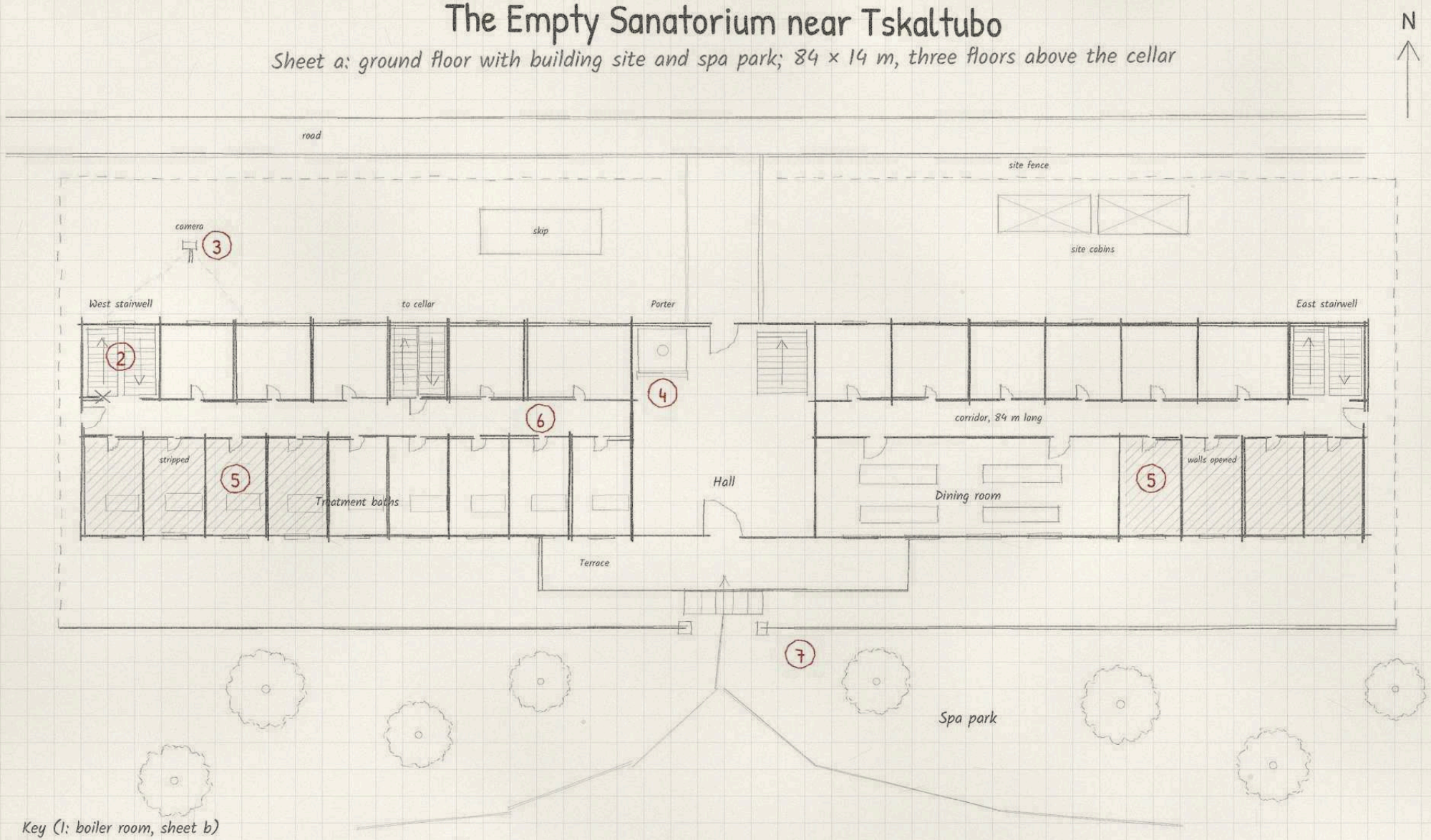
lying one with shell

3 m deep, no light

10 m

The Empty Sanatorium near Tskaltubo

Sheet a: ground floor with building site and spa park; 84 × 14 m, three floors above the cellar



Key (1: boiler room, sheet b)

- (2) Stairwell where he was found
- (3) Site camera
- (4) Watchman's post
- (5) Building works (freely drawn)
- (6) Long corridors
- (7) Access to the spa park

10 m

The Night Runner: 20 m per move, 40 m sprinting. He hunts only what flees.

The Empty Sanatorium near Tskaltubo

Sheet b: above, first and second floor (identical); below, the cellar under the west wing

N

1st and 2nd floor

West stairwell
Back stairs
Main stairs
East stairwell
scaffold parts
6
corridor, 84 m long
5
Patient rooms
works, partitions removed
Balconies

Cellar

Oil tank
Store
Workshop
outside steps
cellar passage
no cellar
steel door, bolt inside
1
Coal store
telephone
Boiler room

Key (2, 3, 4, 7: sheet a)

1 Boiler room with telephone
6 Long corridors
5 Building works (freely drawn)

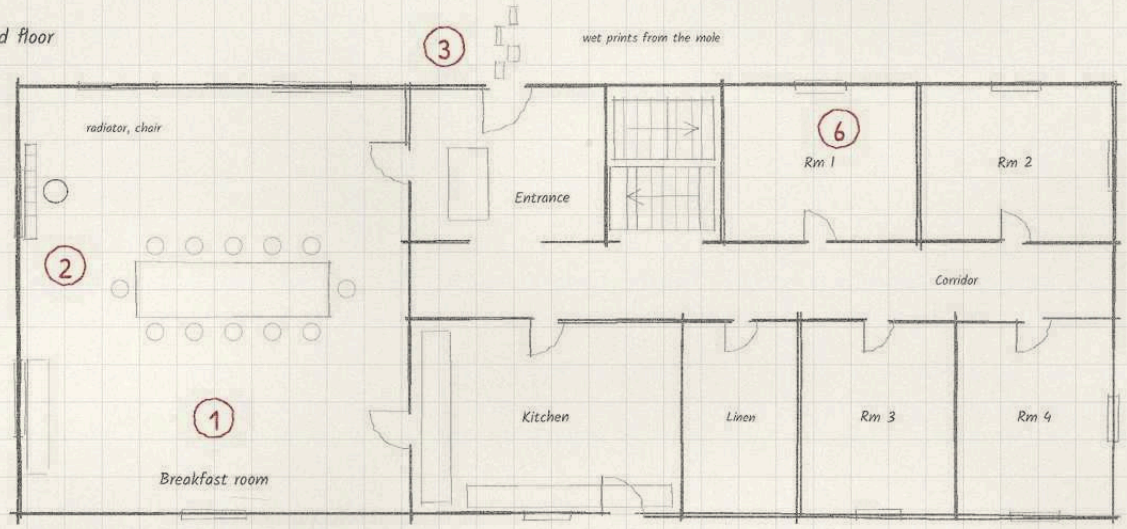
10 m

The Guesthouse in the Old Fish Factory, Ólafsvík

Two floors, 28 × 11 m, corrugated iron roof; lower right, location sketch, not to scale

N

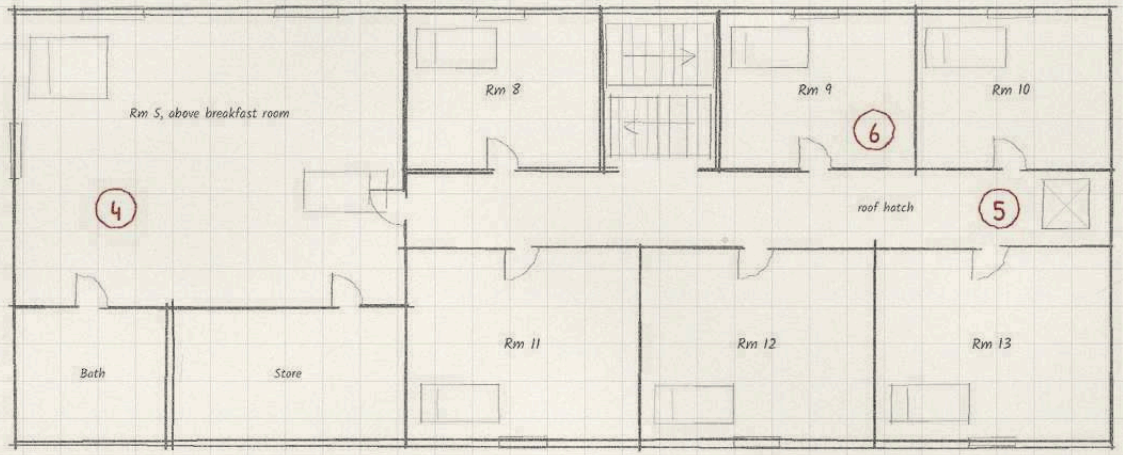
Ground floor

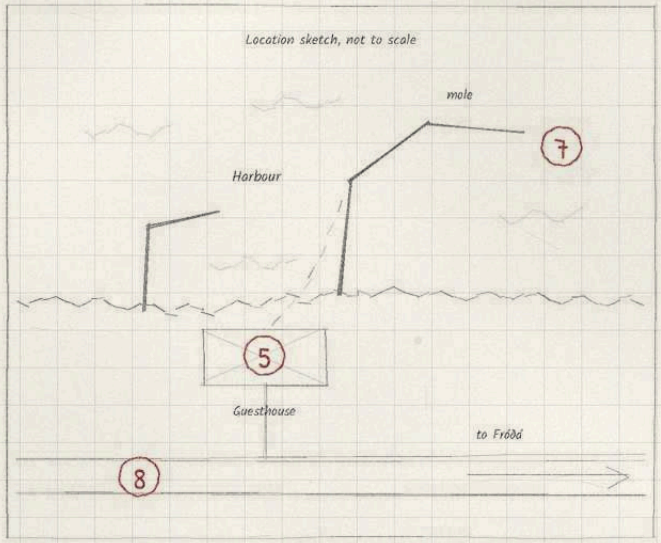


Key

1. Breakfast room
2. Radiator with the chair
3. Door (door court)
4. Room above breakfast room
5. Roof
6. Guest rooms (freely drawn)
7. Harbour with mole
8. Road to Fróðá

First floor





2 m

The Liberty Bridge in Novi Sad

Site plan of the river crossing; lower right, the pylon on the north bank in elevation

N

Novi Sad

posts 2014

Riverside road

30 m round the tip

photographer

Quay

scaffold

towards Futog

Danube

stay cables

current to Sremski Karlovci

footway

footway

south pylon

South bank road

Petrovaradin clock tower

100 m

Key

1. Pylon tip (roost)
2. Stay cables
3. Scaffold to the tip
4. Footway
5. Railing
6. Quay (photographer)
7. Riverside road
8. Petrovaradin clock tower
9. Towards Futog (hail station)
10. Current to Sremski Karlovci

North pylon, elevation, 2.5 times

30 m

roost

60 m above the footway

15 m

The Registry, Chapter V "The Old", REG-A-0551 "The Feathered One over the Bridge"

North Ridge Exploration Camp, Northern Ontario

Gold exploration, 38 people, 150 km past the end of the road at Pickle Lake. Site plan, dimensions freely drawn

N

Forest edge (black spruce)

Ravens on the roof

Manager

Medic

Generator

Diesel

Core shed

80 paces

to the drill site

55 paces

30 paces

Mess hall

Kitchen

Dry store

20 paces

Bunkhouse

Wash house/latrine

40 paces

Dogs

60 paces

Woodshed

Lake (frozen)

35 paces

Landing strip, continues east

Winter road, closed since 11 Feb

20 m

Key

1. Bunkhouse
2. Dry store (one key)
3. Core shed
4. Woodshed
5. Mess hall
6. Landing area on the ice
7. Snowmobiles
8. End of the winter road
9. Forest edge

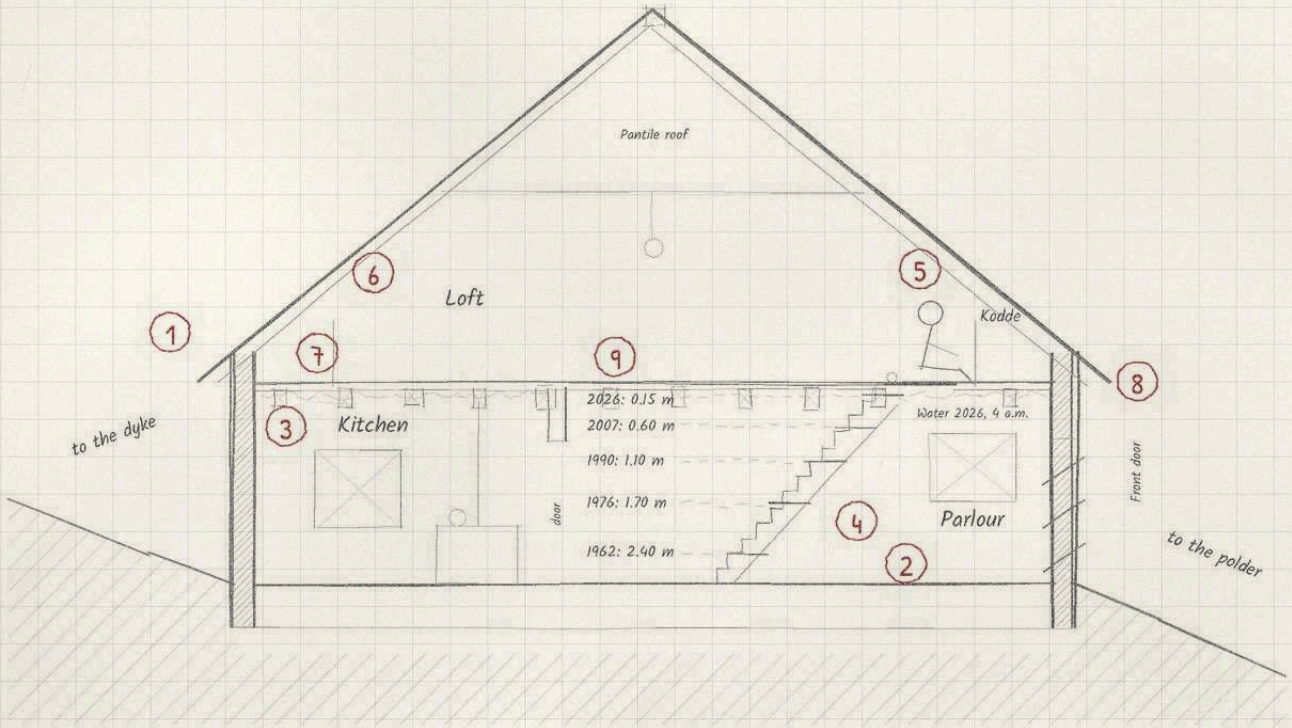
1 pace ≈ 0.8 m in snow. File 1978: one went alone to the woodshed at night. Nobody stays alone.

The Registry, Ch. V "The Old", REG-A-0521 "The Hungering One of the North"

The House on the Dyke near Zuidweel

Brick dyke worker's cottage, Schouwen-Duiveland. Cross-section, dimensions freely drawn

N



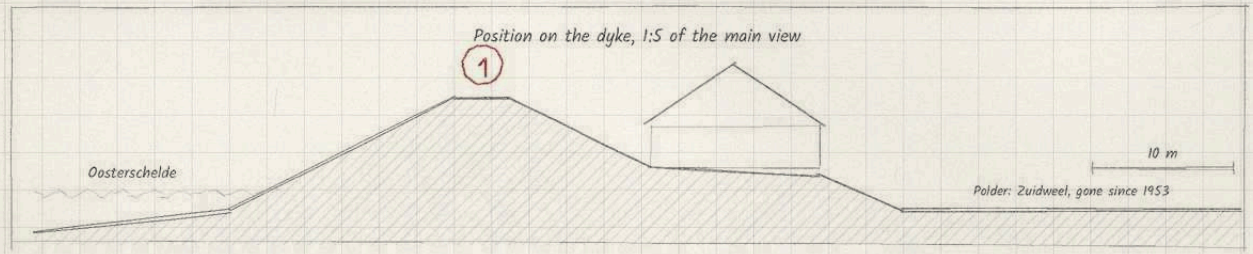
Key

1. Dyke
2. Parlour
3. Kitchen
4. Stairs with water marks
5. Hatch with Kodde
6. Loft
7. Oak beams
8. Boarded-up door and windows
9. Levels 1962 to 2026

Water rises from midnight until about 4 a.m. and falls until first light.

Hatch open: it rises no further.

Marks = distance below the hatch.

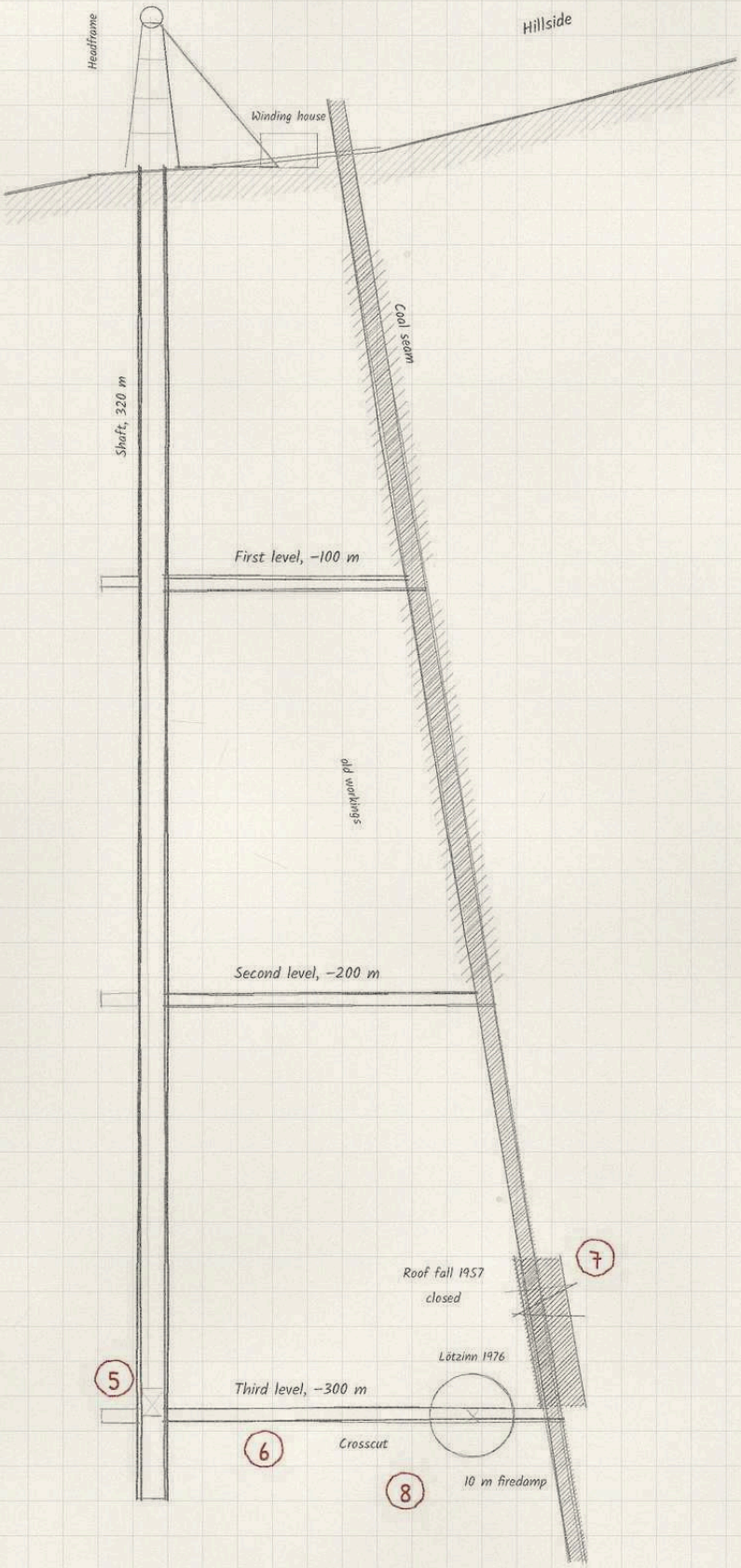


2 m

Pozo Santa Olaya near Sotrondio

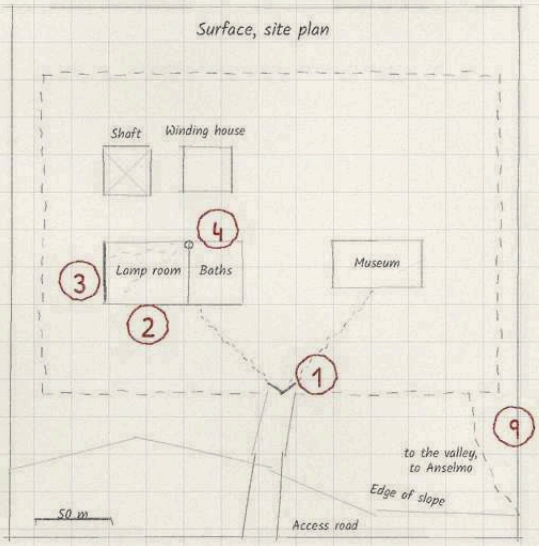
Closed pit in the upper Nalón valley, now a show mine. Dimensions freely drawn

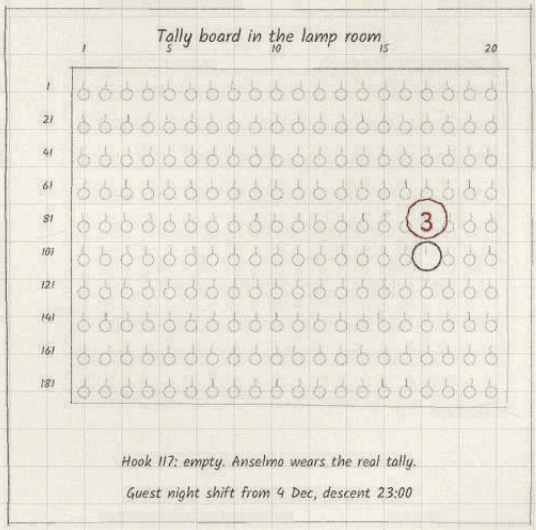
N



Key

1. Pit gate
2. Lamp room
3. Tally board, hook 117
4. Security camera
5. Cage
6. Third level
7. Closed working (1957)
8. Methane warning
9. Path to the valley (Anselmo)



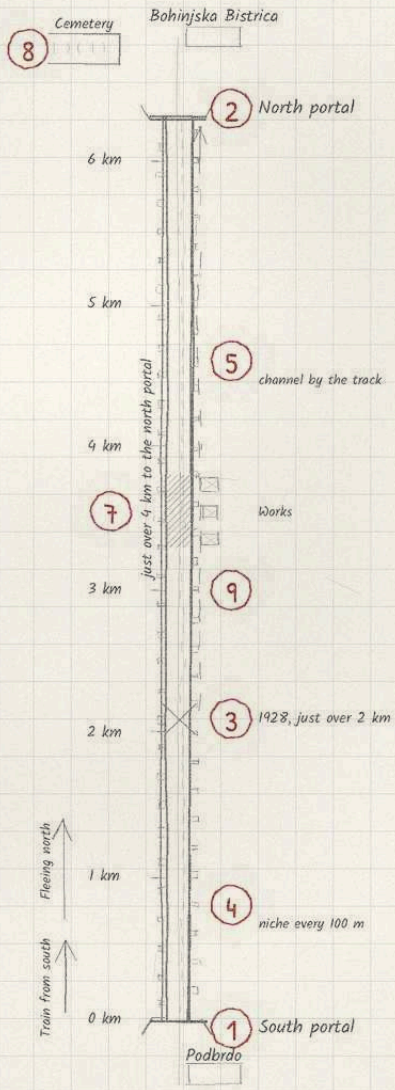


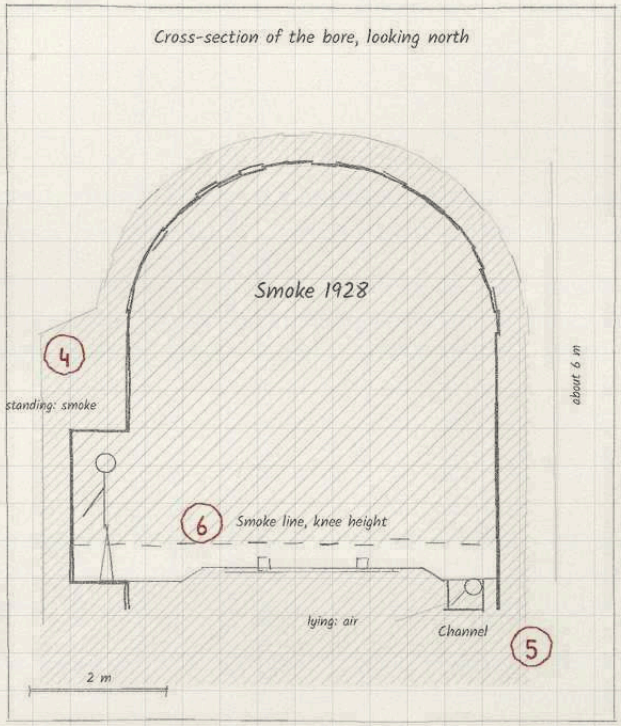
50 m

The Bohinj Tunnel

Bohinj Railway, Podbrdo to Bohinjska Bistrica, 6.3 km. Inset: cross-section of the bore

N





Key

1. South portal (Podbrdo)
2. North portal (Bohinjska Bistrica)
3. Accident site (just over 2 km)
4. Refuge niches
5. Drainage channel by the track
6. Smoke line (section)
7. Works with generators
8. Cemetery wall
9. 4 km to the north portal

Standing, you breathe the air of 1928.

Lying down, you breathe ours.

Salt drives the Nine off for the night.

Route width exaggerated.

1000 m

Installation 83 on the Kalkhagen Slope

Former border strip in the Green Belt, 2.4 km. Above: overview. Below: detail around the command post

N

Village in the valley

8 Pumping station

Thuringia

GP 1

GP 2

GP 3

7

State border

Upper Franconia

Footpath, diverted since 1998

Detail below

Detail around the command post

Pipe from pumping station

Stand still with raised hands and it will not fire. Two upright, in step, side by side on the patrol track are sentries. Ms Fechner has stood in the strip since 05:10.

30 m

GP 2

4

5

Pylon

6

Ms Fechner

1

Patrol track

2

Control strip

Command post

Bunker

9

old border fence

State border

3

10

30 m

100 m

Key

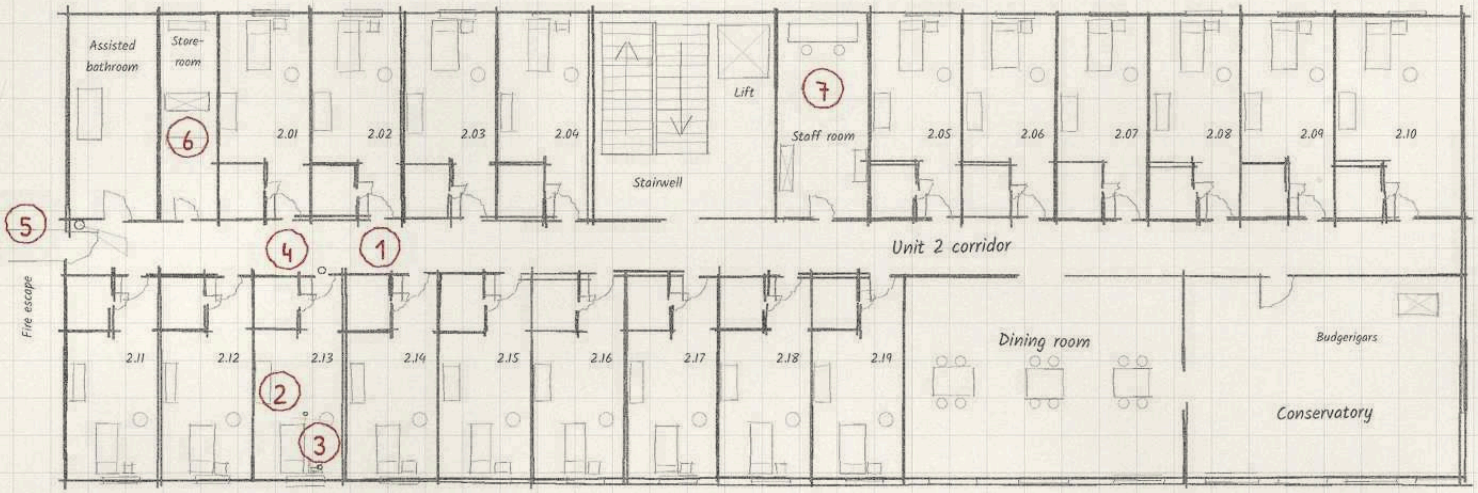
1. Patrol track (slabs)
2. Control strip with sensors
3. Stumps with infrared eyes
4. Gun positions 1 to 3
5. Pylon with loudspeaker
6. Command post with bunker
7. 1998 fence
8. Pumping station and pipe
9. Ms Fechner's position
10. 30 m limit

200 m

Haus Lesumblick, Bremen-Burglesum

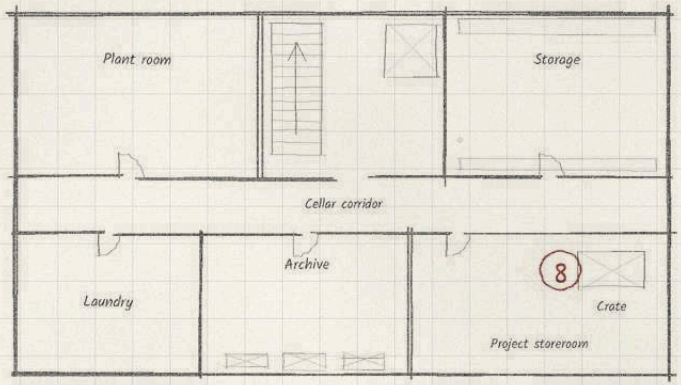
Care home above the Lesum: residential unit 2 on the first floor, below it part of the cellar. Dimensions freely drawn

N



South side: view over the Lesum

Cellar, detail



Key

1. Residential unit 2
2. Resident's room with tablet
3. LED candle
4. Call system
5. Emergency exit with camera
6. Charging station
7. Staff room
8. Cellar: second robot

Rounds at 23:00, 01:00, 03:00 and 05:00, charging from 05:30. Switch off: charging station plug. Nights are one carer short.

5 m

The Chalk Lake in the Weißer Grund, Jasmund

Abandoned chalk quarry between Sassnitz and Sagard, Rügen. Terrain, dimensions freely drawn

N

Slope, since 1994

Quarry edge, 20 to 30 m high, chalk

Cart

50 m round the cart

North shore, mud

Jetty

34 net sacks

Cowshed

Paddock

38 m

30 m

20 m

10 m

Lake, milky turquoise

Congregation houses

Access

to the main road

50 m

Key

1. Lake in the chalk quarry
2. North shore
3. Jetty
4. Lake bed with net sacks
5. Cowshed with cows
6. Observation post on the slope
7. Procession route in
8. 50 m circle round the cart

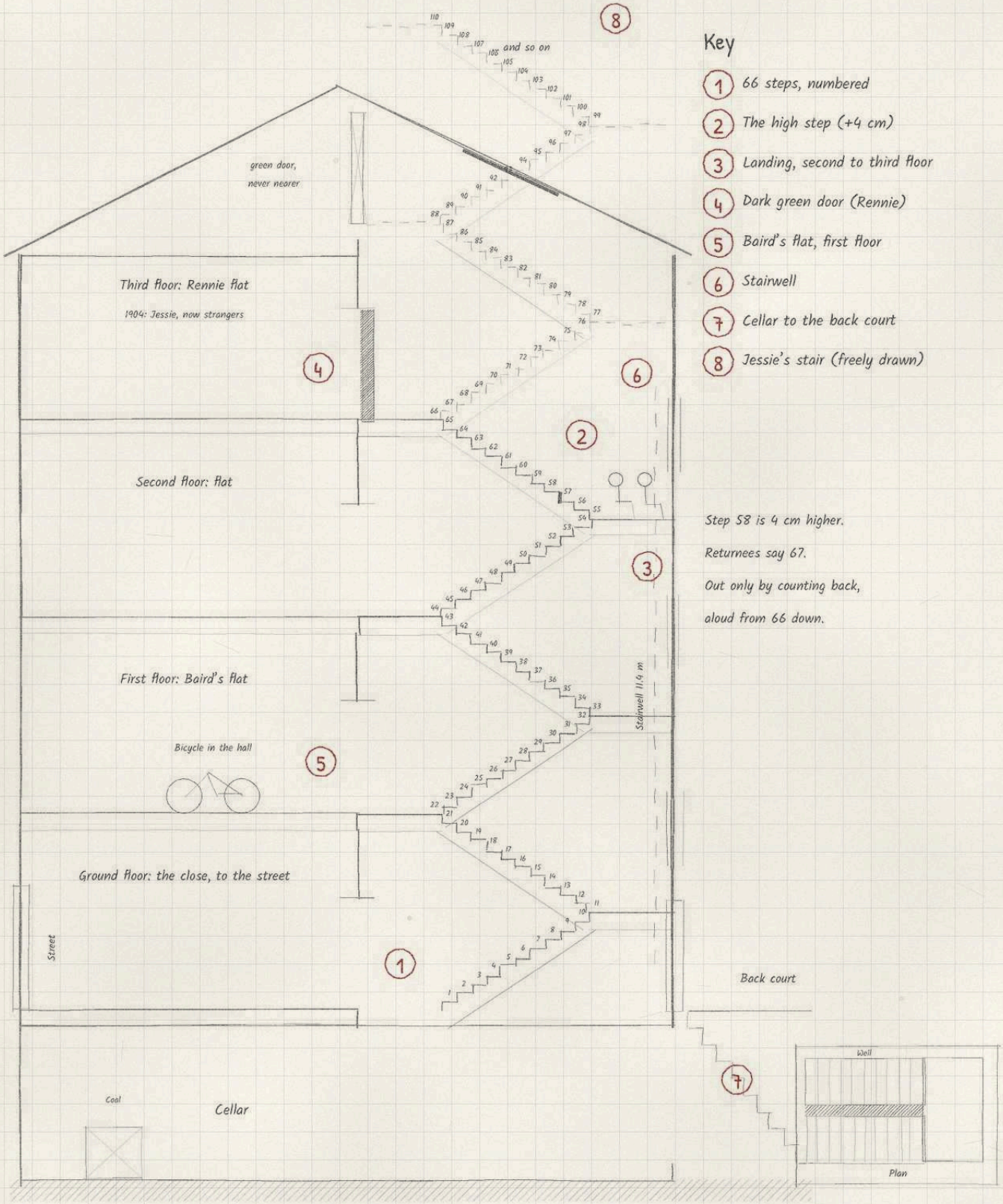
Lake 38 m deep, below 10 m
6 °C all year.
Procession: within the circle
no iron or steel wounds.
Washing Night on the shore:
the peace no longer holds.

The Registry, Ch. VIII "The Humans", REG-H-0803 "The Congregation at the Chalk Lake"

The Stairwell in Govanhill, Glasgow

Tenement of 1897, stair section. 66 steps, 22 per floor. Dimensions freely drawn

N

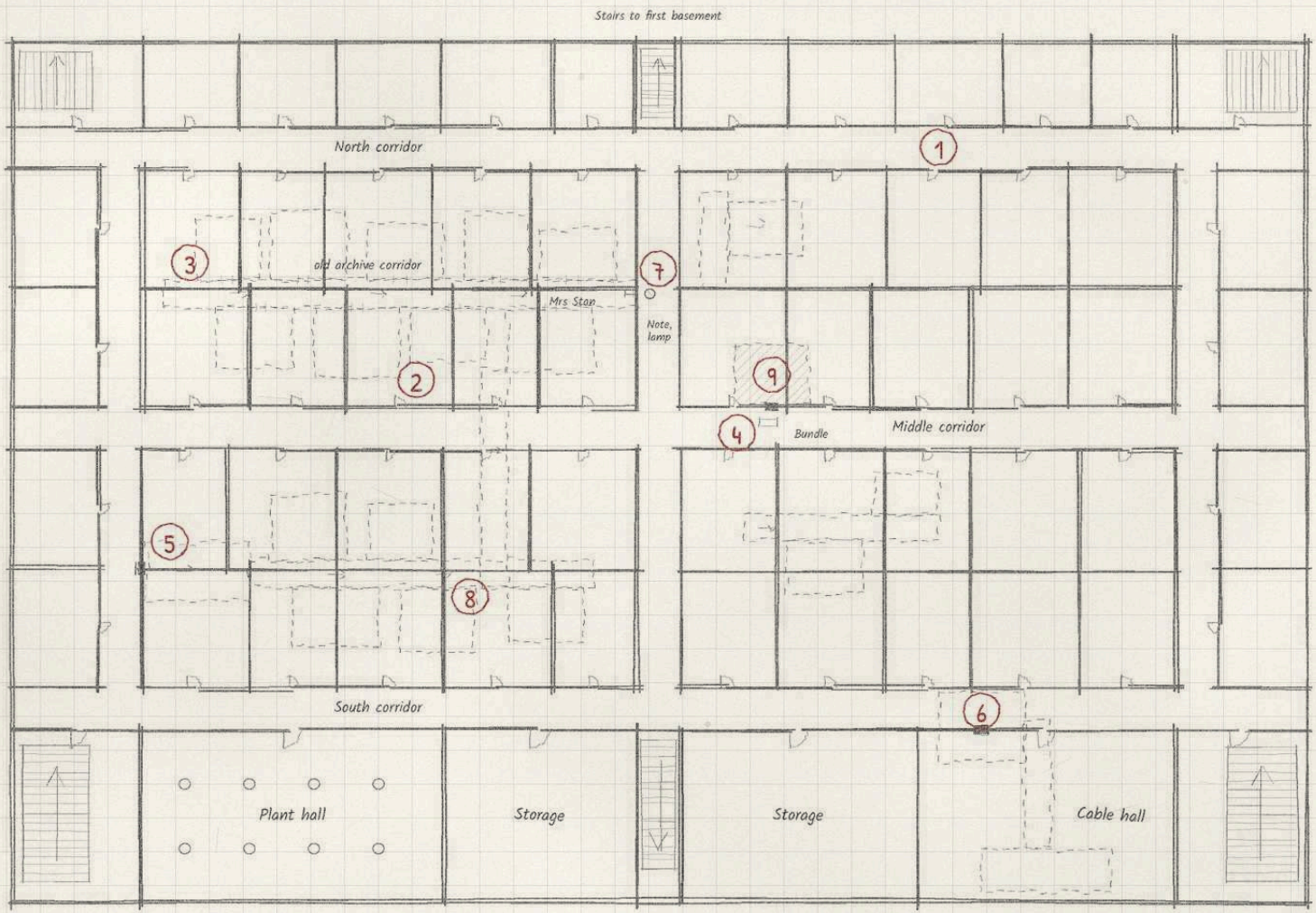


The Registry, Ch. IX "The Shifted", REG-V-0131 "The Child in the Stairwell"

Palace of the Parliament, Bucharest, Second Basement

Valid plan in pencil, deleted rooms from all plan versions in thin dashes. Freely drawn, not a real plan

N



Key

1. Valid plan, second basement
2. Deleted rooms
3. Old archive corridor
4. Sealed access 1
5. Sealed access 2
6. Sealed access 3
7. Wall with note and lamp
8. Dorin's chalk marks
9. Room without a door

A stamped plan change: whoever stands in the deleted room goes with it. Conversion to archive, stamp brought forward to Monday.

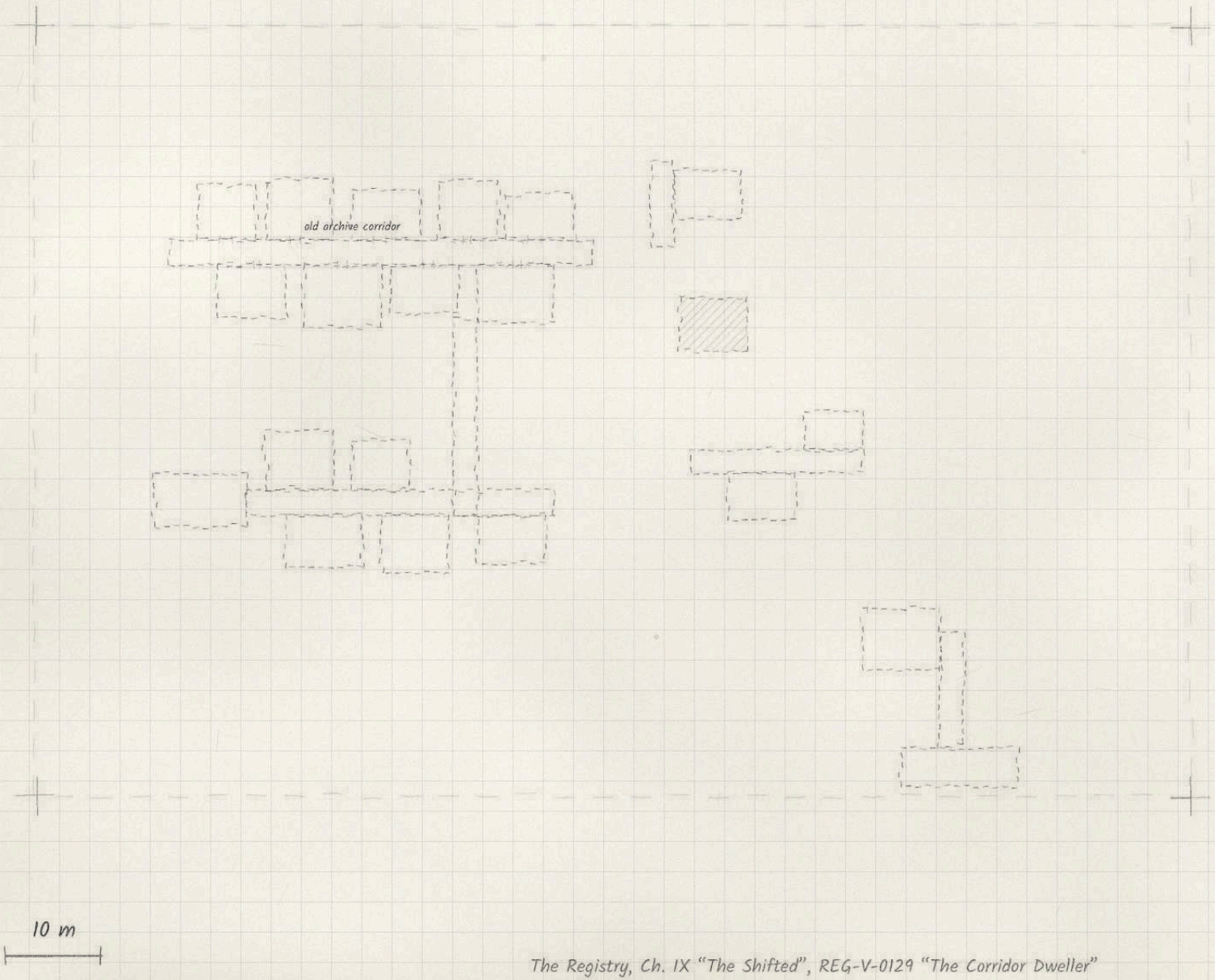
10 m

The Registry, Ch. IX "The Shifted", REG-V-0129 "The Corridor Dweller"

Plan Versions Overlaid: Deleted Rooms

Handout to lay over the valid plan of the second basement (same scale)

N



Align the marks with the outer corners.

The Unger Bakery in Tadten

Seewinkel, Burgenland. Above: the road from Andau. Below: the bakery. Dimensions freely drawn

N

Fields, windbreak

Tadten

Bakery, enlarged below

Village centre

Place-name sign

7

4

6

Stop

Verge

5

Direction of travel

to Andau

Road from Andau to Tadten

about 390 m to the green gate

Fields

Ground floor

Flour store

Oven

2

Bakehouse

Yard

Kitchen

Hall

Shop

1

green gate

Street

5 m

Upper floor (street range only)

Bakehouse roof

Bath

3

Room upstairs

Parents

Key

1. Green gate
2. Bakehouse with oven
3. Room upstairs
4. Road from Andau to Tadten
5. Verge (the girl)
6. Where drivers stop
7. Edge of Tadten

The only house with a light at two.

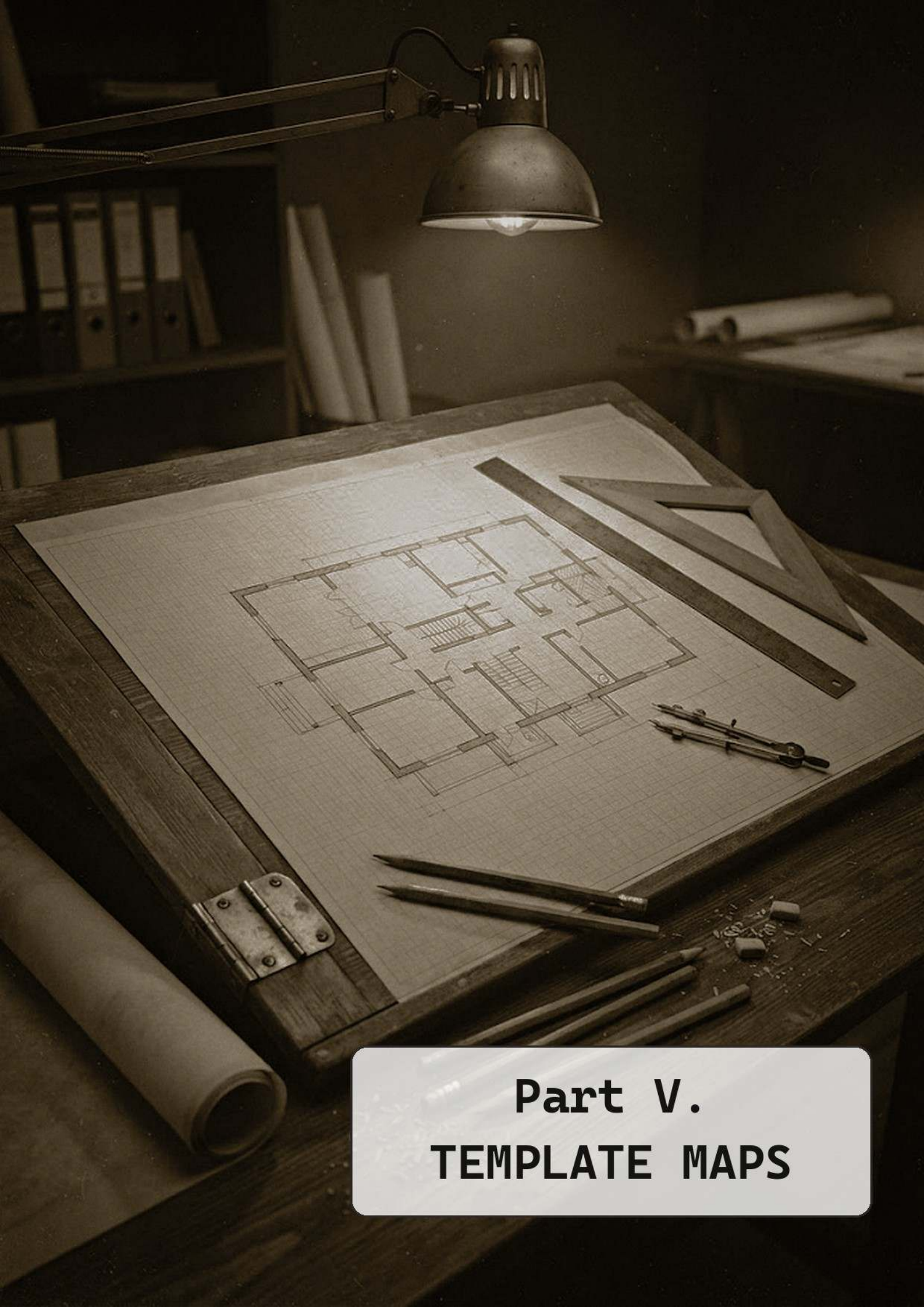
Theresia slept upstairs in 1977.

Lea is at the oven at three.

Bell at the gate, front door just inside.

The night tour starts at the gate.

100 m



Part V.
TEMPLATE MAPS

Template Maps

“There is always a cellar somewhere.”
Handler at a briefing

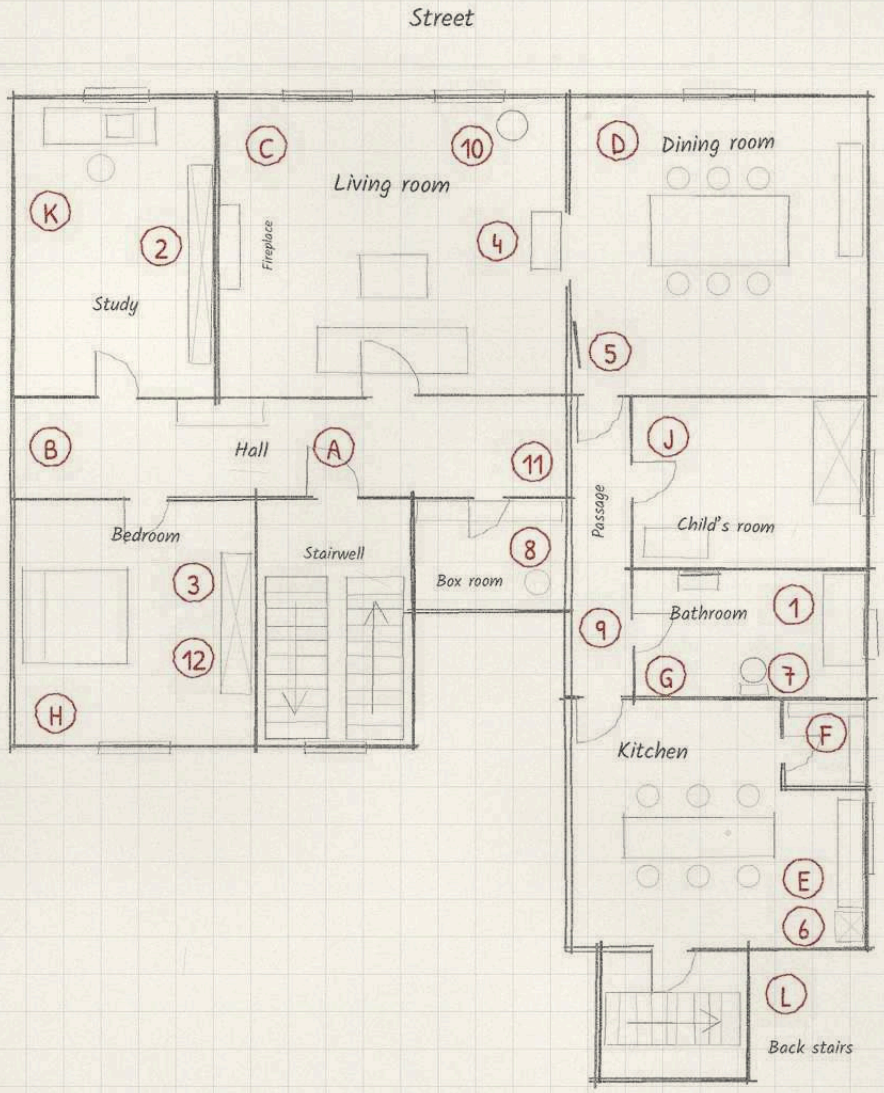
The 60 template maps belong to no book. They are drawn for files that a game master makes up or rolls with Random Files. None of them bears a place name. The village is called “Village”, the station “Station”.

The order leads from the flat to the outdoors. First comes housing, from the period flat to the farmstead, then village, small town and city quarter, church, cemetery, monastery, castle ruin and lighthouse. Next come railway station, underground and road, police and prison, hospital, forensic pathology and psychiatric hospital, school and boarding school, six buildings for culture and nights out, from the museum to the pub, and four for money and work, from the supermarket to the underground car park. After that the maps go below ground and into industry, from the sewers via two bunkers and a mine to the harbour, to two ships, to the hangar and to the technical plant. At the end stand the places on the margins, campsite, mountain hut, moor and funfair, and three sheets from the service: the relay, the archive and the restricted zone around a rift.

Larger places have two sheets, a site plan and a floor plan: the villa, the farmstead, the village church, the municipal cemetery, the small-town railway station and the boarding school.

Period Flat with Hiding Places

Late 19th-century flat, second floor, ceilings 3.4 m, floorboards



Template map

N

Rooms

- (A) Front door (3 locks, chain)
- (B) Hall with coat rack
- (C) Living room with fireplace
- (D) Dining room (walk-through)
- (E) Kitchen with long table
- (F) Pantry
- (G) Bathroom with mirror
- (H) Bedroom
- (J) Child's room with loft bed
- (K) Study
- (L) Back stairs

Hiding places (d12)

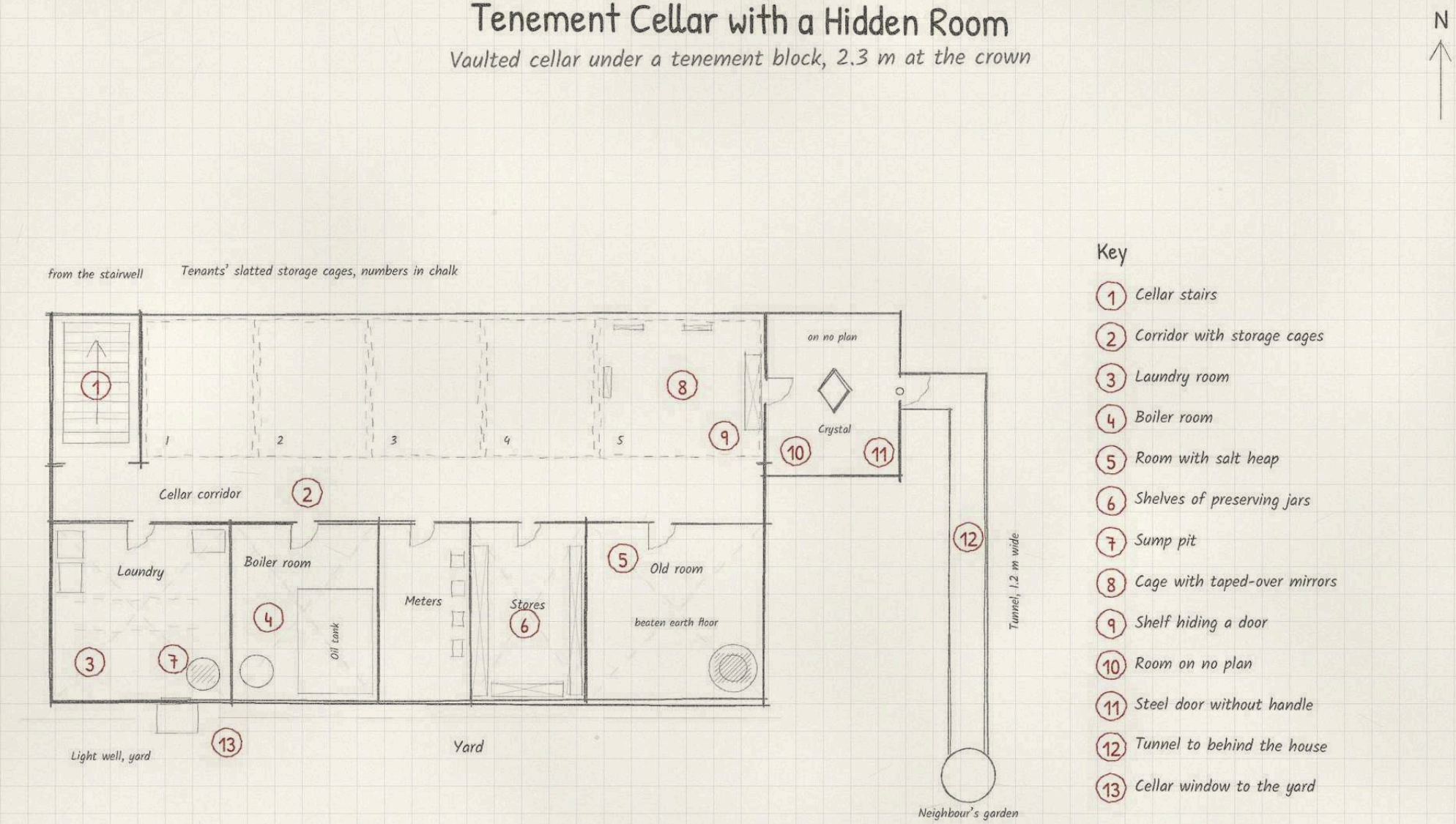
1. Loose tile in the bathroom
2. Book with a hollow spine
3. Floorboard in the wardrobe
4. Cathode-ray television
5. Wall behind a crooked picture
6. Freezer compartment
7. Toilet cistern
8. Vacuum cleaner bag
9. False ceiling
10. Flowerpot
11. Skirting board in the hall
12. Suitcase on the wardrobe

Before 1960: 4 is a radio,

9 a stovepipe, no computer.

Tenement Cellar with a Hidden Room

Vaulted cellar under a tenement block, 2.3 m at the crown



Key

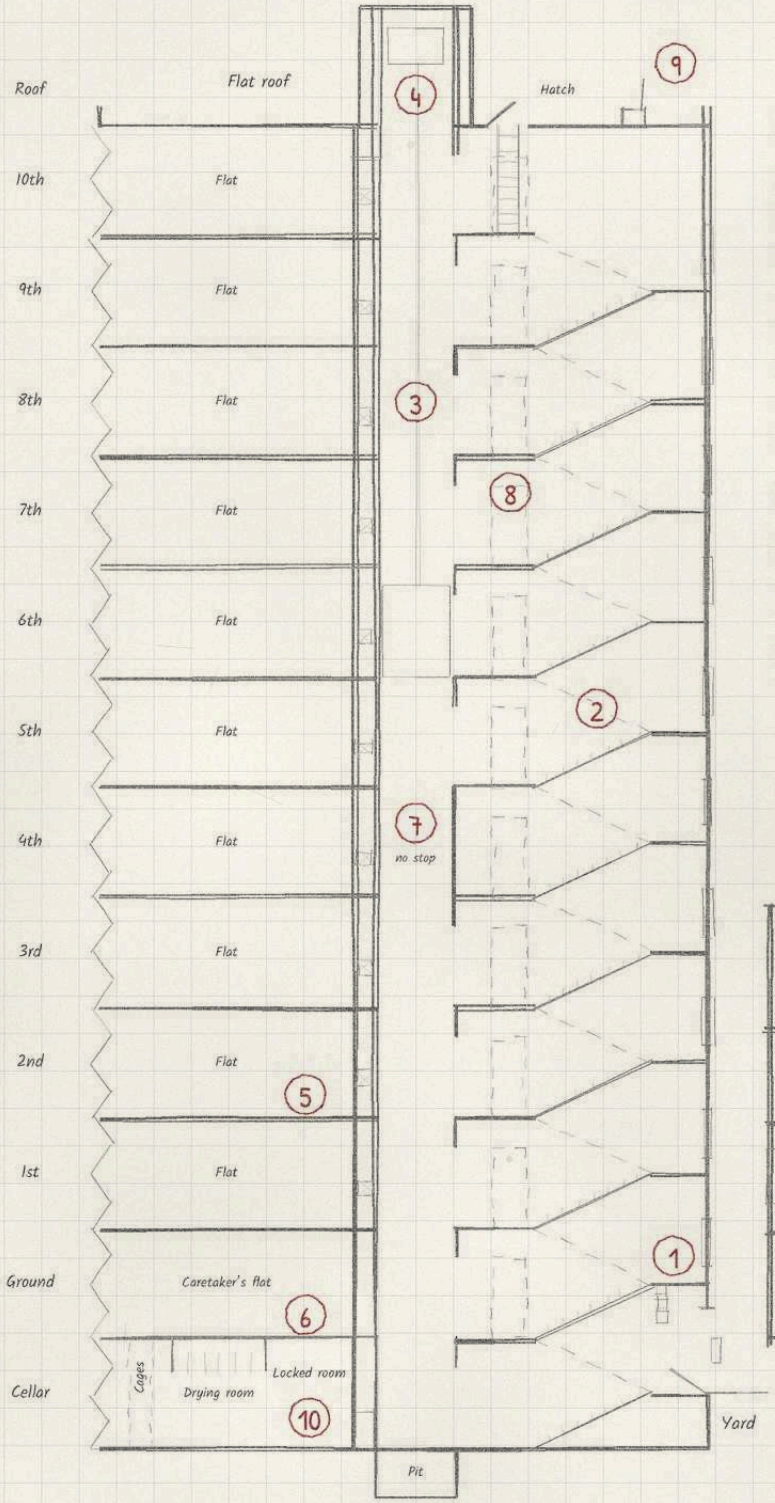
1. Cellar stairs
2. Corridor with storage cages
3. Laundry room
4. Boiler room
5. Room with salt heap
6. Shelves of preserving jars
7. Sump pit
8. Cage with taped-over mirrors
9. Shelf hiding a door
10. Room on no plan
11. Steel door without handle
12. Tunnel to behind the house
13. Cellar window to the yard

Template map

Prefab Block: Stairwell and Lift

Section through one entrance, eleven storeys; right, a typical floor

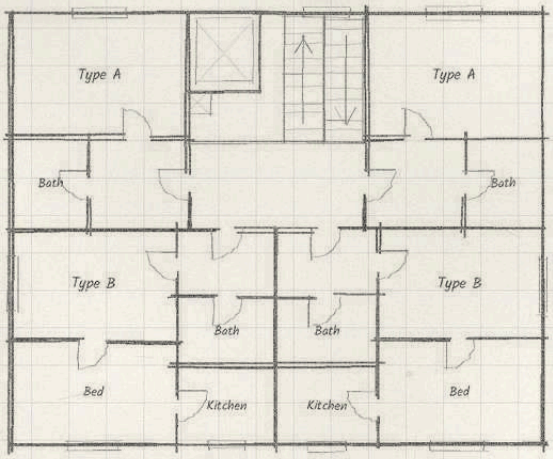
N



Key

1. Entrance and letter boxes
2. Stairwell with landings
3. Lift shaft
4. Lift motor room on the roof
5. Rubbish chute
6. Caretaker's flat
7. Fourth floor (skipped)
8. Door opens only from inside
9. Roof with a chair
10. Cellar with locked room
11. Flat layouts (inset)

11 Typical floor



A: bedsit with kitchenette, 28 m²

B: two rooms, kitchen, bath, 42 m²

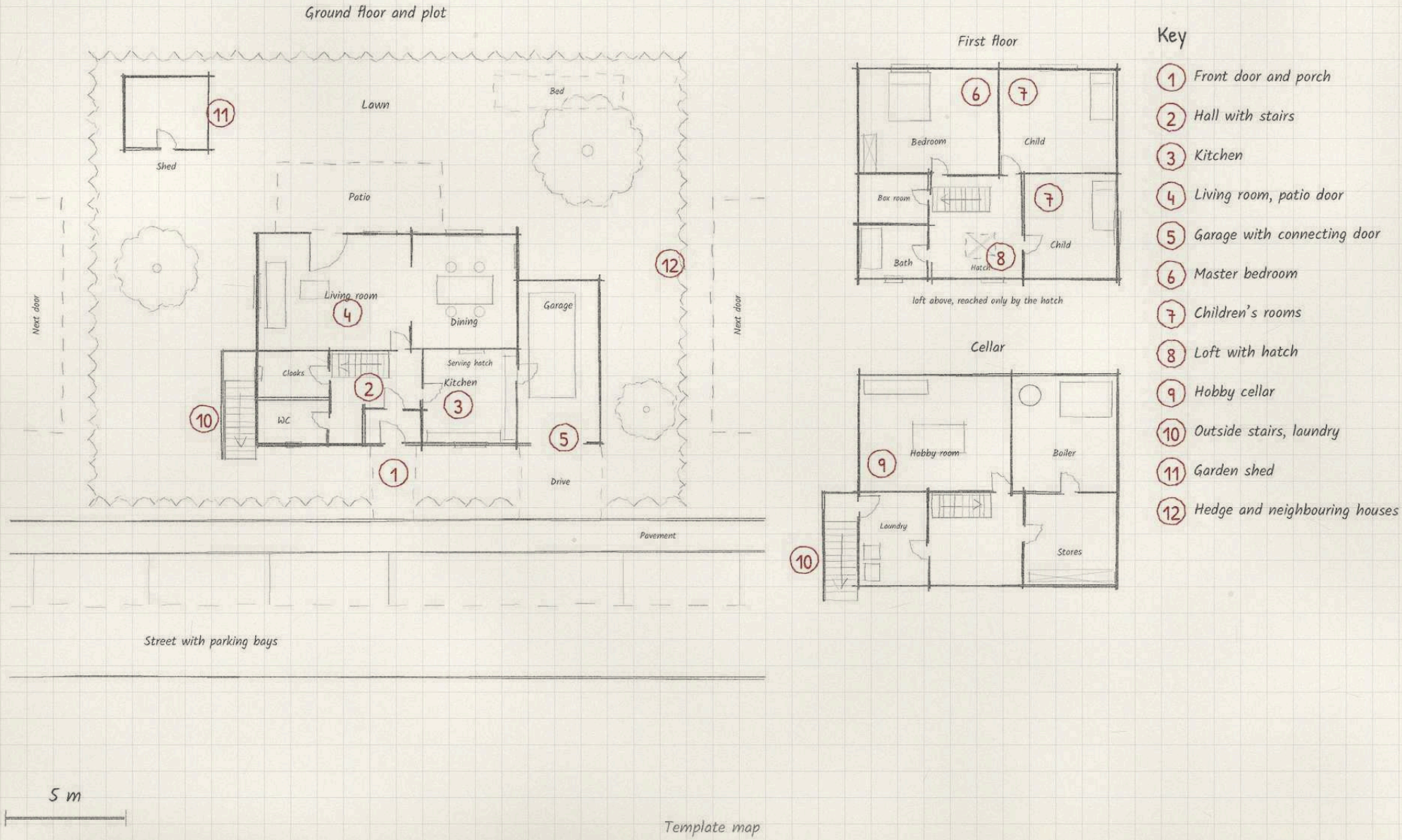
5 m

Template map

Detached Family House

Seventies estate house, 11 × 9 m, with garage, cellar and garden

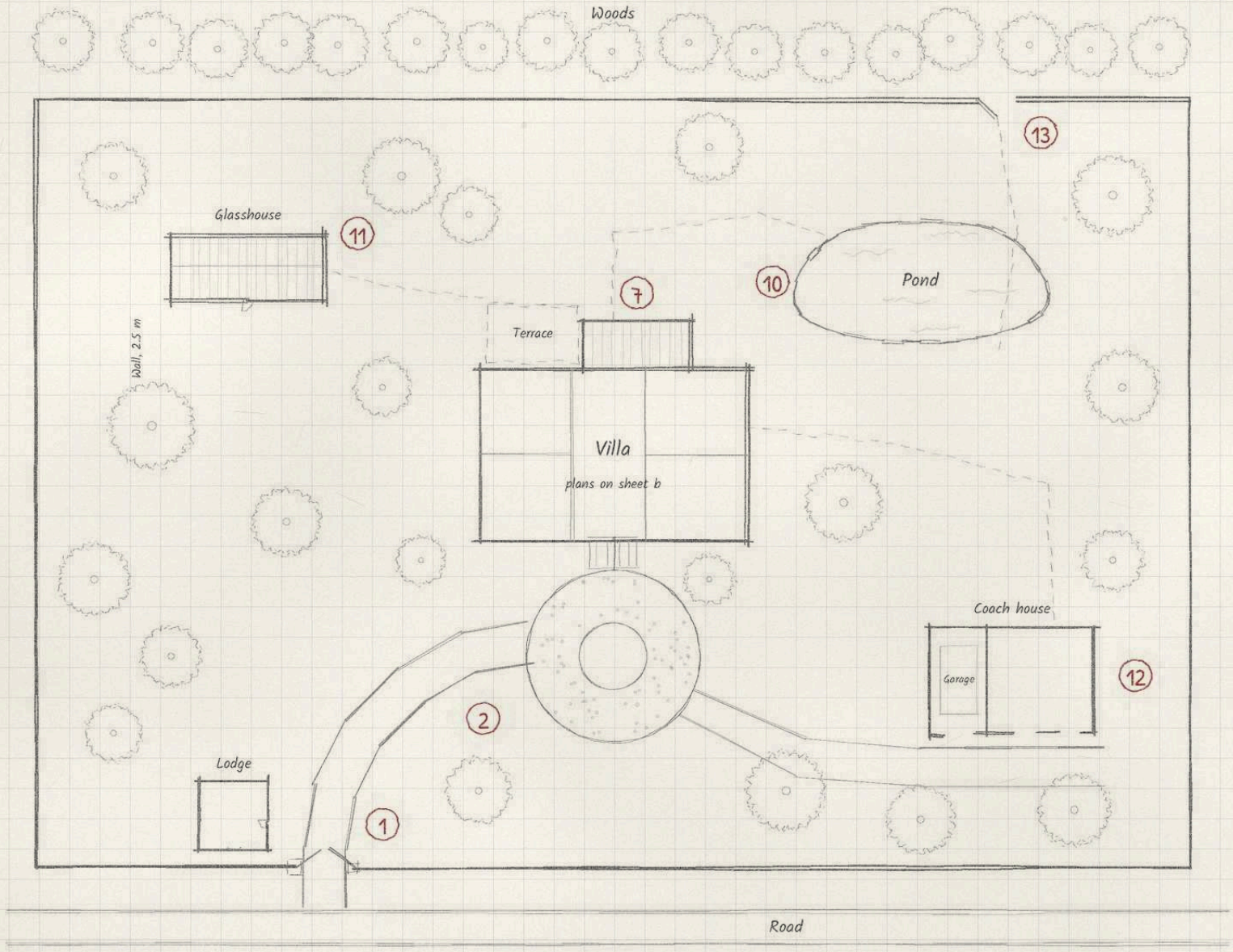
N



Template map

Villa with Grounds

Sheet a: site plan. Late 19th-century villa, 28 × 18 m, in walled grounds



N

Key

1. Gate with lodge
2. Gravel drive
7. Conservatory
10. Pond
11. Glasshouse
12. Coach house and garage
13. Gate in the wall

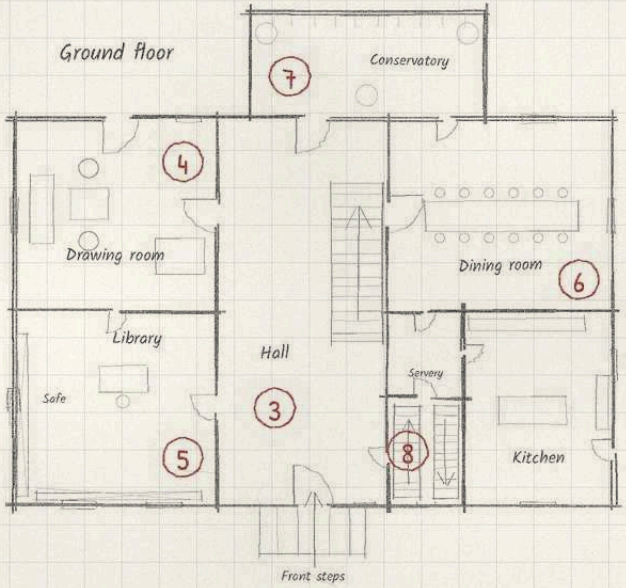
3 to 9: villa, see sheet b

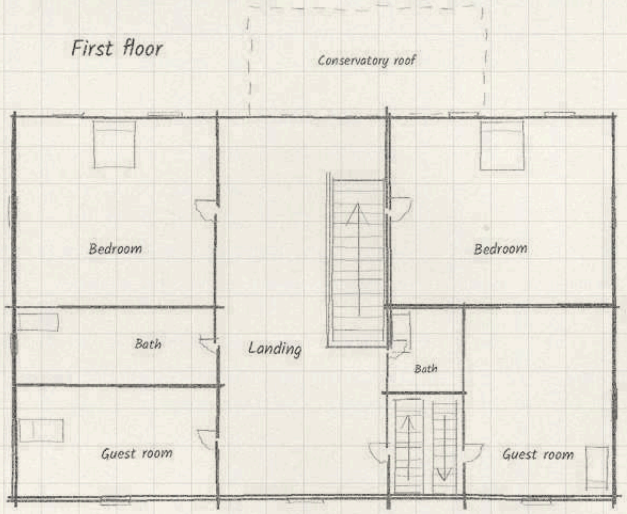
Template map

Villa with Grounds

Sheet b: villa plans, ground floor, first floor, cellar and attic

N



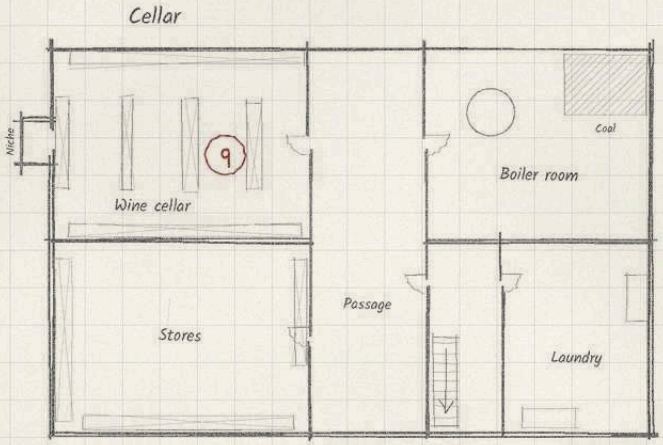


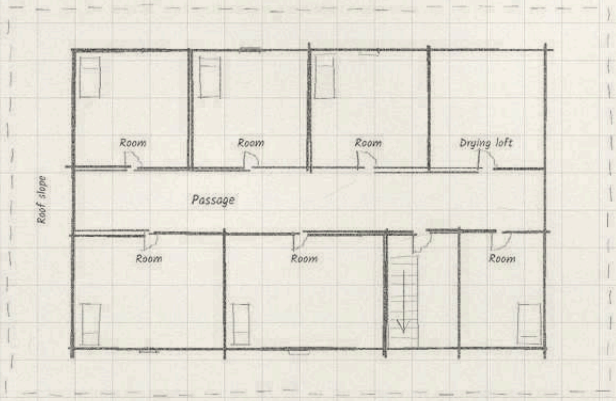
Key

- (3) Hall with staircase
- (4) Drawing room
- (5) Library
- (6) Dining room
- (7) Conservatory
- (8) Servants' stairs
- (9) Wine cellar

1, 2 and 10 to 13: sheet a

Secret: safe behind the shelves in the library; niche behind the wine rack in the cellar.



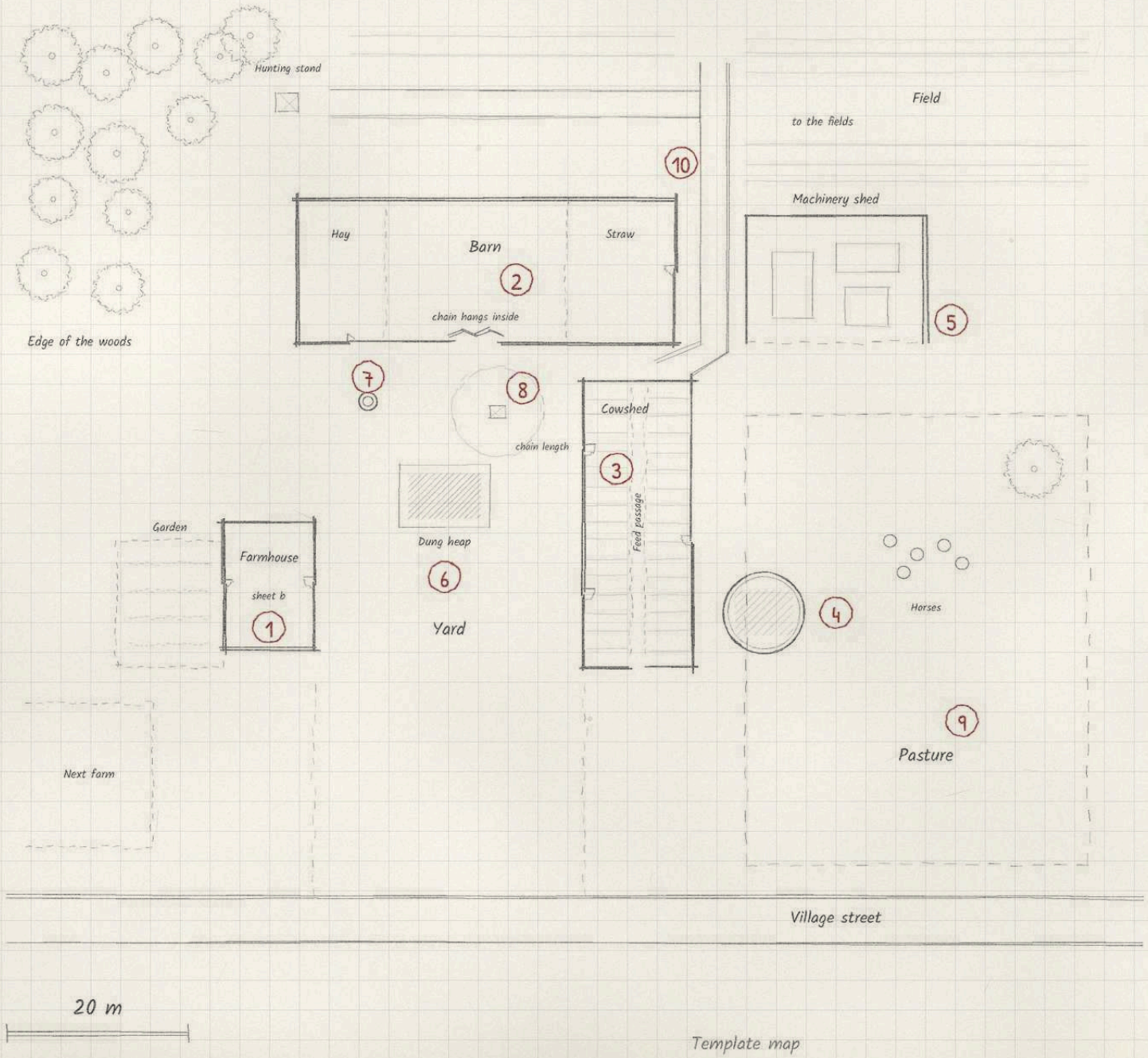


5 m

Template map

Farmstead

Sheet a: site plan. Three-sided farmstead at the edge of a village



Key

1. Farmhouse
2. Barn with chained door
3. Cowshed
4. Slurry pit
5. Machinery shed
6. Yard with dung heap
7. Well
8. Dog kennel
9. Pasture
10. Farm track

11: cellar door, see sheet b

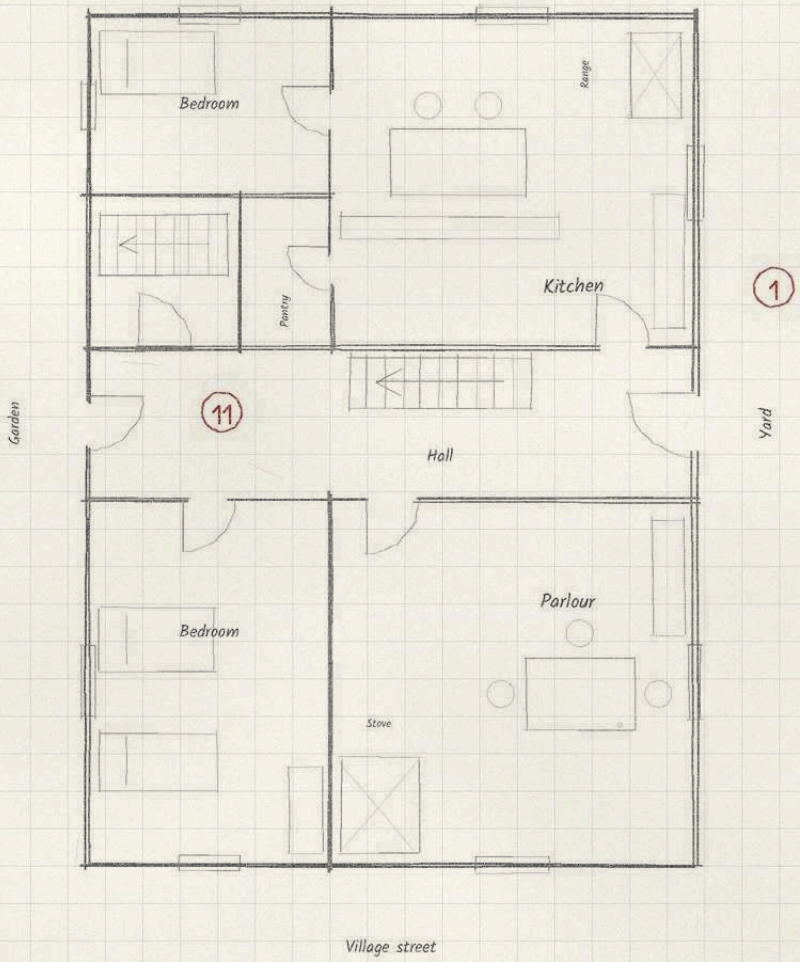
Template map

Farmstead

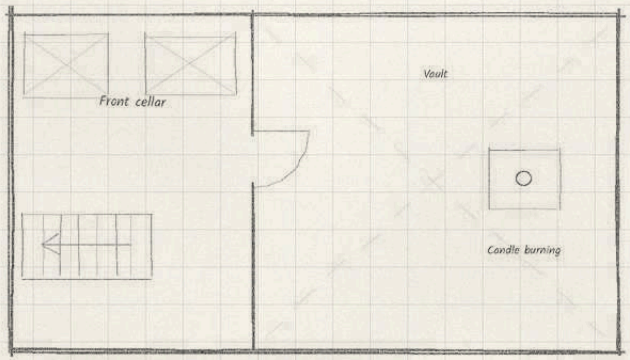
Sheet b: farmhouse, ground floor and cellar, 10 × 14 m

N

Ground floor



Cellar



Key

1 *Farmhouse*

11 *Iron cellar door*

2 to 10: sheet a

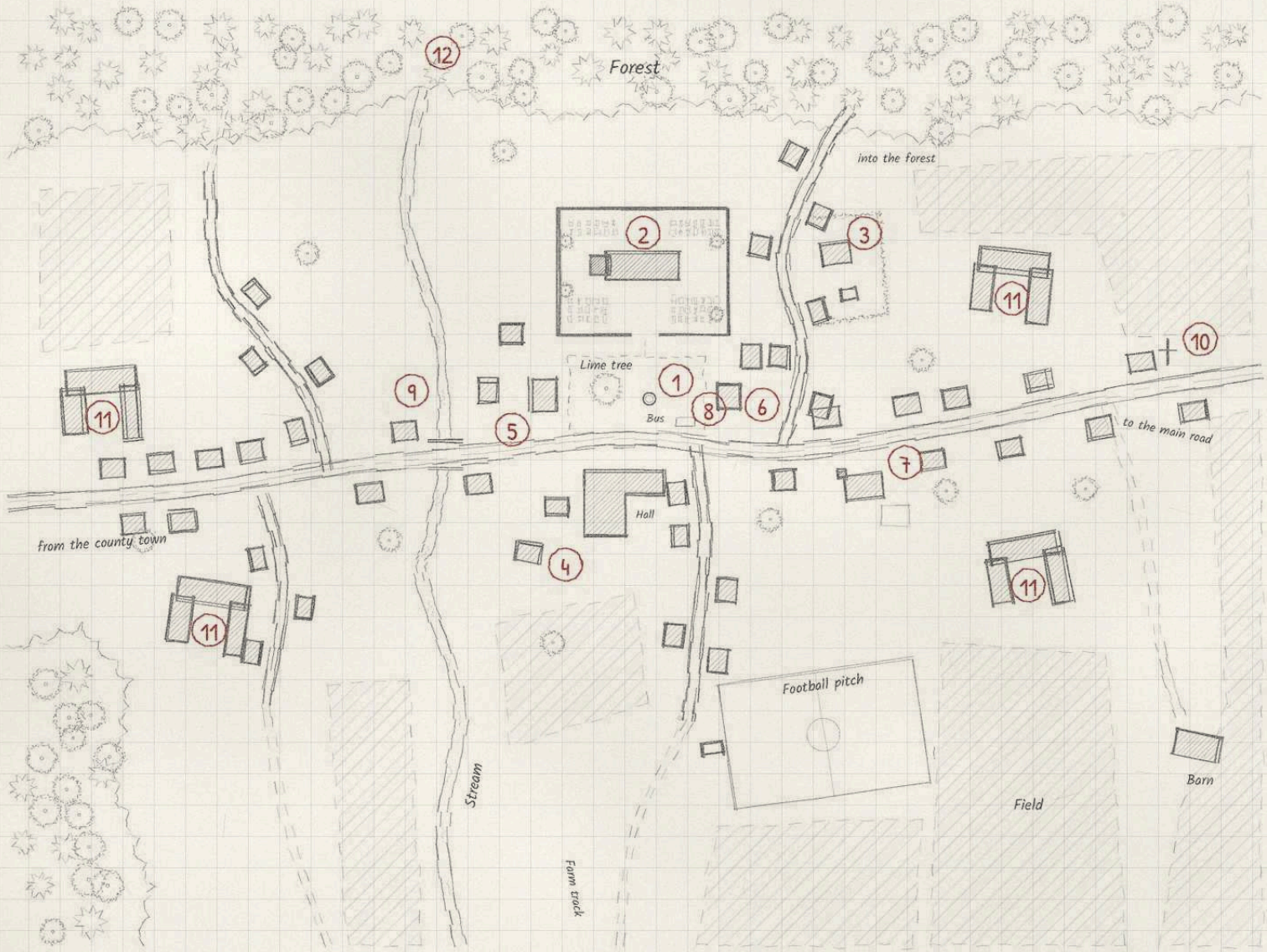
Stairs in the hall lead to attic rooms

2 m

Template map

Village

Clustered village on a through road, some forty houses



Key

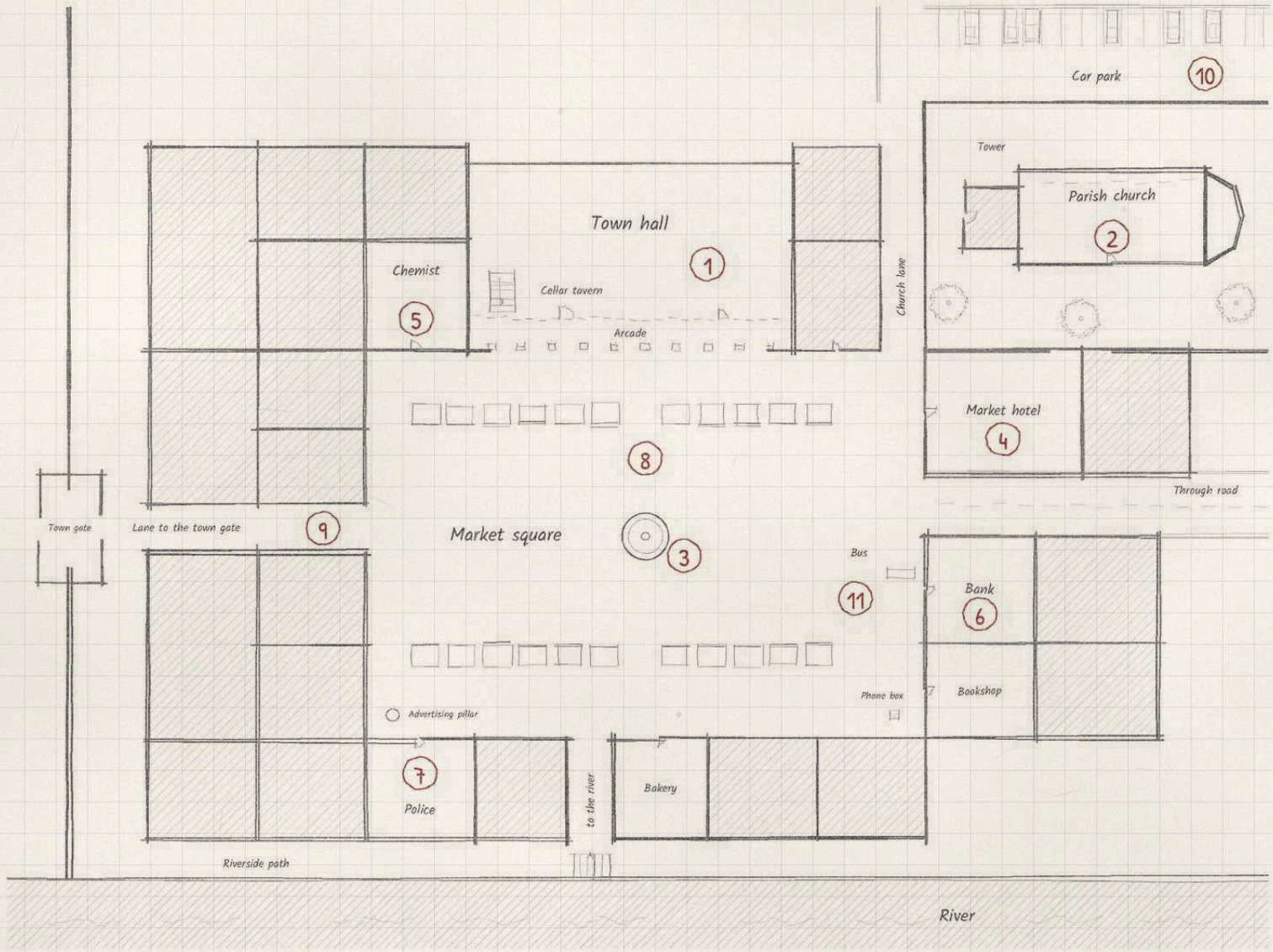
1. Square with fountain
2. Church and churchyard
3. Presbytery
4. Inn with function room
5. Town hall or local museum
6. Village shop
7. Fire station
8. Bus stop
9. Stream with bridge
10. Wayside cross
11. Farms
12. Forest edge

Candles burn at the cross, nobody says who lights them.

Template map

Small Town: Market Square

Market square with timber-framed and town houses, market day



Key

1. Town hall with cellar tavern
2. Parish church
3. Market fountain
4. Market hotel
5. Chemist
6. Bank branch
7. Police post
8. Market stalls
9. Lane to the town gate
10. Car park
11. Bus stop

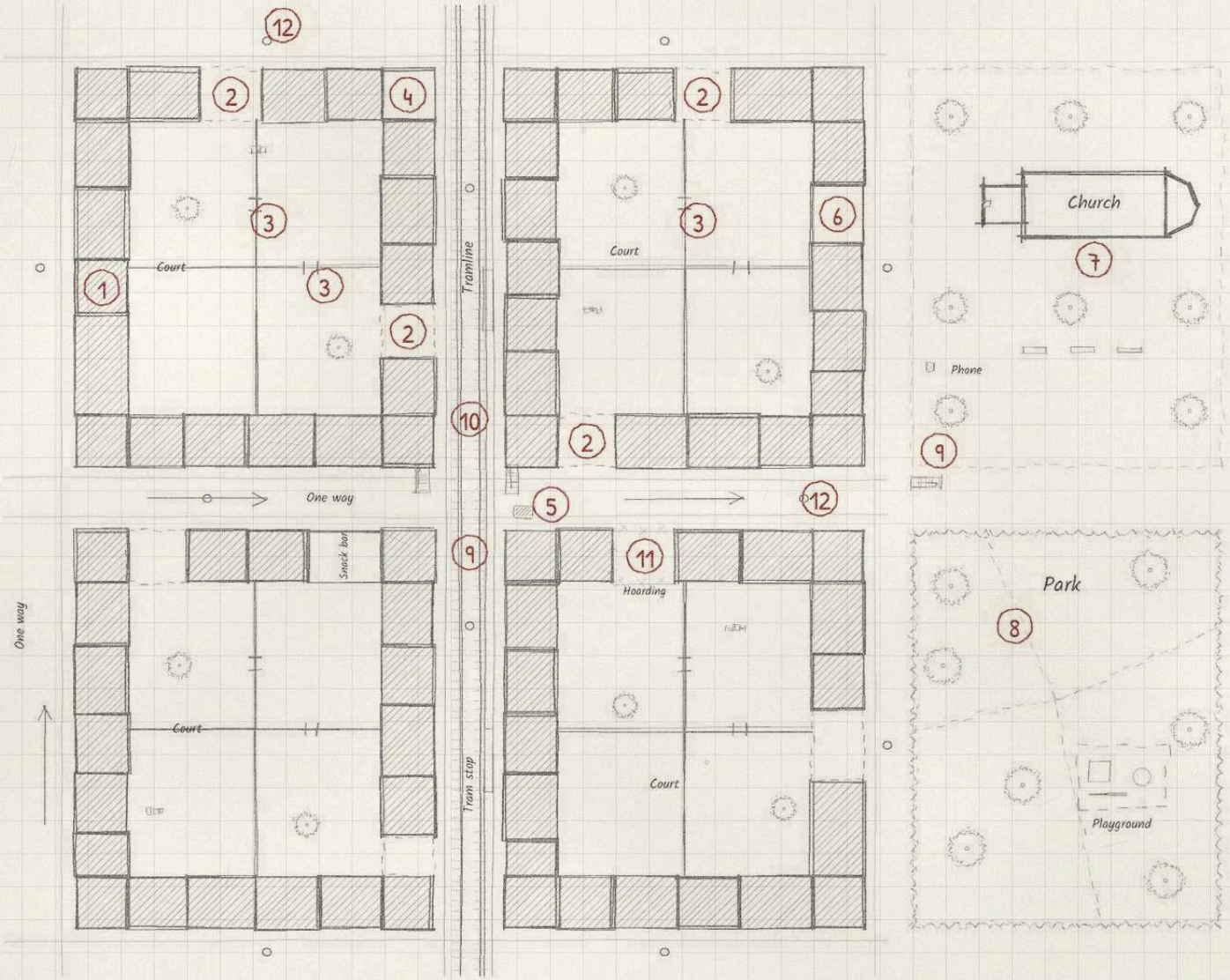
In the fifties: advertising pillar and phone box, no cars on the square. Today cameras at the bank and the chemist's.

10 m

Template map

City Quarter with Back Courts

Late 19th-century quarter, four perimeter blocks



Key

1. Perimeter blocks, back courts
2. Carriage arches
3. Passage between courts
4. Corner pub
5. Kiosk
6. Launderette
7. Church on the square
8. Park with playground
9. Underground entrance
10. Tramline
11. Vacant plot
12. Manhole covers

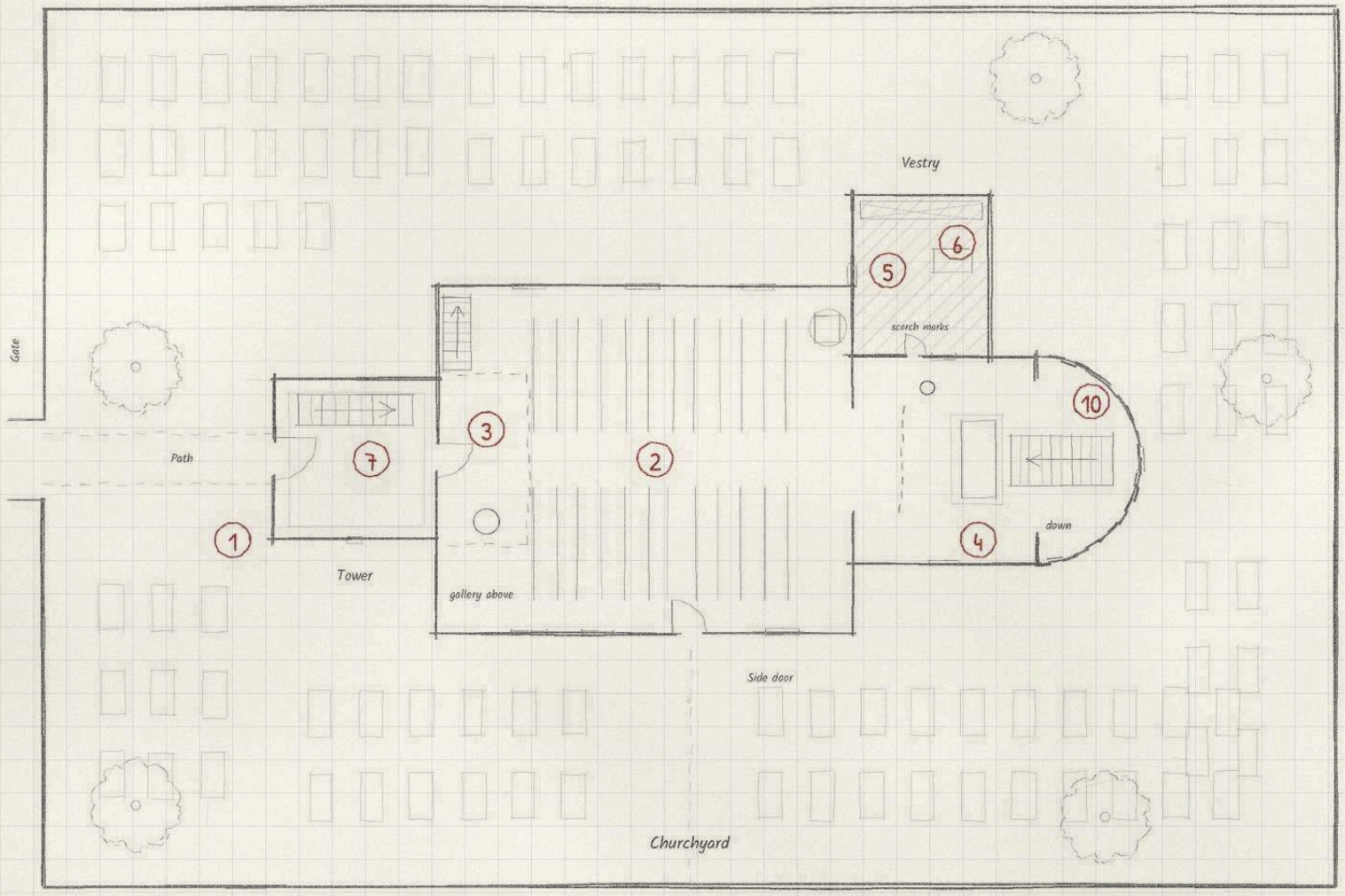
Until about 2000 there is a phone box on the square; after that, cameras at the kiosk and Underground entrance.

Template map

Village Church with Crypt

Sheet a: ground floor and churchyard. Romanesque, west tower

N



Key

1. Main door
2. Nave with pews
3. Gallery
4. Altar with sanctuary lamp
5. Vestry (locked)
6. Parish register in vestry
7. Tower stairs
10. Stairs to the crypt

Vestry locked since a fire, the key is kept by the parson. Bell chamber, roof space and crypt: sheet b.

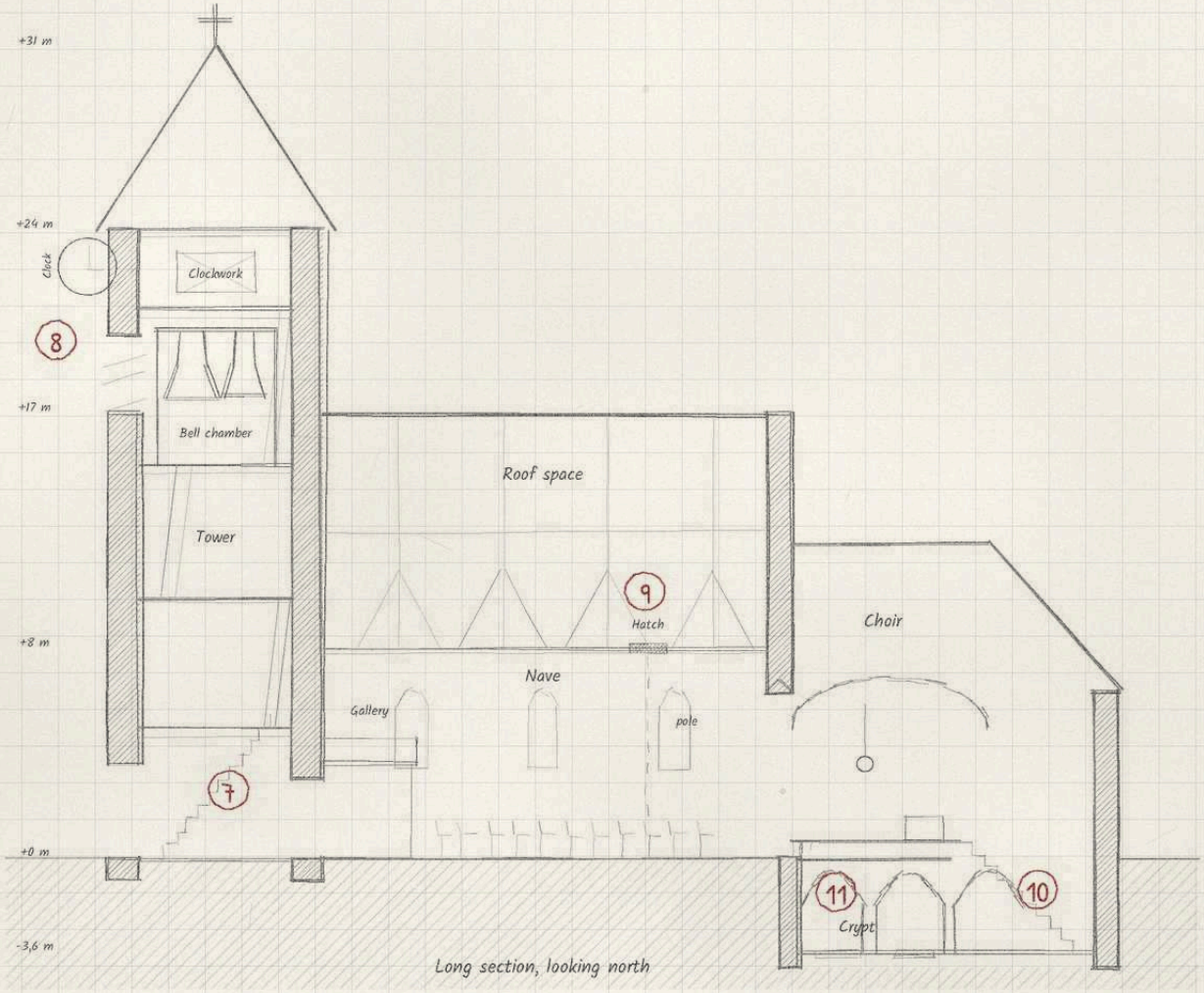
5 m

Template map

Village Church with Crypt

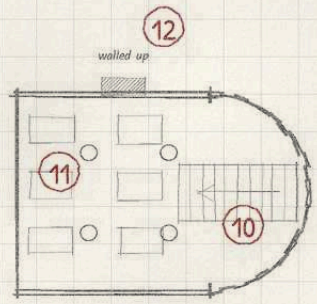
Sheet b: long section, crypt and bell chamber

N

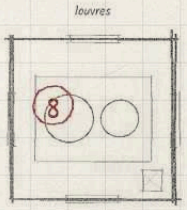


Key

- 7 Tower stairs
- 8 Bell chamber
- 9 Roof space with hatch
- 10 Stairs to the crypt
- 11 Crypt with grave slabs
- 12 Walled-up niche



Crypt plan



Bell chamber

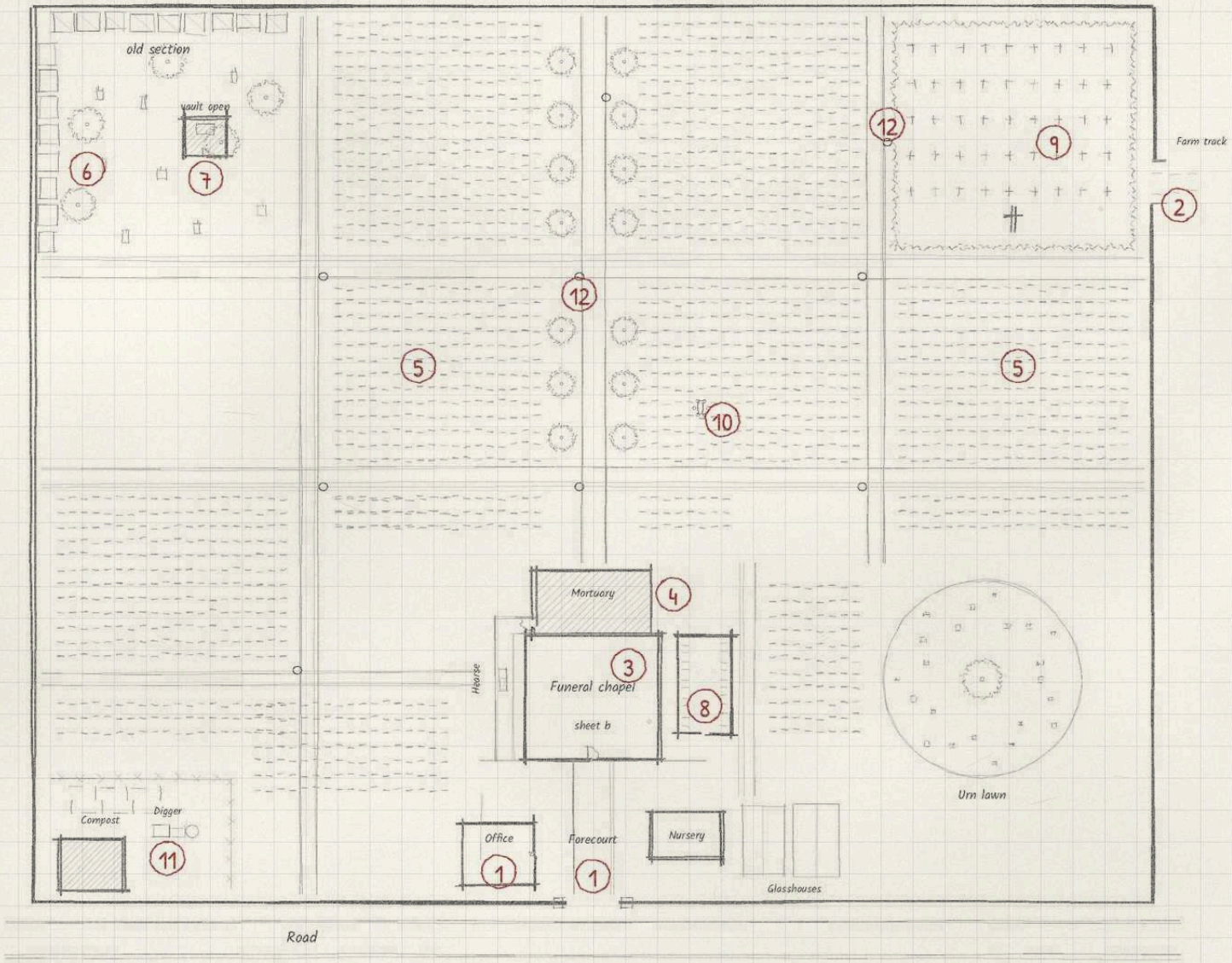
Variant: a cavity under the altar, reached from the crypt.

5 m

Template map

Municipal Cemetery with Mortuary

Sheet a: site plan. Walled cemetery on the edge of town



N

Key

1. Main gate and office
2. Side gate
3. Funeral chapel
4. Mortuary with cold room
5. Grave sections
6. Vaults along the wall
7. Mausoleum
8. Columbarium
9. War graves
10. Grave with fresh flowers
11. Groundskeepers' yard
12. Water taps

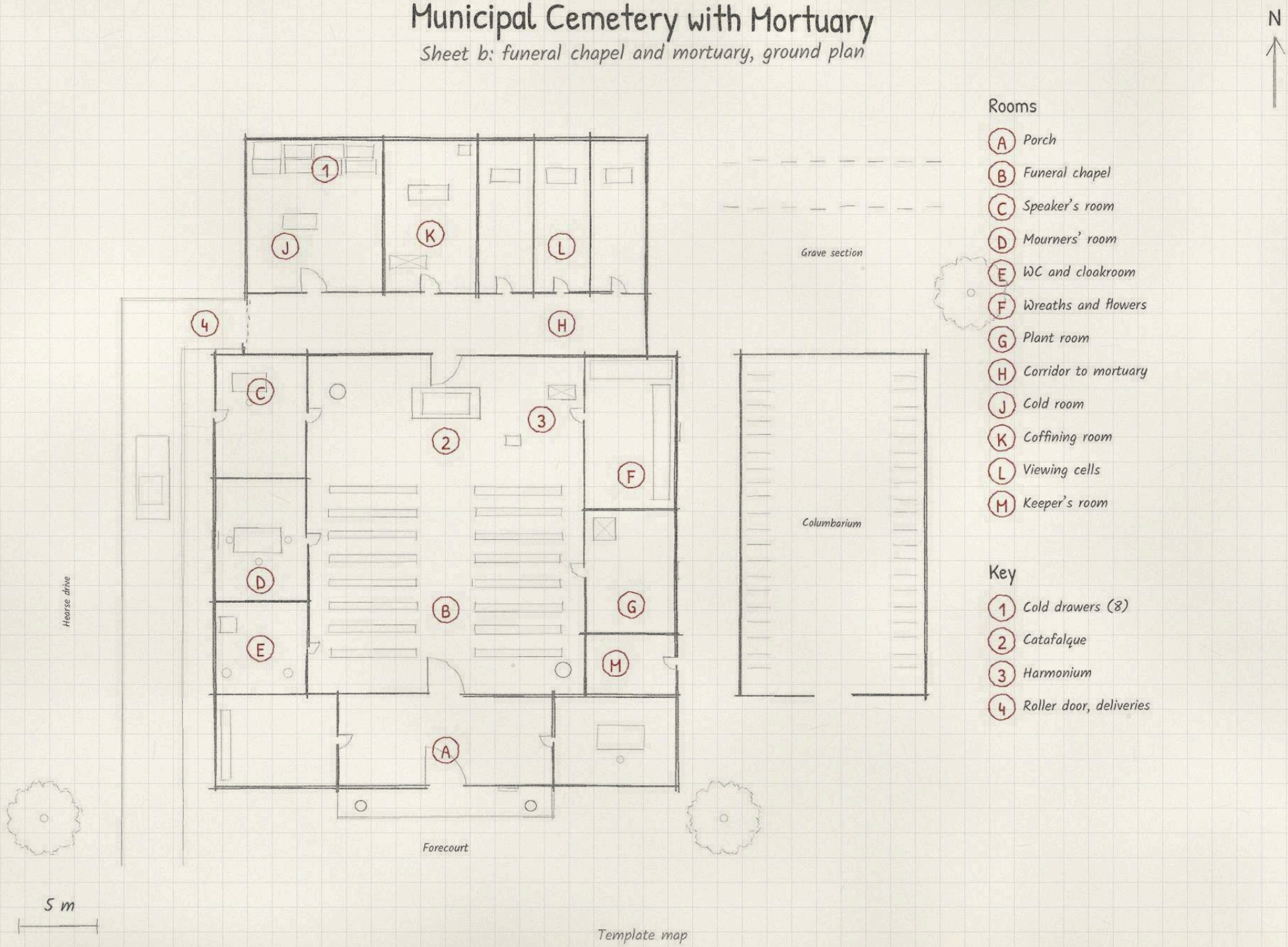
Gates are locked at dusk; the side gate only with a chain.

20 m

Template map

Municipal Cemetery with Mortuary

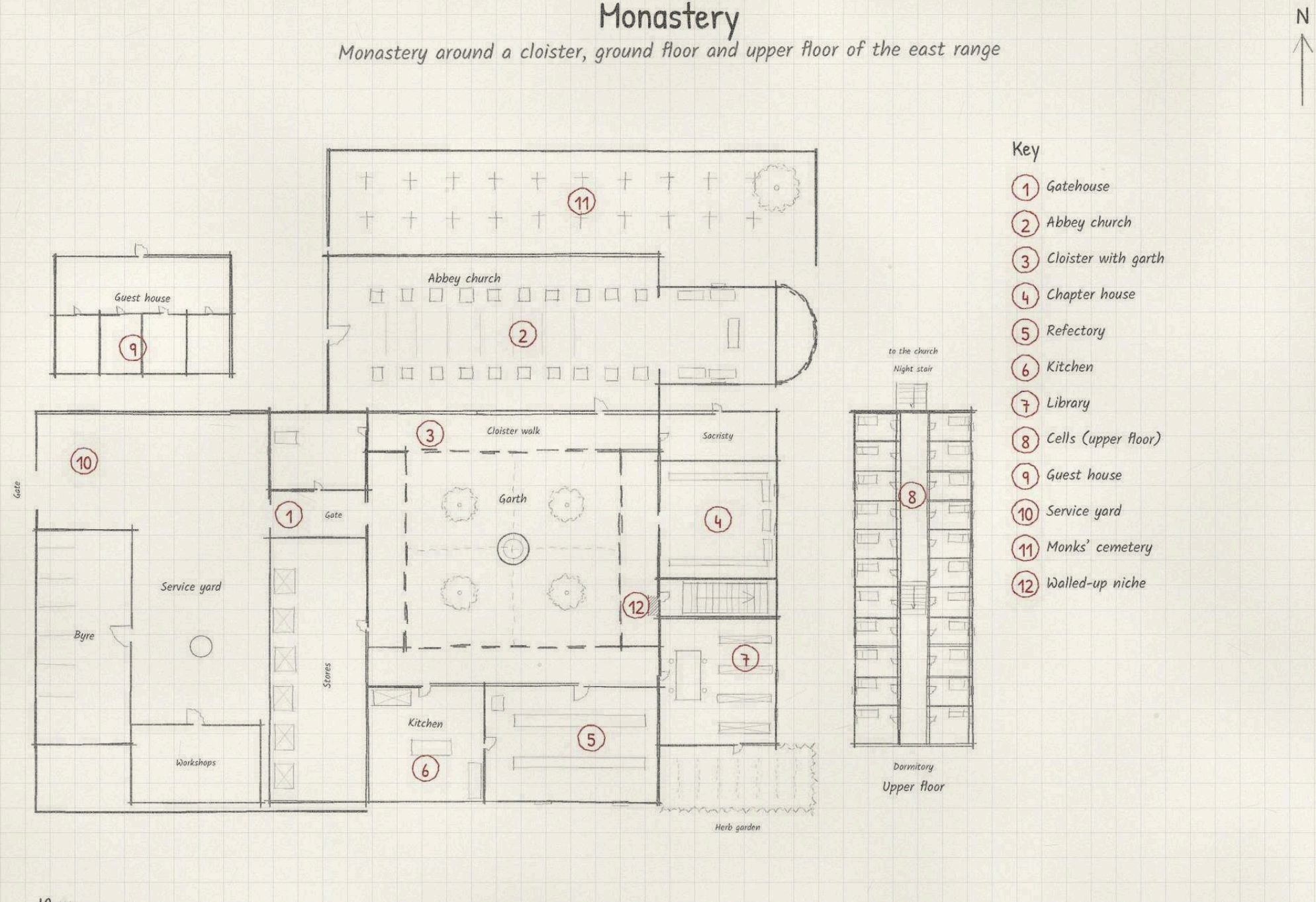
Sheet b: funeral chapel and mortuary, ground plan



Template map

Monastery

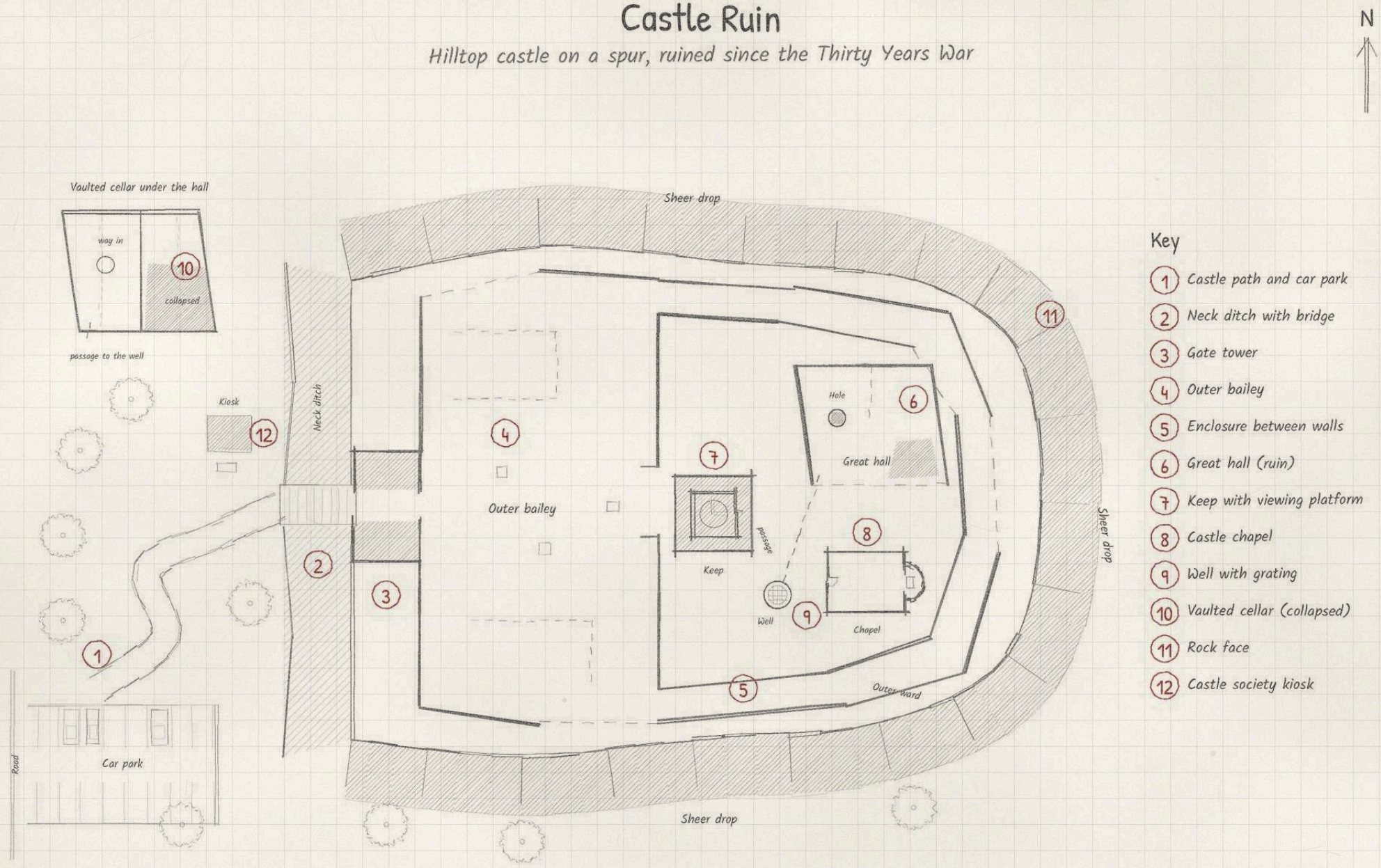
Monastery around a cloister, ground floor and upper floor of the east range



Template map

Castle Ruin

Hilltop castle on a spur, ruined since the Thirty Years War



Key

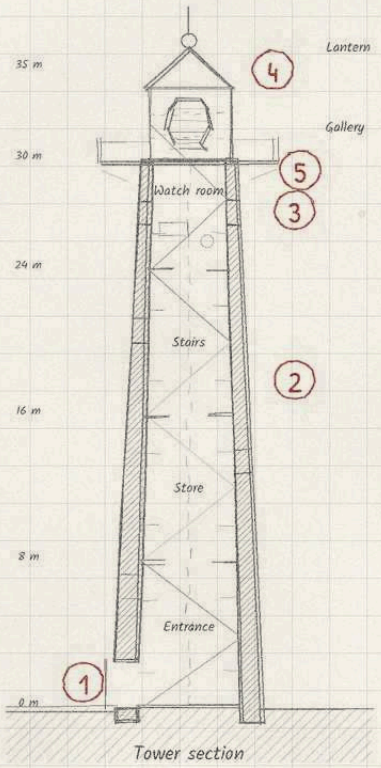
1. Castle path and car park
2. Neck ditch with bridge
3. Gate tower
4. Outer bailey
5. Enclosure between walls
6. Great hall (ruin)
7. Keep with viewing platform
8. Castle chapel
9. Well with grating
10. Vaulted cellar (collapsed)
11. Rock face
12. Castle society kiosk

Template map

Lighthouse

Section and site plan, tower 35 m high

N

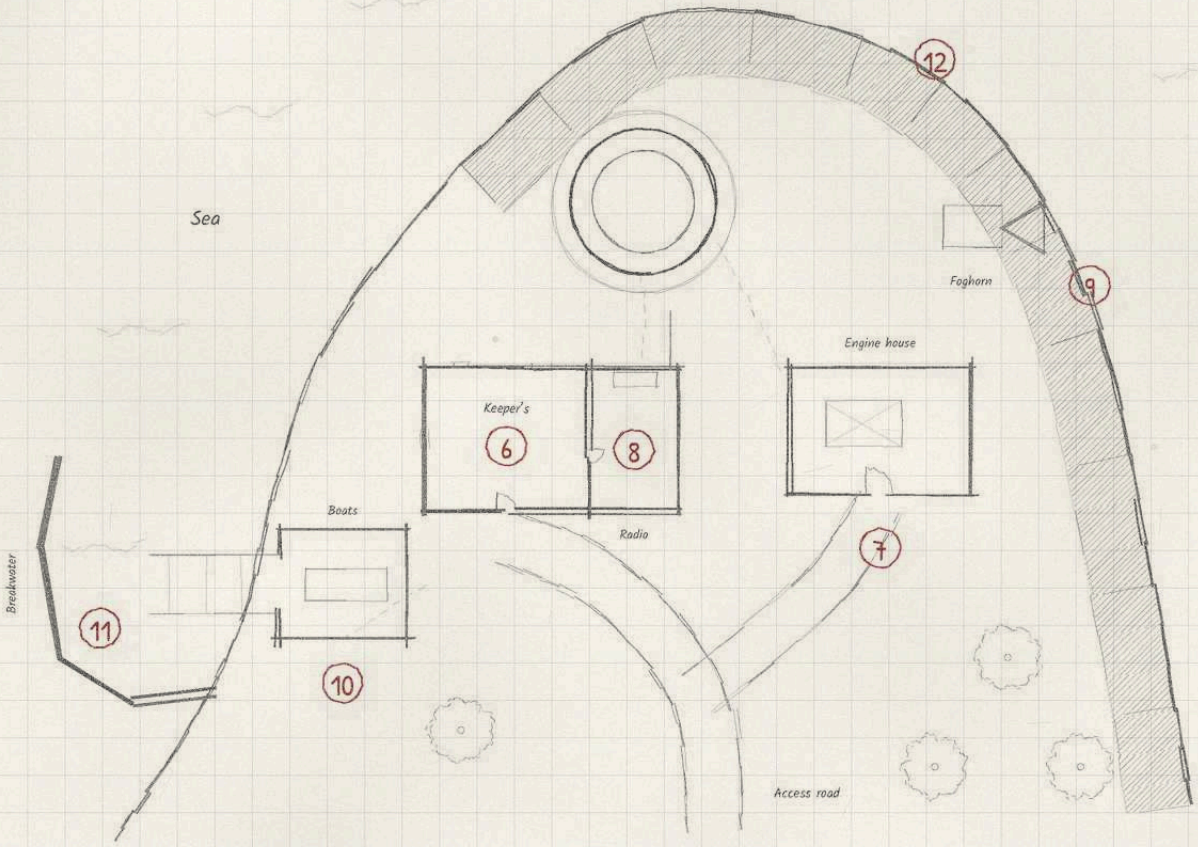


Tower section

Key

1. Steel door
2. Spiral stair
3. Watch room
4. Lantern with lens
5. Gallery
6. Keeper's cottage
7. Engine house
8. Radio room
9. Foghorn
10. Boathouse with slipway
11. Breakwater
12. Cliff

Until the eighties a keeper and his family live here; after that it is automated and the cottage stands empty.



Site plan

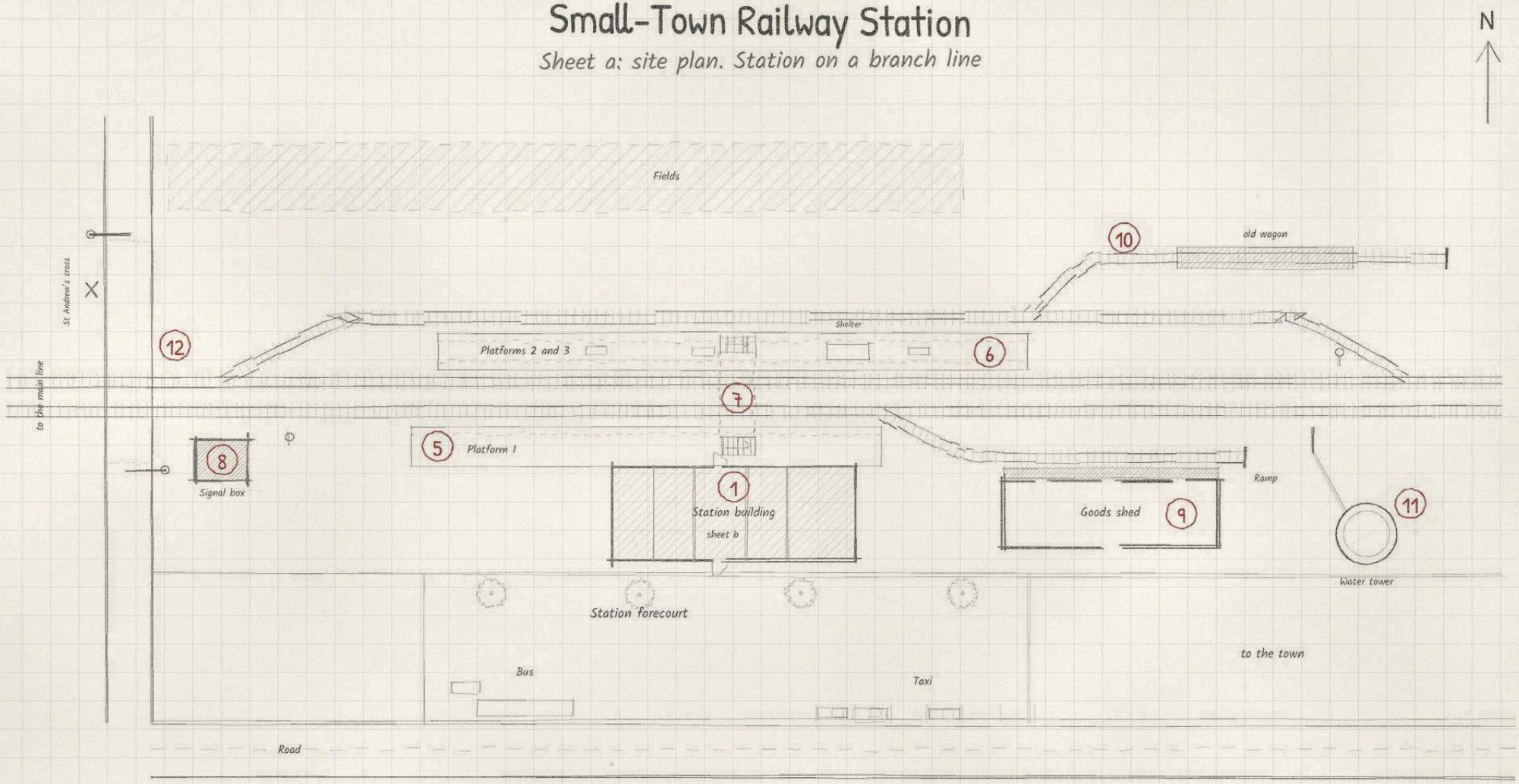
5 m

Template map

V

Small-Town Railway Station

Sheet a: site plan. Station on a branch line



Key

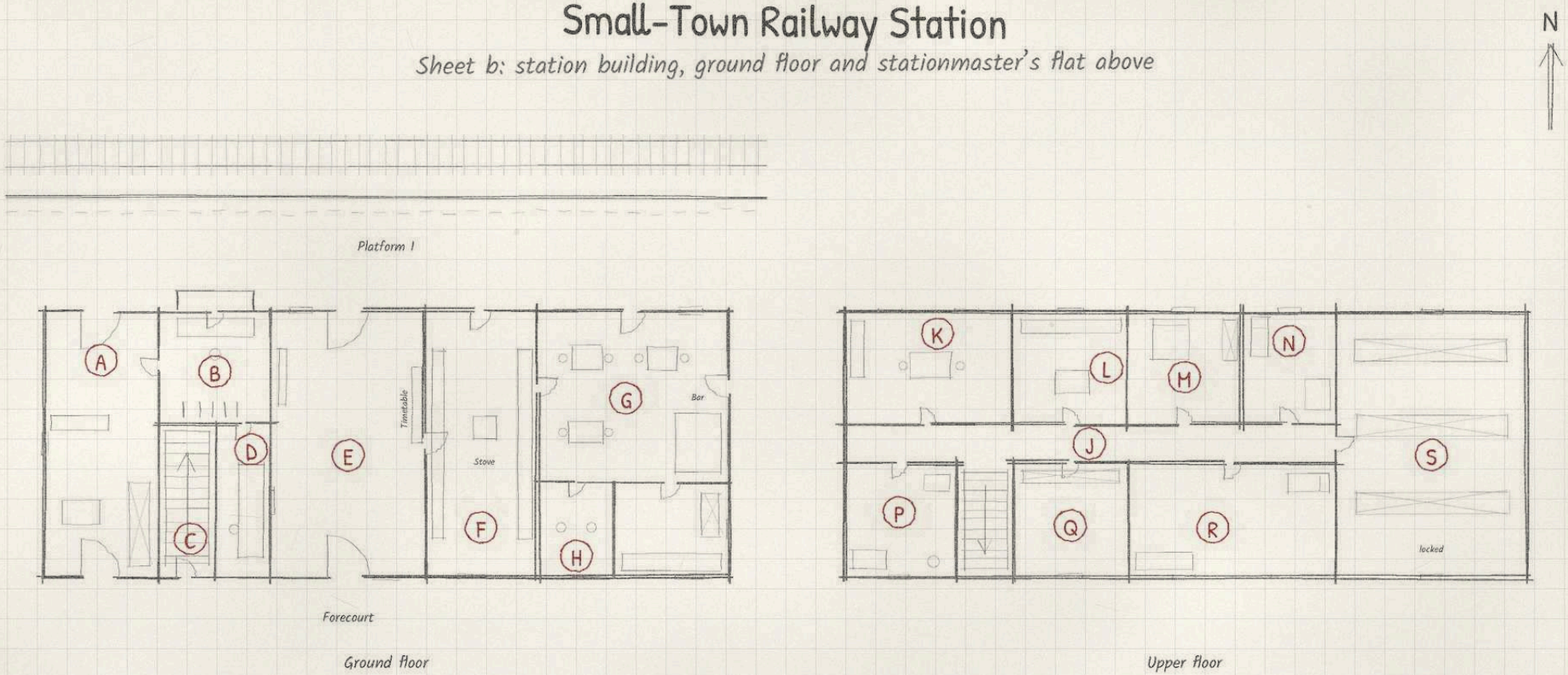
1. Station building
5. Platform 1
6. Island platform 2 and 3
7. Subway
8. Signal box
9. Goods shed with ramp
10. Siding
11. Water tower
12. Level crossing

20 m

Template map

Small-Town Railway Station

Sheet b: station building, ground floor and stationmaster's flat above



Rooms

- (A) Parcels office
- (B) Station master's office
- (C) Stairs to the flat
- (D) Ticket office
- (E) Booking hall
- (F) Waiting room
- (G) Station restaurant
- (H) WC and kitchen
- (J) Landing
- (K) Living room
- (L) Kitchen
- (M) Bedroom
- (N) Child's room
- (P) Bathroom
- (Q) Box room
- (R) Spare room
- (S) Restaurant's store

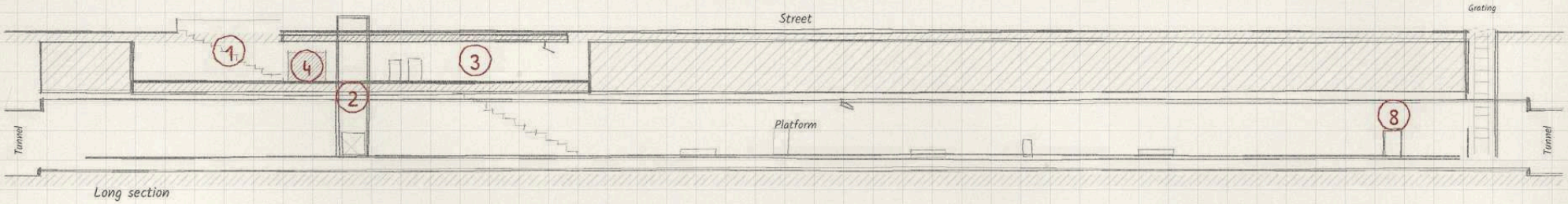
5 m

Template map

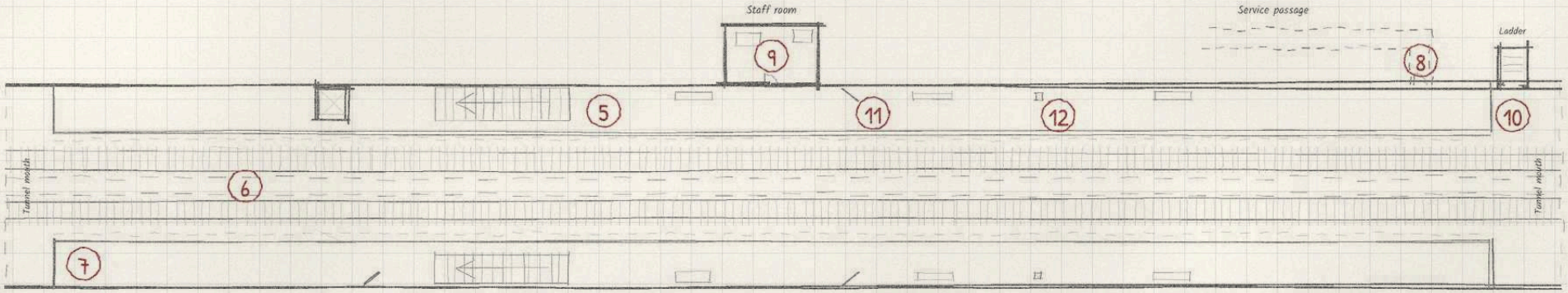
Underground Station

Long section and platform level plan, side platforms

N

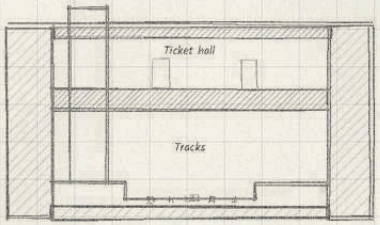


Long section



Platform level plan

Cross-section



Key

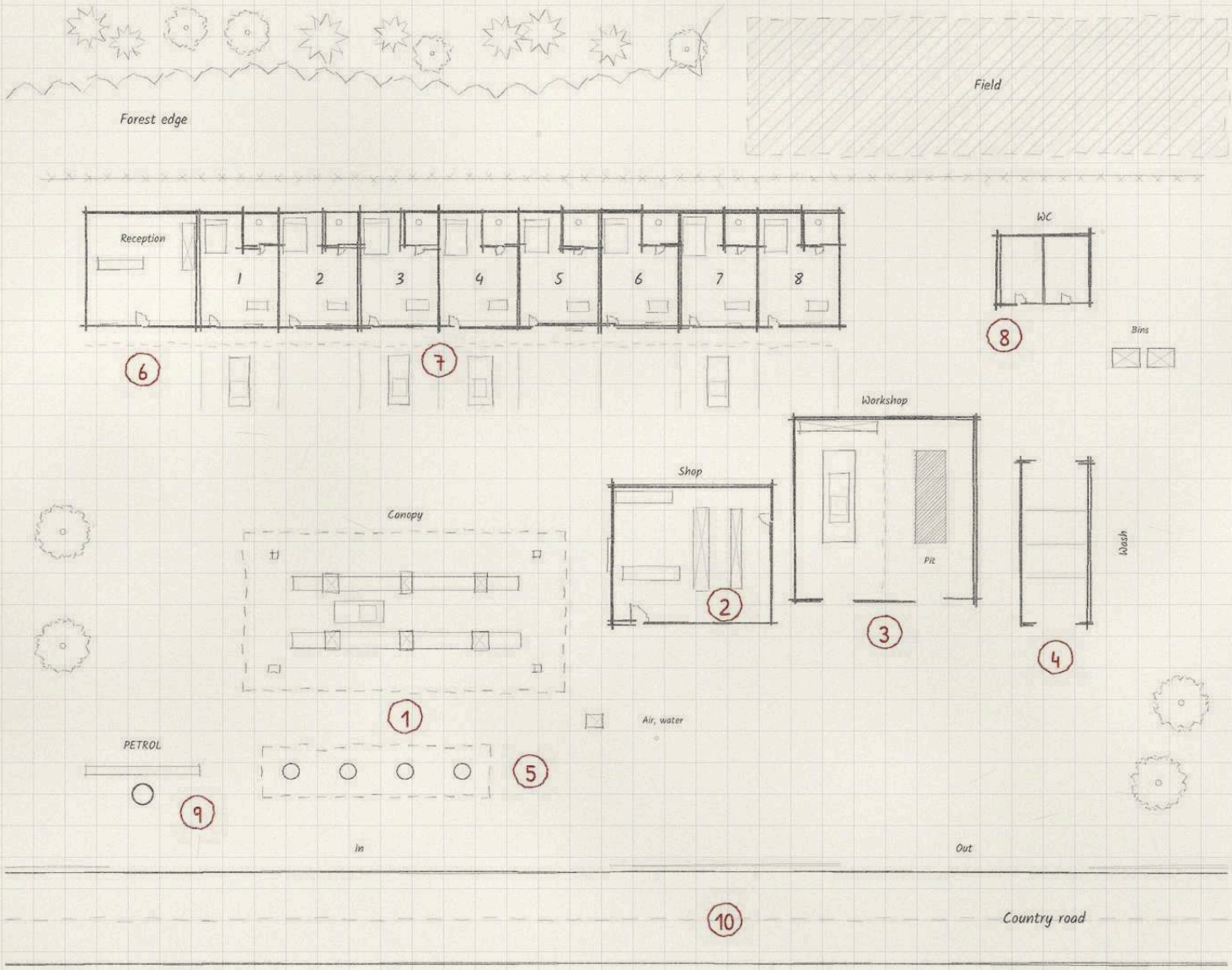
1. Street entrance
2. Lift
3. Ticket hall
4. Kiosk
5. Platform
6. Track with live rail
7. Tunnel mouth
8. Maintenance door
9. Staff room
10. Emergency exit with ladder
11. Cameras
12. Emergency call point

10 m

Template map

Petrol Station with Motel

On a country road, motel row with eight rooms



Template map

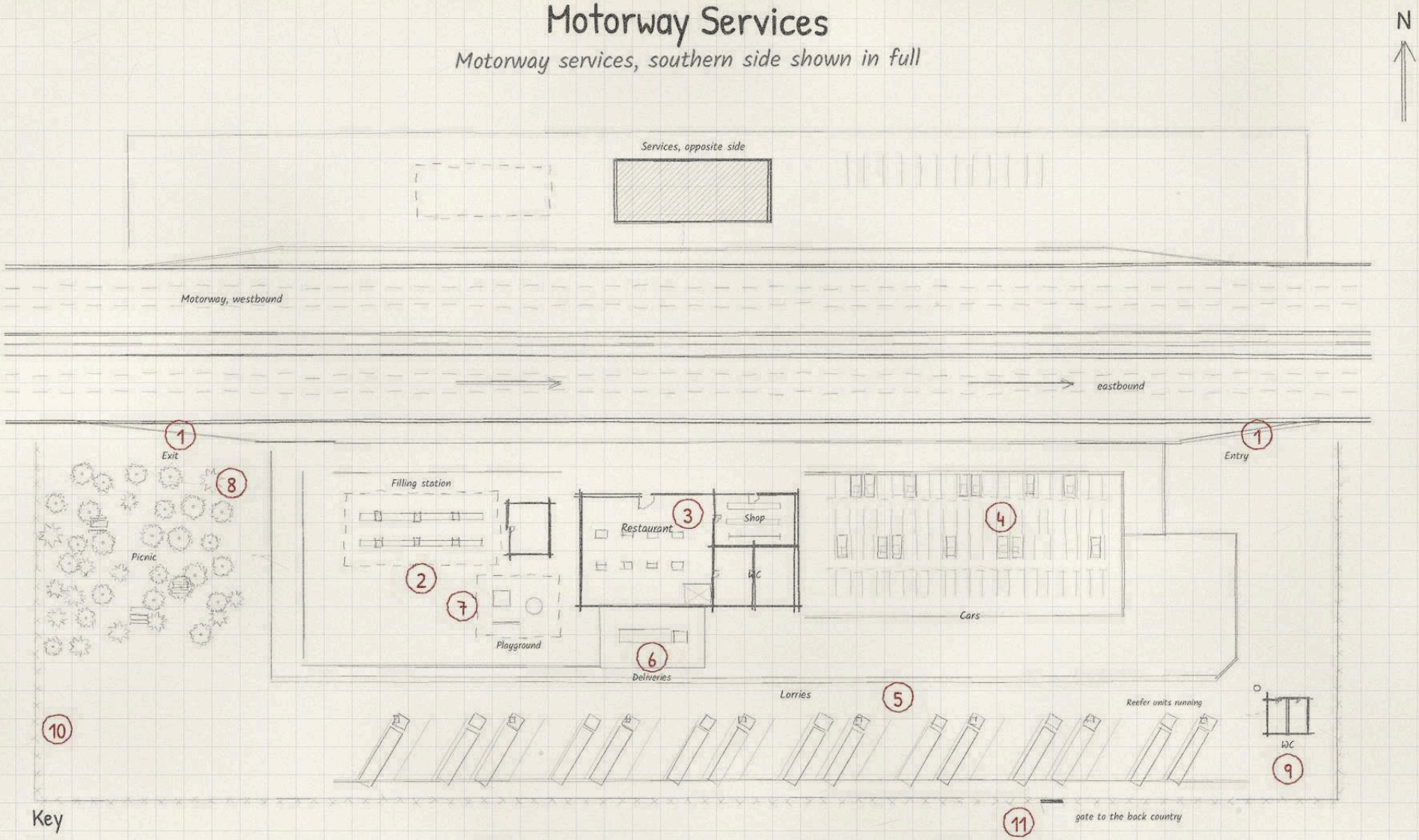
Key

1. Pumps under the canopy
2. Kiosk and shop
3. Workshop with lift
4. Car wash
5. Underground tank covers
6. Motel reception
7. Motel rooms 1 to 8
8. Toilet block
9. Sign mast
10. Country road

At night only the sign is lit; the reception has a bell.

Motorway Services

Motorway services, southern side shown in full



Key

1. Slip roads
2. Filling station
3. Services (restaurant, shop)
4. Car park
5. Lorry park
6. Deliveries yard
7. Playground
8. Picnic area
9. Toilet block at the far end
10. Wildlife fence
11. Service track with gate

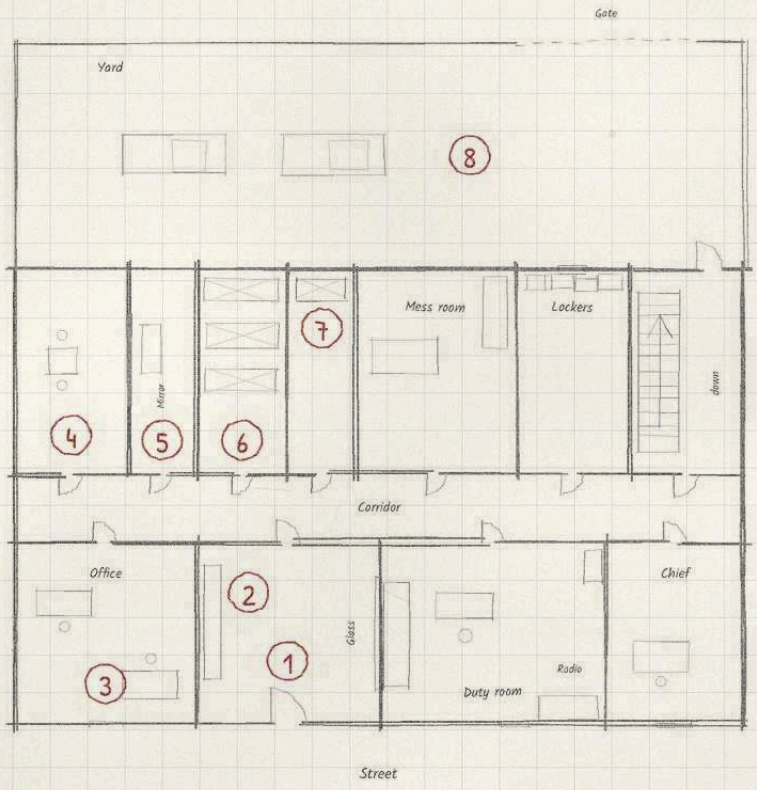
20 m

Template map

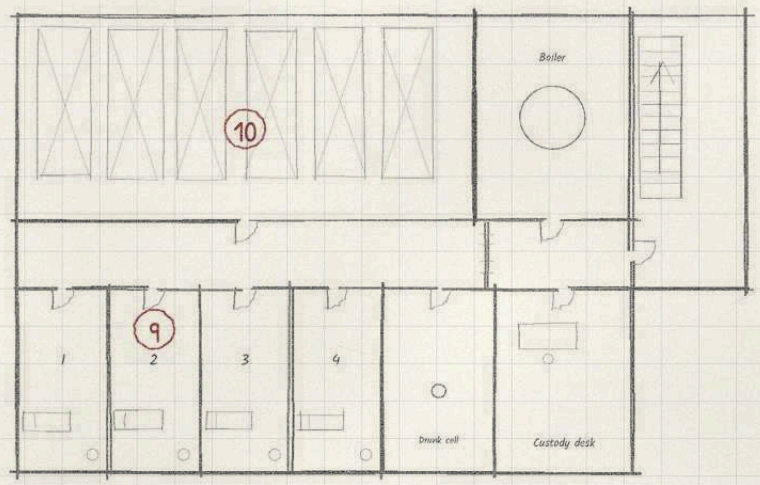
Police Station

Police station in an old building, ground floor and basement

N



Ground floor



Basement

Key

1. Entrance and front desk
2. Waiting bench
3. Offices
4. Interview room
5. Observation room (mirror)
6. Evidence store
7. Gun cabinet
8. Yard with patrol cars
9. Custody cells (basement)
10. Records store

Fifties: telex instead of radio desk, no cameras

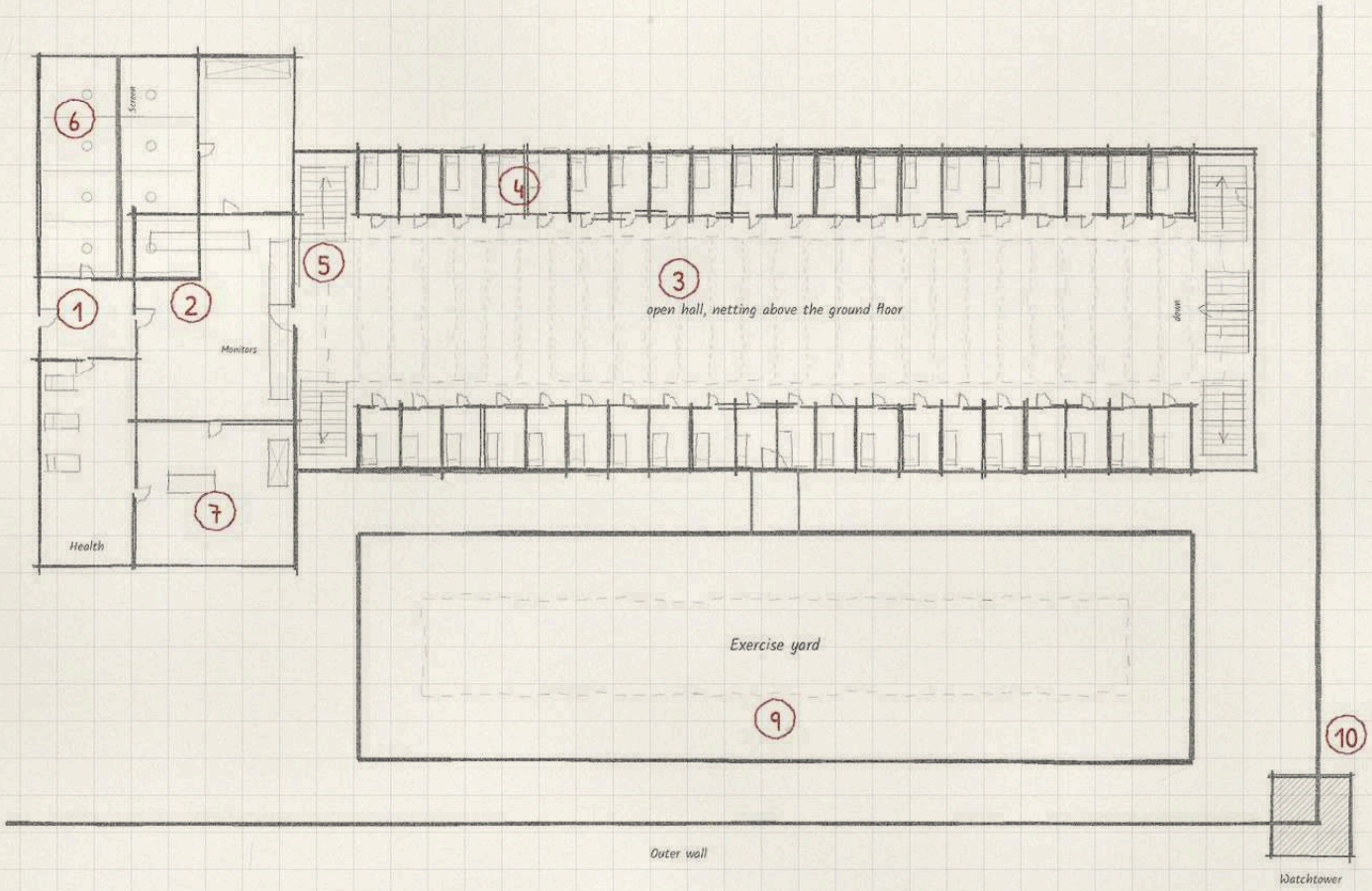
5 m

Template map

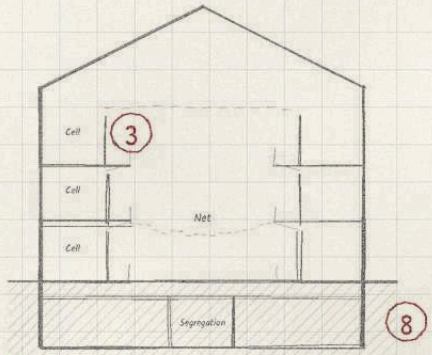
Prison: Cell Block

19th-century cell wing, ground floor and cross-section

N



Cross-section



Key

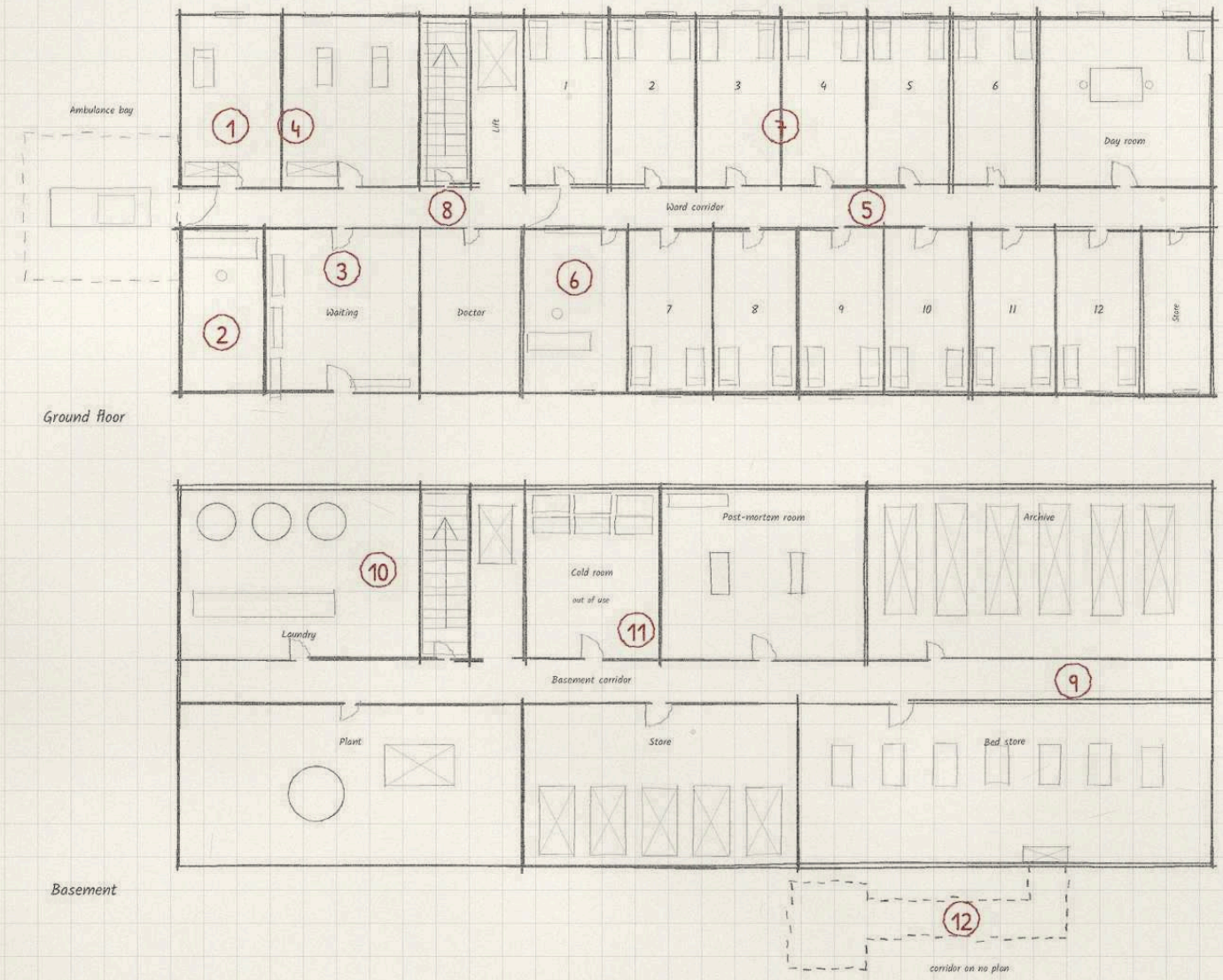
1. Security airlock
2. Control room
3. Landings with netting
4. Single cells
5. Stairs
6. Visits room (glass screen)
7. Healthcare unit
8. Segregation cell (basement)
9. Exercise yard
10. Watchtower

5 m

Template map

Hospital: Ward and Basement

County hospital, ground floor with emergency department and ward, basement below



N

Key

1. Emergency department
2. Reception
3. Waiting room
4. Treatment rooms
5. Ward corridor
6. Nurses' station
7. Patients' rooms
8. Bed lift and stairs
9. Basement corridor
10. Laundry
11. Cold room (out of use)
12. Corridor on no plan

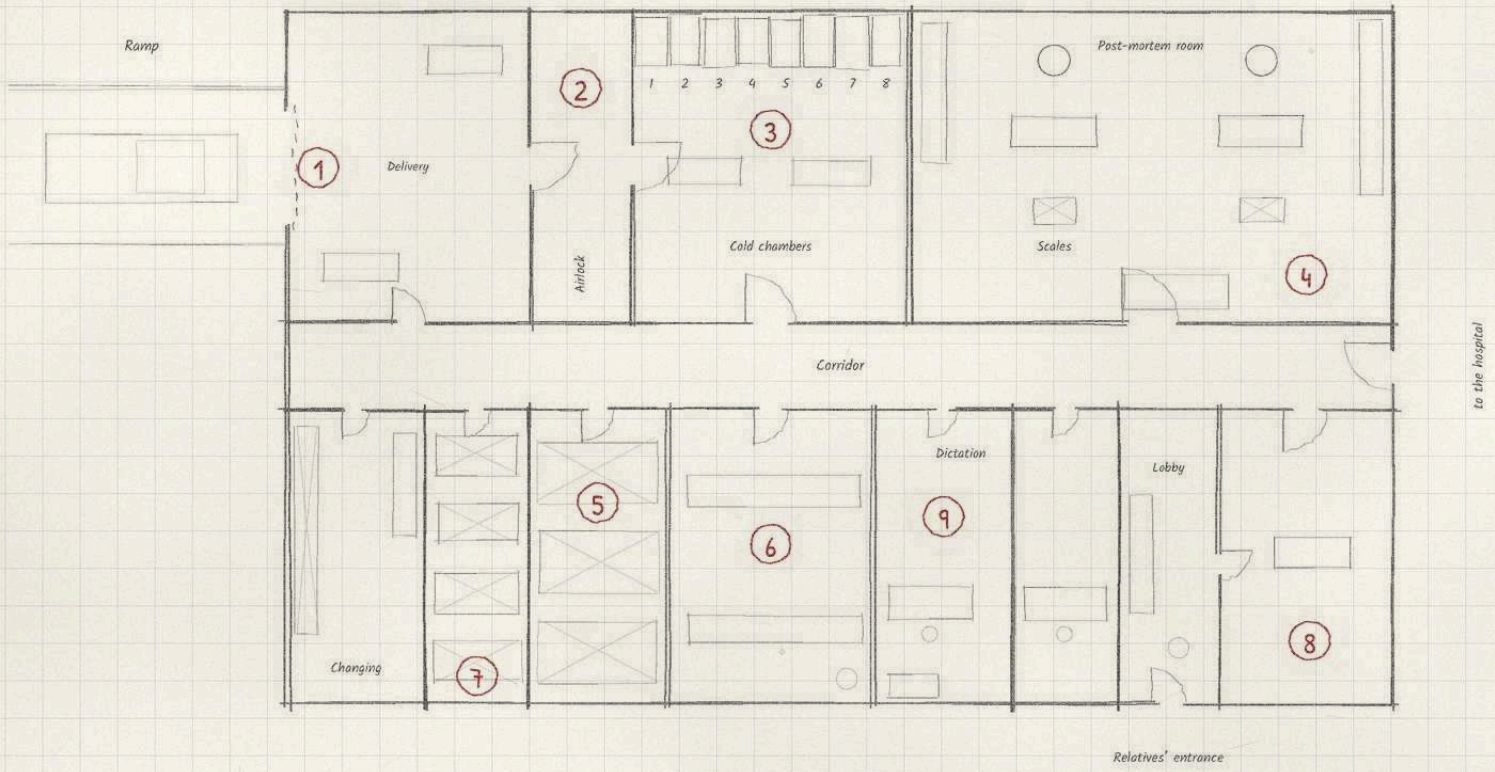
5 m

Template map

Forensic Pathology Unit

Institute in the basement of a university hospital

N



Key

1. Delivery bay with roller door
2. Airlock
3. Cold chambers (24 drawers)
4. Post-mortem room
5. Evidence room
6. Laboratory
7. Formalin store
8. Viewing room
9. Offices

Cold chambers 1 to 8: three drawers each; top 1 to 8, middle 9 to 16, bottom 17 to 24.

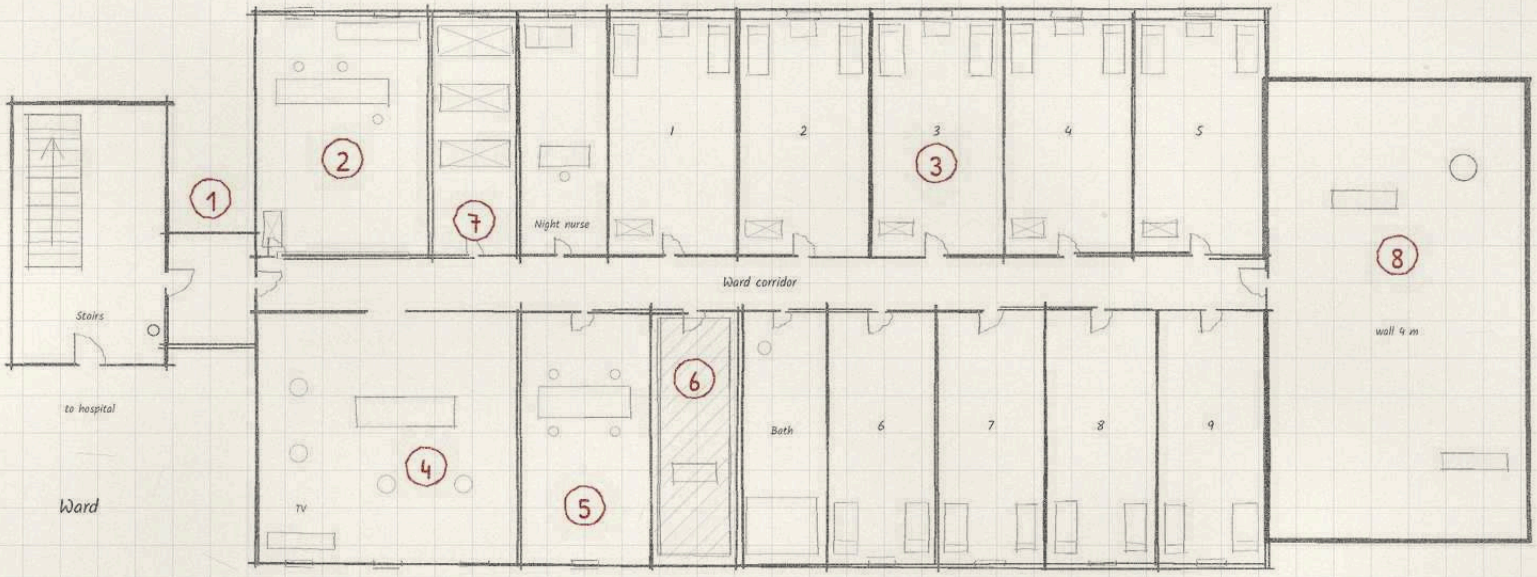
5 m

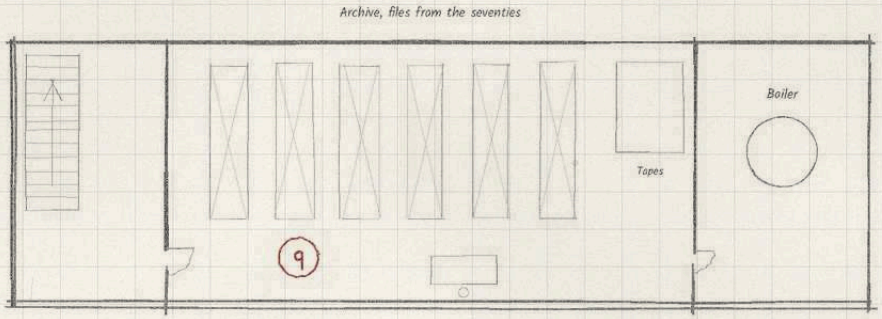
Template map

Psychiatric Hospital: Locked Ward

Ward in the old wing of a psychiatric hospital, archive below

N





Basement

Until the seventies: dormitories and an observation ward instead of rooms 1 to 9.

Key

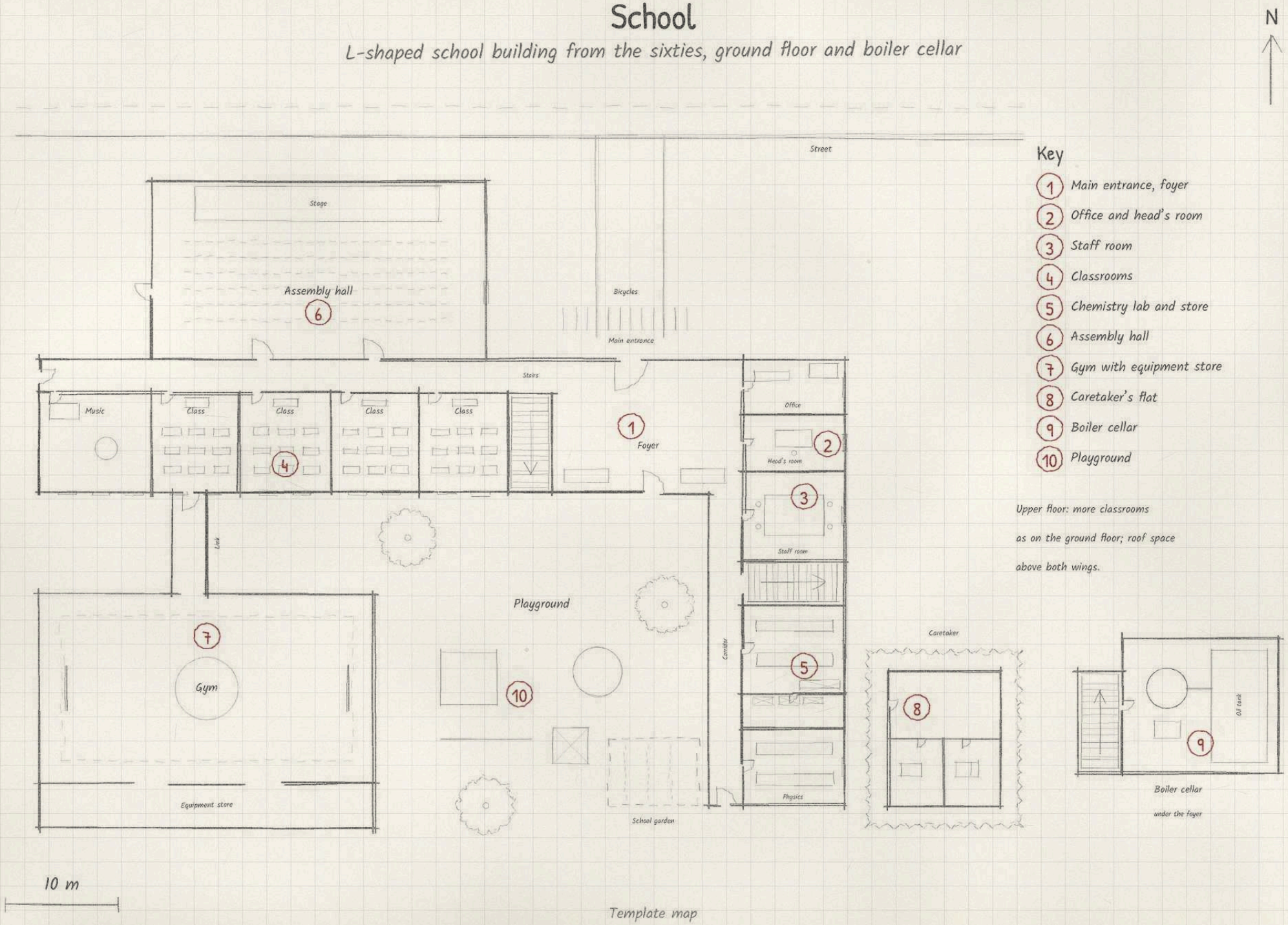
1. Ward door with airlock
2. Nurses' office (glass front)
3. Patients' rooms
4. Day room
5. Therapy room
6. Seclusion room
7. Drug room
8. Smoking yard
9. Basement archive

5 m

Template map

School

L-shaped school building from the sixties, ground floor and boiler cellar



Key

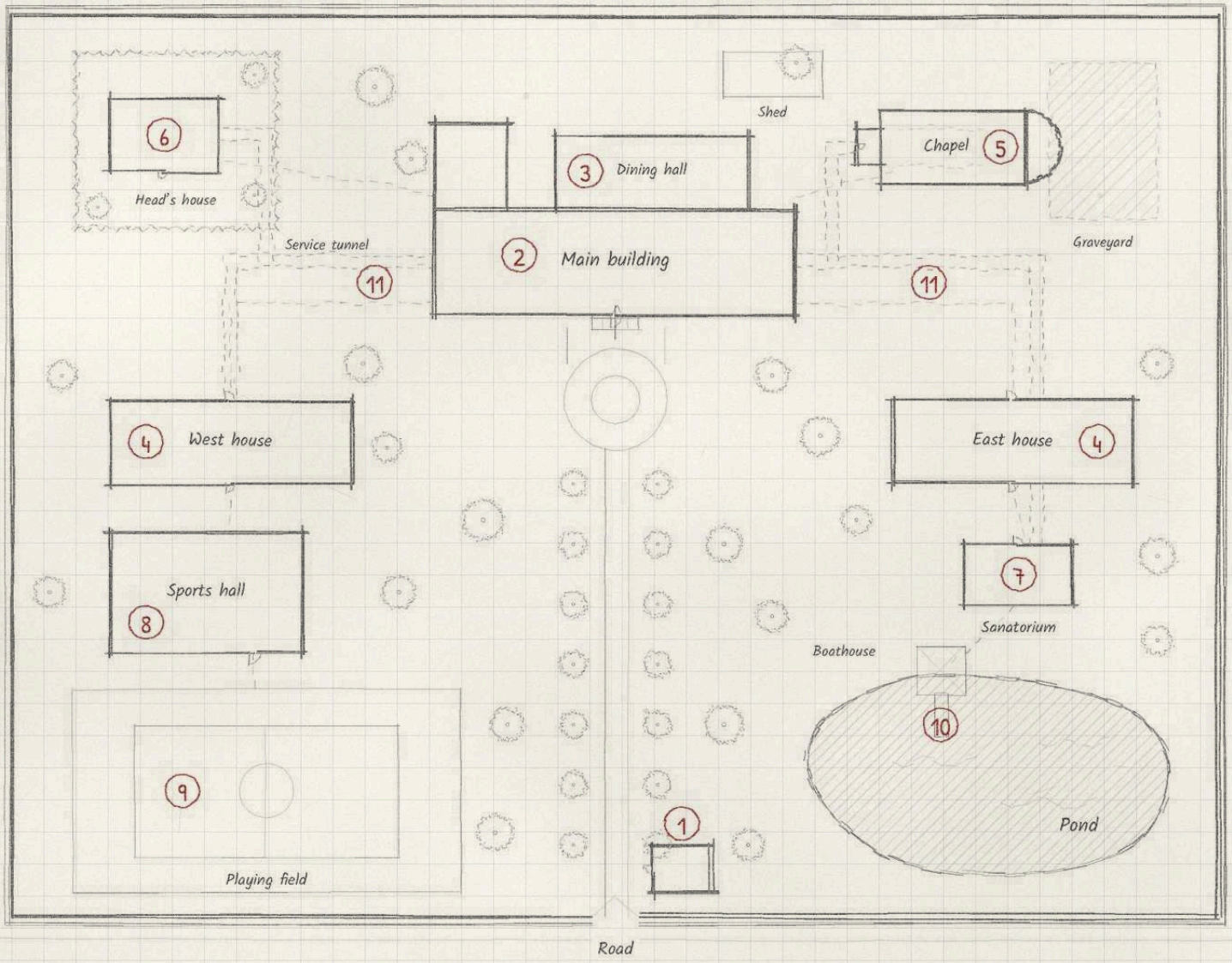
1. Main entrance, foyer
2. Office and head's room
3. Staff room
4. Classrooms
5. Chemistry lab and store
6. Assembly hall
7. Gym with equipment store
8. Caretaker's flat
9. Boiler cellar
10. Playground

Upper floor: more classrooms as on the ground floor; roof space above both wings.

Template map

Boarding School: Site Plan

Former manor house with outbuildings in a park, grounds 200 × 150 m



Key

1. Wall, gate and porter's lodge
2. Main building
3. Dining hall
4. Boarding houses
5. Chapel with graveyard
6. Head's house
7. Sanatorium
8. Sports hall
9. Playing field
10. Pond with boathouse
11. Service tunnels

Tunnels for the GM only; floor plans on sheet b.

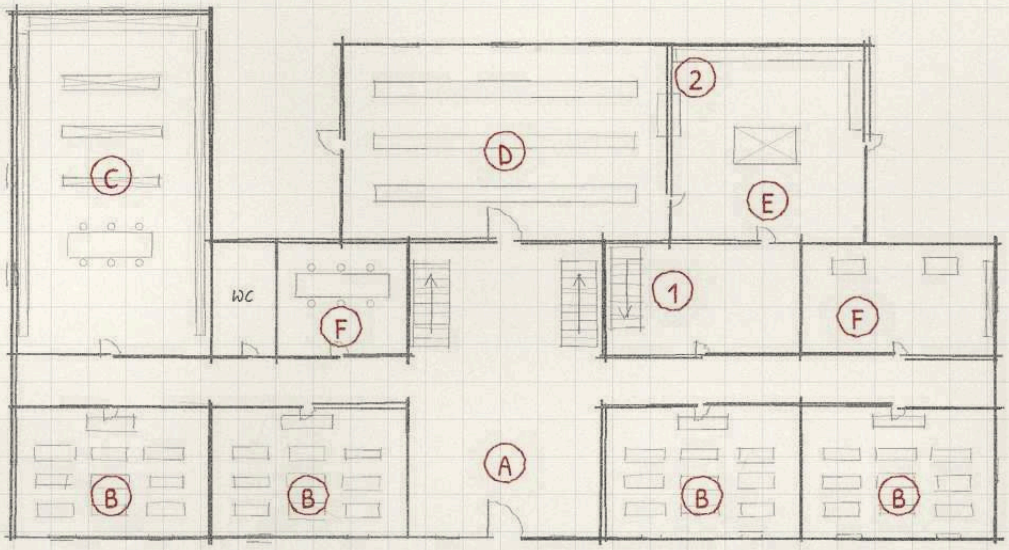
Template map

Boarding School: Floor Plans

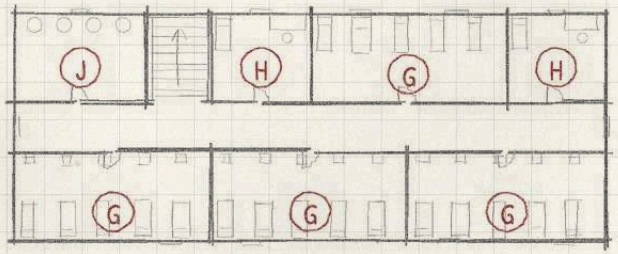
Main building (ground floor and cellar) and one boarding house (first floor)

N

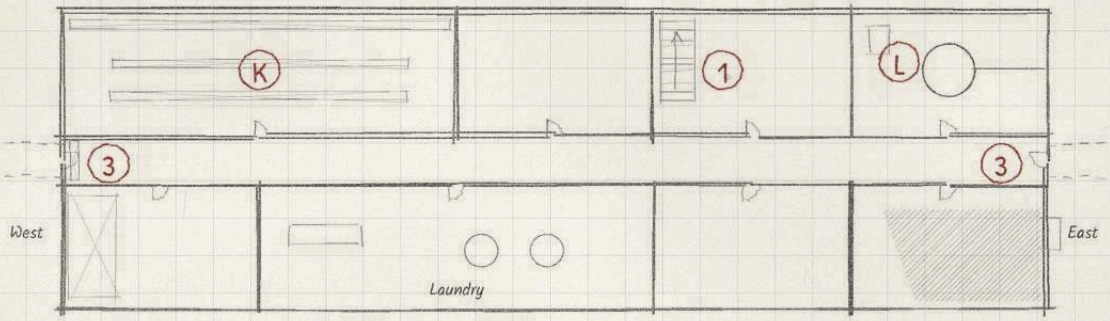
Main building, ground floor



Boarding house, first floor



Cellar below the main block



Key

- (A) *Entrance hall with staircase*
- (B) *Classrooms*
- (C) *Library*
- (D) *Dining hall*
- (E) *Kitchen*
- (F) *Staff room, school office*
- (G) *Dormitories*
- (H) *Housemasters' rooms*
- (J) *Washroom*
- (K) *Storeroom*
- (L) *Boiler and coal*
- (1) *Cellar stairs*
- (2) *Serving hatch*
- (3) *Service tunnels*

5 m

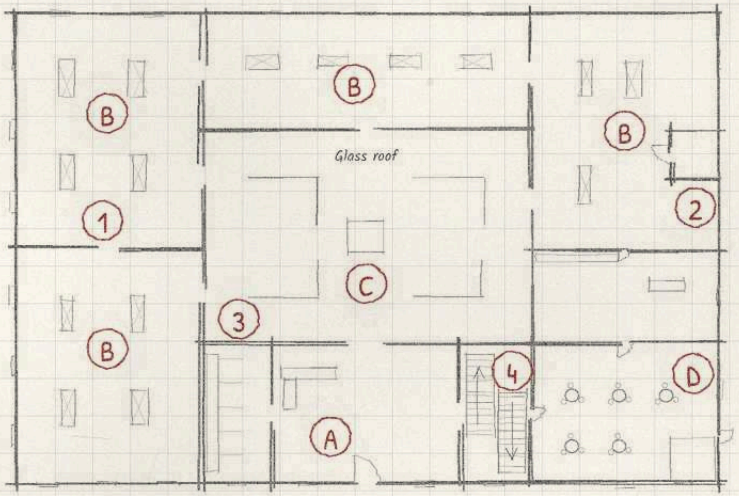
Template map

Museum with Store

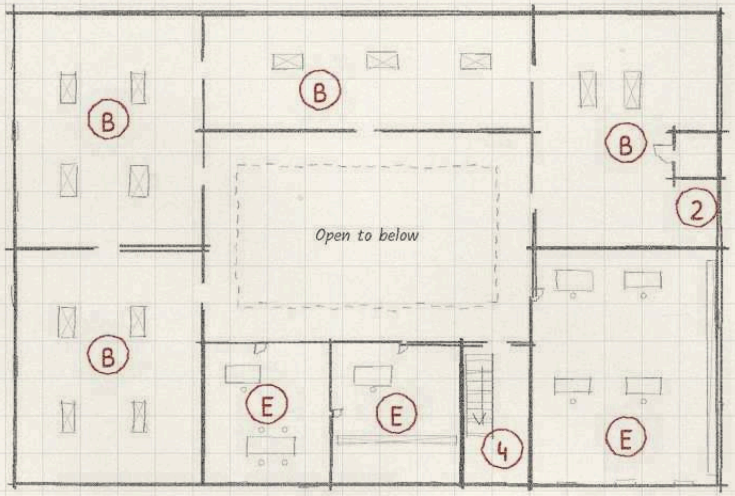
Municipal museum, 19th-century building with glazed court, 60 × 40 m

N

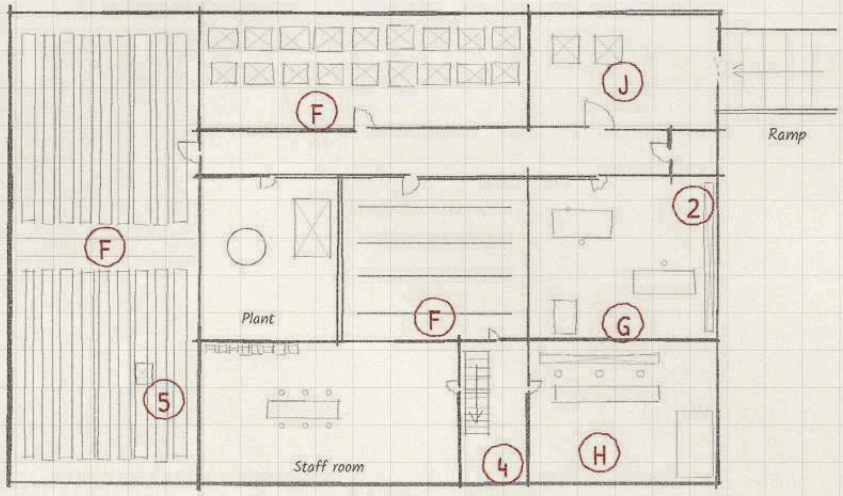
Ground floor



First floor



Cellar



Key

- (A) Foyer with ticket desk
- (B) Galleries
- (C) Glazed court, special exhibition
- (D) Café
- (E) Offices
- (F) Store
- (G) Conservation workshop
- (H) Security control room
- (J) Goods entrance and ramp
- (1) Display cases
- (2) Goods lift
- (3) Cloakroom
- (4) Stairwell
- (5) Miscatalogued item

10 m

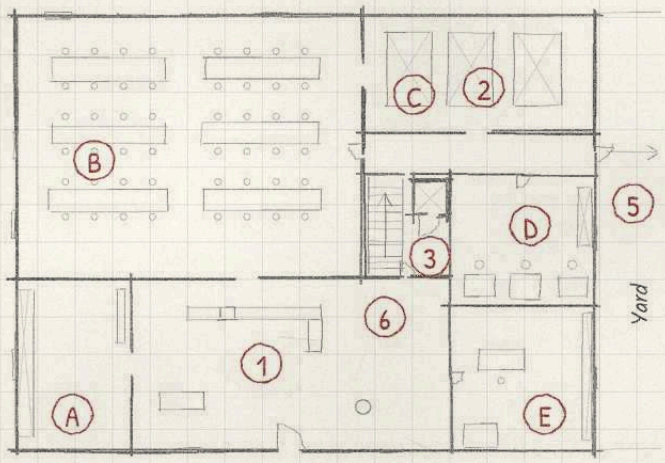
Template map

Library and Archive

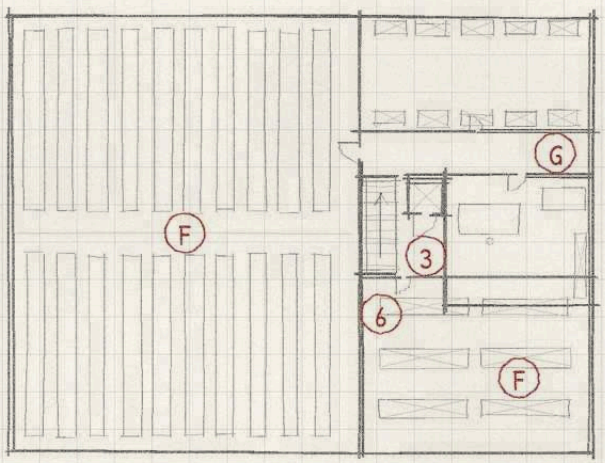
Town or district archive with reading room, stacks on two basement levels, 40 × 30 m

N

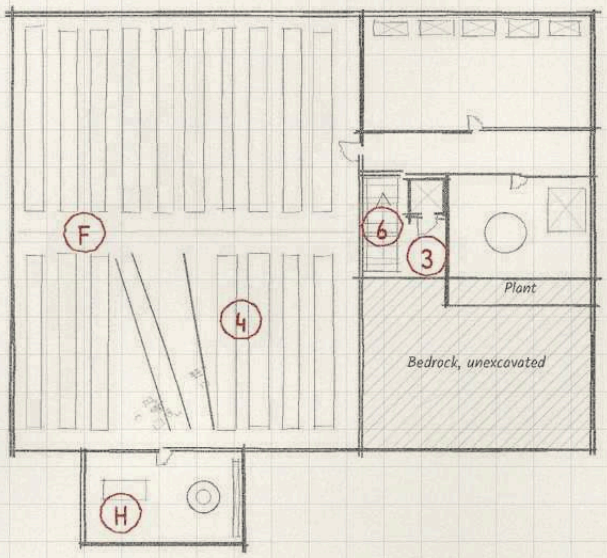
Ground floor



1st basement, stacks



2nd basement, lower stacks



Key

- (A) *Entrance hall*
- (B) *Reading room*
- (C) *Catalogue room*
- (D) *Microfilm room*
- (E) *Archivist's office*
- (F) *Stacks with rolling shelves*
- (G) *Conservation room*
- (H) *Room on no plan*
- (1) *Issue desk with loan book*
- (2) *Card catalogue*
- (3) *Goods lift*
- (4) *Collapsed shelving*
- (5) *Emergency exit to yard*
- (6) *Stairs*

5 m

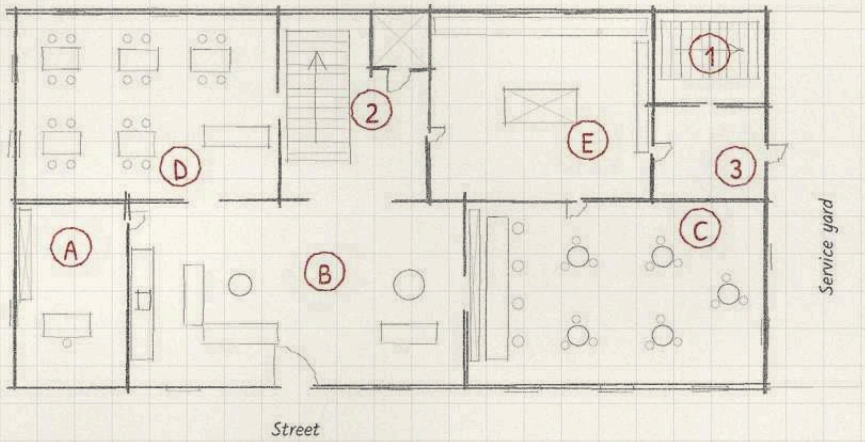
Template map

Hotel

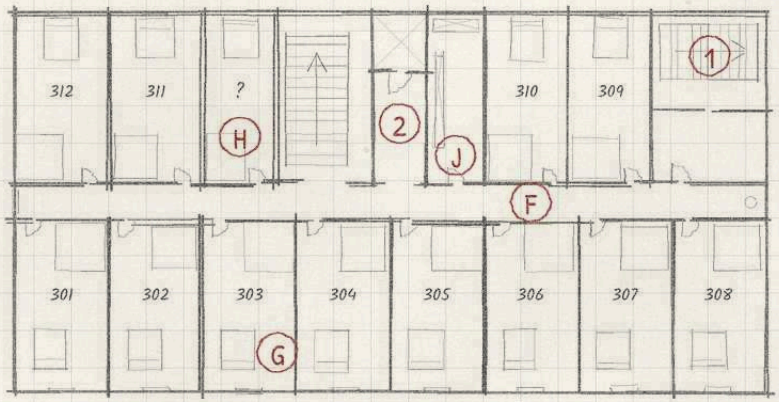
Town hotel of five storeys, 40 × 20 m; ground floor, third floor and basement shown

N

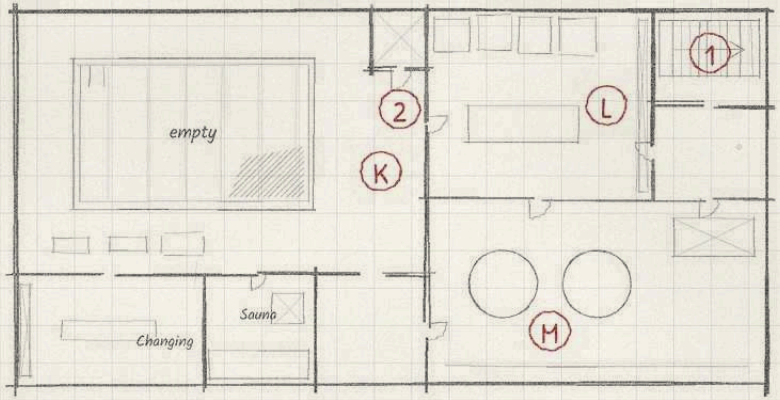
Ground floor



Third floor



Basement



Key

- (A) Reception with guest book
- (B) Lobby
- (C) Hotel bar
- (D) Breakfast room
- (E) Kitchen
- (F) Corridor, rooms 301 to 312
- (G) Room 303
- (H) Room on no bill
- (J) Linen room
- (K) Basement with empty pool
- (L) Laundry
- (M) Plant room
- (1) Staff stairs, fire exit
- (2) Main stairs and lift
- (3) Back exit

5 m

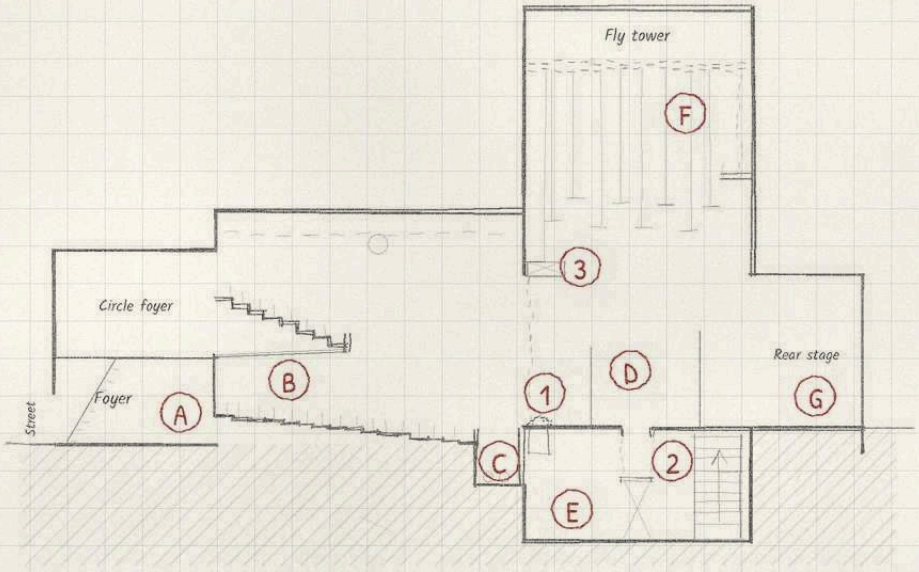
Template map

Theatre

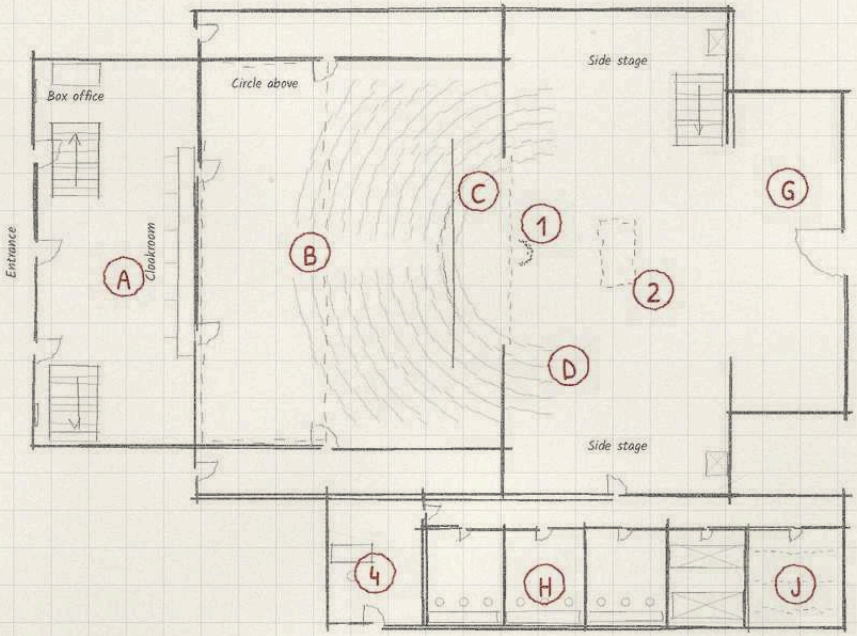
Municipal theatre with proscenium stage: long section and stage-level plan

N

Long section



Plan at stage level



Key

- (A) Foyer
- (B) Auditorium with circle
- (C) Orchestra pit
- (D) Stage
- (E) Understage
- (F) Fly tower
- (G) Rear stage
- (H) Dressing rooms
- (J) Wardrobe store and props
- (1) Prompt box
- (2) Trap
- (3) Lighting bridge
- (4) Stage door with doorkeeper

5 m

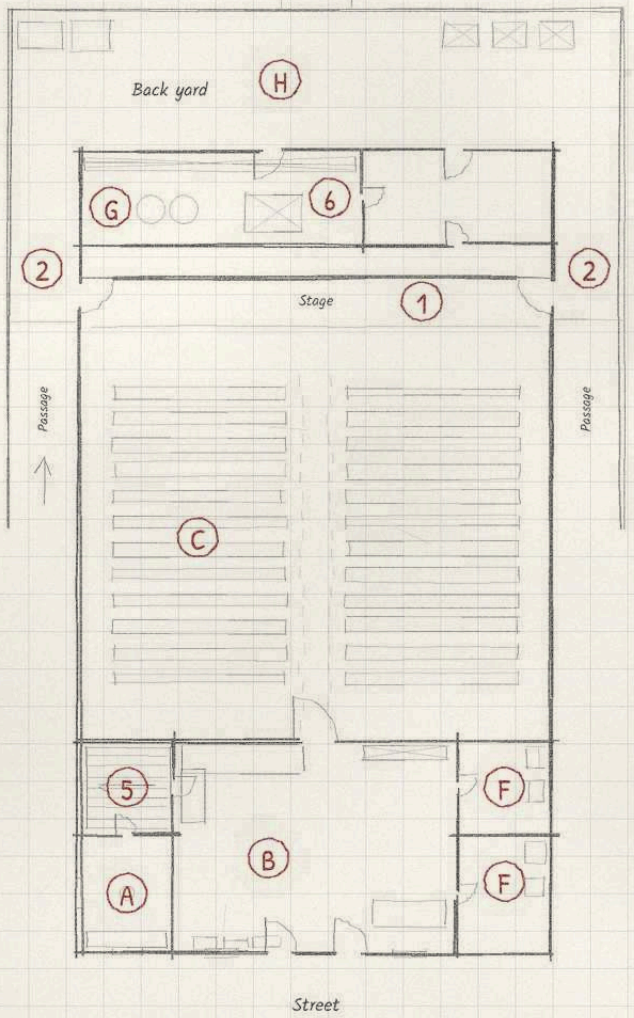
Template map

Cinema

Nineteen-fifties picture house with one screen, 20 × 34 m

N

Ground floor



First floor above the foyer

Key

- (A) Box office
- (B) Foyer with sweets counter
- (C) Auditorium with rows
- (D) Projection room
- (E) Office
- (F) Toilets
- (G) Store
- (H) Back yard
- (1) Screen
- (2) Emergency exits
- (3) Film reels on the shelf
- (4) Two projectors
- (5) Stairs to projection room
- (6) Old projector in store

5 m

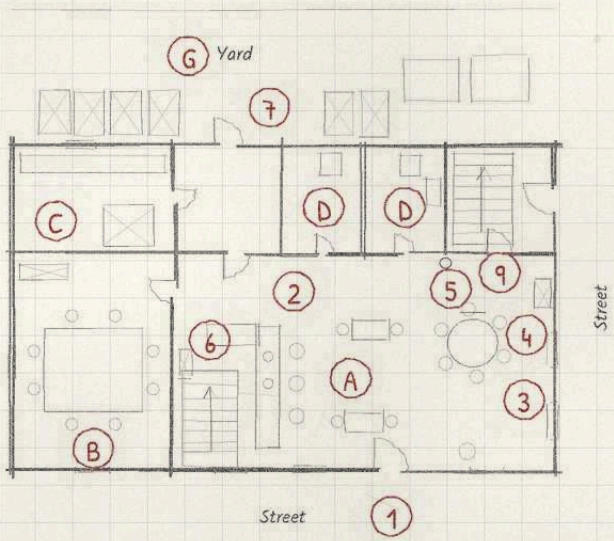
Template map

Pub

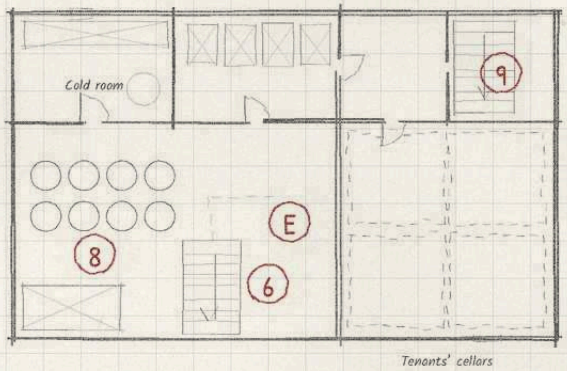
Corner pub on the ground floor of a tenement block, 20 × 12 m

N

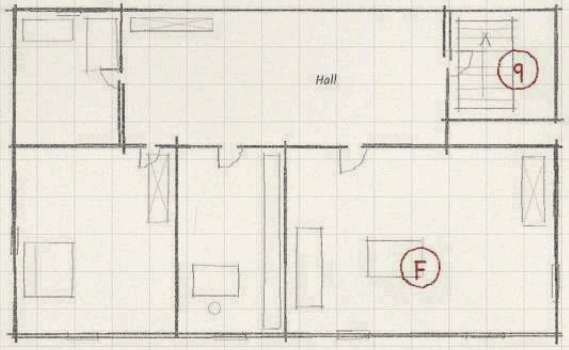
Ground floor



Cellar



First floor, landlord's flat



Key

- (A) Bar room
- (B) Back room
- (C) Kitchen
- (D) Toilets
- (E) Beer cellar
- (F) Landlord's flat
- (G) Yard with empties

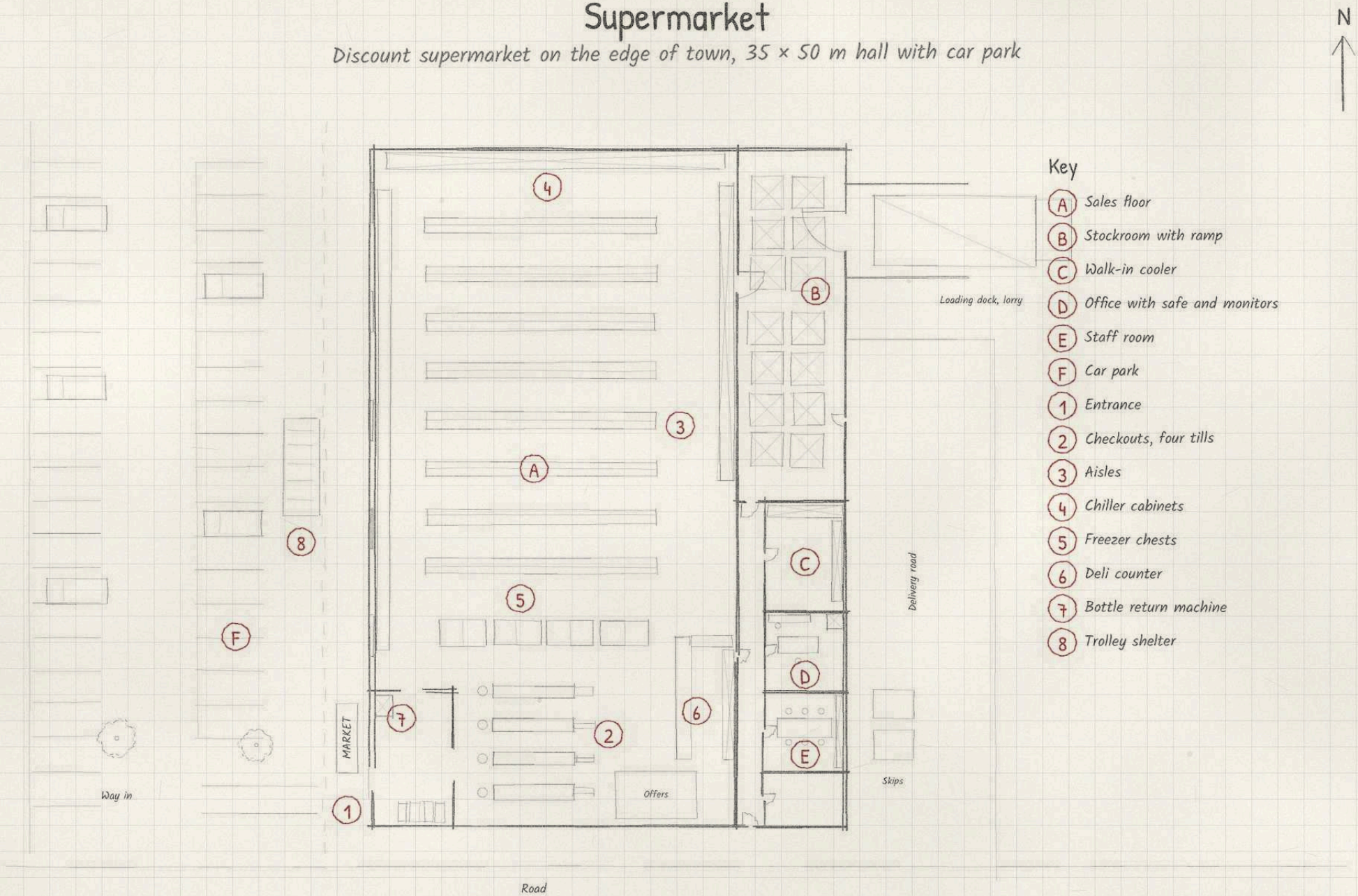
- (1) Entrance
- (2) Bar
- (3) Regulars' table
- (4) Slot machine
- (5) Telephone
- (6) Cellar stairs behind the bar
- (7) Back door to the yard
- (8) Kegs and cooling
- (9) Stairwell of the building

2 m

Template map

Supermarket

Discount supermarket on the edge of town, 35 × 50 m hall with car park

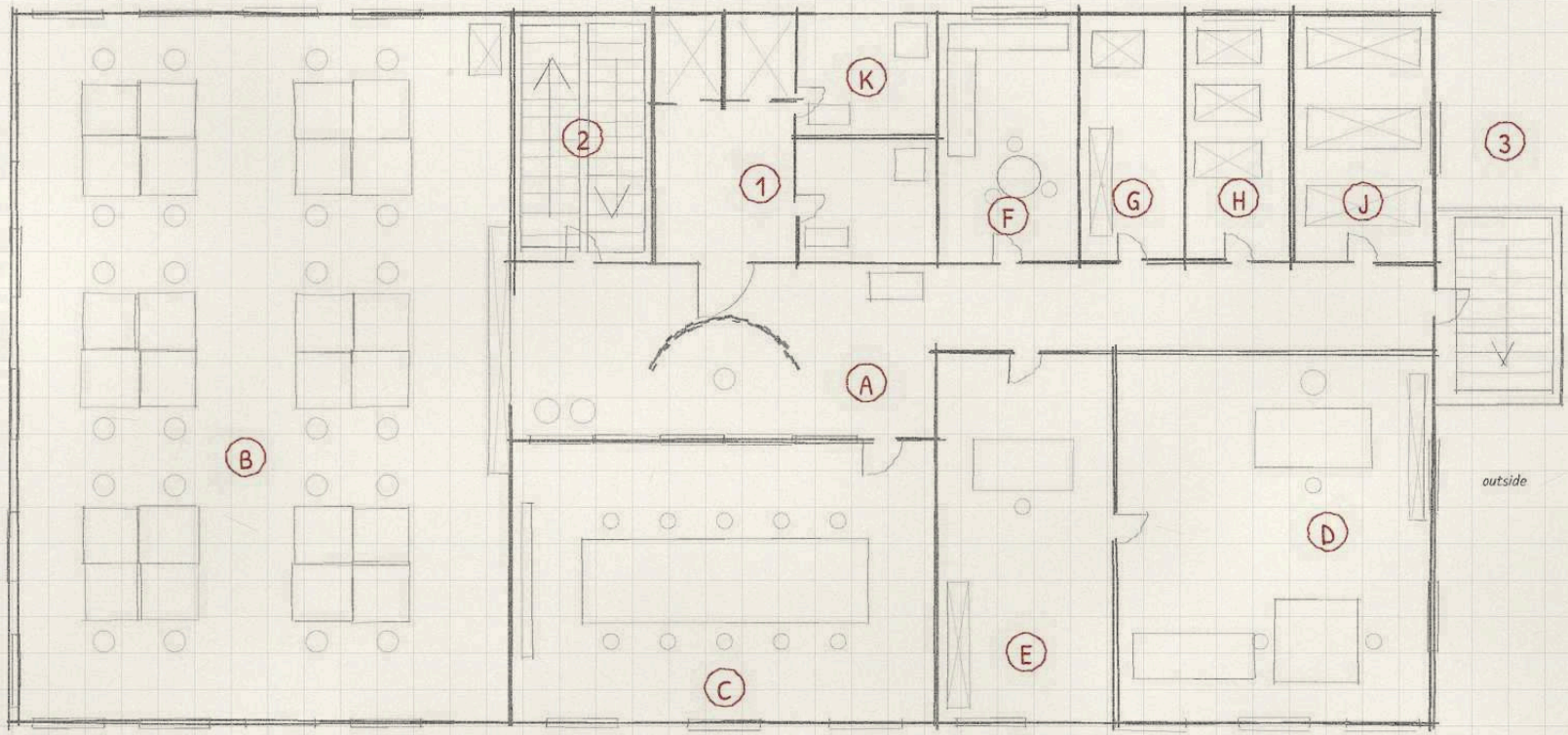


Template map

Office Building: One Floor

Typical floor of an office block, 40 × 20 m

N



Key

- (A) Reception with glass door
- (B) Open-plan office
- (C) Meeting room (glass)
- (D) Director's office
- (E) PA's office
- (F) Kitchenette
- (G) Copy room
- (H) Server room
- (J) File room
- (K) Toilets
- (1) Lifts
- (2) Stairwell
- (3) Fire escape

5 m

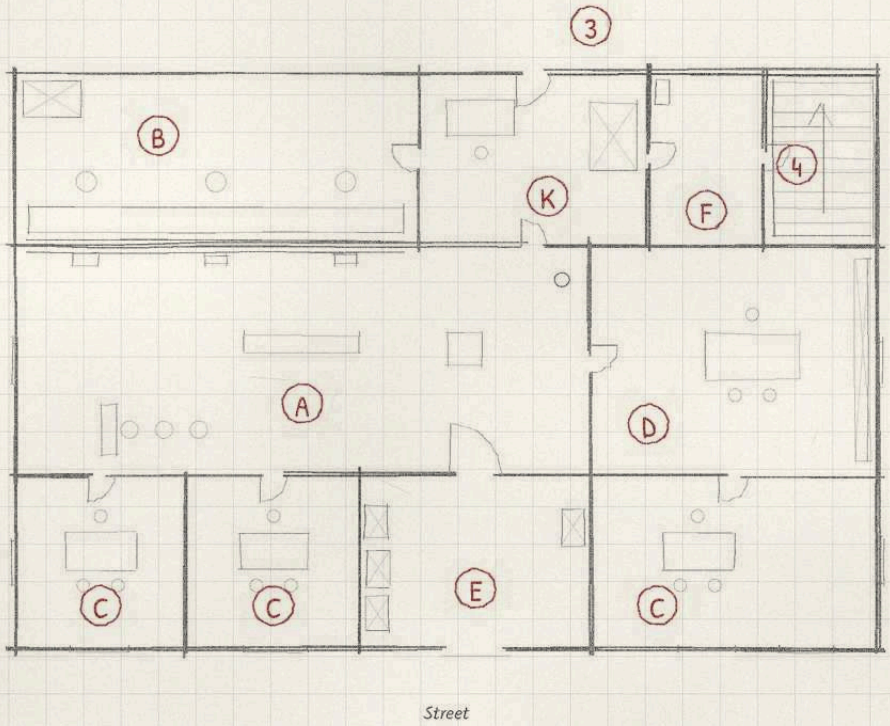
Template map

Bank with Vault

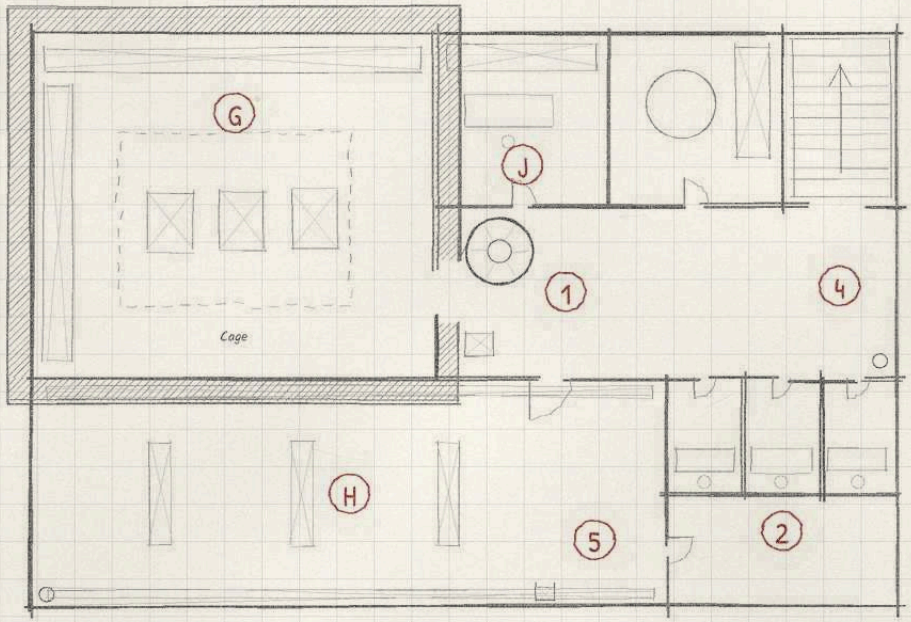
Branch bank on the ground floor of a commercial building, 30 × 20 m, with vault cellar

N

Ground floor



Cellar



Key

- (A) Banking hall
- (B) Tills behind armoured glass
- (C) Interview rooms
- (D) Branch manager
- (E) Lobby with cash machines
- (F) Security airlock
- (G) Vault
- (H) Safe-deposit boxes
- (J) Alarm panel room
- (K) Back office
- (1) Vault door with time lock
- (2) Viewing booths
- (3) Cash delivery door
- (4) Cellar stairs
- (5) Unlisted deposit box

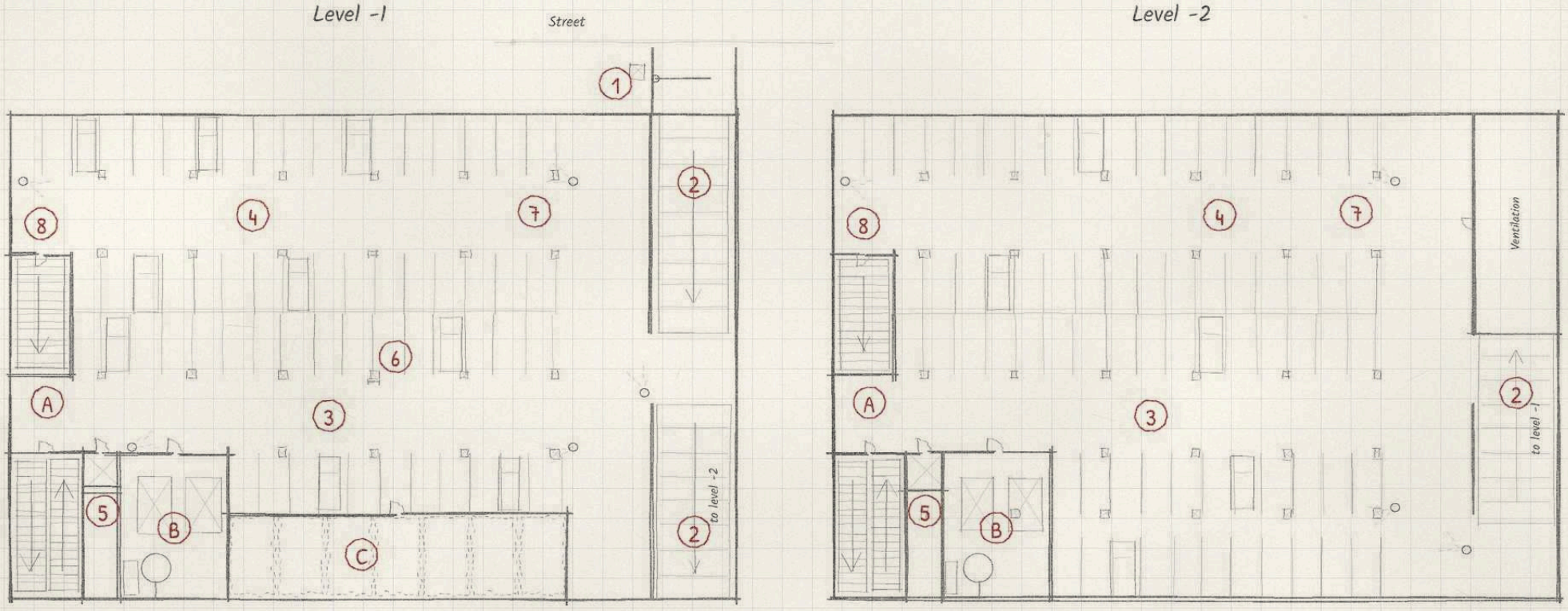
5 m

Template map

Underground Car Park

Two levels below a block of flats and shops, each 60 × 40 m, headroom 2.1 m

N



Key

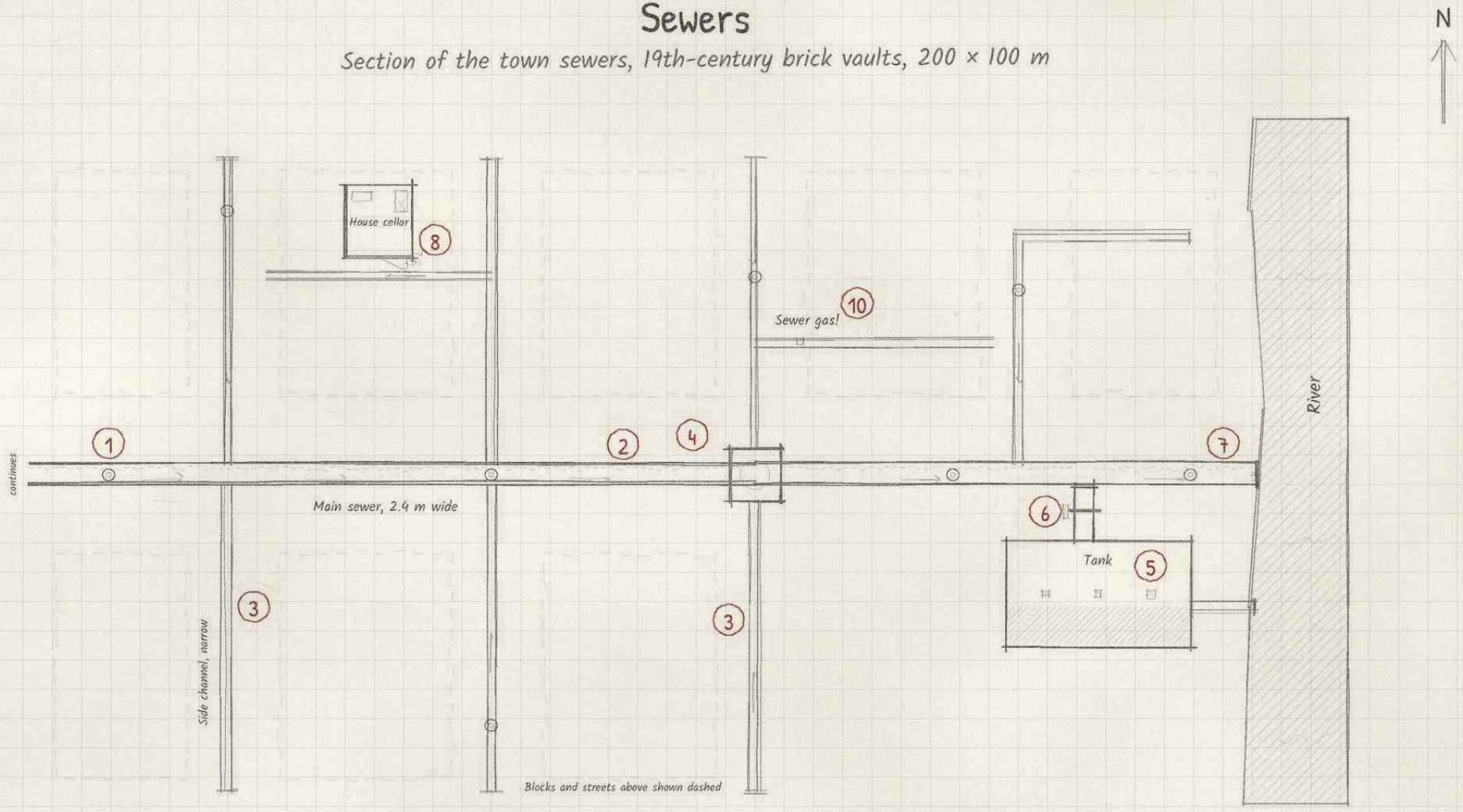
- (A) Stairwell
- (B) Plant room with ventilation
- (C) Storage cages
- (1) Entry, barrier, pay machine
- (2) Ramp
- (3) Column grid, every 7.5 m
- (4) Parking bays
- (5) Lift
- (6) Fuse box behind the column
- (7) Cameras
- (8) Emergency exit to street

10 m

Template map

Sewers

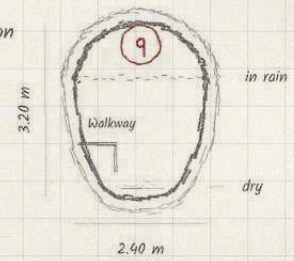
Section of the town sewers, 19th-century brick vaults, 200 × 100 m



Key

1. Access shaft with rungs
2. Main sewer with walkway
3. Side channels
4. Junction chamber
5. Storm overflow tank
6. Weir with sluice gate
7. Outfall to the river, grille
8. Breach into a cellar
9. Water level in rain
10. Sewer gas warning sign

Main sewer, cross-section
own scale



20 m

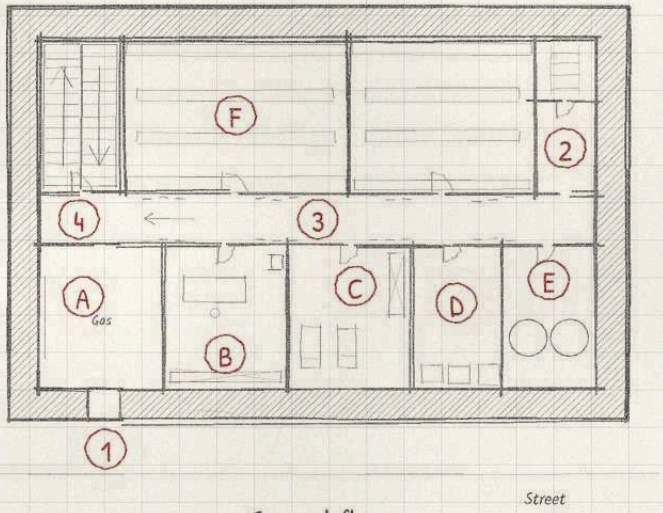
Template map

Air-Raid Shelter

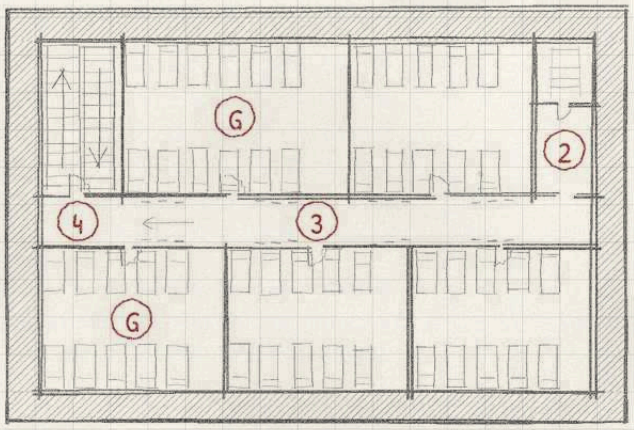
Second World War surface shelter in a residential district, 30 × 20 m, walls 1.5 m; three of five storeys shown

N

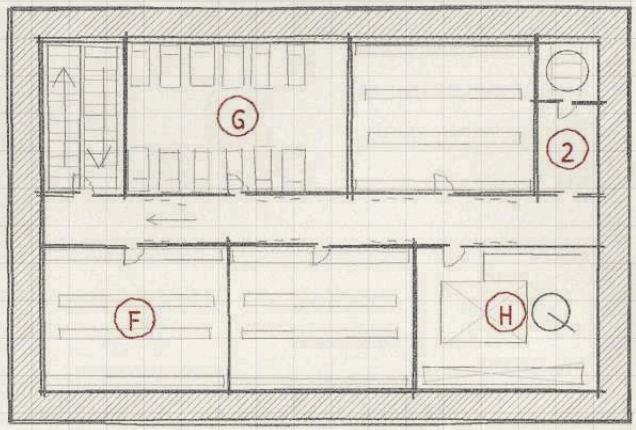
Ground floor



First floor



Second floor



Key

- (A) Gas lock
- (B) Warden's post with telephone
- (C) First-aid room
- (D) Toilets
- (E) Water tanks
- (F) Shelter rooms with benches
- (G) Bunk rooms
- (H) Hand-cranked ventilation
- (1) Steel doors
- (2) Emergency hatch with ladder
- (3) Luminous paint on walls
- (4) Stairs

5 m

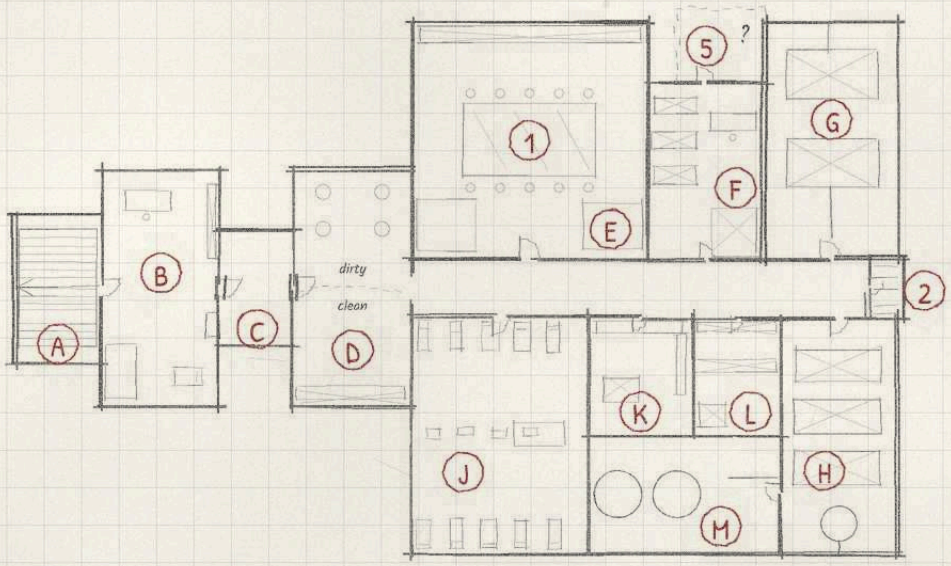
Template map

Military Bunker

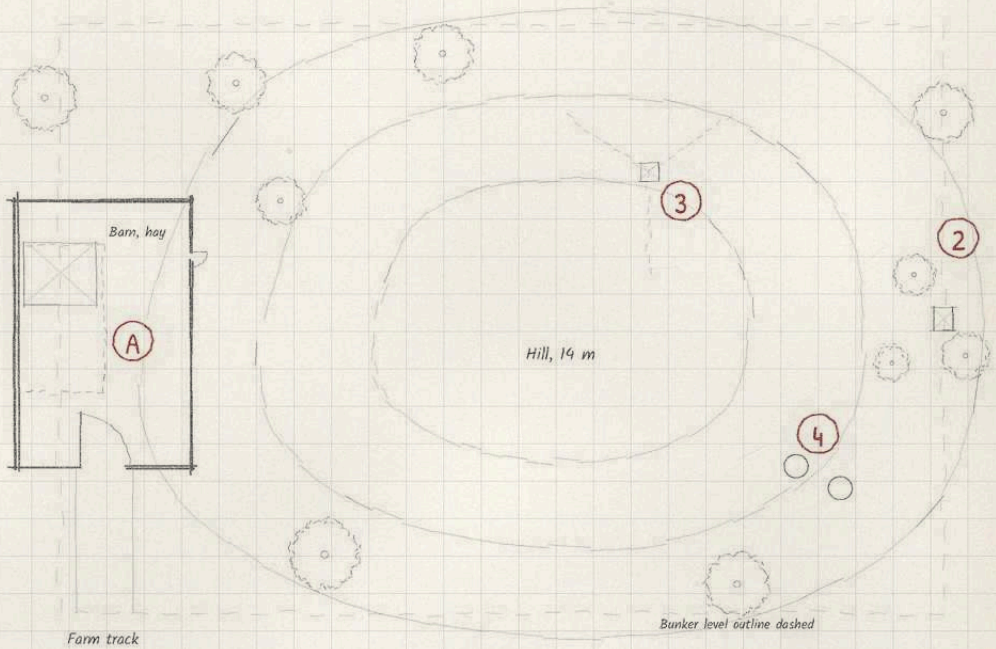
Cold War command bunker under a hill, 60 × 40 m, roof of 8 m earth and concrete

N

Bunker level, 12 m below the hill



Surface



Key

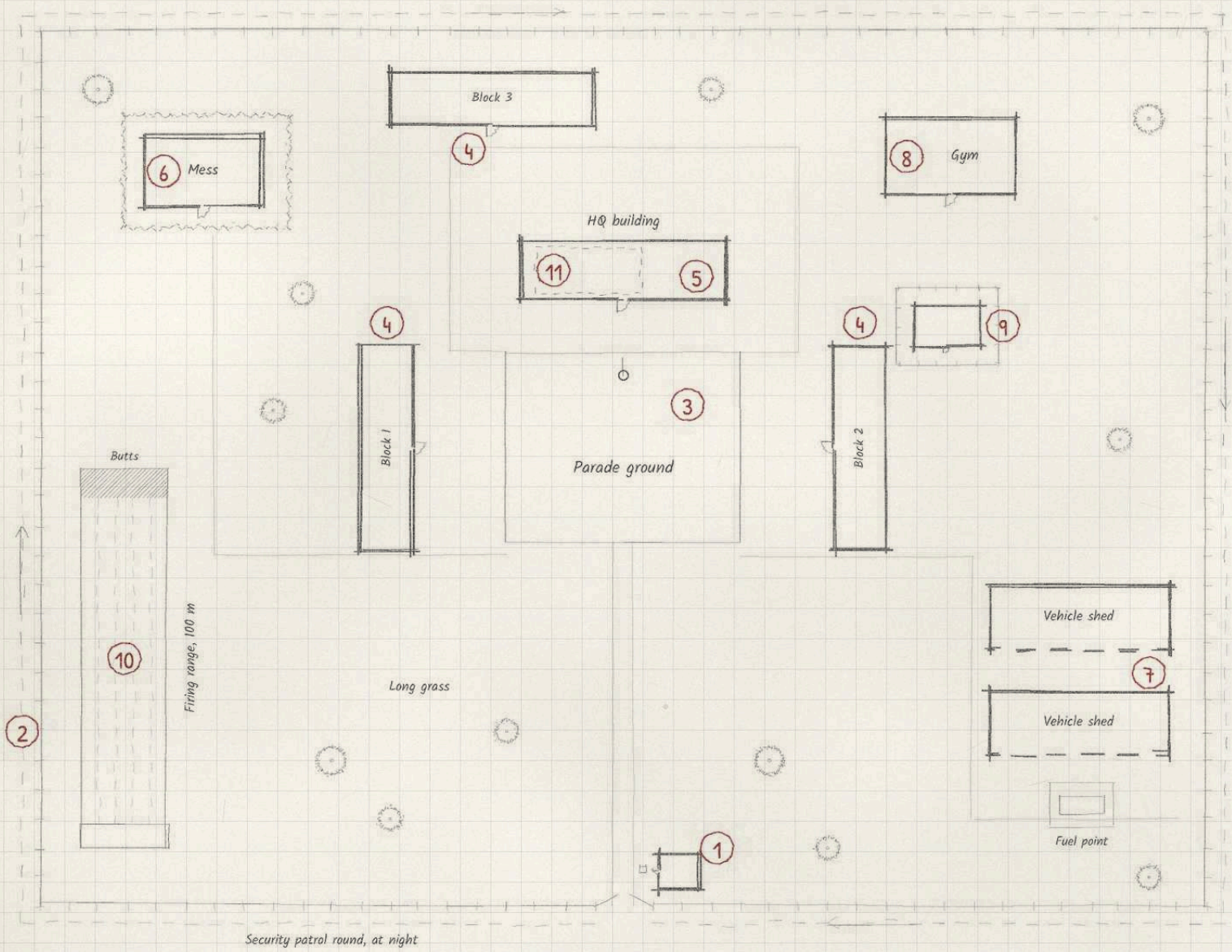
- (A) Disguised entrance in a barn
- (B) Guardroom
- (C) Blast lock
- (D) Decontamination
- (E) Command centre
- (F) Signals room
- (G) Generator room
- (H) Filtered ventilation
- (J) Quarters
- (K) Kitchen
- (L) Armoury
- (M) Fuel store
- (1) Situation maps
- (2) Escape shaft
- (3) Antenna mast
- (4) Air intakes
- (5) Door that will not open

10 m

Template map

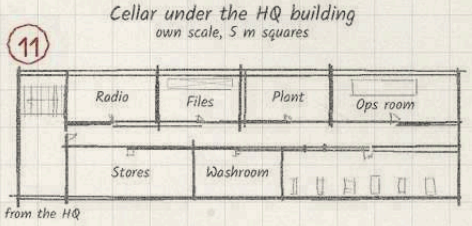
Disused Barracks

Barracks site, empty since 1998, 400 × 300 m; inset: cellar under the headquarters building



Key

1. Guardhouse at the gate
2. Fence, security patrol
3. Parade ground with flagpole
4. Barrack blocks
5. Headquarters building
6. Officers' mess
7. Vehicle sheds and fuel point
8. Gym
9. Armoury
10. Firing range
11. Cellar bunker

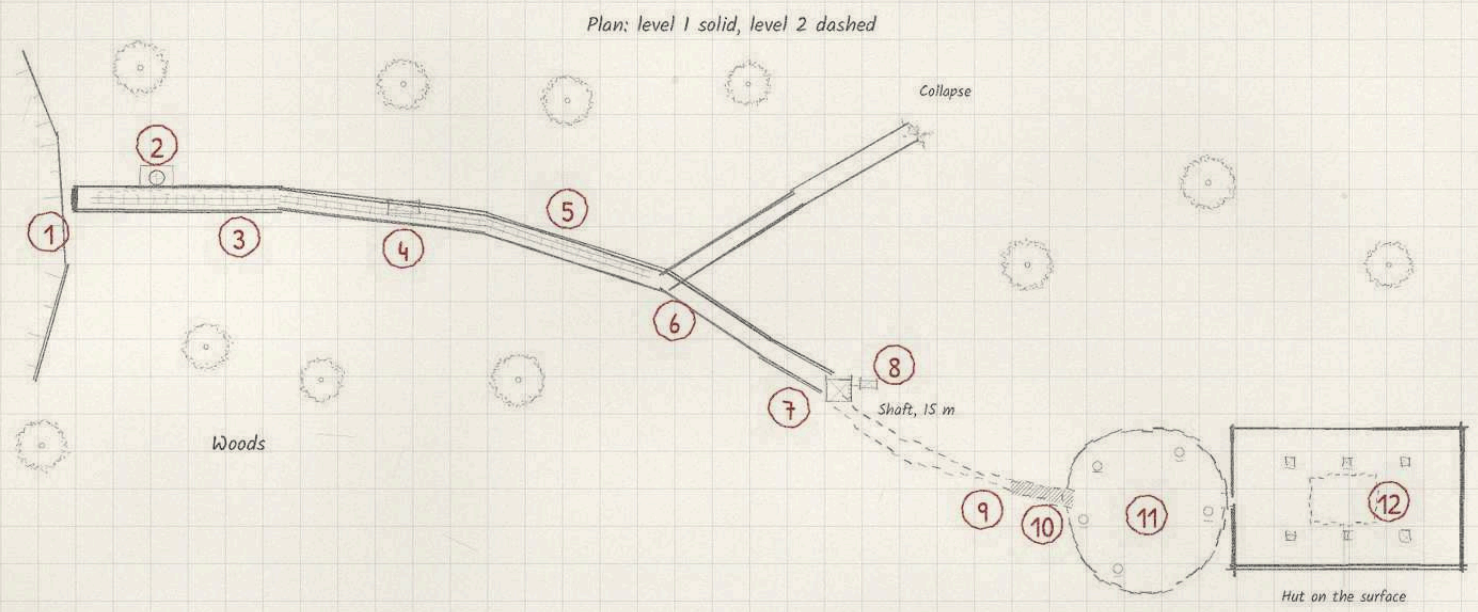


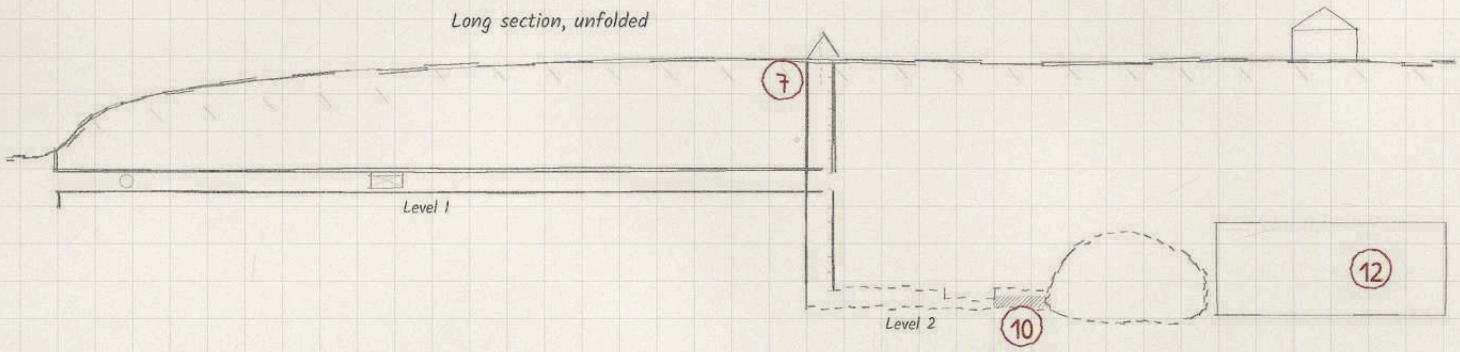
Template map

Mine Tunnels

Small mine in the woods, closed for decades; plan of both levels and long section

N





Key

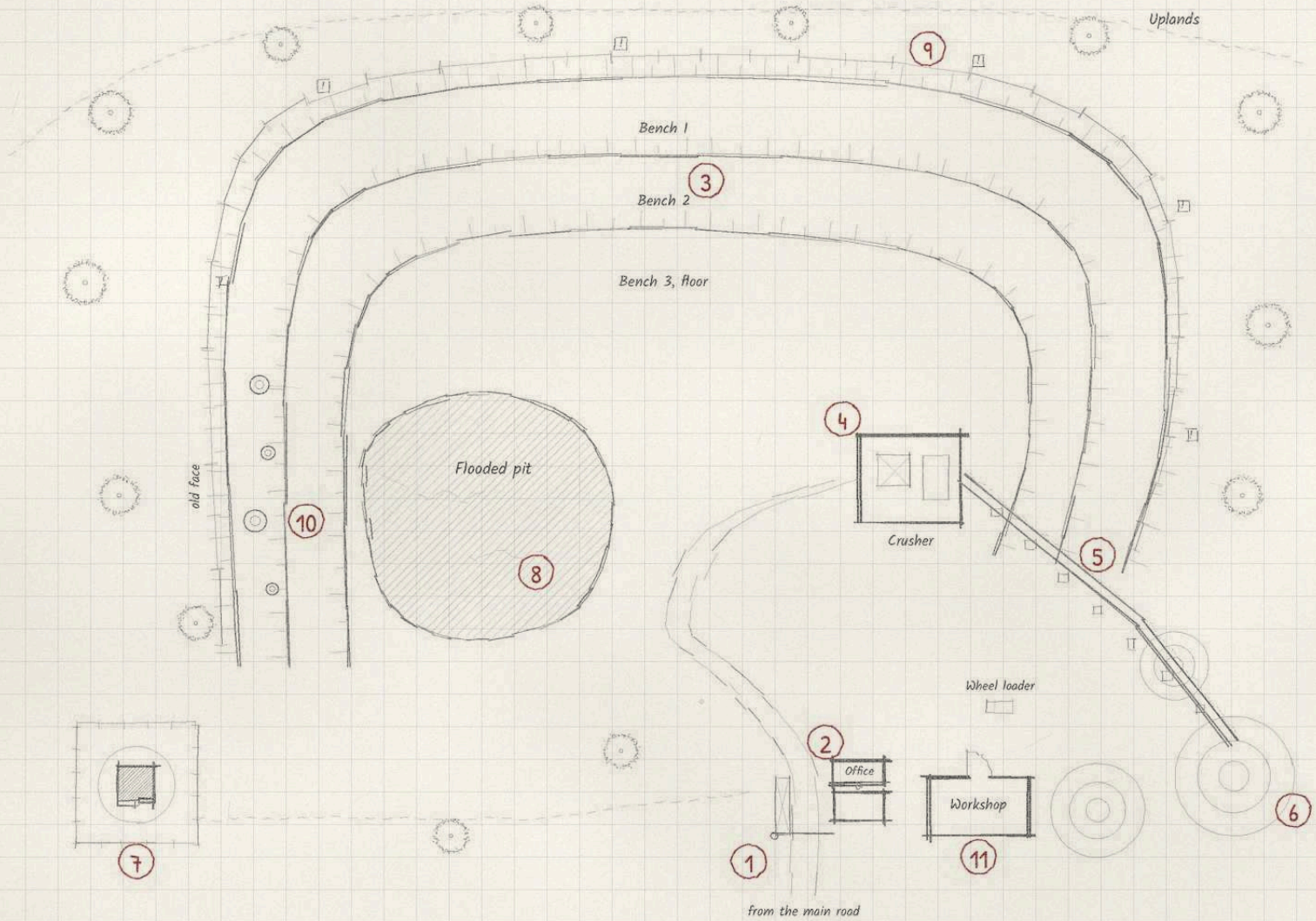
1. Adit with steel door
2. Fan without power
3. Main tunnel with rails
4. Covered mine cart
5. Cables on the wall
6. Fork
7. Shaft with iron ladder
8. Winch
9. Squeeze, 0.8 m
10. Water
11. Cave with signs
12. Room larger than the hut above

20 m

Template map

Quarry

Working quarry on the edge of the uplands, site 300 × 200 m, face 45 m high



Key

1. Entrance with barrier
2. Weighbridge and office
3. Quarry face with three benches
4. Crusher
5. Conveyor with walkway
6. Spoil heaps
7. Explosives store
8. Flooded pit
9. Rim with fence
10. Circles in the rock
11. Workshop

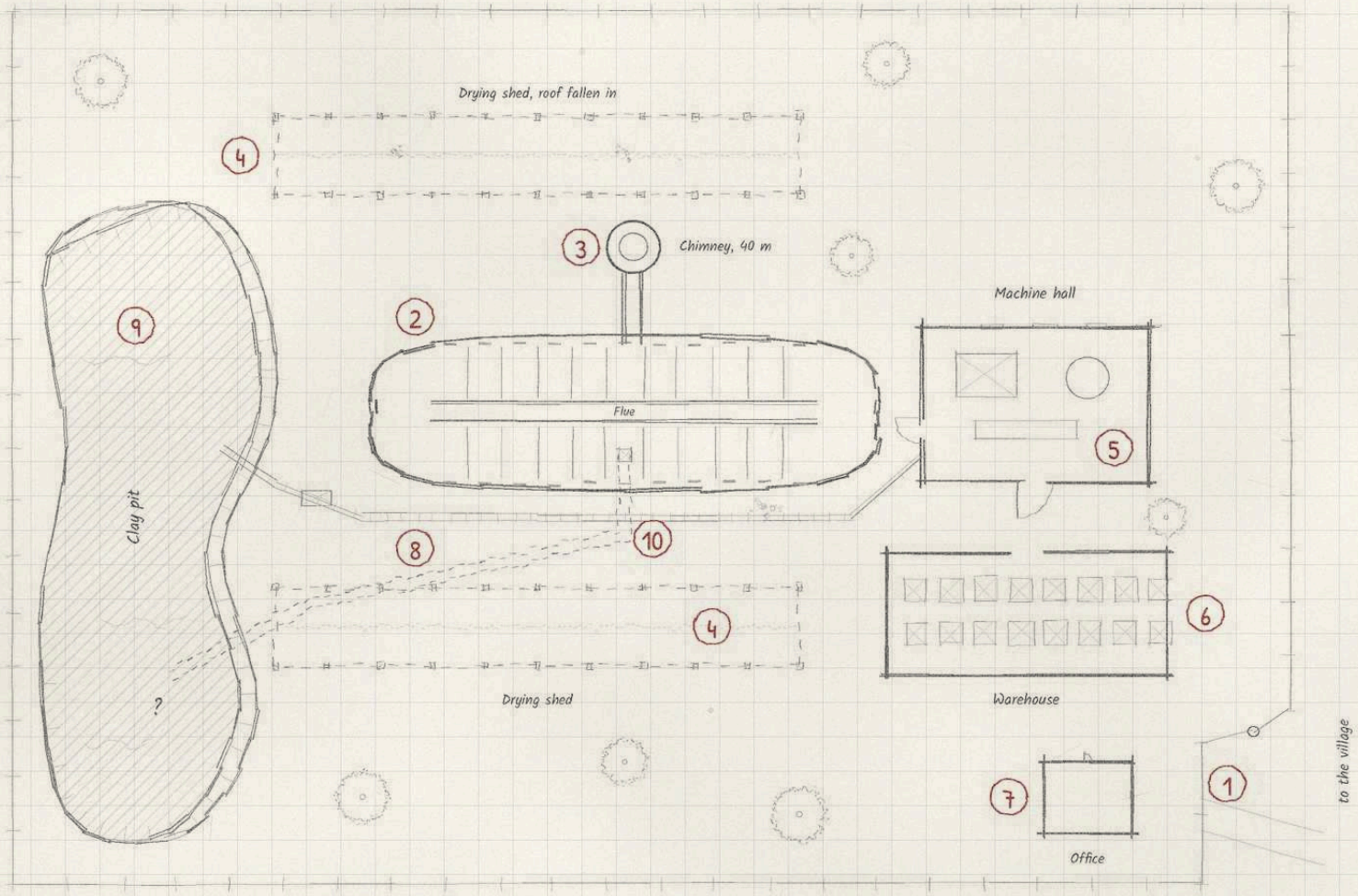
20 m

Template map

Industrial Ruin: Brickworks

Derelict brickworks on the edge of a village, site 150 × 100 m; passage under the kiln dashed

N



Key

1. Chained gate
2. Ring kiln with chambers
3. Chimney
4. Drying sheds
5. Machine hall
6. Warehouse
7. Office
8. Narrow-gauge track with tipper
9. Clay pit (flooded)
10. Way down

Passage under the kiln: for the GM only, destination open.

10 m

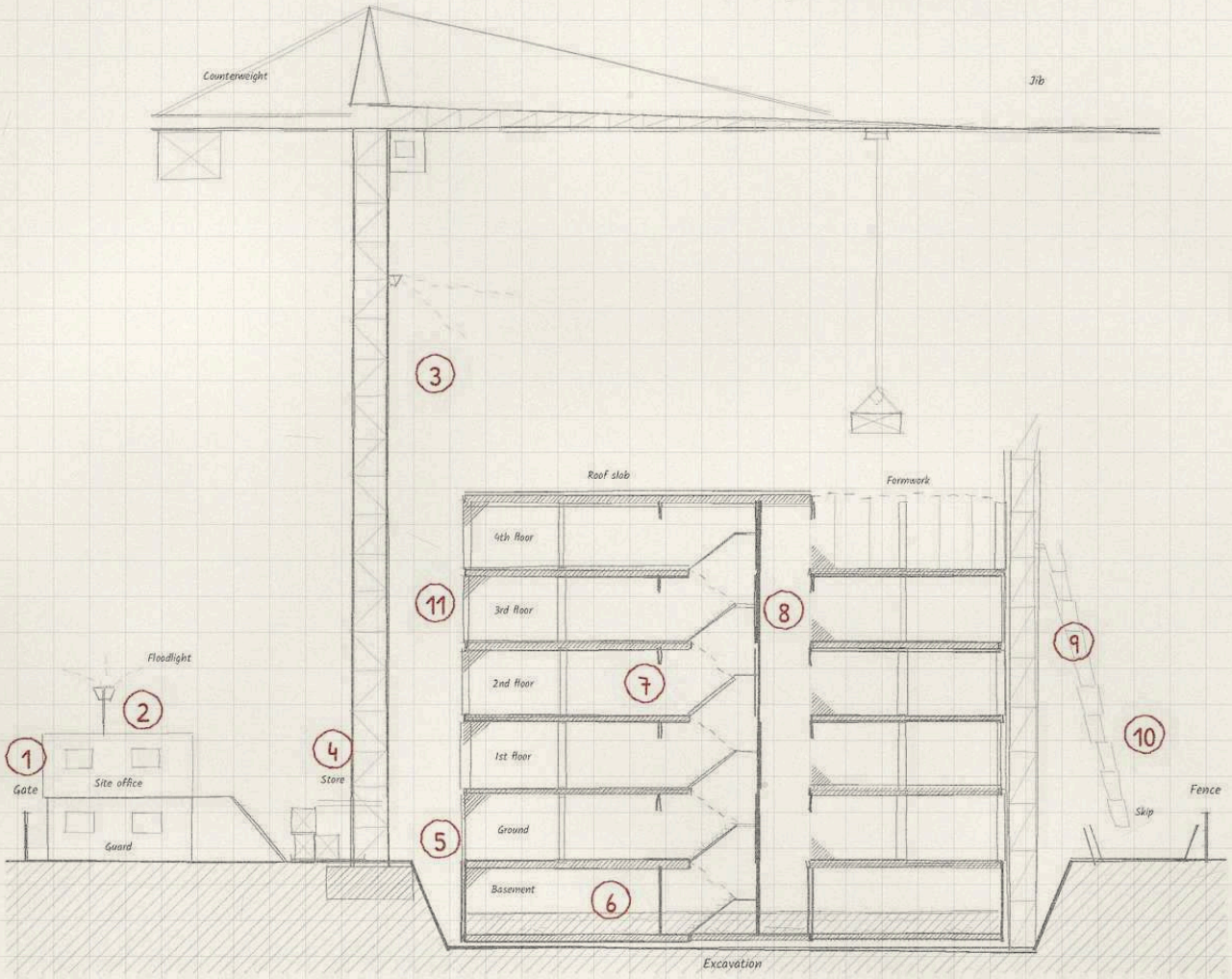
Template map

Building Site

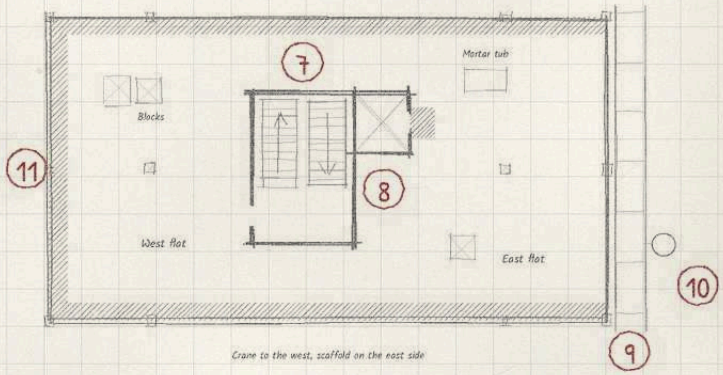
Five-storey block of flats as a bare shell, section and typical floor, plot about 48 × 30 m

N

Section, looking north



Typical floor (1st to 3rd)



Key

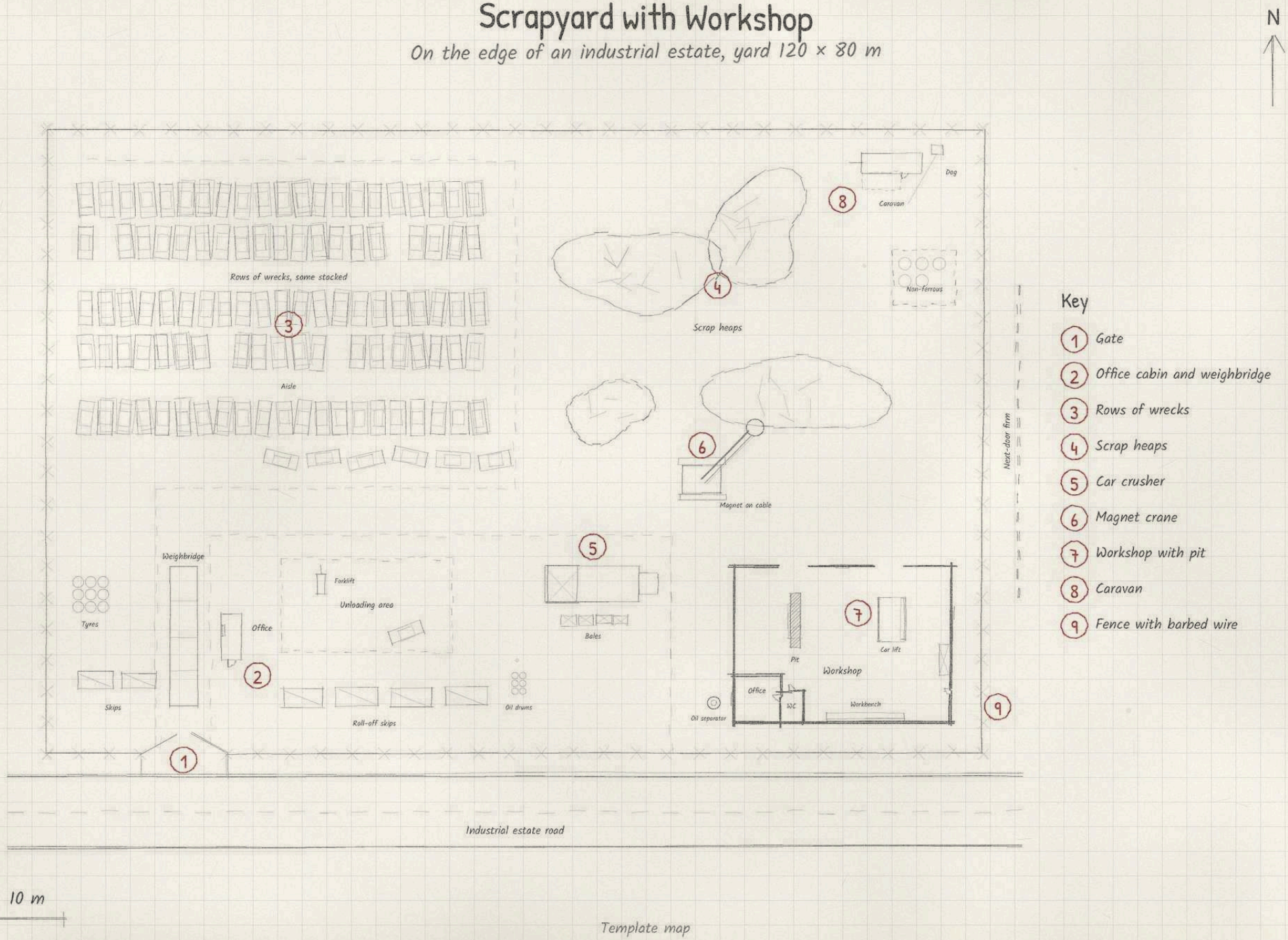
1. Site fence with gate
2. Site cabins
3. Tower crane
4. Materials store
5. Excavation
6. Flooded basement
7. Stair core
8. Open lift shaft
9. Scaffolding
10. Rubble chute
11. Unguarded slab edges

5 m

Template map

Scrapyard with Workshop

On the edge of an industrial estate, yard 120 × 80 m

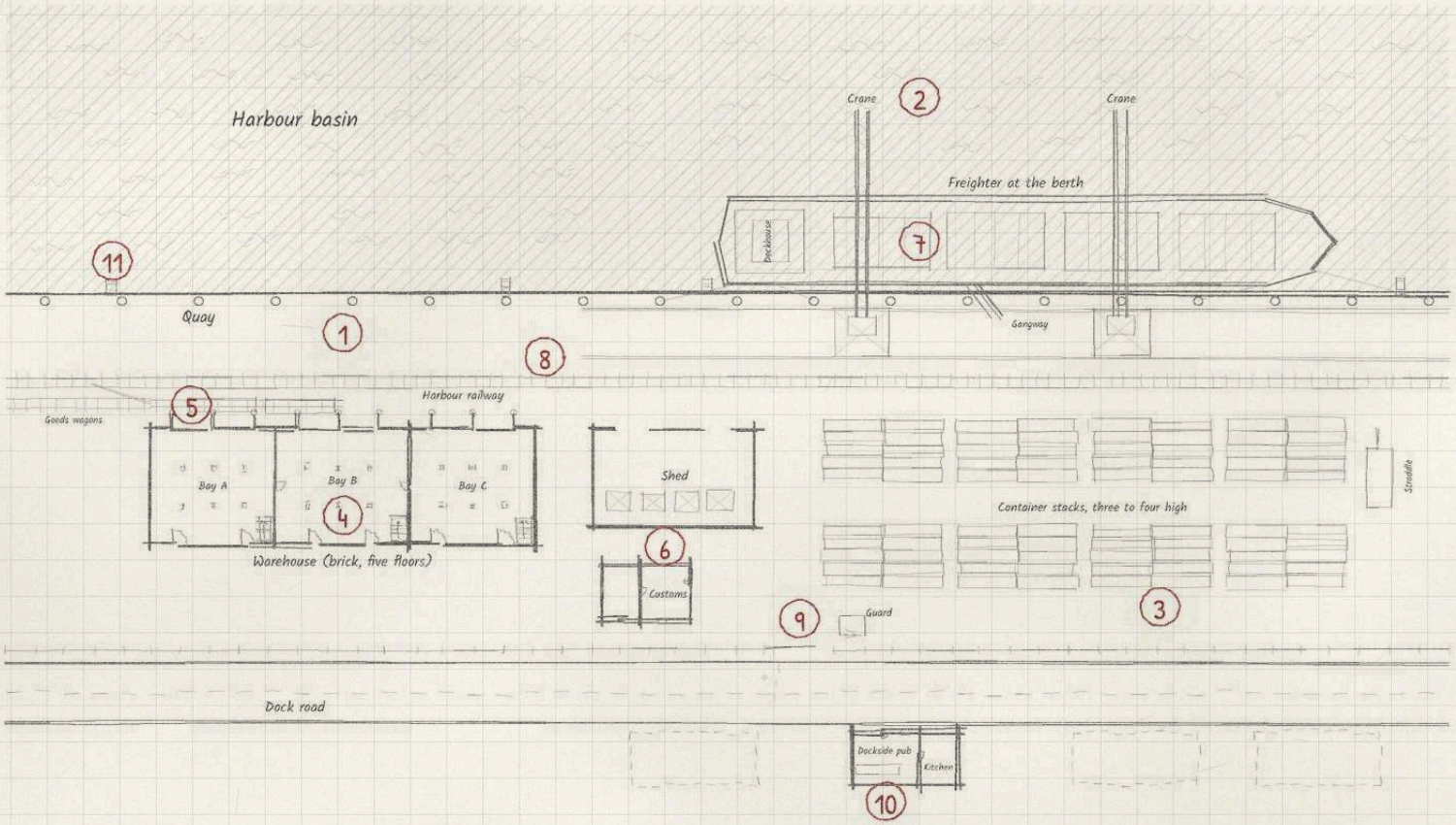


Template map

Harbour with Warehouse

Quay on the harbour basin with warehouse, berth and container yard, about 300 × 160 m

N

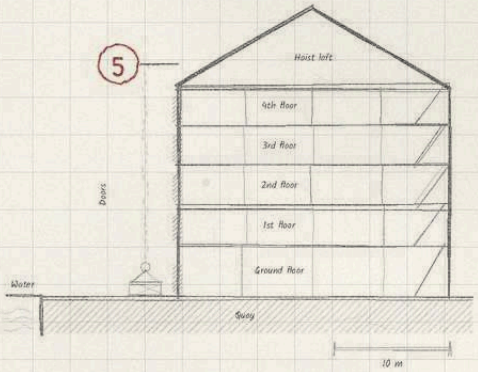


Key

1. Quay with bollards
2. Cranes
3. Container stacks
4. Warehouse with loading doors
5. Hoists
6. Customs house
7. Berth
8. Harbour railway
9. Gate with guard
10. Dockside pub
11. Ladders into the water

Warehouse section

different scale



20 m

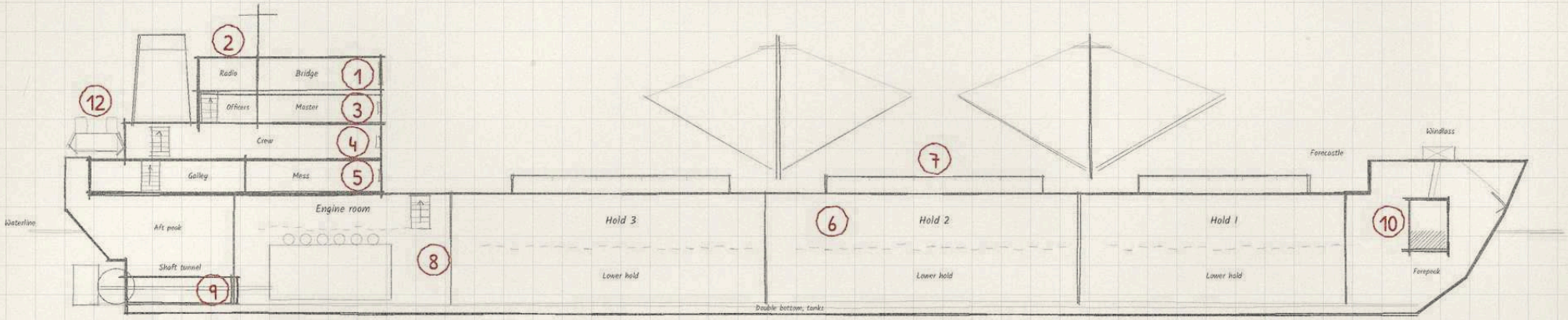
Template map

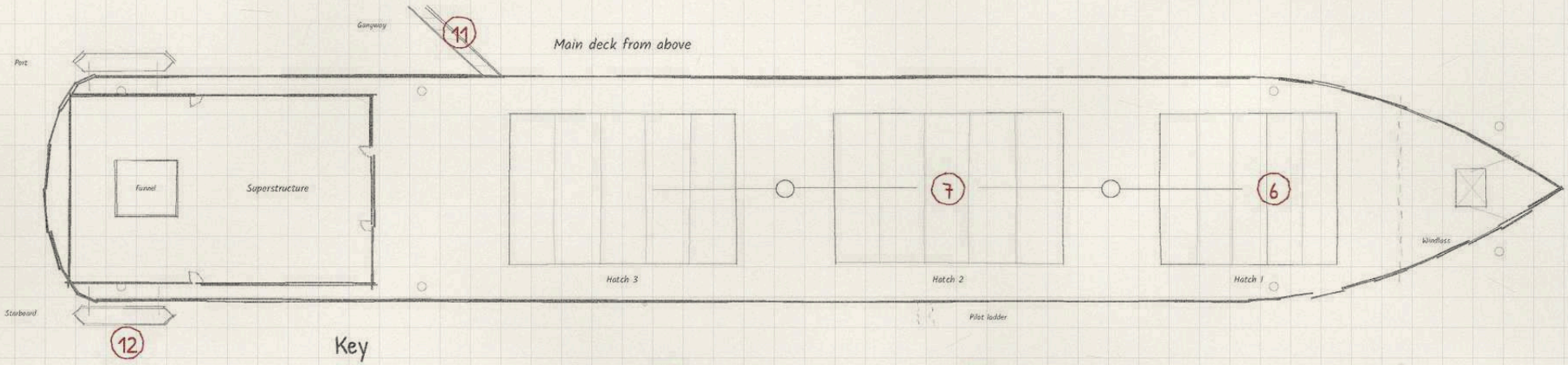
Cargo Ship

General cargo ship with aft superstructure, 120 m long, 18 m beam, profile section and main deck

N

Profile section (centreline), bow to the right





Key

1. Bridge
2. Radio room
3. Master's cabin
4. Crew quarters
5. Galley and mess
6. Holds 1 to 3
7. Hatch covers
8. Engine room
9. Shaft tunnel
10. Chain locker
11. Gangway and pilot ladder
12. Lifeboat

10 m

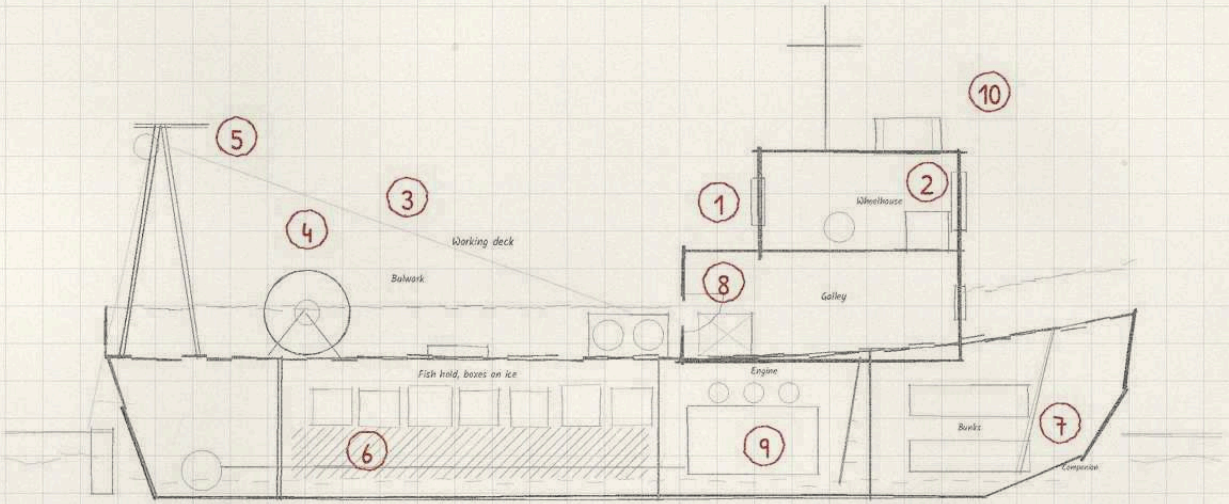
Template map

Fishing Boat

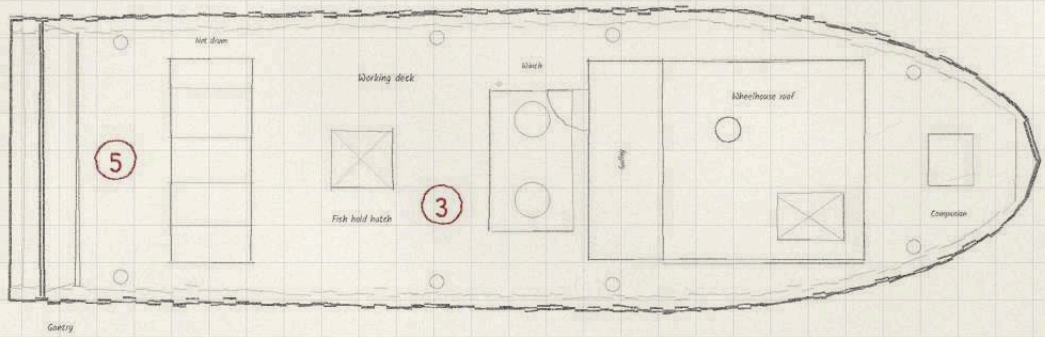
Seagoing trawler, 20 m long, 6 m beam, profile section and deck

N

Profile section, bow to the right



Deck from above



Key

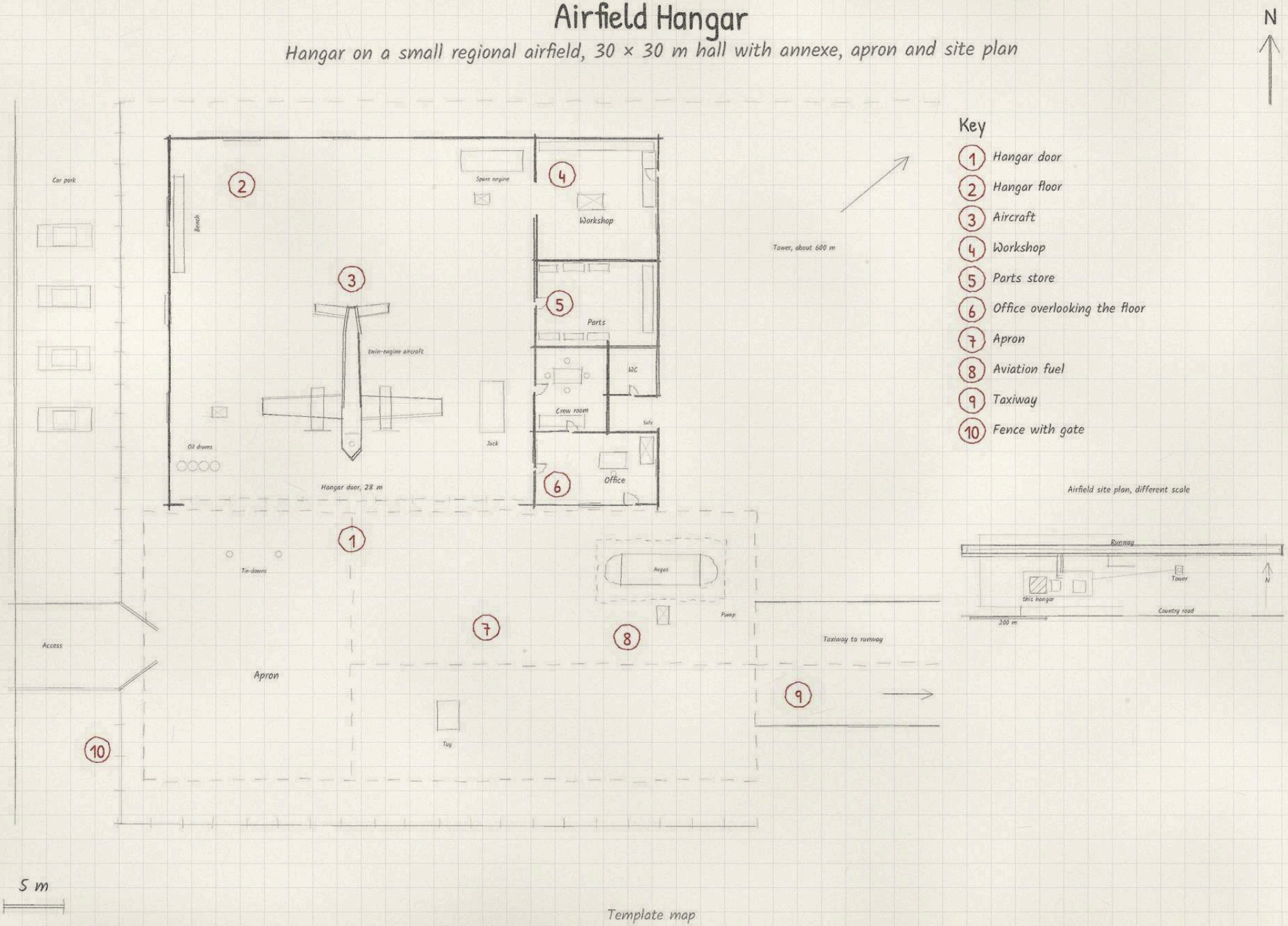
1. Wheelhouse
2. Radio and echo sounder
3. Working deck
4. Winch and net drum
5. Gantry
6. Fish hold with ice
7. Cabin with bunks
8. Galley
9. Engine room
10. Life raft

2 m

Template map

Airfield Hangar

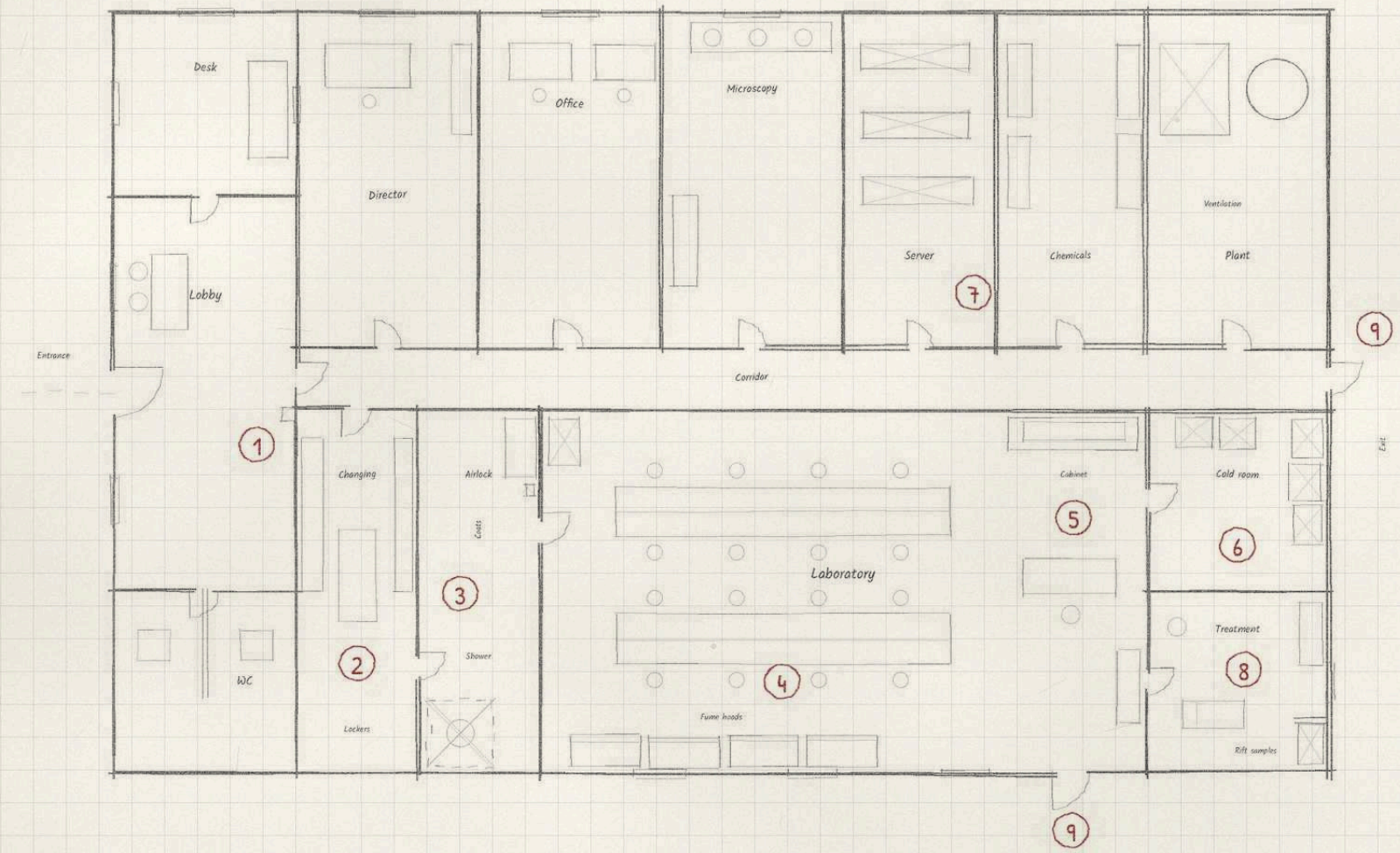
Hangar on a small regional airfield, 30 × 30 m hall with annexe, apron and site plan



Template map

Laboratory

Research laboratory, medium containment level, single storey, 40 × 25 m



N

Key

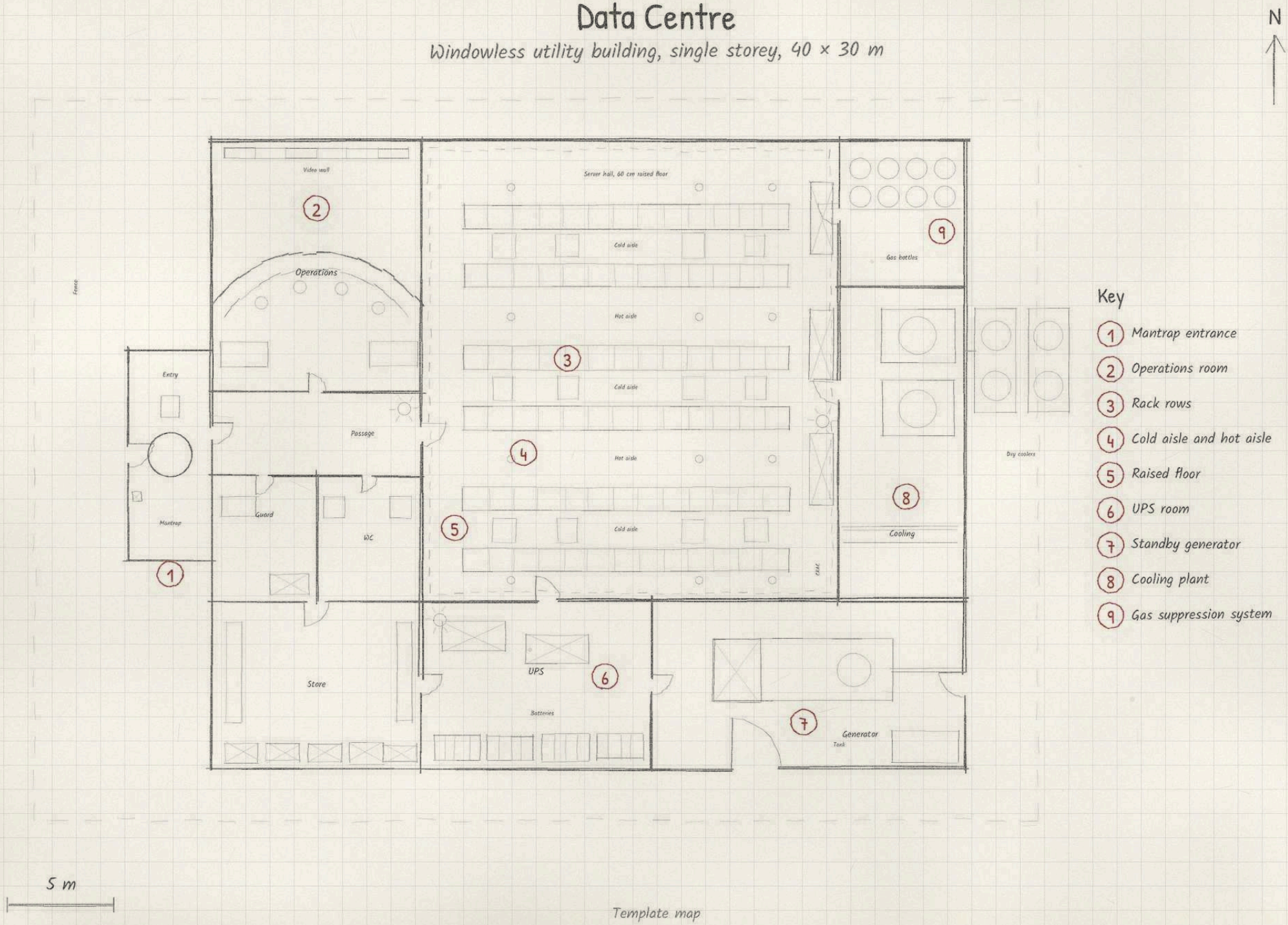
1. Card reader
2. Airlock with changing room
3. Emergency shower
4. Benches and fume hoods
5. Biosafety cabinet
6. Freezers with samples
7. Server room
8. Treatment room
9. Emergency exit

5 m

Template map

Data Centre

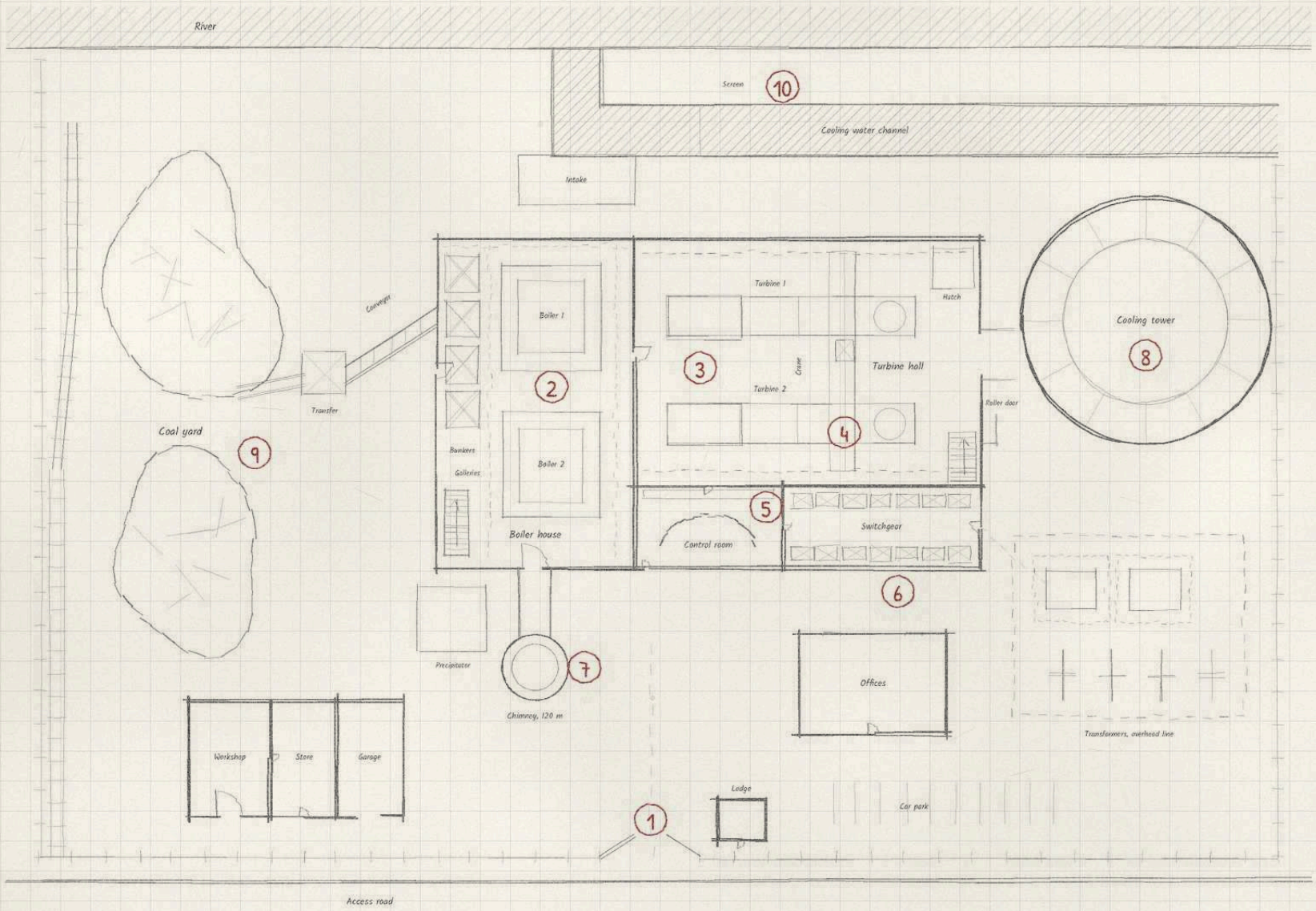
Windowless utility building, single storey, 40 × 30 m



Template map

Disused Power Station

Coal-fired power station, closed for years, site 150 × 100 m; halls with galleries at +8 m and +16 m



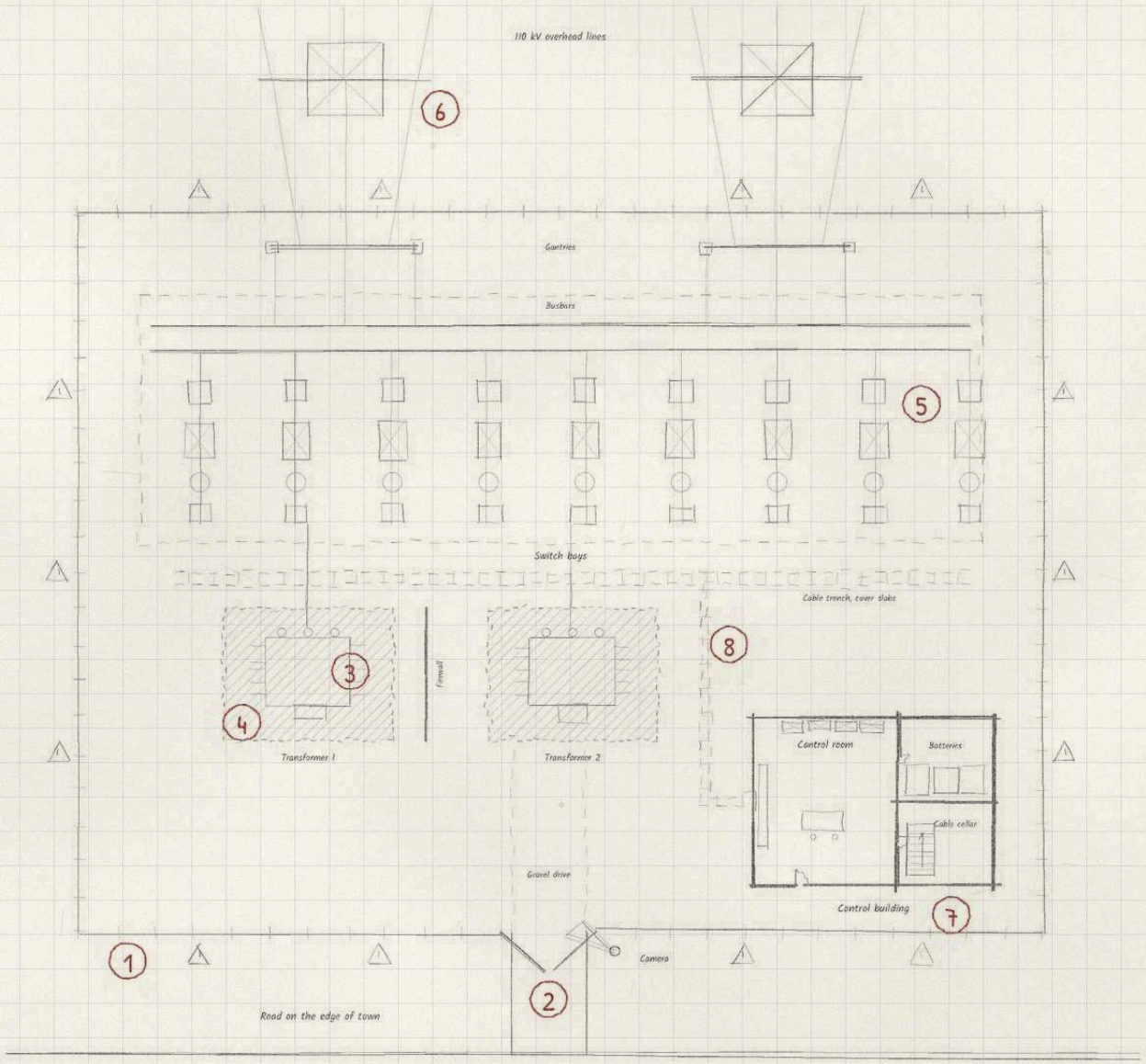
Key

1. Gate with lodge
2. Boiler house
3. Turbine hall
4. Overhead crane
5. Control room
6. Switchgear
7. Chimney
8. Cooling tower
9. Coal yard and conveyor
10. Cooling water channel

Template map

Substation

Substation on the edge of town, fenced area 80 × 60 m



N

Key

1. Fence with warning signs
2. Gate with camera
3. Transformers
4. Oil bunds
5. Switch bays
6. Pylons
7. Control building
8. Cable trenches

10 m

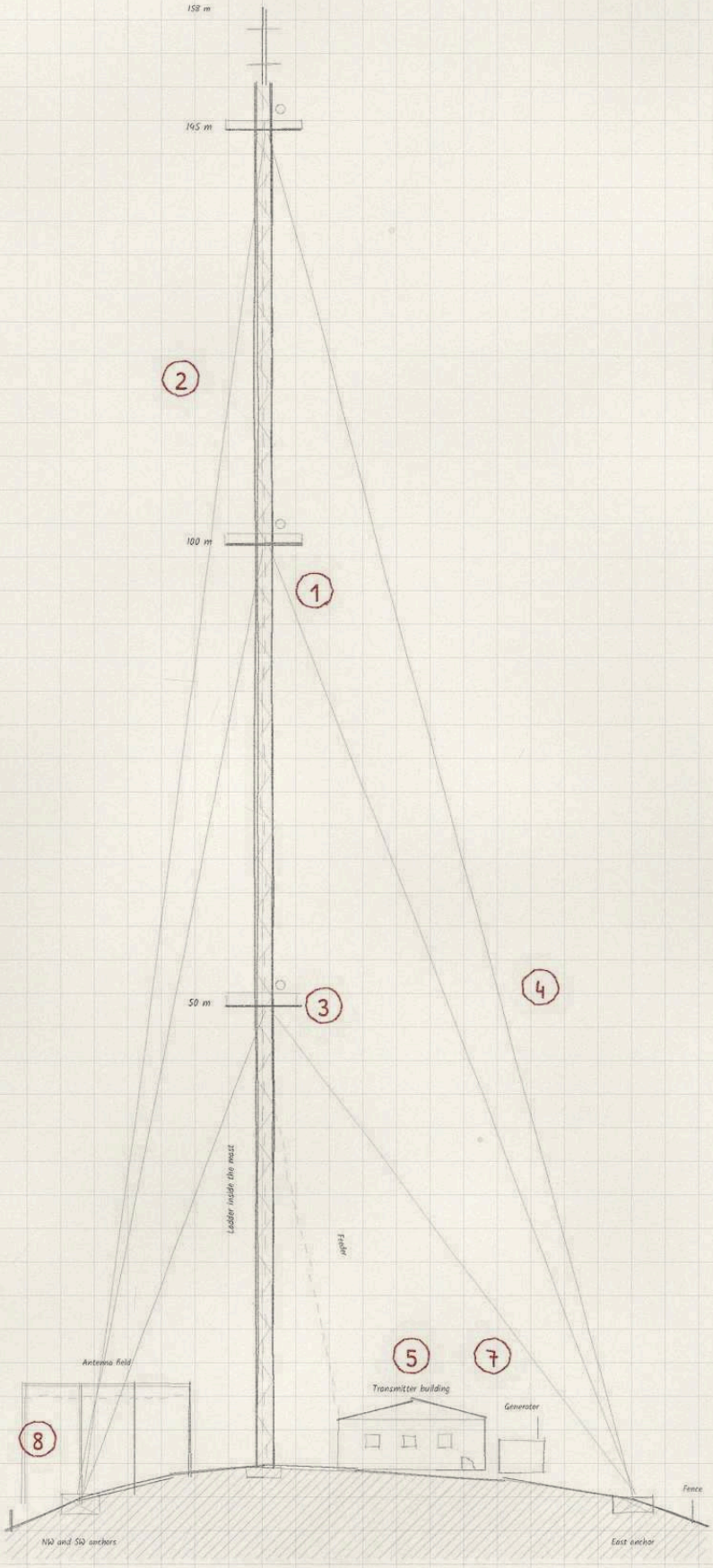
Template map

Radio Mast

Guyed transmitter mast, 150 m, on a hilltop

N

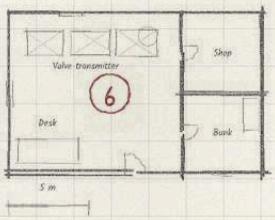
Elevation from the south



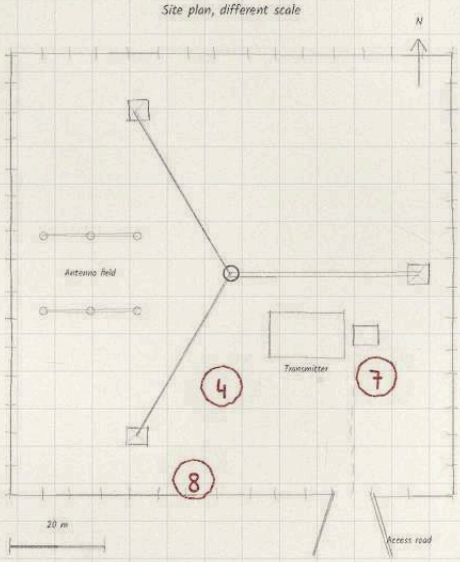
Key

1. Mast (150 m)
2. Climbing ladder
3. Platforms
4. Guy wires
5. Transmitter building
6. Transmitter
7. Generator
8. Fence and access road

Transmitter building, plan



Site plan, different scale

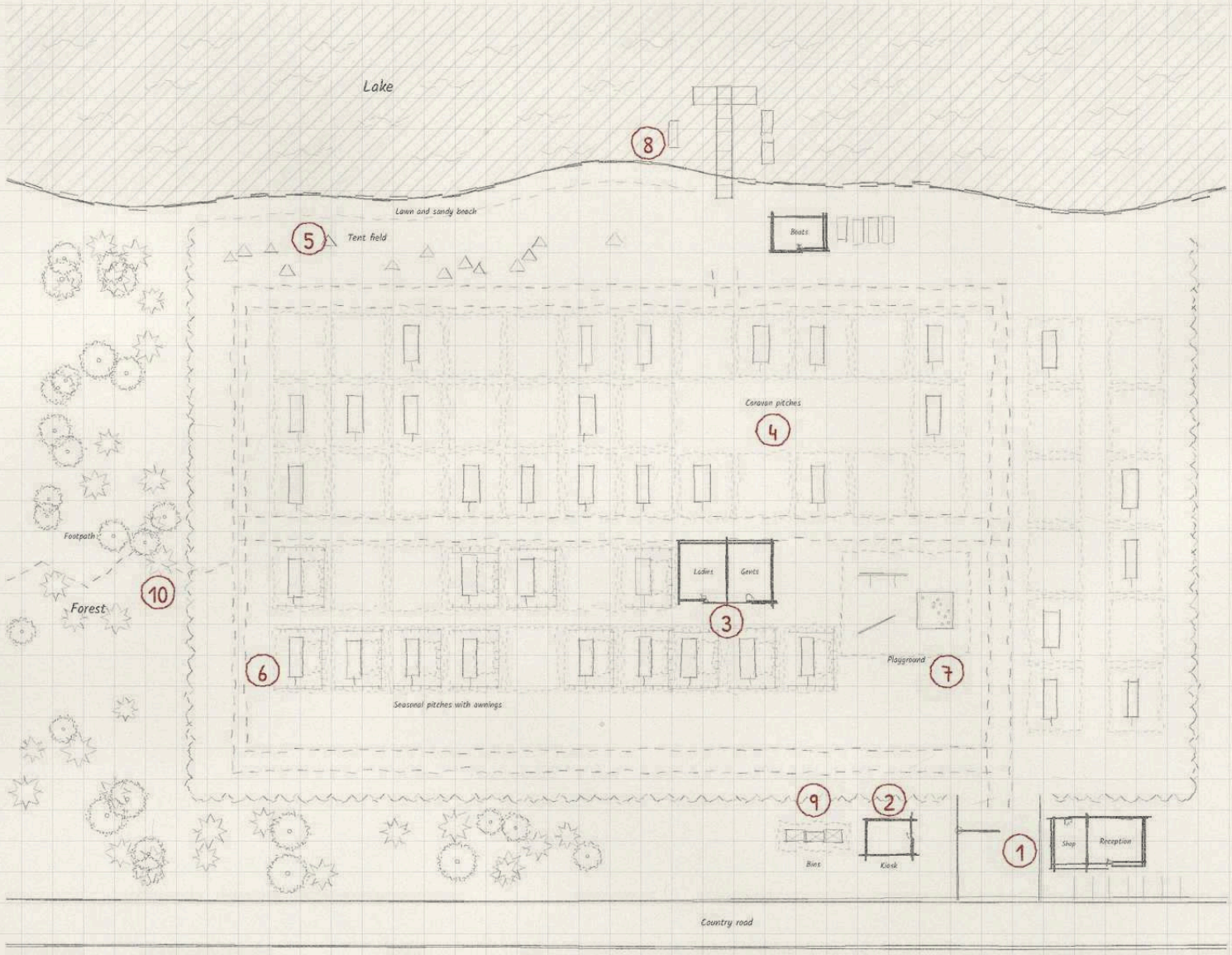


10 m

Template map

Campsite

Campsite on a lake at the edge of a forest, about 200 × 150 m



Key

1. Barrier and reception
2. Kiosk
3. Shower block
4. Caravan pitches
5. Tent field
6. Seasonal pitches
7. Playground
8. Jetty and boat hire
9. Bin store
10. Footpath into the forest

20 m

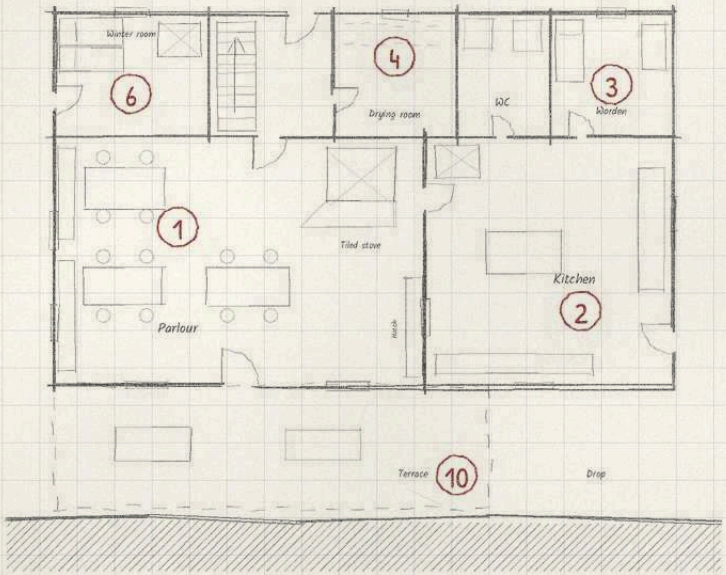
Template map

Mountain Hut

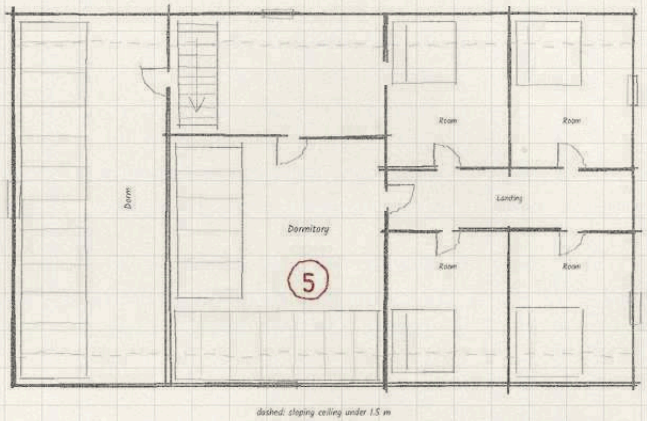
Staffed refuge hut at 2,000 m, 20 × 12 m, ground floor, upper floor and site plan

N

Ground floor



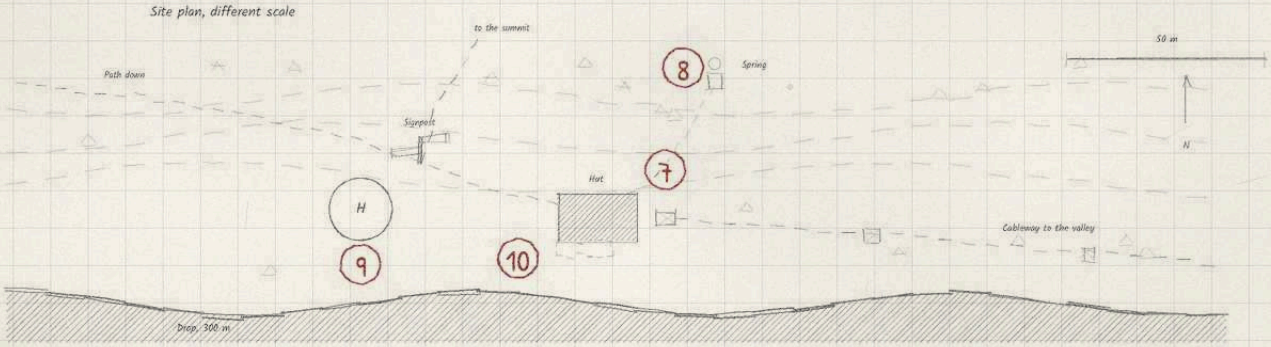
Upper floor



Key

1. Parlour with tiled stove
2. Kitchen
3. Warden's room
4. Drying room
5. Dormitory
6. Winter room
7. Goods cableway
8. Water intake
9. Helipad
10. Terrace and drop

Site plan, different scale

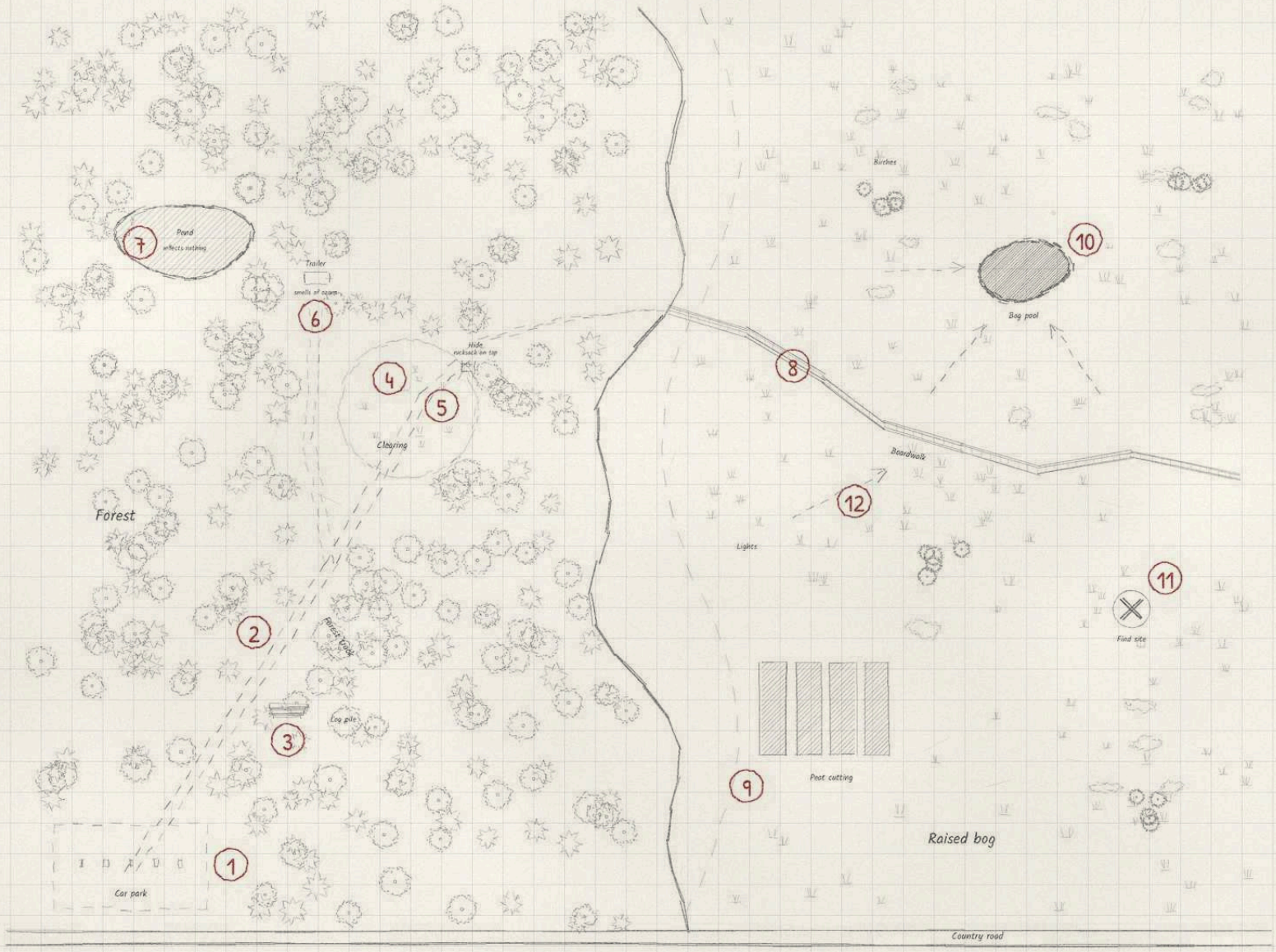


5 m

Template map

Moor and Forest

Woodland bordering a raised bog, about 800 × 600 m



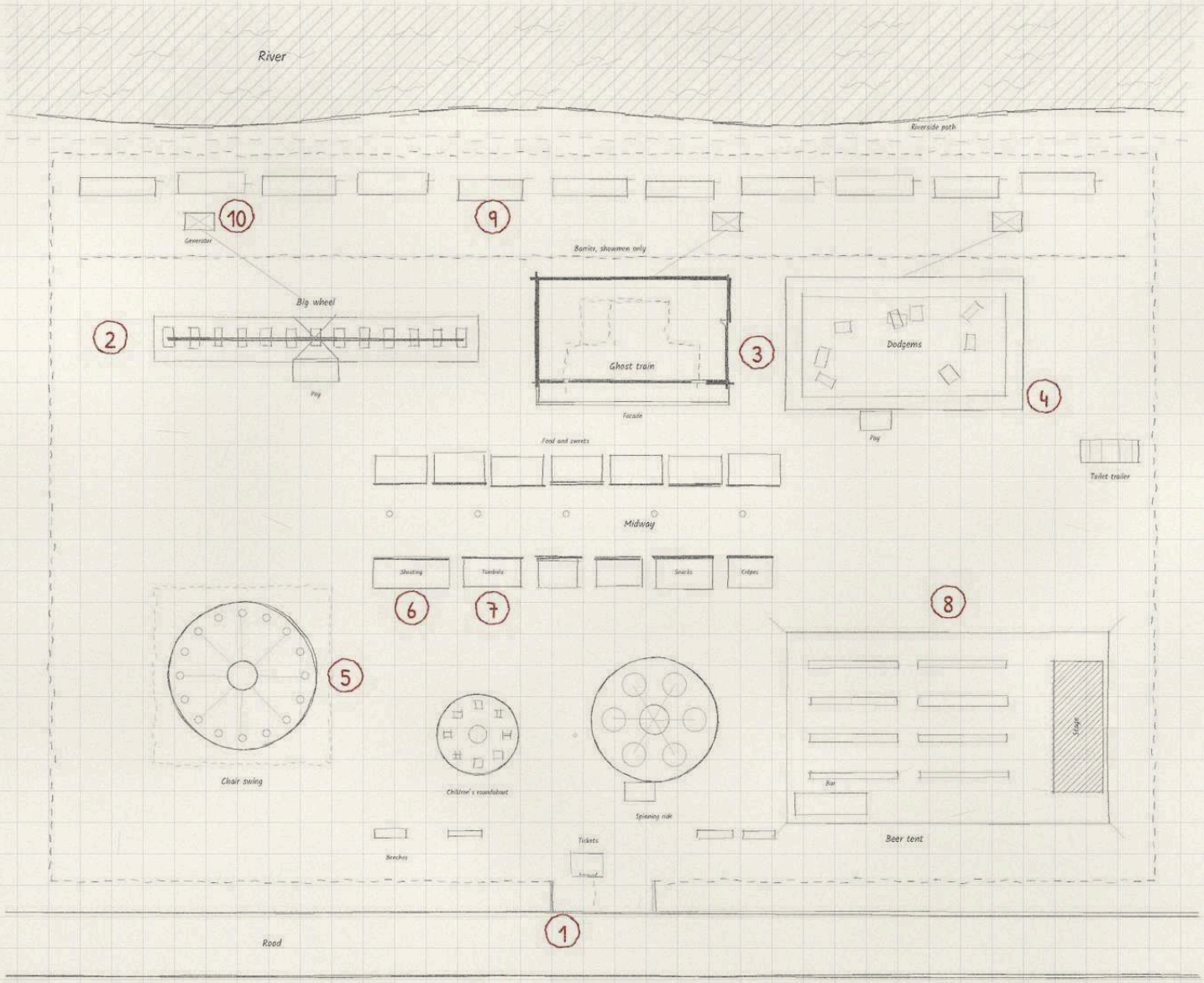
Key

1. Car park
2. Forest track
3. Log pile
4. Clearing
5. Hide with a rucksack
6. Construction trailer
7. Pond
8. Boardwalk
9. Peat cutting
10. Bog pool
11. Find site
12. Direction of the lights

Template map

Funfair

Funfair on a fairground by the river, about 150 × 100 m



Key

1. Entrance
2. Big wheel
3. Ghost train
4. Dodgems
5. Chair swing
6. Shooting gallery
7. Tombola
8. Beer tent with stage
9. Showmen's caravans
10. Generators

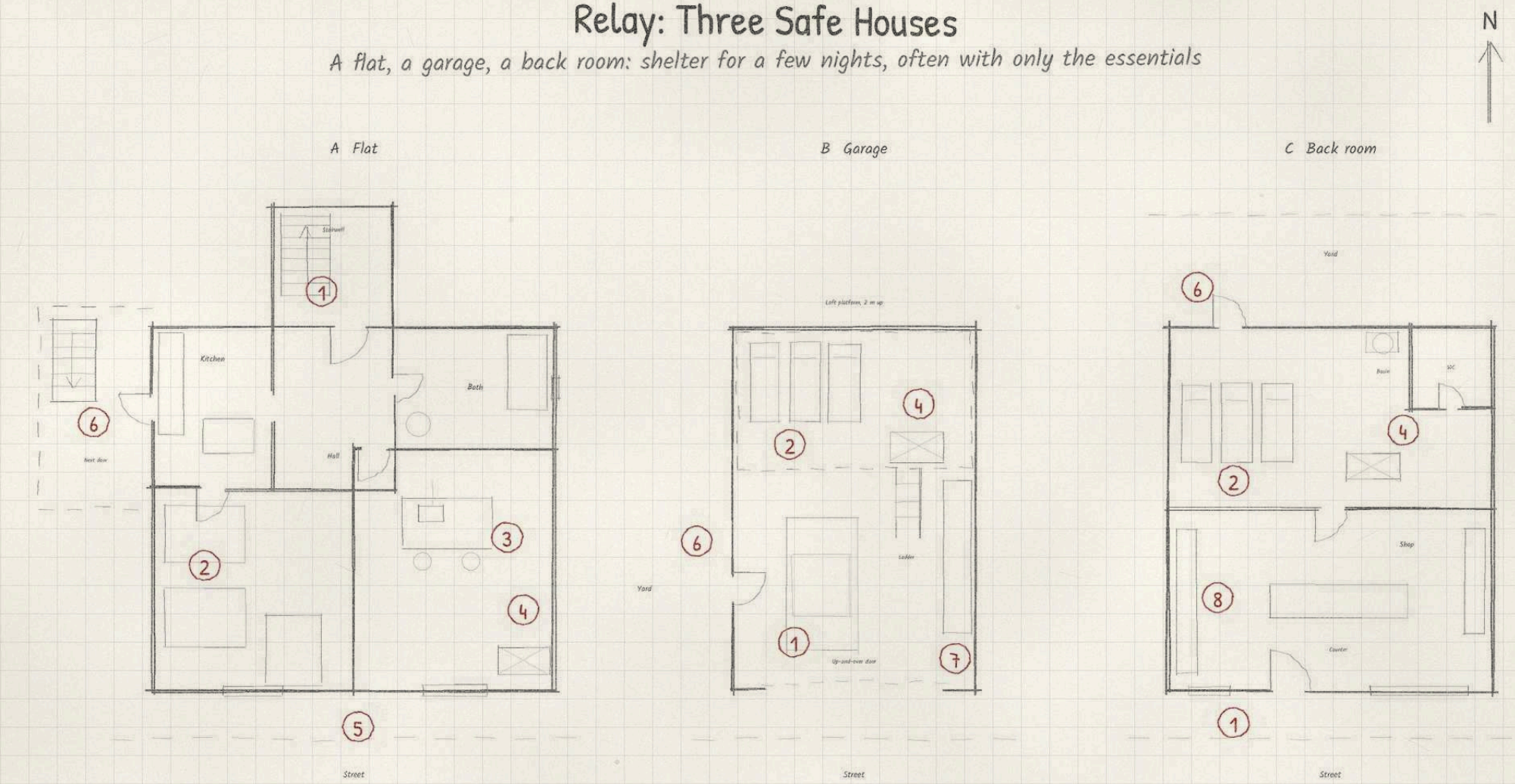
N

10 m

Template map

Relay: Three Safe Houses

A flat, a garage, a back room: shelter for a few nights, often with only the essentials



Key

1. Entrance
2. Sleeping places
3. Table with radio
4. Equipment crate
5. Window onto the street
6. Second exit
7. Workbench (garage)
8. Shop (back room)

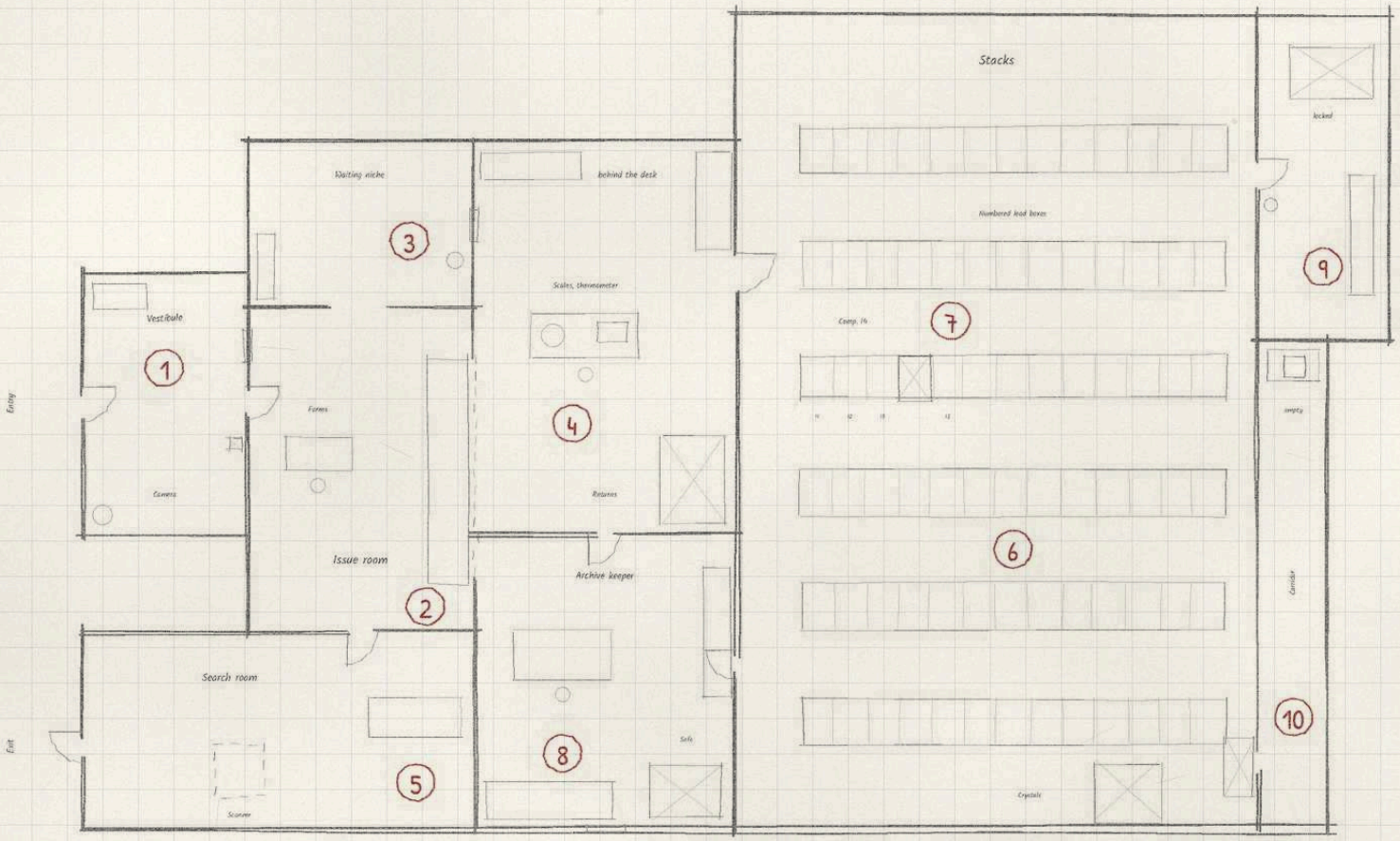
2 m

Template map

O.D.I.N. Archive: Issue Desk and Stacks

Example Archive-2, 40 × 25 m: entry only with clearance, leaving only after a search

N



Key

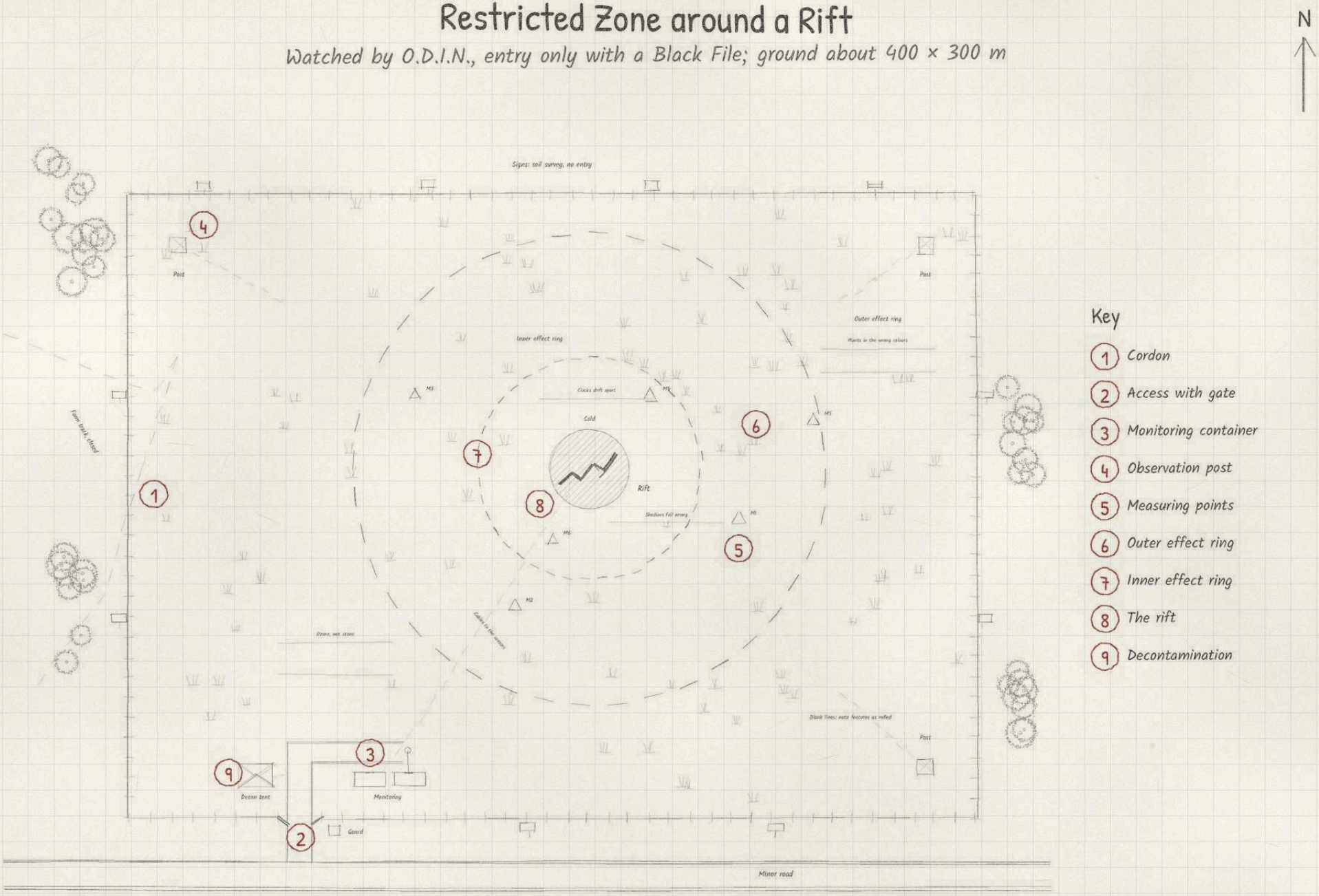
1. Entrance, clearance check
2. Issue desk
3. Wall hatch with bell
4. Check table (scales, thermometer)
5. Search room at the exit
6. Stacks with lead boxes
7. Compartment 14
8. Archive keeper's office
9. Locked room
10. Corridor with empty compartment

5 m

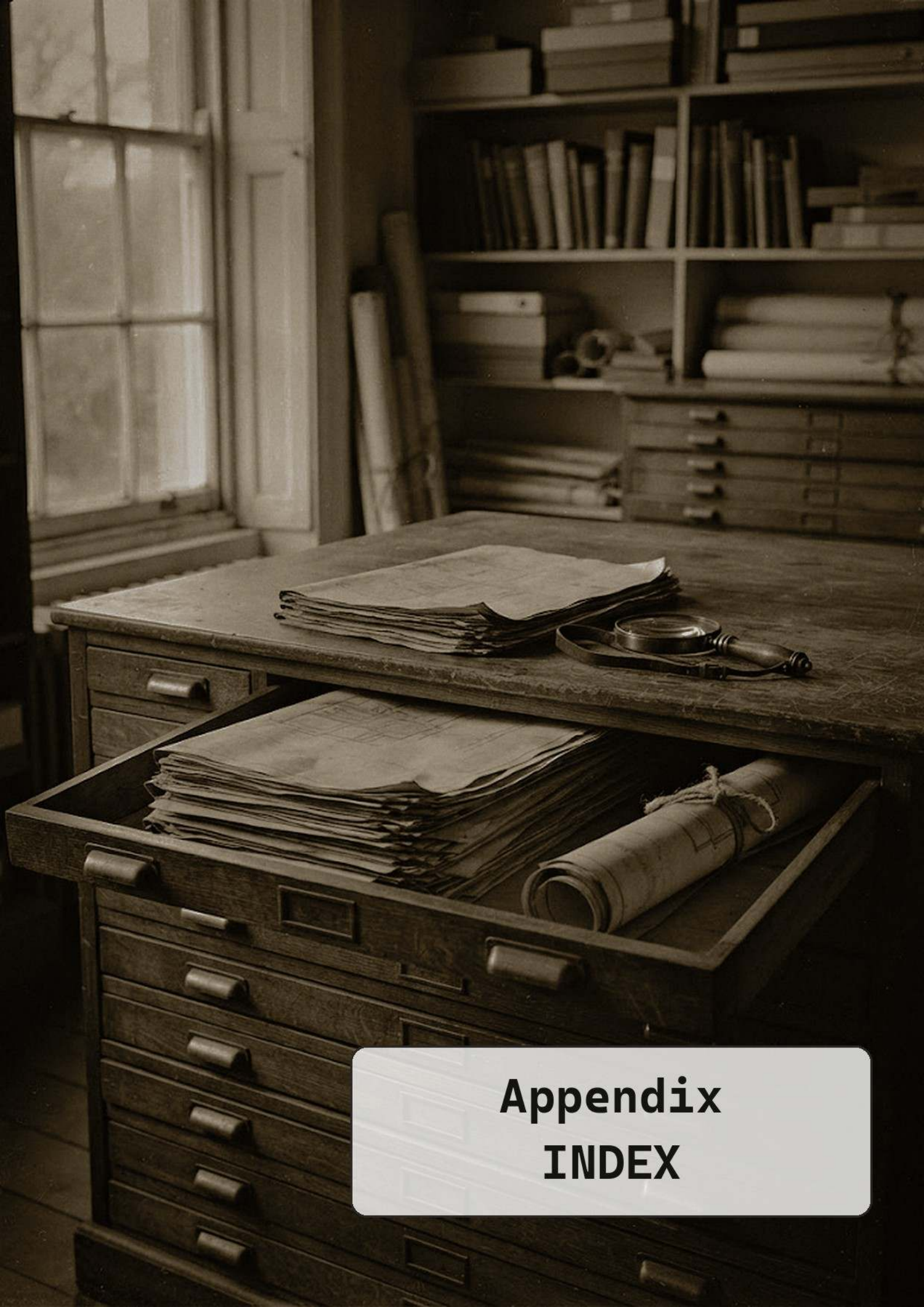
Template map

Restricted Zone around a Rift

Watched by O.D.I.N., entry only with a Black File; ground about 400 × 300 m



Template map



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