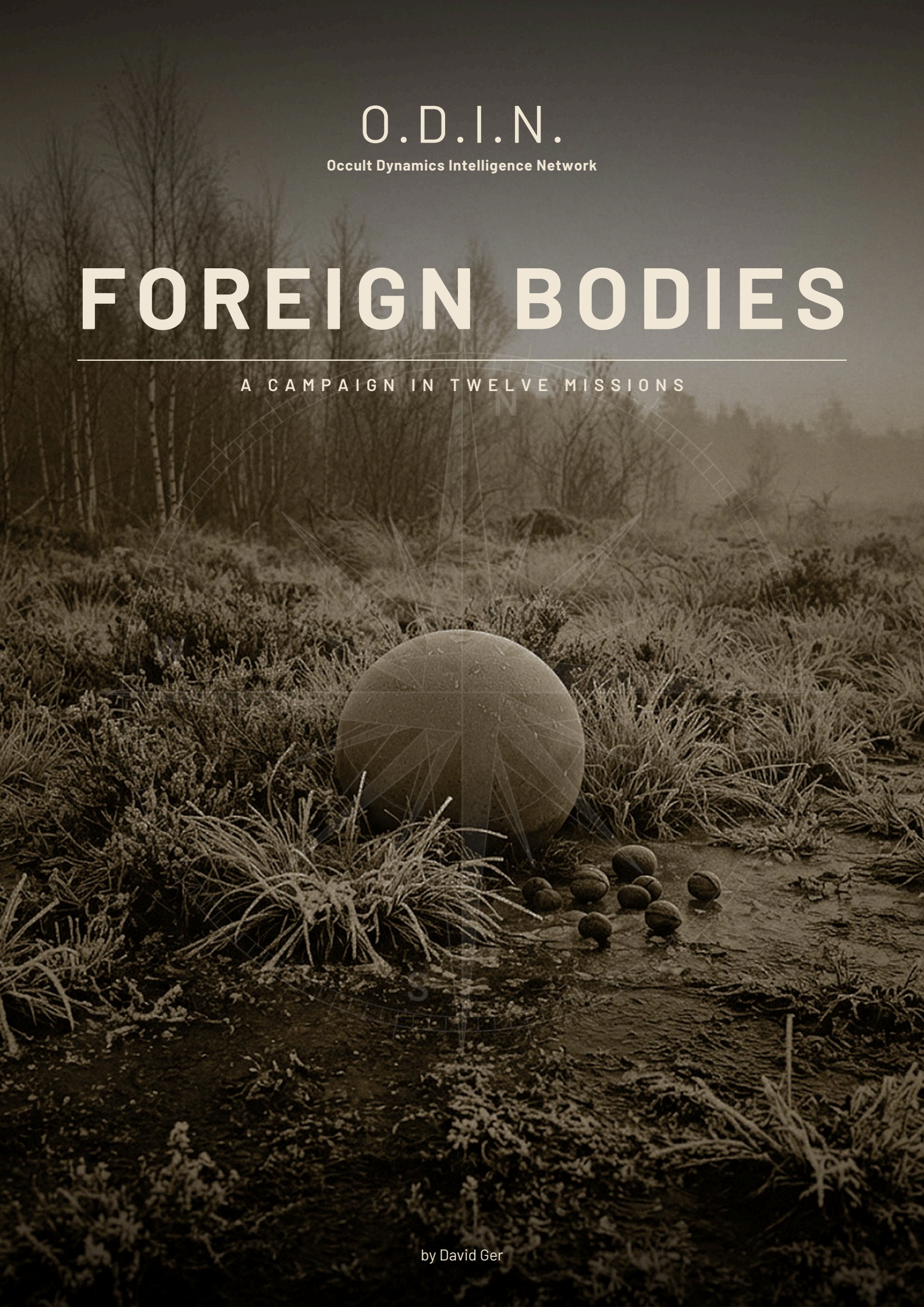
O.D.I.N.

Occult Dynamics Intelligence Network

FOREIGN BODIES

A CAMPAIGN IN TWELVE MISSIONS



by David Ger

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FOR THE GAME MASTER

This volume reveals what lies behind the files of the campaign. Players should not read it. The handouts are in the appendix and may be copied for your own table.

CAMPAIGN
FOREIGN BODIES

Foreign Bodies

“The dog has a foreign body in its stomach. I will write that in the file, and it is true.”

Dr. Anke Wübbels, veterinarian in Meppen, February 2026

Foreign Bodies is a campaign in twelve missions for a cell of cadets. It begins at the end of February 2026 in the Emsland, shortly before the last frost night of the winter, and ends at the end of August, in the hottest week of the year, at a crater in the pine forest. In between lie a stable full of ticking stones, a scrapyard, a moated castle, a harbour and a being that has fallen from the sky and wants to go home.

The campaign is about the Alien, the origin from the Threat Atlas, against which silver is of no use. It is harder and louder than most files in the series. Almost every mission ends in a fight, against Germlings, against mercenaries, against the Americans or against the Pilot. Whoever wants to win must learn what works against life that is not from here: cold, salt water, fire and patience.

NOTE FOR THE GAME MASTER

The campaign requires the Game Master’s Book. The stats of the most important opponents are in the appendix of this volume, so that no page-flipping is needed. The Registry helps, but is not necessary: everything the campaign needs about the Sphere over the Moor is here.

Foreign Bodies tells of larvae that migrate under the skin, and of animals that become ill. Before the start, the group should hold a session zero, as described in the chapter “Safety at the Table” of the Game Master’s Book, and know what they are getting into.

What It Is About

Above the Bourtange Moor in the Emsland, since 1993, there is a sphere, milky glowing, as large as a round bale. It is a device, the eye of something that is not here. It seeks warmth that stays in one place for a night: sheep, tents, people on a raised hide. If it stands over it for three nights, in one of the following nights a stone falls, vertically and silently, to where the warmth has lain. It is as large as a walnut and heavier than it looks. In each stone, Germlings sleep. In the cold, wet moor they continue to sleep, perhaps forever. In warmth they wake up.

Hinrich Többen, 71, was a machinist in peat extraction for forty years. Since 1998 he has collected the stones, which he calls “star stones”. He knows where they lie because he has observed the sphere for years. He gave the first eleven in 1998 to a geologist from Switzerland, who in truth worked for the Institute. The report came back with eight stones: stony meteorite, ordinary, inert. The Institute kept three. Since then, Többen’s stones have lain in an old milk cooling tank in the stable, at 3 °C, by now 64 pieces. Since 2009 he has sold them on the internet, 40 to 90 euros each, with a copy of the report. 41 stones have gone to collectors in nine countries, between Lisbon and Warsaw. They lie in display cases, on windowsills, above heaters.

In February 2026, a stone falls out of the tank for Többen, and his German Shepherd Rex is quicker. Three weeks later, Rex lies on the X-ray table at the vet in Meppen. With that, the campaign begins.

What the cell first takes for a case of sick animals becomes a hunt through half of Europe. One stone after another, they retrieve it before it hatches. They are not alone in this. A collector in the Netherlands has been buying everything that falls from the sky for years, and has commissioned Grey Meridian to procure the star stones for him. At the end of April, something crashes over a forest at the shooting range on the Ems. The Pilot lives. The Americans from STILLWATER are on site faster than should be possible, and they also pay Grey Meridian. From then on, three parties hunt the same being and the same stones, and the mercenaries work for two of them.

Is there a connection between the sphere and the Pilot? The cell will believe it, players always believe that. The campaign does not answer the question. It lays clues in both directions, and the Game Master decides for their table or leaves it open. The Registry has a rule for files of this origin, and it also applies here:

“Whoever looks for a plan in a file of the Alien usually finds one, and usually it is their own.”

The Registry, chapter “The Alien”

The Parties

Who	What they want	What they do for it
O.D.I.N., Hold-3 Hamburg	The stones back before they hatch. Quiet in Emsland. No questions.	Sends a cell of cadets because the experienced cells are needed elsewhere. Handler Wiebke Eckhardt covers for them where she can.
The Institute	Samples, measurements, the Sphere, the Pilot and the wreck. And that nobody asks why the 1998 finding said “inert”.	Sends Wollgras, an agent who measured in the moor for seven Octobers. Withholds answers, as since 1998.
Maurits van der Hoeven	Everything that falls from the sky. The star stones, the wreck, the Pilot.	Buys through front men, pays Grey Meridian, invites every year in August to a night of shooting stars at his moated castle.
STILLWATER	The wreck and the Pilot before the Europeans have them.	Sends a small team under Special Agent Dana Whitlock, hires Grey Meridian, uses satellite images and US government infrastructure.
Grey Meridian	To be paid. By both, if possible.	Provides mercenaries for van der Hoeven and for STILLWATER. Their man in the field, Callum Ferris, is the only opponent one can talk to.
The Pilot	Survive. Get home.	Hides, observes, defends itself. Attacks only when hunted.
The Germlings	Warmth and hosts.	Hatch, feed, grow, moult.

Fighting the Alien

The cell comes out of training with a salt pouch in the left breast pocket and the knowledge that incendiary ammunition and silver work against what comes out of the rifts. In this campaign neither helps. The Alien is biology, just not ours. The most important rules are in the Threat Atlas, summarised here:

- **Ordinary weapons work fully.** A Germling dies from a bullet from a pistol like an animal. Silver works like lead, salt and warding circles do not work at all.
- **Salt water kills Germlings in seconds.** Dry salt is useless. Dissolved, it is the best weapon of the campaign. Whoever finds this out sees the salt pouch in their breast pocket with different eyes.
- **Cold immobilises Germlings.** An immobilised Germling is defenceless. Coolness makes them sluggish, frost stops them within a few rounds. The missions give the numbers.
- **The Sphere fears only frost.** Below −5 °C it sinks to the ground, turns grey and dull and remains lying until it thaws. Rescue blankets make warm things invisible to it.
- **The Pilot cannot tolerate our air.** Every hour without a helmet costs it 1 damage. An astrobiologist can find out what it needs.

The armoury of Hold-3 is the largest outside England. Quartermaster Hanno Brodersen stocks salt sprayers and salt grenades. With salt alone they would be useless here, and Brodersen will not like hearing that. Whoever persuades him that brine helps where salt fails gets salt sprayers from Mission 4 onwards, which he fills with brine.

The Clock

The campaign has no clock of its own and no decision book. It runs on two tools the series already knows, and a tally sheet.

Two Plans. The appendix contains two plans in the format of the volume “The Other Services”: “The Collection” by Maurits van der Hoeven and “The Wreck” by STILLWATER. They rise and fall according to the basic rule of the Game Master’s Book and the expansions from “The Other Services”. If STILLWATER is already in play with the plan “A Seeker of their own”, run both plans side by side. The wreck is an opportunity for the programme, not a replacement.

The Stones. The Game Master keeps a list of all star stones: 41 with collectors, 64 in the tank, plus those in the moor and on the mudflats. Each mission states how many stones the cell can recover and how many van der Hoeven gets if they arrive too late. At the end of the campaign, the list decides what the world looks like after Foreign Bodies (chapter “After the Campaign”).

Who escapes. No Germling may escape. If a group escapes, it reappears in a later mission, after the second moult, as large as a cat and climbing. Each mission says where it goes. What becomes of a Germling after the third moult, according to the Atlas, no one has yet seen, and the Institute hopes it stays that way. This campaign does not show it. It is the threat above everything, and the cell should feel it.

Structure of the Campaign

Act	Missions	Period	What happens
I. Frost	1 to 3	End of February to mid-March 2026	A dog, a stable, a night in the moor. The cell gets to know the Alien and learns of the 41 sold stones. For the first time, mercenaries stand in the way.
II. Thaw	4 to 6	April to early May 2026	The tank at the scrapyard, the flash of light over the forest, the hunt for the pilot. In the end, van der Hoeven has the pilot and STILLWATER has the wreck.
III. Warmth	7 to 9	June to July 2026	Stones on the mudflats and on the shore of a reservoir. An offer from the Americans. A harbour in Antwerp where the wreck is loaded.
IV. Heat	10 to 12	August 2026	The Night of the Shooting Stars at the moated castle, the storm on the collection, the last night at the crater.

Structure of a Mission

Each mission has the same structure as in the campaign “The Door”:

- **Header:** file colour, origin, opponents, class that is in focus.
- **What It Is About:** the truth behind the file.
- **Briefing:** what Wiebke Eckhardt says.
- **Nodes:** places, people, documents with clues. At least three clues for each conclusion.
- **Fight:** how the mission reaches its climax. In Foreign Bodies, this is almost always a firefight.
- **Aftermath:** what remains, how the plans and the stones move, and the thread to the next mission.

The missions work with any composition of the cell. Where a class is in focus, there is a solution that only they find, and another way if they are missing. The handouts are in the appendix.

The Cell

The campaign begins with cadets, three to five characters of different classes. New characters are created fastest in the character generator at odin-rpg.pages.dev/generator/. A Scientist is particularly useful, ideally an Astrobiologist or a Biochemist, plus a Soldier. Without a Scientist, the cell needs Wollgras more often, and Wollgras has her own reasons.

Home Hold. The cell is stationed in Hold-3 in Hamburg-Rothenburgsort. The advantage and burden from “Holds of the World” apply: Once per mission, after a consultation in the armoury, there is a bonus die on Firearms or Melee, and whoever trained here owes the cadets an afternoon in the yard on every visit. The cadets themselves spend their afternoons there anyway, with instructor Gesa Thiessen.

Handler is **Wiebke Eckhardt**: small, slim, grey bun, calm gaze. She drinks her coffee cold and writes with a fountain pen that never leaks. She never says more than necessary, and she protects her cells where she can. The cell’s Trust starts at 2, as with every new cell.

Experience and rank. After each mission, there are XP according to the table in the Core Rulebook. The cell is promoted to Agents in the course of Act II and to Senior Agents before the end of the campaign. Promotions are scenes in the yard of Hold-3. Wiebke Eckhardt reads the names, and afterwards there is coffee in the kitchen.

Foreign Bodies and The Door

Foreign Bodies ends at the end of August 2026. The campaign “The Door” begins at the beginning of September 2026. Whoever wants to play both plays Foreign Bodies first, with the same agents. The cell then enters The Door not as cadets, but as Senior Agents, with scars, contacts, and a reputation. That changes nothing about the rules of The Door. The Game Master can make the opponents in Act I of The Door one step

harder. The chapter “After the Campaign” describes the transition.

Foreign Bodies touches none of the secrets of The Door. The Voice, the Curves, and the building blocks of the Game Master’s Book play no role. The Alien has nothing to do with the Voice, and the campaign sticks to that. Whoever never wants to play The Door plays Foreign Bodies as its own story.

FOR THE GAME MASTER: WHAT IS FIXED

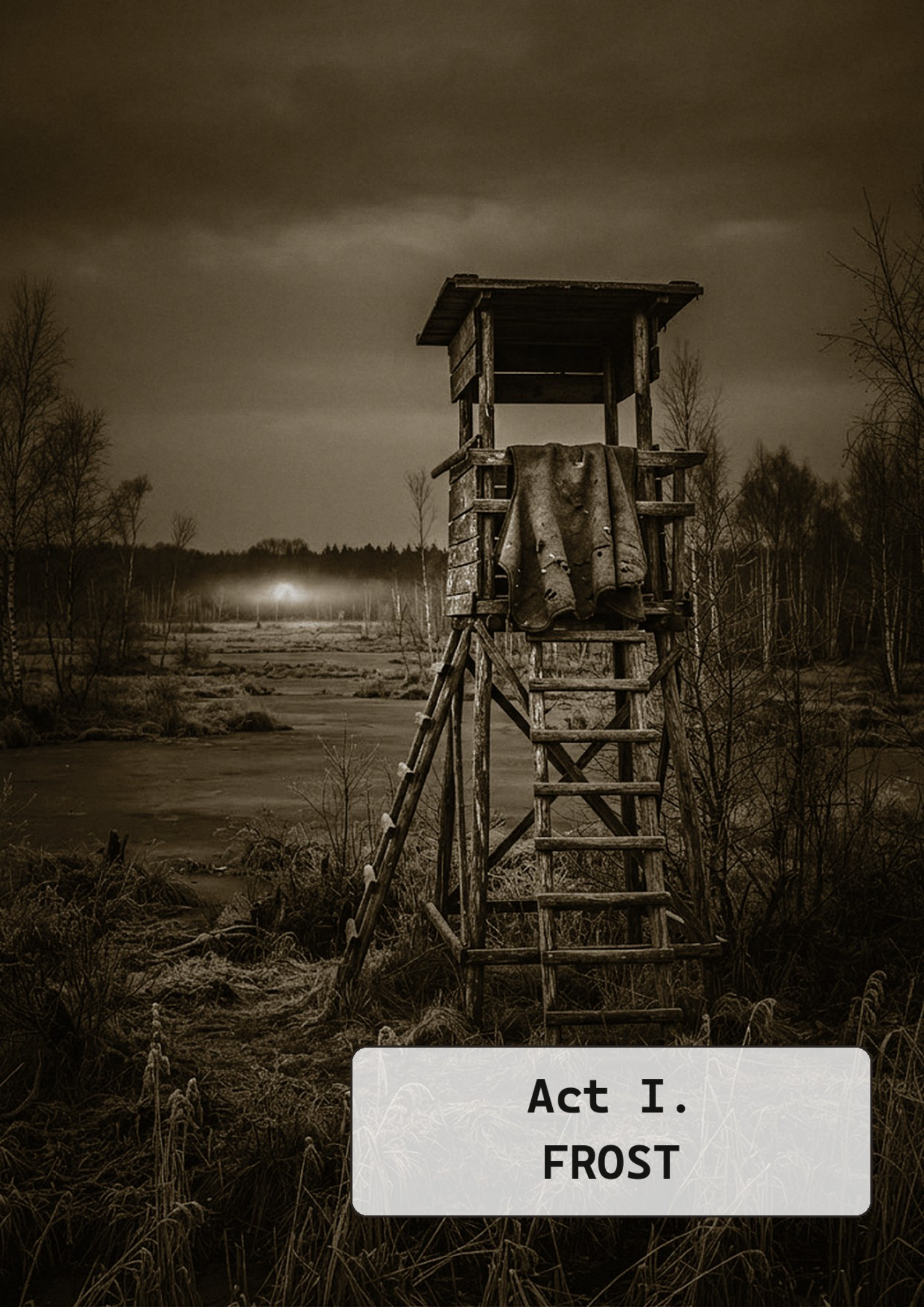
The Registry files the Sphere over the Moor under REG-F-0309. Foreign Bodies sticks to what is written there:

- The last confirmed sighting of the Sphere is from 2 March 2026, the image of a wildlife camera. After that, no one sees it again, at least no one who reports it. Mission 2 explains why.

- The map lists no deaths caused by the Sphere and its stones. The missions are built so that no one has to die from a Germling if the cell acts in time. What the table itself causes is its own.

- What comes after the third moult, the campaign does not show.

- Who sends the Sphere and why, the campaign does not say. Where the Pilot comes from, neither.



Act I.
FROST

Act I: Frost

"Cold is good. Cold means they sleep. Remember that before April comes."
Wollgras, Agent, Scientific Branch

In the first act the cell is new, and winter is on their side. They get to know the Alien through a dog, a sheep shed and a night in the moor. They learn that 41 stones lie in display cases between Lisbon and Warsaw, and for the first time they meet men who are looking for the same stones and do not know what they are buying.

Period: 23 February to mid-March 2026. **Goal of the act:** show the Alien, teach the rules of combat, open the hunt for the stones. **Tone:** country doctor, smell of the stable, frost, then for the first time gunshots.

Mission 1: X-Ray

GREY FILE
Origin the Alien · **Opponents** Germlings · **Focus** Scientist, Investigator

What It Is About

At the beginning of February 2026, while decanting, a stone fell out of the milk cooling tank for Hinrich Többen, and his sheepdog Rex snapped it up from the stable floor. Rex has not eaten for three weeks. A lump moves under his fur. On Friday, 20 February, Többen took him to Dr Anke Wübbels in Meppen. She X-rayed him twice. On the first image a stone lies in the stomach and next to it three small shadows. On the second image the shadows are somewhere else.

Wübbels wanted to operate. Többen refused, paid in cash and took the dog with him. In the evening Wübbels posted the two images in a forum for vets and asked whether anyone had seen anything like it. The Registry reads this forum. On Monday the file is with Wiebke Eckhardt.

Germlings sleep in the stone in Rex's stomach, and the dog's stomach is warm. After about three weeks the first one hatches. The cell has two days, perhaps less.

Briefing

"A dog in Meppen with something in its stomach that moves. The owner is called Többen, farm near Twist, on the edge of the Bourtange Moor. The Registry says a sphere has stood over the moor since 1993, White File, harmless. The Registry says a lot. Drive there, look at the dog and bring me the stone. And do not take any incendiary ammunition with you, Brodersen has none for cadets anyway."

Expenses: €2,000. **Presence:** Level 5. **Useful equipment:** cool box, thermal imaging camera, bandages, a crystal detector, so that one sees that it shows nothing. Eckhardt only mentions the detector.

Nodes

The veterinary practice in Meppen. A low building next to an agricultural supplier, in the waiting room dog hairs and calendars from feed companies. Dr Anke Wübbels, early fifties, is glad that someone comes, and suspicious because it happened so quickly.

- **Clue:** The two X-ray images, twelve minutes apart. The shadows are three, each as long as a finger joint. (Handout 1)
- **Clue:** In her notes it says: "Foreign body, round, approx. 3 cm, density conspicuously high. Owner refuses surgery. Says the stone fell from the sky. Laughed." (leads to Többen)

- **Clue:** Wübbels palpated Rex's belly. The lump was warm, warmer than the dog, and it moved under her hand, against the grain. (Germlings, the origin)

The Többen farm. A brick farmhouse at the end of a sandy track, three kilometres before the extraction area. A house, a stable, a raised hide at the edge of the forest. Hinrich Többen, 71, broad, red-faced, in a cardigan, only opens when the cell says the word "dog". He does not like authorities, and he does not like questions.

- **Clue:** Rex lies in the kitchen on a blanket in front of the stove, the warmest place in the house. He pants. Whoever puts a hand on his belly feels a knocking that is not his heart.
- **Clue:** In the stable an old milk cooling tank hums, 3 °C on the display. In it, in egg cartons, lie 64 black stones, each the size of a walnut. A crystal detector remains silent. A Scientist finds molecules on a stone that are in no table. (Origin: the Alien)
- **Clue:** In Többen's jacket pocket on the hook next to the door there is a stone that he has "for showing". It is warm, and it ticks. (Warning: The next one hatches soon)

Többen's notebooks. On the kitchen table, under the newspaper. Többen only shows them if the cell helps him or persuades him, Persuasion against Hard (3).

- **Clue:** A school exercise book with the label "Star Stones". Every sold stone with date, price, username and country, 41 entries since 2009. (Handout 2, leads to Mission 3)
- **Clue:** A second notebook with nights: date, weather, place where the sphere stood. The last entries: "4, 5, 6 February, over Bruns's sheep." (leads to Mission 2)
- **Clue:** In a clear plastic sleeve the copy of the 1998 report on paper without letterhead: "Stone meteorite, ordinary chondrite, inert." Underneath a signature that no one can read. Többen includes a copy with every buyer. (Handout 3, the Institute)

Fight

Rex's stone hatches in the night after the cell arrives, around three o'clock, no matter where the dog is then. If the cell has brought him to the practice and a Biochemist operates on him beforehand, this succeeds with an extended test on INT + Medicine: 6 total successes, one roll per half hour, and before it strikes three. Then the stone lies in a kidney dish, and the Germlings hatch there. If it does not succeed, they hatch from the dog. Rex does not survive that.

At the same time, the stone in Többen's jacket pocket has had enough warmth. It breaks open next to the kitchen door.

- **Opponents:** two groups of **Germlings** (Appendix), 1D6 from Rex's stone and 1D6 from the jacket pocket. They seek warmth: the stove, the dog, the people.
- **Terrain:** a farmhouse kitchen with a tiled stove, a hallway with wellington boots, a back door to the yard. Outside it is −3 °C.
- **What helps:** Cold. Anyone who throws open doors and windows and turns off the stove has a cold kitchen after two rounds: the Germlings become sluggish, −2 dice on everything, and from the fourth round they lie still. Többen has a crate of cattle salt in the milk room, and anyone who thinks of dissolving it in a bucket has the best weapon of the evening.
- **What can go wrong:** A Germling burrows into Többen or an agent. Without a Biochemist, the cell takes him to Wübbels, who has never done such a thing and can still do it if someone explains to her what she is cutting for.

Who escapes: Germlings that escape through the back door seek the dung heap behind the barn, the warmest place in the yard. From there they move two kilometres further in the following week to the sheep shed of Hilke Bruns (Mission 2).

Aftermath

Többen has seen what came out of the stone. If Rex is alive, he owes the cell something, and he knows it. He gives the cell the notebooks and ten stones from the tank, no more: "The others are my pension." If Rex is not alive, he gives the cell the notebooks and nothing else, and he says not another word.

Többen does not give up the tank. Eckhardt forbids confiscating it. "We do not take anything away from an old man that does not hatch. He keeps it cold. That is enough for the winter." If the cell offers money, Többen sells up to ten more stones at list price, €40 to €90.

Stones: up to 20 recovered from the tank, depending on the outcome. They go into a chest freezer in the cellar of Hold-3, which Brodersen used for game and which he clears only under protest.

Plans: "The Collection" is at 💀💀💀💀💀. *Lead:* Többen mentions in passing a Dutchman in a Range Rover who offered €5,000 for the whole tank in January. "For the tank! With contents!"

Thread: The notebook with the nights. The sphere stood over Hilke Bruns's sheep for three nights at the beginning of February. For the night of 2 March, −8 °C is forecast.

Mission 2: The Last Frost Night

WHITE FILE, TURNING GREY
Origin the Alien · **Opponents** Germlings, the Sphere · **Focus** Scientist, Soldier

What It Is About

The Institute has read the cell's report and sends Wollgras, an agent of the Scientific Branch, in her mid-fifties, in a down jacket older than the cadets. She has taken measurements in the moor for seven Octobers, with a thermos and a sleeping bag. The Sphere stood over her every night. The report said: no approach.

Wollgras knows what the cell does not yet know. The stones do not lie just anywhere in the moor. Most of them lie at seven places on the edge of an excavation area, where the Institute has let its survey teams sleep every October since 1996, three nights a year, warm bodies in sleeping bags. She understood it on the evening she read Többen's notebook. She tells the cell because she has to tell someone.

The night of 2 March is the last frost night of the winter, −8 °C. Frozen peat is hard, and stones in it sleep soundly. On this night they can be dug out without one hatching.

Two kilometres further on, Hilke Bruns keeps a flock of moorland sheep. At the beginning of February the Sphere stood over her flock for three nights, and three nights later a stone fell into the pen. It lies in the straw under the heat lamps of the lambing bay, because it is lambing time.

Briefing

"The Institute wants measurements, and it wants them on a frost night. Wollgras leads, you carry. Dig out what she shows you, and come back before sunrise. If you see the Sphere: do not shoot. In 1999 a hunter brought one down. Six weeks later a larger one came."

Expenses: €500. **Presence:** Level 5. **Useful equipment:** emergency blankets, pickaxes, cool boxes, Arctic sleeping bags from Hold-3, thermal imaging camera. Wollgras brings thermos flasks.

Nodes

Wollgras and the seven places. On the edge of the excavation area near Twist, between birches and cotton grass, white in the moonlight. Wollgras finds the places without a map.

- **Clue:** At each place, under a hand's breadth of frozen peat, lie two to five stones, 23 in total. They are cold and still. Whoever takes one in their hand feels after a minute how it becomes warm. (Stones, warmth)
- **Clue:** Wollgras has noted in her old survey book for each October who slept where. The places with the most stones are those on which the older ones lay, who no longer wanted to get up. She reads it aloud and stops in the middle of a sentence. (the Institute, Wollgras' guilt)
- **Clue:** An Astrobiologist or Physicist measures around each place a ring of warm ground, a hand's breadth

below the frost, as if under a hand that has just been pulled away. (The Sphere was here, recently)

Hilke Bruns and her flock. A wooden sheep shed on the edge of the moor, lambing bay with heat lamps, straw, smell of milk and wool. Bruns, in her late thirties, has hardly slept for four days. Two ewes have a hump that moves, and one lamb will not drink.

- **Clue:** Bruns tells that the sheep stood outside for three nights at the beginning of February, still, all with their heads up. “Like during a thunderstorm. Only without a thunderstorm.” (The Sphere, traces from the Registry)
- **Clue:** In the straw under the heat lamp lies a broken-open stone shell, empty. (One has already hatched here)
- **Clue:** In January a man in a Range Rover with Dutch number plates was there and asked whether she sold “stones from the moor”. He left a card: “Stichting Hemelsteen, Winterswijk”. (The Collection)

The game trail. On the edge of the excavation area a game camera belonging to the hunting tenant hangs on a birch. It takes a picture when something moves.

- **Clue:** Its pictures from the last weeks show three times a milky light that illuminates nothing. The grass beneath it casts no shadow. (The Sphere comes at dusk)

Fight

Around midnight, Bruns calls. In the barn, it hatches. The Germlings from the stone in the straw have spent the first weeks in the sheep and now break out. In addition, those that escaped in Mission 1, after the second moult.

- **Opponents: Germlings** (Appendix), 1D6 from the stone in the straw, plus any group that escaped in Mission 1, in the second moult.
- **Terrain:** a wooden barn, 30 by 12 metres, straw, two heat lamps, 140 sheep in panic, a lamb in the arms of the shepherdess. Fire is not a weapon here, but the end of the barn.
- **What helps:** the night. Outside it is −8 °C. Whoever opens the large gate and switches off the heat lamps has a cold barn in three rounds, and the Germlings become sluggish: −2 dice on everything, from the fifth round they lie still. Whoever drives the sheep out in the process needs a test on Animal Handling or Athletics against Doable (2), otherwise they run into the moor.
- **What can go wrong:** Bruns does not want to let her animals out into the frost, not the lambs. Whoever persuades her, Persuasion against Doable (2), has an ally. Whoever ignores her, has a witness who cries.

The Sphere

At 3.12 a.m. the temperature drops to −9 °C. Over the excavation area the Sphere sinks, silently, and comes to rest in the cotton grass: grey, matt, smaller than it looked in the air, weighing 4 kg. The wildlife camera on the birch takes the last picture that will ever be reported by it.

Eckhardt has forbidden destroying it. Wollgras has a cool box in the car that is just big enough. The cell has three options:

- **Take it along.** Wollgras brings the Sphere to the Institute, cooled, and does not report it to the Registry. “The Institute reports when there is a finding.” The file in Stockholm remains as it is: White File, case open, last sighting 2 March 2026. The campaign assumes this solution.
- **Leave it.** When it thaws, it rises in a twilight and is gone. Whether it comes back, nobody knows. Whoever looks afterwards no longer sees it over the moor.
- **Destroy it.** Six weeks later a larger one comes, but not over the Bourtange Moor. Where to, the Game Master decides. Eckhardt learns of it, and Trust drops by 1.

Aftermath

Stones: 23 recovered from the moor, if the cell has managed all seven sites. For each site they skip, three remain. If the Sphere is in the Institute, no new ones fall.

Plans: “The Collection” rolls according to the Core Rulebook. *Lead:* the map of Stichting Hemelsteen from Winterswijk.

Wollgras: She drives south in the morning with the Sphere. Before that, she says, without looking at the cell: “In the file from 2011 it says that the samples from 1998 ticked in the laboratory. ‘Finding to follow.’ None ever followed.” From now on she is the cell’s connection to the Institute, and she has a guilty conscience. There is hardly anything more useful in this campaign.

Thread: In the morning Mahler, the bookkeeper of Hold-3, calls. He is supposed to settle the recall campaign for 41 stones and asks who approved that.

Mission 3: Forty-One

GREY FILE

Origin the Humans, the Alien · **Opponents** Grey Meridian mercenaries, Germlings · **Focus** Agent, Investigator

What It Is About

Többen's notebook lists 41 buyers in nine countries. O.D.I.N. has a cover-up for this that has been ready for years: The Print Shop in Zurich sends a recall email in the name of a meteorite dealer. "Unfortunately a forgery, money back, please send it in." The stones go to a post office box of the North German Trading Agency for Special Packaging, the front company of Hold-3, and Rüdiger Mahler pays the money back.

Within two weeks, 17 stones come back. Nine buyers reply that they have already sold their stone, to a foundation in the Netherlands, for ten times the price. The remaining 15 do not reply.

One of them is Femke de Graaf in Utrecht, 68, a retired physics teacher. Her stone has been lying in a display case above the heating since November, and for two weeks it has been ticking. She asked in a collector forum why. Her cat Pim has been sitting in front of the display case for days. Yesterday two men were there and offered €2,000 for the stone. She refused because she wants to know what is ticking. The men work for Grey Meridian, and they are coming back tonight.

Briefing

"The recall campaign is running. Mahler is complaining, which means it is working. Fifteen buyers are not responding. One of them is asking on the internet why her stone is ticking, and she has a tomcat keeping watch in front of it. Utrecht. Go there, get the stone, and let the woman believe what she wants to believe. A foundation has bought nine stones. Find out who that is."

Expenses: €2,000. **Presence:** Level 5. **Useful equipment:** cool box, pistols, a container of salt water, if the cell has learned from Missions 1 and 2. Eckhardt says nothing about it. She waits to see if anyone asks.

Nodes

Mahler's post office box. A table in the office of Hold-3, on it 17 padded envelopes, a folder and a thermos flask. Mahler has opened every envelope and weighed every stone, "because of the refund".

- **Clue:** Three of the returned stones are warm. They lay too long in letterboxes and parcel stations. One is ticking. (Cool them, immediately)
- **Clue:** In the replies of the nine buyers who have sold, the same foundation is always named: "Stichting Hemelsteen", Winterswijk, represented by a polite gentleman, paid in cash. (The Collection)
- **Clue:** Mahler's list: Who has not replied, and where do they live? 15 names, including an address in Utrecht, Oudegracht, wharf cellar. (Femke de Graaf)

The forum. A collector forum for meteorites, in English, with many photos of scales and magnifying glasses.

- **Clue:** Femke's post with photo: the stone in the display case, in front of it a grey tomcat. "Can a chondrite tick? Mine does. Every 40 seconds." (Handout 4)
- **Clue:** Under the post, a user named "hemelsteen" replies: He offers €1,500 for the stone, "for scientific purposes". He has written exactly the same in three other threads. (The Collection is buying systematically)
- **Clue:** An Investigator discovers that the user "hemelsteen" has answered every post about stones from the Emsland since 2024. (He is not searching at random)

Femke de Graaf. A flat on the Oudegracht, below it the old wharf cellar by the water, which Femke uses as a workshop. Femke is curious, clever and not easy to lie to.

- **Clue:** She talks about the two men: British, polite, with leather jackets, “like removal men with a guilty conscience”. One had a business card: “Callum Ferris, Grey Meridian, Security Consulting”. (Grey Meridian)
- **Clue:** Femke has listened to the stone with a stethoscope. The ticking does not come from the middle, but from three places that move. (It will hatch soon, Origin)
- **Clue:** Femke will not give up the stone before she knows what it is. Whoever tells her the truth, or part of it, gets it. Whoever shows her the recall email gets a laugh: “A forgery does not tick.”

Fight

At around one in the morning the men from Grey Meridian come through the wharf cellar, from the water, in a boat without lights. Ferris is not with them. The men have orders to fetch the stone, and none to hurt anyone. They stick to that until someone shoots at them.

The stone has lain over the heating long enough. When the men take it from the display case, or at the latest after the third round of the fight, it breaks open.

- **Opponents:** three **Mercenaries** from Grey Meridian (Core Rulebook) and 1D6 **Germlings** (Appendix).
- **Terrain:** a wharf cellar under the street, vaults, a workbench, a door to the canal, a boat. Upstairs the flat with the display case and the tomcat.
- **What helps:** The canal. The water of the Oudegracht is fresh water and does nothing against Germlings, but it is cold, 6 °C. Whoever throws a Germling into it is rid of it for a while. The best ally is the opponent: the Mercenaries shoot at anything that jumps at them. Whoever calls out to them in the first round what they should shoot at has three more rifles for two rounds.
- **What can go wrong:** A Germling burrows into one of the Mercenaries. His comrades do not leave him behind, and they do not know what to do. Whoever saves him has a name with Grey Meridian.

Who escapes: Escaped Germlings crawl into the warm boiler room of a hotel two houses away. If the cell does not find them that same night, they die from the cold of the canal banks before they reach the boiler. Here winter is once again on the side of the cell.

Aftermath

In the morning Callum Ferris calls, on Femke’s landline. He introduces himself, asks whether his people are all right, and says: “We do not ask what is in the crate. Perhaps we should.” If the cell saved his man, he adds: “I owe you something. I just do not know what yet.” Ferris will return in the campaign, and how he meets the cell depends on this night.

Stones: 17 from the recall action, plus Femke’s stone if it has not hatched. 15 buyers remain open, 9 stones are with the Stichting Hemelsteen. For every skull that “The Collection” gains from now on, two of the open stones go to van der Hoeven.

Plans: If the men from Grey Meridian got the stone, “The Collection” gains a skull. If the cell stopped them, the plan loses one.

Thread: On 22 March Hinrich Többen calls. The Dutchman was there again, with €5,000 in an envelope, and he chased him off the farm. On the evening of 24 March Többen sits in his high seat, under a horse blanket, and looks out over the moor, where no sphere stands any more. He dies there in the night of his heart. His son finds him in the morning.

Act II.
THAW

Act II: Thaw

“In winter you searched for them. From April they search for you.”

Hanno Brodersen, quartermaster, Hold-3

In the second act the warmth comes, and with it the campaign tips. The stones that are still outside begin to tick. The tank ends up on a scrapyard. Over a forest at the shooting range on the Ems something crashes, and suddenly the Americans are there. At the end of the act the Collector has the Pilot, and STILLWATER has the wreck.

Period: April to early May 2026. **Goal of the act:** show the opponents, introduce the Pilot, let the cell lose for the first time. **Tone:** loud, fast, wet. Rain instead of frost.

Mission 4: Scrap

RED FILE
Origin the Alien, the Humans ·
Opponents Germlings, Grey Meridian mercenaries ·
Focus Soldier, Scientist

What It Is About

Hinrich Többen was buried on 31 March in Twist. His son Jens, 46, agricultural machinery dealer in Osnabrück, cleared out the barn the day after. He disconnected the milk cooling tank from the power and sold it with everything that was in it to the scrap dealer Ludger Kampen in Lingen, €0.40 per kilo of stainless steel. “Stones,” he said, “Dad collected those. Do what you want with them.”

Kampen, 62, has a wife who likes pretty stones. He carried twenty stones in her egg cartons into his office, onto the windowsill above the radiator, so she can look at them at the weekend. The rest lies in the tank in the hall, at 11 °C. That has been the case for two weeks.

On 13 April a polite gentleman calls Jens Többen and offers €5,000 for the tank. Jens tells him where the tank is. That same evening Jens finds in his father’s kitchen the telephone number that the cell left Többen, and calls it because he has a bad feeling.

In the night of 15 April Grey Meridian sends a lorry with a crane to Lingen. The stones in the office begin to hatch at this time. The ones in the tank still need days.

Briefing

“The tank is on a scrapyard in Lingen. At eleven degrees. For two weeks. The Dutch know it too. This is a Red File, the first for you. Brodersen gives you what he has, and if you persuade him, also what he does not have. I want the tank in Hamburg before it is in Winterswijk. And nobody dies on this farm, not even the scrap dealer.”

Expenses: €10,000. **Presence:** Level 5. **Useful equipment:** salt sprayers with brine (if Brodersen is persuaded), refrigerated lorry or refrigerated trailer, thermal imaging cameras, assault rifles from the armoury. Whoever tells Brodersen what happened in Utrecht gets the bonus die of the home hold without consultation.

Nodes

Jens Többen. On the phone, then in his father’s kitchen, which is already half cleared out. He has a guilty conscience and does not know what for.

- **Clue:** The caller spoke English with a Dutch accent and introduced himself as “Stichting Hemelsteen”. He knew that there were 64 stones. (The collection knows Többen’s stock)
- **Clue:** Jens disconnected the tank on 1 April. Since then it has been warm. (Time is running, the calculation: three weeks)
- **Clue:** On the kitchen table lies the scrap dealer’s business card: Kampen Recycling, Lingen, South Industrial Estate. (leads to the yard)

Kampen Recycling. A yard with scrap heaps, a hall with a roller door, a scrap shear, a crane with a magnet, an office container and a house on the edge. A yard dog on a running line. Ludger Kampen is suspicious but corruptible, and he is afraid of the tax office, not of stones.

- **Clue:** In the office container, above the heater, there are four egg cartons. A piece of shell has flaked off one stone. The ticking can be heard throughout the room. (It is hatching now)
- **Clue:** Kampen says a lorry from Rotterdam has announced itself for "tonight" to collect "a tank", a deposit of €2,000 in cash. The driver gave a British name. (Grey Meridian)
- **Clue:** The yard dog has been barking at the office container for two days and will not go inside. (Animals sense it)

The Hall. The tank stands between radiators from a school and a pile of copper cable. 11 °C, damp, neon light.

- **Clue:** In the egg cartons in the tank there are 24 stones, if the cell took twenty in Mission 1, otherwise more. They are warm like skin. None ticks loudly, but anyone who puts an ear to the tank hears a soft patter, like rain. (In days, not weeks)

Fight

Around one o'clock at night the lorry from Grey Meridian rolls through the gate, a crane lorry with British drivers and four men in work jackets who are not workers. Almost at the same time, three of the stones on the windowsill in the office container hatch.

- **Opponents:** four **Mercenaries** and one **Elite Mercenary** from Grey Meridian (Core Rulebook). In addition **Germlings** (Appendix), 3D6 in three groups, from the office container. They seek warmth, and the warmest things in the yard are people, the yard dog and the engine of the crane lorry.
- **Terrain:** a scrap yard at night, floodlights, scrap heaps as cover that start to slide when hit, a scrap shear, a crane with an electromagnet, the office container, the hall with the tank. Rain.
- **What helps:** Salt water, if the cell has brine. The scrap shear, if someone can operate it, Technology against Doable (2). The crane magnet lifts a car or a container and drops it. In the rain nothing burns well, but a canister of diesel always burns.
- **The Mercenaries:** They have orders to load the tank. They know nothing else. When the first Germlings appear, they shoot at everything. If the cell rescued one of their people in Mission 3, the Elite Mercenary recognises an agent and shouts to his people to shoot at the animals and not at the people. Then three parties become a front against the Germlings and a negotiation afterwards.
- **What can go wrong:** A Germling jumps at Ludger Kampen as he comes out of the house in vest and rubber boots. Another crawls into the engine compartment of the crane lorry, which is still warm, and goes along when the lorry leaves the yard.

Who escapes: Germlings that leave the yard crawl into the sewers of the industrial estate and from there into the sewage treatment plant of Lingen, where it is warm and dark. They reappear in Mission 6, after the second moult, in a warehouse on the Ems, where Grey Meridian stores equipment.

Aftermath

If the lorry with the tank leaves the yard, van der Hoeven has 24 or more additional stones, and "The Collection" gains two skulls. If the cell keeps the tank, the plan loses two.

Ludger Kampen tells the police what the cell tells him, if it tells him anything, and otherwise the truth, which nobody believes. His wife still wants to see the stones. The tax office will never learn how much cash was on the yard that night.

Stones: the tank, if the cell has it, plus the stones from the office that have not hatched. From now on, three chest freezers stand in the cellar in Hold-3. Brodersen bought one of them with his own money and does not write it in any book.

Promotion: After this mission, most cadets become Agents. Eckhardt reads the names on the yard. Brodersen says: "Now you may request rare items. Ask me first."

Thread: On the night of 26 April, a forester from Emsland reports a light flash over the forest by the firing range to the police. The police refer him to the Bundeswehr. The Bundeswehr had no exercise logged for that night and logs one at eight in the morning. The Registry has the forester's call by midday.

Mission 5: Flash of Light

GREY FILE, TURNING RED
Origin the Alien, the Humans · **Opponents** Grey Meridian mercenaries, the Pilot · **Focus** Scientist, Psion

What It Is About

On 25 April at 23.40, something smooth and smoking fell into a pine forest between Bourtange Moor and the firing range on the Ems. It burned a circle of 40 metres into the trees, perfectly round, and remained stuck in a crater. What sat inside was alive. The Pilot climbed out, injured, with a helmet without a visor, and disappeared into the forest.

STILLWATER saw it on a satellite image, forty minutes after the light flash. In the morning, Special Agent Dana Whitlock landed in Amsterdam, with two men and a contract for Grey Meridian. At twelve o'clock, barrier tape stood around the forest, with signs "bomb disposal, no entry", and tarpaulins lay over the crater. The signs are real, the company is not.

The Pilot limps through the forest. He hides, observes and defends himself. He is afraid. Without his helmet he cannot bear the air, and the helmet got a crack on impact.

Briefing

"A light flash over a forest, ten kilometres from the moor. The Bundeswehr logged an exercise that did not happen. Someone cordoned off the forest, and it was not the Bundeswehr. You know the area. Drive there, take a look, and do not touch anything that smokes."

Expenses: €2,000. **Presence:** Level 5. **Useful equipment:** thermal imaging camera, Geiger counter, binoculars, radios, cool boxes out of habit. A Psion with a helmet.

Nodes

The Forester. Bernd Lögering, 58, district forester, who has worked in this forest for thirty years and has never seen a sign he did not put up himself.

- **Clue:** He saw the light flash, "like lightning, but from bottom to top", and afterwards a smell of hot metal. (The crash)
- **Clue:** In the morning he found footprints by a ditch, small, narrow, too long for a child, with an imprint that was not round but angular. He photographed them. (Handout 5, the Pilot is alive)
- **Clue:** When he wanted to go to the crater, two men with British accents stopped him. Their car had a Dutch number plate. (Grey Meridian)

The inn "Zum Moorkrug". In the next village, a hall for weddings, five guest rooms. Since yesterday all are occupied.

- **Clue:** Three Americans posing as accident investigators from the US Air Force, and four Britons who do not say what they are. The landlady was paid for a week in advance, in cash. (STILLWATER and Grey Meridian)
- **Clue:** The American, Dana Whitlock, early forties, short hair, running shoes with a trouser suit, speaks German with an accent. She comes to the cell's table, sits down and says: "You are from the other company. We should talk before someone shoots." (STILLWATER)
- **Clue:** In Whitlock's room, if anyone goes there: satellite images of the forest and the moor, the oldest dated 1993. (Clue: STILLWATER has been watching here for a long time. Why, the campaign does not say)

The Crater. Behind the tarpaulins, guarded by two mercenaries around the clock. A circle of burned pines, all laid outward.

- **Clue:** In the crater lies something smooth, dark, longer than a car, half in the sand. It no longer smokes, but it is warm. A crystal detector stays silent, the Geiger counter too. A mobile phone shows full reception in a network without a name. (Alien, not Voice)
- **Clue:** A Physicist or Engineer recognises that the shell has no seam. In one place it is open, like a wound, and behind it lies a seat, too small for a human. (The Pilot)
- **Clue:** At the edge of the circle lies a piece of smooth material, the size of a hand, warm, with a pattern of dots that moves slowly. A mercenary pocketed it as a souvenir and threw it away the next morning because it "wobbled". (A part of the wreck, important later, Mission 9 and 12)

Fight

In the twilight of the second day, a squad of Grey Meridian finds the Pilot with a thermal imaging drone in a ditch. The mercenaries have orders to capture him alive, and no idea how. The cell hears the shots.

- **Opponents:** three **Mercenaries** from Grey Meridian (Core Rulebook), a drone with a thermal imaging camera, and the **Pilot** (Appendix), down to 8 HP after the crash.
- **Terrain:** a pine forest at dusk, sandy ground, ditches, a raised hide, the cordon. The drone hums above the trees.
- **The Pilot:** He defends himself with his paralysis field and, if he must, with his hand device. He only attacks those who hunt him. Whoever lowers their weapon and stands still is not attacked. A Telepath who touches his thoughts sees images: a sky with two suns, a call, a waiting.
- **What the cell can do:** help the mercenaries capture the Pilot, or stab them in the back. They can also watch or talk to him. Every choice has consequences.
- **What can go wrong:** An Agent gets caught in the paralysis field and lies for one round next to a mercenary who understands just as little what has happened.

At the end of the scene, the Pilot is gone, into the moor, where no drone follows him. That is how the mission is built. The cell can lose sight of him or follow him and find his hiding place, but they cannot hold him this night.

Aftermath

Whitlock offers the cell an agreement: "You get your stones, we get the wreck. We share the Pilot." Eckhardt says only this on the phone: "The Americans do not share. You should know that before you sign." Whether the cell agrees, refuses or lies, the Game Master notes it down. In Mission 8, Whitlock comes back to it.

Plans: "The Wreck" starts at 💀💀💀💀💀. If the cell helped the mercenaries capture the Pilot, and he still escaped, the plan gains a skull, because STILLWATER now knows how he defends himself. "The Collection" rolls according to the Core Rulebook.

Thread: Whoever follows the Pilot into the moor or reads his tracks, Tracking against Hard (3), finds his trail in the morning at the edge of the excavation area, there where the seven places are.

Mission 6: Driven Hunt

RED FILE
Origin the Alien, the Humans ·
Opponents STILLWATER, Grey Meridian mercenaries, Germlings, the Pilot · **Focus** Soldier, Psion, Scientist

What It Is About

The Pilot has been hiding in the moor for a week. His helmet is losing air, and every hour without the helmet weakens him. During the day he lies in a ditch under heather, at night he moves. He was at the seven places where the cell dug up stones in March, and he dug there. He was in the empty stable of the Többens. He was at the sheep shed of Hilke Bruns.

Grey Meridian has doubled the search. Callum Ferris is now in the Emsland himself. He has two clients, and both want the same being: STILLWATER pays for the Pilot and the wreck, the Stichting Hemelsteen pays for the Pilot and the stones. Ferris' boss in London has decided that the Pilot goes to the one who offers more. Ferris finds that indecent and does it anyway.

On the night of 3 May, Grey Meridian drives the Pilot with dogs and drones out of the moor towards the Többens' farm, which stands empty. STILLWATER waits there. The cell has read the same tracks as everyone else.

Briefing

"The Institute wants the Pilot. Alive, with helmet, without a scratch. The Americans want him too, and the Dutch as well. I want you to find him first. What you do then, the Institute will tell me. Until then: you do not shoot at him. You may shoot at everyone else who shoots at you."

Expenses: €10,000. **Presence:** Level 5. **Useful equipment:** Night vision devices, thermal imaging cameras, off-road vehicles, assault rifles, brine, an oxygen device in case the Pilot needs it. Wollgras brings a case with samples and gas cylinders, "in case he breathes something else".

Nodes

The seven places. At the edge of the extraction area, where the stones lay in March.

- **Clue:** At three places someone has dug, with narrow hands, and filled the holes back in. In one hole lies an empty stone shell, clean, as if spooned out. (Clue: The Pilot is looking for the stones. Why, the campaign does not say)
- **Clue:** Next to it lies a dead Germling, in two halves, the cut edges smooth and hot. (Clue: The Pilot kills Germlings. Whether out of disgust, hunger or duty, the campaign does not say)

Hilke Bruns' sheep shed. The lambs are outside, the shed is empty and smells of lime.

- **Clue:** Bruns saw him two nights before, sitting on the fence, his face turned to her sheep. "He did nothing. He looked. Like the sheep in February, only the other way round." (The Pilot is curious, not hostile)
- **Clue:** Bruns put a bucket of water out for him. In the morning it was empty, and next to it lay a smooth, small object, warm, which she does not like to touch. An Astrobiologist recognises it as a kind of filter, clogged with soot. (What the Pilot needs: his helmet filters the air, and the filter is full)

Ferris. He waits at a snack van on the main road, with coffee, and he is alone.

- **Clue:** If the cell saved one of his people in Mission 3 or 4, he tells the cell what he knows: the Pilot goes to whoever offers more, and that is not STILLWATER. The meeting point is the Többens' farm, tonight. (The trap)
- **Clue:** If the cell has only fought his people, he says the same, but he names a price: €10,000, the entire expenses budget. "I am for sale. It says so on my card, just in smaller print."

Fight

Shortly after midnight, dogs and drones drive the Pilot across the meadow towards the Többens' farm, where Whitlock waits with four men in the empty shed. Grey Meridian comes from the other side, and Ferris' people have orders to take the Pilot before the Americans have him.

In the warehouse on the Ems, where Grey Meridian parks its vehicles overnight, there have been Germlings in recent days, if any escaped in Mission 4. They are now as large as cats and came with the crane lorry. They smell warmth, and thirty warm bodies are standing in the farmyard.

- **Opponents:** four agents from **STILLWATER** (stats as **Mercenary**, pistols instead of assault rifles), **Dana Whitlock** (appendix), four **Mercenaries** and one **Elite Mercenary** from Grey Meridian, **Callum Ferris** (appendix), the **Pilot**, and every group of **Germlings** that escaped in Mission 4, in the second moult.
- **Terrain:** the Többens' farm at night: the house with the kitchen where Rex lay, the empty shed with the imprint of the tank on the floor, Többen's high seat at the edge of the wood, a meadow, a ditch, the moor behind.
- **The Pilot:** He is at the end of his strength. He has 8 HP, and he loses one per hour if no one helps him. Whoever gives him a clean filter or Wollgras' gas wins him as an ally for the rest of the night. He then shoots at those who shoot at the cell.

- **How it ends:** At around three o'clock, an Elite Mercenary throws a shock grenade into the shed where the Pilot is lying. Grey Meridian carries him into a transporter with Dutch number plates and drives west. The cell can prevent this. The campaign assumes that it does not quite manage: it may stop the transporter, but in the confusion a second car takes the Pilot across the border.

FOR THE GAME MASTER: IF THE CELL KEEPS THE PILOT

If the cell wins the night completely and has the Pilot, then so be it. Eckhardt orders him to be brought to the Institute. Whether the cell obeys is its own affair. Missions 7 to 9 remain as they are. In Act IV, van der Hoeven wants the Pilot back, and Mission 11 takes place wherever the cell has hidden him: in the Institute, in Hold-3 or in a place the cell has chosen. Mission 10 then becomes an invitation to the moated castle to negotiate.

Aftermath

In the morning the Pilot is across the border, with a man who has been collecting everything that falls from the sky for forty years. Dana Whitlock stands in the Többens' yard, blood on her sleeve, and says to no one: "Then the wreck it is." The following night STILLWATER collects the wreck from the forest with a low-loader. The Bundeswehr follows up with a recovery. The wreck travels to Antwerp.

Plans: "The Collection" gains two skulls if van der Hoeven has the Pilot. "The Wreck" gains one skull for the wreck. If the cell has exposed or arrested Whitlock, the rule for the key figure applies.

Callum Ferris: He calls in the evening. "I have done my part. I do not like my part." If the cell has told him the truth about the stones, he does not resign that evening. He does it in Mission 11, at the right moment.

Thread: End of the act. The cell has lost the Pilot, and it knows where he is, but not who the man is. Wollgras calls: In the Wadden Sea off Schiermonnikoog, mudflat guides have been finding seals with lumps that move for years. And for a week, a boat with divers has been appearing there, searching the same sandbank every day.

Act III.
WARMTH

Act III: Warmth

"We learned in February that cold helps. In June we learn that salt helps. In August we will learn that nothing helps if you arrive too late."

Gesa Thiessen, instructor, Hold-3

In the third act it is warm, and the cell is no longer new. It knows where the Pilot is, but not yet who has him. It follows the stones into the mudflats and to the shore of a reservoir, and it receives an offer from the Americans. In the end it stands in a harbour in Antwerp between containers and must decide how far it will go.

Period: June to end of July 2026. **Goal of the act:** the trail to the Collector, the offer from STILLWATER, the wreck. **Tone:** summer, salt water, sweat. Fewer puzzles, more decisions.

Mission 7: The Chain

GREY FILE
Origin the Alien, the Humans ·
Opponents Germlings, Grey Meridian divers ·
Focus Scientist, Agent

What It Is About

Since 2004, five smaller spheres stand in a row above the seal banks in the mudflats off the Dutch island of Schiermonnikoog, each the size of a football. The mudflat guides call them "de ketting", the chain. Stones fall from them. The tide distributes them across the mudflats.

As long as the shell is intact, the Germlings sleep in the cold mudflats. If it breaks, salt water penetrates and kills them in seconds. A stone only becomes warm in the stomach of a seal, and seals swallow what lies on the bottom when feeding. Since 2005, the mudflat guides have found animals with lumps that wander under the fur.

The care station "Opvang Wad" lies on the dyke near Lauwersoog. Sietske Hoekstra, in her mid-forties, runs it and nurses sick seals in pools with warm fresh water, 18 °C, because sick animals feed better that way. Since May, the seal "Bram" has been lying in one of these pools. He has a lump that wanders, and Sietske thinks it is a parasite. She is mistaken.

At the same time, for a week a cutter with divers has been searching the same sandbank every day. Grey Meridian works on behalf of the Stichting Hemelsteen. The divers collect stones from the mudflats, with metal detectors and suction pumps, and place them in a container on deck, in which a fan heater runs. In salt water the stones are dead or sleeping, as long as the shell is intact. Whoever places them dry in a warm boat wakes them. The divers do not know that. At the beginning of June 2026 there are 30 stones, and in Lauwersoog Bram lies in water at 18 degrees.

Briefing

"Wollgras called. Seals with lumps that wander, and for a week a cutter with divers that searches the same sandbank every day. The Dutch have their own services, but the Veil Protocol also applies in the mudflats. Drive to Lauwersoog, look at the animals, and find out who pays the divers and what they are taking from the mudflats. There is enough salt water this time."

Expenses: €2,000. **Presence:** Level 5. **Useful equipment:** waders, cool boxes, boat licence, diving equipment. The cool boxes are for the return journey, says Eckhardt. She says nothing more.

Nodes

The care station "Opvang Wad". Six concrete tanks in a converted barn on the dyke, it smells of fish mash and disinfectant. At the back on the wall hangs the hose of a pump that draws seawater from the harbour basin. About Bram, Sietske says: "He is eating again. But he turns in his sleep, as if something were in his way."

- **Clue:** Bram lies in tank 3, 18 °C, fresh water from the tap. Sick animals only eat in the warm, says Sietske. (What hatches from him survives in the tank)

- **Clue:** Bram's X-ray shows a dense core beneath the lump, the same finding as the images from Meppen. (Mission 1, same origin)
- **Clue:** On the shelf above the desk lies a grey stone that Sietske found in 2019 in the stomach of a dead seal. It has never ticked, she says. The shell has a crack through which salt water has penetrated. (Salt water kills what is inside)

The mudflat guide Jelle Postma. 60, has led groups across the sandbanks at low tide since 1986 and knows every bank by name. About the lights he says: "Five, always in a row. The tourists ask what that is. I say: shipping."

- **Clue:** Since 2005, a year after the chain, Jelle repeatedly sees seals with lumps that move. The animals rub themselves on stones. Where the lump sits, it itches. (The lumps come from the chain)
- **Clue:** At low tide Jelle leads to the spot where at night five lights stand in a row above the sandbank. He calls them "de ketting". (There the stones fall down)
- **Clue:** Jelle has photographed the lights for years, from the dyke crest, 30 seconds exposure. His best photo shows five points above the wet mud. (Handout 6)

The divers' boat. The cutter "Willemijn" lies in the harbour basin of Lauwersoog and goes out every morning at eight, back every evening around six. Three men in black drysuits load crates into a container on deck, in which a fan heater runs. The helmsman says: "We are looking for stones. More is in the contract. Why, none of us knows."

- **Clue:** In the container, 30 stones dry in wooden crates. The fan heater also runs at night so that the suits dry. The stones dry with them. (Warmth wakes them)
- **Clue:** The divers recover what the metal detector reports, with suction pumps, without looking at the finds. Payment is in cash. (They do not know what they are doing)
- **Clue:** Ferris is not on board. A note with his number and his name is stuck to the radio: Callum Ferris. (Grey Meridian)

Fight

Two locations, one night. Bram's lump has reached the chest wall, and in the cutter's container the first shell breaks after a week of warmth. The cell decides where it stands. It can also split up. What the cell does not accompany happens without it.

The care station at night. The barn lies dark on the dyke, the tanks gurgle, Sietske sleeps in the supervision room, the door a crack open. At one o'clock Bram becomes restless. He strikes the tank wall with his flank.

- **The operation:** A Biochemist can open Bram and remove the shell before it breaks: an extended test on INT + Medicine, 6 total successes. If it succeeds, Bram does not die. The Germling goes into a bucket of harbour water.
- **Opponents:** If the test does not succeed or no one dares it, the shell breaks inside Bram. He dies from it, and 1D6 **Germlings** (Appendix) hatch into the warm fresh water. They are awake as soon as they are in it.
- **Terrain:** Six tanks, wet tiles, a landing net on the wall, at the back the pump with the hose to the harbour basin. Anyone who backs away falls into a tank.
- **What helps:** The pump. Pump seawater from the harbour basin into Bram's tank: Technology against Doable (2). The salt water kills the Germlings in seconds, but until it has displaced the fresh water, three rounds pass.
- **What can go wrong:** Sietske runs to Bram as soon as it becomes restless in the tank and wants to defend her animal with the landing net, even against the cell. Anyone who does not tell her the truth has two fronts. And Bram himself is not a patient who keeps still: seals bite, even sick ones.

The cutter "Willemijn" at night. The cutter lies at the quay wall, only the container is bright, the three divers play cards in the galley. Around midnight the first shell breaks.

- **Opponents:** 2D6 **Germlings** (Appendix) from the crates, one shell after another. In addition three **Mercenaries** (Core Rulebook) from Grey Meridian, with harpoons and pistols. The three panic. They shoot at everything that moves, at Germlings and at the cell.
- **Terrain:** The deck with winch and hawsers, the container, narrow, full of crates, below it the salt water of the harbour basin. In the container no one sees what jumps between the crates.
- **What helps:** Throw overboard. The harbour basin is salt water and kills in seconds. The June night is too warm to shut anything down, no one here hopes for cold. And the divers' panic can be directed. Anyone who shouts to them what they are facing and orders

everything to be thrown overboard has three helpers. Anyone who attacks them has three opponents.

- **What can go wrong:** A Germling burrows into one of the divers. In the middle of the deck. The man screams that something is holding him, and his comrades do not understand what they see. Anyone who does not stop their panic risks them shooting their own man.

Who escapes: On the cutter no one escapes. The sea is salty, and it lies three metres below the railing. Here the mudflat is on the side of the cell. In the station, escaped Germlings crawl to the hot water heating behind the tanks, not to the exit. The cell finds them there with the torch. No Germling runs voluntarily into the sea.

Aftermath

Stones: up to 30 from the cutter's container. What hatched during the night no longer counts. The stones really belong back in the sea. Wollgras suggests throwing them into the mudflats from the sandbank at low tide: "They sleep there forever." Eckhardt wants them in Hamburg. The argument about it lasts longer than the transport.

Plans: If Grey Meridian has delivered the stones, "The Collection" gains a skull, otherwise it loses one. Sietske Hoekstra becomes a contact. She knows every mudflat guide on the coast and the telephone numbers of the veterinary practices from Harlingen to Den Helder.

Thread: On the cutter, under the crates, there is a delivery note: 30 stones, recipient "Huis te Velde, Winterswijk" (Handout 7). Winterswijk is the seat of Stichting Hemelsteen. And Wollgras reports: In the Sauerland, a reservoir has been too low since the drought summer of 2018. An angler has fished there for forty years, and since 2018 he has had a lump on his arm that sits a little higher each week. His GP has sent him to a dermatologist. Appointment in August.

Mission 8: The Reservoir

GREY FILE

Origin the Alien, the Humans · **Opponents** Germlings in the second moult, STILLWATER · **Focus** Scientist, Soldier

What It Is About

Above a drinking water reservoir in the Sauerland, a sphere stood in 1981. Its stones have lain in the cold deep water since then and sleep. In the drought summer of 2018, the water level fell by many metres, and stones lay in the warm mud on the shore. Since then there have been grey herons with humps and an angler with a lump on his forearm that sits a little higher each week.

In July 2026, the Ennert Reservoir near Meschede is as empty as in 2018. It has not rained for six weeks. On the dry shore, stones lie in the mud again, and the mud reaches 40 °C in the midday sun. Grey herons nest in the willows by the pre-basin, three of them with humps. In June, Germlings hatched from two herons. They have retreated into the dam wall, into the inspection gallery, where it is cool, and they have completed the second moult. They are as big as cats, and they climb.

Klaus Hesse, 64, a retired train driver, has fished here for forty years. The lump has now reached his neck, below his left ear. He is afraid of doctors and even more afraid of what they might find.

And Dana Whitlock is back. The wreck lies in Antwerp and waits for a ship. STILLWATER lacks the Pilot, and Whitlock needs someone who knows how to get into a water castle.

Briefing

"Wollgras writes: herons with humps, the reservoir as empty as in 2018, an angler with a lump on his neck. The reservoir is drinking water for 300,000 people. Go there."

Expenses: €2,000. **Presence:** Level 5. **Useful equipment:** cold packs and cool boxes, thermal imaging camera, head torches, ropes, canisters of brine, a Biochemist or the telephone number of a surgeon.

Nodes

Klaus Hesse on the shore. A folding chair, two fishing rods, a cool bag with beer that has gone warm. Hesse talks first about the weather, then about the herons, and then, if you listen to him, about the lump.

- **Clue:** The lump started on his wrist in 2018. Back then he found a black stone in the mud, "heavy as lead", and carried it in his jacket pocket for a week. (He has been carrying a Germling for eight years)
- **Clue:** He still has the stone. It lies in the fridge, in the vegetable drawer, because his wife did not want it in the house and that was the coldest place he found. (The cold made it sleep)
- **Clue:** A Biochemist can remove the Germling: extended test on INT + Medicine, 8 total successes, one roll per quarter of an hour, in a surgery or a well-lit room. Without a Biochemist, Wollgras knows a surgeon in Dortmund who does not ask questions. (Hesse must go under the knife today)

The heron colony and the shore. Cracked mud as far as the eye can see, driftwood, an overturned shopping trolley from a place that no longer exists since the valley was flooded.

- **Clue:** In the mud lie broken open stone shells, empty. A heron stands in the shallow water and does not fly away when you approach. Something moves under its feathers. (It still hatches here)
- **Clue:** Claw marks, as wide as a cat's paw, lead from the shore to the dam wall and straight up the wall, to a ventilation flap. (They climb, and they know where to go)
- **Clue:** A thermal image shows twelve warm points in the mud on the shore, each the size of a walnut. (Stones that will soon hatch)

Udo Kranz, dam keeper. Mid fifties, functional jacket despite the heat, a bunch of keys on his belt. He knows every measuring point of the wall.

- **Clue:** Since June, two measuring probes in the inspection gallery have been reporting "faults". Someone has gnawed at the cables. (Something lives in the gallery)
- **Clue:** His colleague's cat disappeared in June. It always lay at the entrance of the inspection gallery because it was cool there in summer. (The Germlings have fed)
- **Clue:** The inspection gallery is 600 m long, has three staircases, four measuring shafts and two exits, one on each side of the wall. Kranz gives out the key if someone tells him a good story, Deception against Doable (2), or the truth. (The way in)

Fight

The inspection gallery lies inside the dam wall, narrow, wet, 9 °C. Water drips from the ceiling, the head torches reach twenty metres. In a measuring shaft in the middle, the Germlings have set themselves up around the warm housing of a measuring probe.

- **Opponents:** 2D6 **Germlings** (Appendix) in the second moult, the size of cats, climbing. The cold in the gallery makes them sluggish: −1 die on everything as long as they are in the gallery.
- **Terrain:** a 600 m long gallery, one and a half metres wide, with railing, staircases, measuring shafts, pipes on the ceiling. Whoever fights has the concrete on the left and the railing on the right. The Germlings come from above.
- **What helps:** Brine. One canister is enough for the whole gallery if you use it properly. The cold helps the cell, and whoever switches off the heat sources

in the gallery, that is the measuring probe and their own light, makes them even slower. A Soldier who knows the narrow points can confront the Germlings at a staircase, Tactics against Doable (2).

- **What can go wrong:** A Germling flees through a measuring shaft to the outside, into the water of the forebay. The water is fresh water, it does not kill it, but it is cold at the bottom. It falls asleep there, where the drinking water will be drawn in tomorrow. Whoever does not secure the shaft must dive.

Who escapes: An escaped Germling lies at the bottom of the forebay, at a depth of 12 m, and sleeps. It wakes up when the water becomes warm in late summer. The Game Master can keep it as a Grey File for next year, or the cell dives down in the same week.

Whitlock's Offer

At the exit of the control corridor, Dana Whitlock waits with two men and three bottles of water. She has come without a weapon in her hand.

She knows that the cell knows the name Huis te Velde. She knows more: A thermal image from the satellite shows a room beneath the moat of the moated castle that is colder than the rest, 6 °C, since mid-May, and the power for it does not come from the grid. She knows the guard changes, the number of mercenaries and the day of the Night of the Shooting Stars.

Her offer: The cell helps STILLWATER get the Pilot out of the moated castle and hands him over afterwards. In return, STILLWATER gives O.D.I.N. all samples from the wreck, "every single one, labelled". Eckhardt says on the phone: "The Americans do not share. But they count exactly."

The cell can accept, refuse or pretend to accept. The Game Master records what it does. If it accepts, STILLWATER is its ally in Mission 11 until the Pilot is out. What happens after that is decided by Mission 12.

Aftermath

Stones: Hesse's stone from the vegetable drawer and up to twelve stones from the mud on the bank. The thermal image shows where they lie. Anyone who digs them up after midday holds hot stones in their hand.

Plans: "The Wreck" rolls according to the Core Rulebook. If the cell refuses the offer and makes Whitlock look bad in the process, STILLWATER responds with a countermove. If it accepts, "The Collection" loses a skull, because van der Hoeven now has two opponents who know about each other.

Thread: One of Whitlock's men makes a phone call while walking, in English and loud enough: "Antwerp, the twenty-eighth, Atlantic Meridian. Yes, all three crates." Anyone who pays attention, Perception against Doable (2), hears it. Anyone who misses it learns it a week later from Wollgras: The Belgian partner service has reported a freight booking to the Institute, recipient a weather authority in Washington.

Mission 9: The Port

RED FILE
Origin the Humans, the Alien · **Opponents** Grey Meridian mercenaries, STILLWATER · **Focus** Agent, Soldier

What It Is About

Since early May, the wreck has been lying in Antwerp, in the rented hall Loods 7 at Kaai 1333, dismantled into three parts, in wooden crates labelled "Agricultural machine, spare parts". Grey Meridian guards the hall around the clock. On 28 July at 6 a.m. the container arrives, in the afternoon the "Atlantic Meridian" departs, heading for Baltimore. The recipient is the National Atmospheric Data Center in Washington, officially an archive for historical weather data. In truth, STILLWATER sits there, the American counterpart to O.D.I.N. For armed operations, STILLWATER uses Grey Meridian, the London security firm that works for anyone who pays.

One part is missing. The hand-sized piece with the wandering dots from Mission 5, which a mercenary threw away, is not travelling with it. If the cell found it back then, it still has it. Otherwise it lies in Winterswijk with the Stichting Hemelsteen. Maurits van der Hoeven bought it from a mercenary who had picked it up. STILLWATER ships an incomplete wreck and knows what is missing.

The hall is warm. Since the heatwave, one of the three parts pulses once a minute, like a call. The mercenaries call the hall "the heartbeat". At night it is still 28 degrees, and the wind from the Scheldt brings diesel and rotting rope.

The Institute wants the wreck. Anyone who examines it can build prototypes of maturity 5, so it says in the Threat Atlas under the Pilot in "What remains". The Council has agreed: Red File. This night is the great firefight of the campaign, without Germlings: humans against humans, between containers, cranes and straddle carriers.

Briefing

The Council has agreed: Red File. The wreck is in Antwerp, Kaai 1333, Hall Loods 7, in three wooden crates, guarded by Grey Meridian. On the twenty-eighth at six the container comes, in the afternoon the ship, and then the wreck lies behind an ocean. The Belgian partner service looks away, from midnight to six. Six hours, no more. Brodersen hands out everything: silencers, night vision, a lorry with Belgian plates from the Print Shop. Take water with you, and decide who carries before anyone shoots.

Expenses: €10,000. **Presence:** Level 5 in Belgium. **Useful equipment:** silencers, night vision devices, water, tools for the crates, a lorry with Belgian plates from the Print Shop. Brodersen puts six bottles of water on the passenger seat without anyone having asked.

Nodes

The Harbour. Dries Van Aken, 50, dockworker and trade unionist, sits after his shift in Café Stroom by the harbour gate. He takes no money. He takes facts: everything about Grey Meridian that he can use at the table of the harbour administration.

- **Clue:** Loods 7 has been rented since 4 May, through a law firm in London, six months' rent in advance. A low-loader came on the first night, with a tarpaulin over it and three escort cars. Since then the cargo has been waiting for a ship, because the recipient did not get a permit for a long time. (The wreck lies there, dismantled)
- **Clue:** At night he counted eight men in front of the hall and a caravan behind it. When the change happens, you cannot see from the quay. (The time is the gap, and Ferris knows it)
- **Clue:** At midnight the shift ends on the terminal, the straddle carriers stand in front of the control hut, in which a board with keys hangs. (The terminal belongs to no one at night: cover, barriers, escape routes)

Callum Ferris. Ferris leads the job himself and sleeps in a caravan behind the hall. He has expected a visit since Mission 3, and receives the cell with coffee.

- **Clue:** If the cell saved a man for him in Mission 3, 4 or 6, he says the guard change at 3 o'clock and that he himself gets coffee at 3 o'clock: 'Twenty minutes, there and back. I have said nothing.' (The gap: twenty minutes without a leader, between two shifts)
- **Clue:** Otherwise he names a price: €10,000, the whole expense account, in advance, for the same information. 'I do not sell crates. I sell a time.' (Ferris is for sale, and his word holds)
- **Clue:** His people call the hall 'the heartbeat'. One of them put his hand on a crate and since then only does duty in front of the door. (The wreck is active, and Grey Meridian does not know what it guards)

The Freight Papers. A copy hangs in the guard hut in front of Loods 7, for the driver who comes at six. The original is with the haulage company Vermeulen at Kaai 1342.

- **Clue:** Container MSKU 3054187, booked for the 'Atlantic Meridian', departure on 28 July, unloading Baltimore, recipient National Atmospheric Data Center, goods 'agricultural machinery, spare parts', 1,320 kg. (The wreck travels as a spare part overseas)
- **Clue:** The National Atmospheric Data Center has its address in a grey office building in Washington, D.C., six storeys, officially an archive for historical weather data. Weather data do not need agricultural machinery. (Cover agency of STILLWATER)
- **Clue:** If the cell asks Wollgras, the answer comes the same evening: The Institute has an interest in a part that calls. Nothing more is in it. (The reason for the Red File, and Eckhardt did not mention it)

Fight

The night of 27 to 28 July. At two o'clock it is still 28 degrees, sodium light burns over the stacks. The gap, if the cell has it, is at 3 o'clock: The night shift changes, Ferris gets coffee. Twenty minutes between two shifts. At 6 o'clock the driver arrives. Then it is too late.

- **Opponents:** six **Mercenaries** from Grey Meridian (Core Rulebook), one **Elite Mercenary** among them, plus two STILLWATER agents in plain clothes with pistols, stats as **Mercenary** (Core Rulebook). If the cell has neither his help nor his price, Ferris sits in the caravan and fights too: **Callum Ferris** (Appendix).
- **Terrain:** Loods 7, a steel structure, 40 metres long, the gate to Kaai, 60 metres to the edge, the water eight metres below. In front of it container stacks, three rows high, dark alleys between them, two bridge cranes on rails.
- **The target:** the three crates, each 400 kg, onto the lorry, reversed up to the gate. In the hall there is a forklift, the key hangs next to the door. Whoever carries a crate with four people needs a quarter of an hour and has no hand free for a weapon.
- **Machines:** A straddle carrier moves containers (Driving against Hard (3)). It can block the access, open alleys between the stacks or place a container in front of the gate. Whoever drives it has cover that moves with it.
- **The heat:** 28 degrees, even at three. Whoever runs, carries and shoots sweats faster than they drink. Anyone who fights too long or lifts the crates without a break can be required by the Game Master to make Stamina tests and be given Strain. That is the heat, not a new rule.
- **The pulsating part:** In the middle crate something pulses, once a minute. Whoever opens the crate or puts a hand on the wood sees two suns for a moment, like the telepath in Mission 5. Grey Meridian has orders not to open the crates and sticks to them.
- **What helps:** The guards look towards Kaai, not towards the stacks. Whoever comes through the alleys stands behind them. Between the stacks it is so dark that only night vision helps. Pumps and generators run all night. A shot with a silencer is drowned out by it.
- **What can go wrong:** The driver arrives at five, an hour too early, with lights. The Elite Mercenary gathers his people behind the straddle carriers and does not give up the hall as long as one of them is inside. If a crate slips off the forklift, the cell is two hands short. Anyone still standing in the harbour after six will get patrols that no longer look away.

How it ends: The two STILLWATER agents do not die for crates that do not belong to them. If the mercenaries lose the hall, they withdraw between the stacks and radio the ship. If the "Atlantic Meridian" sails in the afternoon, the wreck is in Baltimore before the Council meets again. If Ferris is getting coffee, he comes back at quarter past three with two cups and stops at the edge of the light. What he does then depends on Mission 3 and on this night.

Aftermath

If the cell has the three crates, the Institute collects them on 29 July and takes them to Bern. Wollgras thanks them. The Institute does not. If STILLWATER has the crates, the "Atlantic Meridian" sails in the afternoon and unloads in Baltimore on 9 August.

Stones: No stone in this file. The hand-sized piece with the wandering dots from Mission 5 does not travel with them: If the cell found it back then, they still have it. Otherwise it is in Winterswijk. STILLWATER knows that something is missing and is looking for it.

Plans: If the cell has the three crates, "The Wreck" loses two skulls. If STILLWATER has them, the plan gains one skull, and in Maryland someone takes the technology apart.

Thread: In Ferris' office in London or in the pocket of a captured mercenary lies an invitation, black paper with gold edging, no sender, no name: "Huis te Velde. Night of the Shooting Stars. 12 August. Come when it gets dark." (Handout 8) Every year van der Hoeven invites guests to the Perseids. This ends the third act. Anyone who has collected 50 EP becomes a Senior Agent here or after Mission 10. Eckhardt reads the names in the courtyard, and Brodersen says: "Now you no longer ask me beforehand. You just tell me what for."

Act IV.
HEAT

Act IV: Heat

"I collect what falls from the sky. They collect it too. The difference is that I pay for it."

Maurits van der Hoeven, Huis te Velde

In the fourth act it is so hot that the power grid trembles, and that is exactly what the cell needs. It goes into the moated castle of a man who owns everything he wants, and takes what does not belong to him. In the last mission it stands at the crater where everything began in April, and decides where the Pilot goes.

Period: August 2026. **Goal of the act:** to confront the Collector, to free the Pilot, to bring the campaign to an end that the cell has chosen. **Tone:** heat, evening party, thunderstorm, farewell.

Mission 10: The Client

GREY FILE

Origin the Humans · **Opponents** Maurits van der Hoeven, his guards · **Focus** Agent, Investigator

What It Is About

Maurits van der Hoeven, 66, heir to a hydraulic engineering company, has been collecting meteorites since 1984. "Everything that falls from the sky," he says, and he means it literally. He lives in Huis te Velde, a small moated castle near Winterswijk in the Achterhoek, ten kilometres from the German border. Brick, white window frames, a moat all around, a drawbridge, a park with old beech trees. Stichting Hemelsteen is just him, a notary and a letterbox.

Since mid-May he has had a guest. Beneath the moat lies the old ice cellar of the castle, a vault from the 18th century. An engineer from Delft has built a glass room there, with an air system based on the filters from the Pilot's helmet. The cooling does not run on the power grid. It runs on a splinter of the Tunguska Shard, the size of a thumb, which van der Hoeven bought from Department 13 in 2017 and which operates every device it is connected to. Van der Hoeven has given the Pilot a name: Perseus. He visits him every evening and tells him about meteorites.

In the library the star stones stand in cooled display cases at 4 °C. Van der Hoeven has never read a report that says anything other than "inert". But he has seen that they tick in the warmth, and he likes it when they are still.

On 12 August he invites, as every year, 120 guests to the Night of the Shooting Stars, the Perseids, in the park. Until then the cell has eleven days. It is 34 °C hot, the air conditioning systems throughout the Achterhoek are running, and the grid operator warns of shutdowns.

Briefing

"The man is called van der Hoeven. He has the Pilot and more stones than we have. The Dutch are partners, and the Council does not want a scandal in the Achterhoek. First look, then act. Look at the castle, talk to him if you must, and come back with a floor plan. Not with the Pilot."

Expenses: €2,000. **Presence:** Level 5. **Useful equipment:** evening wear and legends from the Print Shop, cameras, a drone, a thermal image, the satellite image from Whitlock, if the cell has it.

Nodes

The Village and the Park. A café on the market square, a bicycle shop, a path along the park wall. Behind the gate, Henk, 70, has been the gardener at Huis te Velde for 40 years. He likes to talk, as long as you do not get in his way while he rakes leaves.

- **Clue:** Henk talks about the old ice cellar under the moat, "where the winter ice used to lie, until August". Since May, a machine has been running there, day and night. The electricity bill has not risen despite this. He has checked, because he loves the house and knows the bills. (the splinter)

- **Clue:** In May, a van with Dutch number plates came over the drawbridge at night. After that, Henk saw a man from Delft with glass plates, “as thick as a thumb”. (the glass room)
- **Clue:** A drone image over the moat shows, in the thermal image, a cold spot under the water, 6 °C, in the middle of the warm mud. The access to the ice cellar is under the library, a staircase behind a bookshelf. (the way to the Pilot)

The Library. A tall room with windows facing the park, a long table, a brass telescope at the window, a leather armchair. On the walls, twelve display cases with meteorites, four of them cooled, the panes misted up.

- **Clue:** In the cooled display cases, the star stones lie on velvet, each with a handwritten label: “Emsland, Tööbben, 2019”, “Mudflat, Schiermonnikoog, 2026”. Van der Hoeven has noted exactly where each one comes from. (the number on the list of stones is correct)
- **Clue:** A thermometer in each display case, and next to it a second one that records the temperature since May. One display case was at 19 °C for two hours on 3 July. In it, a stone has been ticking since then. (if the power fails, every hour counts)
- **Clue:** A guest book from the last Perseid night with names from half of Europe, collectors, a gallery owner, two bankers. Next to some names there is a pencil cross. (contacts for later, and a clue who sits in the park in August)

Maurits van der Hoeven. He receives the cell in the library, no matter who they come as. He knows who they are. Linen suit, reading glasses on a chain, red wine from the cellar.

- **Clue:** He shows a ticking stone and says: “Do you hear? It lives. I do not want to know more.” (he does not understand what he owns, and does not want to)
- **Clue:** He offers each agent something from the table “Lures of the Others” in the Game Master’s Book, and the cell an exchange: the stones for the wreck, if they have retrieved it in Antwerp. He does not name the Pilot. (he negotiates to gain time)
- **Clue:** On the desk lies a photo from 1984: van der Hoeven as a young man next to a smoking crater in Spain, with a spade. He likes to tell the story. It has nothing to do with this campaign. (he was always like that)

Callum Ferris. He is the security chief for the Night of the Shooting Stars, Grey Meridian sent him. He stands in the doorway of the library and looks at the cell.

- **Clue:** He says nothing that van der Hoeven can hear. At the car, later, he only asks: “What is in the crates?” Whoever tells him the truth now decides what he does in Mission 11. (Ferris is the door)
- **Clue:** For the night he has 2D6 Mercenaries and one Elite Mercenary, plus Guard Systems at the moat and drawbridge. The Guard Systems are connected to the power grid. (if the power fails, they are blind)
- **Clue:** He has seen the glass room. “The man talks to him. Every evening. He sits there and looks up.” (the Pilot lives and waits)

Fight

This mission is a reconnaissance. A fight only occurs if the cell gives itself away, is caught photographing in the vault, or overestimates van der Hoeven’s patience.

- **Opponents:** two **Mercenaries** (Core Rulebook), Guard Systems (Threat Atlas), within earshot Callum Ferris, who does not shoot as long as he does not have to.
- **Terrain:** the library, the passage to the ice cellar, the drawbridge, the moat, 2 m deep, 17 °C, green and warm at the surface.
- **What helps:** the moat as an escape route, the guests of the evening party as cover, a good cover story. Van der Hoeven does not want police on his property and lets the cell go if it leaves.
- **What can go wrong:** An agent destroys a piece from the collection that van der Hoeven loves during the escape. He is then out of sorts for the rest of the scene, −2 dice, and he does not forget it: In Mission 11 he has one more Elite Mercenary.

Aftermath

The cell knows the floor plan, the guards, the ice cellar, the splinter and the guest. Van der Hoeven’s offer stands. Ferris has asked a question and is waiting for the answer.

Stones: none in this mission. The Game Master counts how many are in the display cases.

Plans: “The Collection” rolls according to the Core Rulebook. “The Wreck” also, if STILLWATER does not have the wreck.

Thread: On the evening of 11 August, Whitlock calls. STILLWATER comes in the night of 13 August at two

o'clock with a helicopter over the moat, with or without the cell. On the same evening, the network operator announces shutdowns in the Achterhoek for the night of 13 August, from midnight, for three hours.

Mission 11: The Collection

RED FILE
Origin the Humans, the Alien ·
Opponents Mercenaries, Guard Systems, STILLWATER, Germlings, Maurits van der Hoeven · **Focus** Soldier, Agent, Scientist

What It Is About

The night of 12 to 13 August is the night of the Perseids, and at Huis te Velde 120 guests lie in deckchairs in the park, with champagne, blankets that nobody needs, and binoculars. At midnight it is still 33 °C. Van der Hoeven goes from group to group and tells what is falling from the sky.

At midnight the power fails in the Achterhoek for three hours. The network operator has announced this, and if he does not do it, the cell sees to it itself. With the power, the guard systems fail, the floodlights, and the cooling display cases in the library. Most stones inside need days to wake up. But some lay in the warm container of a cutter in June or for two hours at 19 °C in July. For them one hour is enough.

In the ice cellar under the moat it stays cold. The cooling of the glass room is not connected to the grid but to the splinter of the Tunguska Shard, and the Pilot sits in his glass room and looks upwards.

At two o'clock STILLWATER comes. A helicopter without lights, six agents, Dana Whitlock. Whether as allies of the cell or against it, the cell decided in Mission 8.

Briefing

"The Council issues the Red File. Get the Pilot, secure the stones, and bring all the guests home safely to me. The Dutch are at the drawbridge at three o'clock with two cars and take with them whoever you give them. And nobody dies tonight from something that comes from a stone."

Expenses: €10,000. **Presence:** Level 5. **Useful equipment:** everything from the armoury that is quiet, night vision, brine in canisters and spray bottles, CO_2 fire extinguishers, cool boxes, thermal imaging cameras, evening wear, under which one wears a vest.

First Phase: Midnight, the Power

The cell is inside, as guests, as party service staff or through the moat. At midnight the lights go out. In the park the guests laugh because the shooting stars can now be seen better.

- **Opponents:** 2D6 **Mercenaries** and one **Elite Mercenary** from Grey Meridian (Core Rulebook), **Callum Ferris** (Appendix). The Guard Systems are blind as long as the power is out.
- **Terrain:** the park with deckchairs and lanterns, the drawbridge, the main house with emergency lighting, green light above the doors.
- **Ferris:** If the cell saved one of his people in Mission 3, 4 or 6 or told him in Mission 10 what is in the crates, at five past twelve he picks up the radio and says, audible to all: "Ferris here. From today on we ask what is in the crate. Whoever comes with me

goes now." Half of the mercenaries go with him. Otherwise he stays and fights, cleanly and without hatred.

- **What helps:** the darkness, the guests who do not want to notice anything, a Soldier with night vision.
- **What can go wrong:** A guest with a torch sees an agent with a weapon and screams. Van der Hoeven then knows that the cell is there and goes into the ice cellar.

Second Phase: One O'Clock, the Library

The panes of the display cases are no longer steamed up. In the third display case something ticks, then in the fourth. At one o'clock the first pane cracks.

- **Opponents:** 3D6 **Germlings** (Appendix), from the stones that were warm the longest. They seek warmth, and in the park there are 120 warm bodies.
- **Terrain:** the library in emergency light, the open window to the park, the long table, the display cases, the brass telescope. Outside the guests.
- **What helps:** brine from canisters and spray bottles. CO_2 fire extinguishers from the corridor, if the Game Master allows the cold to be enough. The moat is fresh water and kills nothing, but at 17 °C it is colder than the night. Whoever puts the display cases with the stones that have not yet hatched into the cool boxes has saved the list of stones.
- **What can go wrong:** Germlings run through the open window into the park. Whoever escapes must be found the same night, with thermal imaging between the deckchairs. If this does not succeed, the next morning a guest with a bump is in the emergency department in Winterswijk, and the cell has another night's work.

Third Phase: Two O'Clock, the Ice Cellar

The stairs behind the bookcase lead under the moat. Damp bricks, a long corridor, at the end the glass room. Inside sits the Pilot, helmet on, looking upwards. In front of him stands Maurits van der Hoeven with a lantern, a pistol and the splinter in his hand. Above them, the STILLWATER helicopter lands in the park.

- **Opponents: Maurits van der Hoeven** (Appendix) and two mercenaries who stayed with him. In addition **Dana Whitlock** (Appendix) and six STILLWATER agents (stats as **Mercenary**, with pistols), as opponents or allies, as decided in Mission 8.
- **Terrain:** a vault, 30 m long, 3 m wide, wet, cold, a door to the glass room with an electric lock that is connected to the splinter.
- **The splinter:** In the confined space, van der Hoeven does what the Collector always does: he uses a piece from his collection without knowing what it does. He tears the splinter out of the cooling unit and sticks it into the door's switch box to lock it. The splinter powers the lock, and it becomes hot. After the third use in this mission, it causes 2 damage to whoever holds it, armour does not count. The cooling of the glass room is off, and the Pilot has only the air in his helmet left.
- **The Pilot:** He fights against whoever is holding him. His paralysis field hits everyone within 5 m, and it does not distinguish between Collector, Americans and agents. Whoever opens the door for him and steps aside is not hit.
- **What helps:** Van der Hoeven's weakness is his collection. Whoever takes a stone from the display case and throws it into a bucket of brine before his eyes throws him off balance: −2 dice for the scene. An Engineer opens the lock once the splinter is out, Technology against Doable (2).
- **What can go wrong:** STILLWATER, if it is not allied, takes the Pilot while the cell fights the mercenaries. Whitlock's people know where they have to go. They have the thermal image.

How It Ends

At three o'clock the power comes back. By then someone has the Pilot: the cell, STILLWATER, or no one, because he has escaped alone through the moat, eastwards, towards the crater. The Game Master records who has him.

Van der Hoeven is arrested if the cell hands him over to the Dutch colleagues at the drawbridge, injured if the splinter has burned him, or gone, on a yacht he does not talk about. The splinter goes to the Institute. Department 13 learns of it, and it wants its pieces back.

Aftermath

Stones: all stones from the display cases that have not hatched and are not destroyed. The Game Master subtracts from the list what was lost that night.

Plans: If van der Hoeven is arrested or exposed, "The Collection" ends. Otherwise the plan continues to roll, and van der Hoeven collects anew next summer. If STILLWATER has the Pilot, "The Wreck" gains two skulls.

Ferris: If he has left with his people, he sits on the drawbridge at four o'clock, smokes and says to the cell: "I have quit. My boss does not know it yet."

Thread: The Pilot, wherever he is, points eastwards. Again and again. Whoever has the part with the moving dots sees that the dots move in the same direction, and that they are getting faster.

Mission 12: Going Home

BLACK FILE
Origin the Alien, the Humans ·
Opponents STILLWATER, Mercenary, Germlings ·
Focus all

What It Is About

The Pilot wants to go to the crater. Since April there has been nothing there but a hole in the sand and a circle of toppled pines. But he needs the place, and he needs the part with the wandering dots that lay at the edge of the circle. With both he can call. The campaign does not show what comes then.

Where the part is depends on the missions before: with the cell if they found it in Mission 5 or took it from van der Hoeven's display case in Mission 11, with STILLWATER if the Americans have it, or still in the library at Huis te Velde. Where the Pilot is depends on Mission 11. If STILLWATER has him, this mission begins on a military airfield where an aircraft waits to go west, and the cell has one night to get him back.

The Council has opened a Black File. It wants the Pilot at the Institute. Wiebke Eckhardt hands over the file personally, in her office in Hold-3, with cold coffee. She reads out the order and lays the fountain pen beside it.

The night of 24 August is the last hot night of the summer. In the west there is a thunderstorm.

Briefing

"The Council wants him at the Institute. That is written here, and I have signed it. I want you to know what you are doing before you do it. What you do then is in your report and not in mine."

Expenses: as much as necessary. Every receipt ends up with the auditors. **Presence:** Level 5. **Useful equipment:** everything the cell can carry, plus radios, an oxygen device, Wollgras' gas cylinders, rescue blankets, off-road vehicles.

The Decision

The campaign has four endings, and none of them is right. The cell chooses this night.

- **Hand over.** The cell takes the Pilot to the Institute. O.D.I.N. has technology from the wreck and a prisoner who says nothing. Wollgras drives him to Bern and does not return to the cell. The Council trusts the cell: Trust +1.
- **Hide.** The cell takes him to a place that neither the Institute nor STILLWATER can find, and reports him as lost. From now on it has a secret from the Council, and that is a thread that reaches into every later campaign. How long the Pilot survives in our air depends on Wollgras' gas and on an astrobiologist.
- **Send home.** The Pilot calls. The cell must hold the crater for one hour, until 3.10 a.m., against STILLWATER, against the thunderstorm and against everything that comes. At 3.10 a.m. light falls into the forest, from below to above, as forester Lögering

described it in April. In the morning the crater is empty and the Pilot is gone. The cranes fly a wide arc around the forest. No one has seen what came, not even the cell. The Bundeswehr stages an exercise afterwards.

- **Lose.** STILLWATER takes him away. In the end there is a corpse in a laboratory in Maryland or a prisoner over whom the cell can stumble again in North America if it ever has a file there.

Fight

The crater at night. Heat lightning in the west, no wind, sand still warm from the day. The circle of burnt pines is a wall of fallen trunks, 40 metres in diameter. The Pilot stands in the middle and calls. He does not fight as long as he calls.

- **Opponents: Dana Whitlock** (Appendix) with everything STILLWATER has in Europe: eight agents (stats like **Mercenary**, with pistols and two assault rifles), one **Elite Mercenary** who has not left Grey Meridian, a drone with a thermal imaging camera. In addition, every group of **Germlings** (Appendix) that escaped in Mission 11 and could have reached the Emsland by car, at the Game Master's discretion.
- **Terrain:** the circle of trunks as cover, ditches in the forest, Lögering's high seat at the edge, the track to the main road along which STILLWATER comes.
- **The Call:** It lasts one hour. Anyone who attacks or touches the Pilot inside the circle interrupts him, and the hour starts again from the beginning. When the thunderstorm comes, around half past two, it rains. The Pilot loses air, 1 damage in that hour, if no one passes him the gas.
- **What helps:** the trunks, the darkness, the rain that blinds the drone. Forester Lögering with his off-road vehicle, if the cell won him over in April. He knows every path in the forest and blocks the access road with a tree if asked. Ferris, if he has resigned and the cell calls him: he comes alone and stays at the edge.
- **Whitlock:** If the cell negotiated honestly with her in Mission 8, or if she is keeping an agreement that she has broken, then the cell can change her mind in the final round, Persuasion against Hard (3). She lowers her weapon, orders her people to do the same, and watches. "Mercer will not understand this. I do not understand it either. But I want to see it."
- **What can go wrong:** A STILLWATER agent shoots at the Pilot as the light begins. Whoever stands in between stands in the light. What that does to him is decided by the Game Master. The campaign recommends: nothing that can be seen. A player may tell what their agent sees, and no one at the table asks about it.

Aftermath

In the morning the cell stands in the forest, or on a runway, or in the driveway of the Institute. It rains for the first time in weeks.

Stones: none in this mission. The list is closed.

Plans: "The Wreck" ends when the Pilot is gone or in the Institute. If STILLWATER has him, the plan reaches five skulls, with everything that entails. "The Collection" ends here in any case. Van der Hoeven may continue collecting, but no longer in this campaign.

Thread: The chapter "After the Campaign" describes what becomes of the world, the stones and the people of this summer, and how it continues with the campaign "The Door".

AFTERMATH
AFTER THE CAMPAIGN

After the Campaign

"The report says: Foreign body removed. That is even true."

Wiebke Eckhardt, handler, Hold-3

End of August 2026, it rains for the first time in five weeks. In Hold-3, three freezers stand in the cellar, and Brodersen has stopped complaining. What the cell did this summer is in twelve reports, countersigned with Eckhardt's fountain pen. What it saw is nowhere.

The List of Stones

At the end, the Game Master counts up the list of stones. It shows what lies in the world after Foreign Bodies.

Stones not recovered	What becomes of them
None	File REG-F-0309 remains as it is: White, case open. Mahler writes off the recall operation as 'completed'. Brodersen gets his freezer back and leaves it standing, just in case.
1 to 5	In a display case somewhere between Lisbon and Warsaw, something is ticking. The Game Master has a ready-made beginning for a later Grey File: a tomcat in front of a display case, a vet, an X-ray image.
6 to 15	Some stones are where no one looks. Next spring, animals with migrating lumps appear in two countries. The cell gets the file because it is the only one that knows what that is.
More than 15	The stones are sold, given away, forgotten. Somewhere, one has managed three moults. What has become of it is decided by the Game Master, and they should take their time before showing it.

Epilogues

Each character gets an epilogue, told by their player, with a question from the Game Master. Suggestions by class:

- **Soldier:** What do you say to Brodersen when he asks why you have had a bottle of brine in the car since April?
- **Scientist:** What do you write in the line 'Findings', and do you send it off?
- **Psion:** Which of the images from the Pilot's head do you still see when you close your eyes?
- **Agent:** Which cover story from this summer do you keep, and to whom have you told it?
- **Investigator:** Which question about the Sphere and the Pilot do you write in your notebook, although you know that no one will answer it?
- **Thaumaturge:** What did your crystal do when the Pilot was nearby? Nothing? And what does that nothing mean to you?

What Becomes of Them

- **Wollgras** does not drive into the moor in October. If the cell trusted her this summer, she writes a report to the Audit about the findings from 1998, with her real name underneath. Whether the Audit reads it is not in any file.
- **Callum Ferris** has left Grey Meridian if he resigned in Mission 11. He works on an oil rig in the North Sea and writes the cell a card with no return address at Christmas: "We are asking now. Thank you." If he stayed, he will eventually stand on the other side of an underground car park again.
- **Dana Whitlock** goes back to Boston. What she writes to Elaine Mercer about this summer depends on what she saw at the crater.
- **Maurits van der Hoeven** is in remand for possession of weapons and handling stolen goods, or in his library in front of empty display cases, or on a yacht. In any case, he will invite again next August.
- **Hilke Bruns** has lambs in spring 2027 that all drink.

Foreign Bodies and The Door

On 1 September 2026, a man in his mid-fifties with a thermos flask, a former Soldier who speaks little, is standing in Eckhardt's office in Hold-3: **Konrad Behr**. The Council has made him the cell's handler. Eckhardt hands him the twelve reports, and she does not tell him everything she knows. To the cell, she says in farewell: "He is honest as far as he is allowed. That is more than most are."

This begins the campaign "The Door". For the Game Master who runs both:

- **The cell is experienced.** They come as Senior Agents. The Door does not change because of that. The Game Master can make the opponents in Act I of The Door one step harder, for example replacing Mercenaries with Elite Mercenaries.
- **Mission 2 of The Door, "Copper",** is set in a high-rise in Rotterdam, in which a colony from a meteorite splinter is growing. A cell that has played Foreign

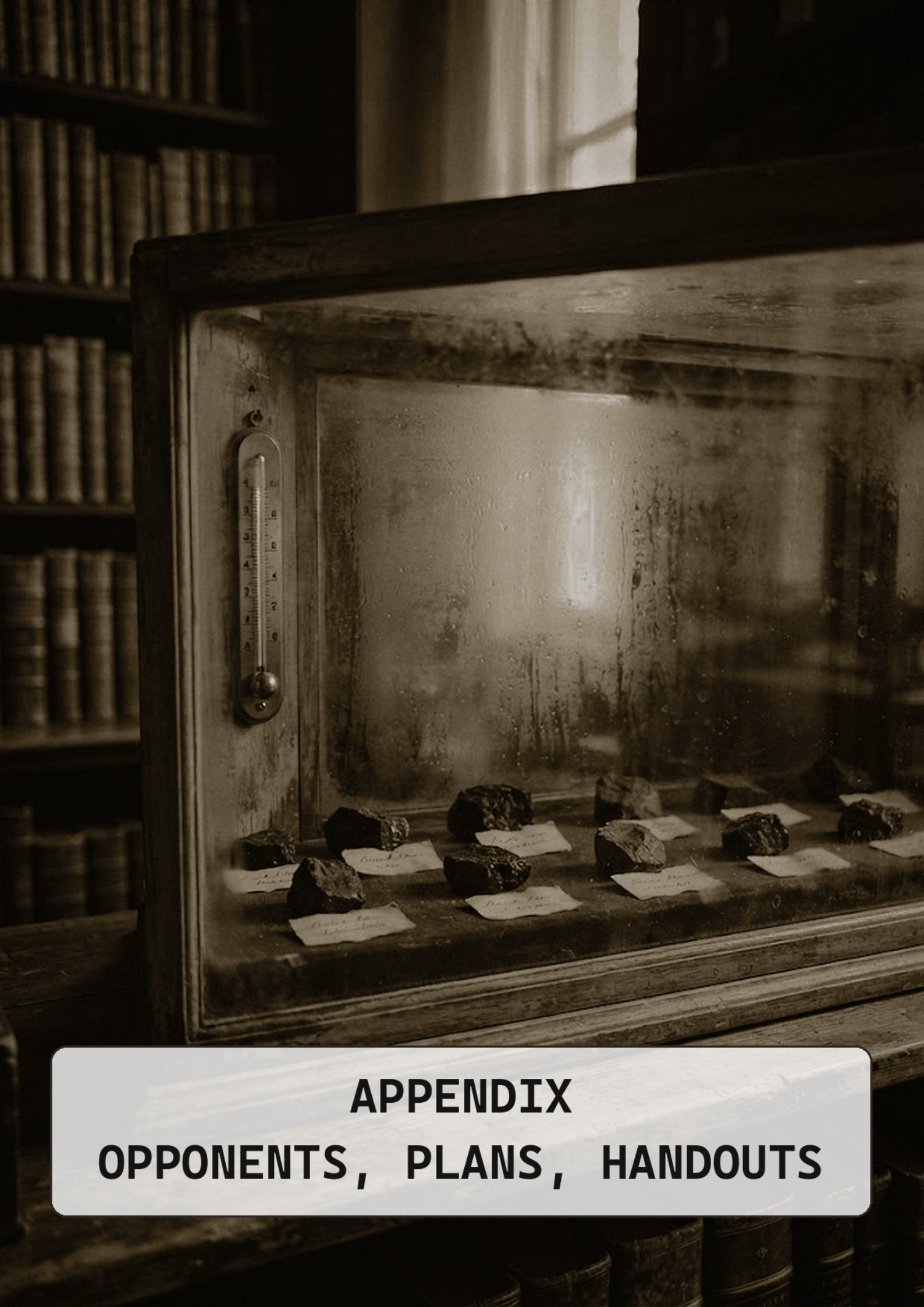
Bodies recognises the signs of the Alien in the first scene. This is intentional and rewards them: One player may say what they recognise it by, and the cell saves the first clue.

- **The Pilot.** If the cell has hidden him, that remains a secret from the Council, and Behr will ask about it at some point. If the Institute has him, he lies where the pulses beat in The Door. The Door says nothing about this, and the Game Master does not have to make anything of it. She can.
- **Wollgras** is a contact in the Institute. In Act III of The Door, when the cell has to go to Bern, she is the only one there who owes the cell something.

Continuing without The Door

Anyone who does not want to go to The Door after Foreign Bodies has enough open files for a second year:

- **The Chain** still stands above the mudflats off Schiermonnikoog. Five small spheres, and the tide keeps spreading their stones.
- **The Sphere over the Reservoir** in the Sauerland. The cell recovered the stones on the shore. The sphere has not seen them. Is it still there?
- **The Sphere in the Institute**, if Wollgras took it with her in March. It lies in a cold room under a mountain near Bern. What does it do when someone forgets to maintain the cooling?
- **STILLWATER** owes the cell something or hates it. Both are a beginning.
- **The measurement campaign in October.** The Institute's plan still stands, with seven places at the edge of a mining area. Who cancelled it? And if no one: Who sleeps there?



APPENDIX
OPPONENTS, PLANS, HANDOUTS

Opponents

The creatures' stats come from the Threat Atlas in the Game Master's Book and from the Registry. They are repeated here so that the table does not have to be flipped through. Where the Atlas and this volume would differ, the Atlas takes precedence. Excepted is the number of Germlings per stone: it comes from the Registry and applies here.

Germling

Henchman, Creature · Alien · with subtypes

A larva that has survived time in meteorites and ice cores and awakens in a warm body. Germlings eat, grow and moult. When they hatch, they are the size of a hand: pale, smooth, with a mouth that opens in four directions. In Foreign Bodies they come from the star stones, 1D6 from each stone. The Atlas gives groups of 2D6. That is the usual find from two stones. Here the stone counts, and each mission gives the total.

Stat	Value
Initiative	4
Attack	Bite 2 + 3, damage 2. With 2 margin it burrows into the body: CON + Toughness against Hard (3) or 1 damage per hour until a Biochemist removes it
Defence / Armour / HP	2 / 0 / 3
Horror	Uncanny (1), Horrifying (3), when it hatches from a human
Special	Hatches 1D6 from each stone. Grows with each host: After each scene in which it could feed, +2 HP
Weakness	Cold stops it, salt water kills it in seconds. Silver acts like lead
Behaviour	Seeks warmth and hosts. Flees from cold. Stays near the one from which it hatched

Subtypes

Subtype	Difference
Second moult	Size of a cat, HP 8, attack 3 + 3, damage 3. Climbs.
Third moult	Unknown. The Game Master decides. At least Elite, Horrifying (3). In Foreign Bodies no Germling reaches the third moult as long as the cell does not lose all stones.

The Sphere over the Moor

Henchman · Alien · REG-F-0309

A device, the eye of something that is not here. Milky glowing, silent, cold. It seeks warmth, stands over it for three nights and reports. In one of the following nights a stone falls.

Stat	Value
Initiative	5
Attack	Light flash 2 + 2 against one attacker within 30 m, no damage: The target is blinded for one round, −2 dice. On touch discharge 2 + 2, damage 2, armour does not count
Defence / Armour / HP	1 / 1 / 5. In the air only hittable with ranged weapons
Horror	Uncanny (1). Anyone who sees a Germling hatch from a stone rolls according to the Threat Atlas
Special	If it stands over something warm for three nights, in one of the next six nights a stone falls with 1D6 Germlings. It floats silently and faster than a car. If it is destroyed, after about six weeks a new, larger one comes: +2 HP
Weakness	Cold. Below −5 °C it lies limp on the ground until it thaws. Rescue blankets make warmth invisible to it. Silver and salt do not work
Behaviour	Comes at dusk, leaves before sunrise. Seeks warmth that stays: herds, tents, high seats, survey teams. Evades, does not flee. Defends itself only when fired upon or touched

The Pilot

Elite · Alien

A being that crashed with a vehicle, injured, alone, in a world it does not understand. Intelligent, trained, and it is afraid. Slightly smaller than a human, in a suit that moves like skin, with a helmet without a visor. It limps.

Stat	Value
Initiative	5
Attack	Hand device 4 + 4, damage 4, Precise, or paralysis field 4 + 4 against all within 5 m: CON + Toughness against Hard (3), otherwise one round incapacitated
Defence / Armour / HP	3 / 3 (suit) / 12, down to 8 after the crash
Horror	Uncanny (1)

Stat	Value
Special	After one scene understands enough language to understand simple sentences. A Telepath hears images: a sky with two suns, a call, a waiting
Weakness	The atmosphere harms it: Every hour without helmet 1 damage. An Astrobiologist can find out what it needs
Behaviour	Hides, observes, defends itself. Attacks only when hunted. Whoever helps it gets help in return

Mercenary and Elite Mercenary

Professional and Elite · Humans · Grey Meridian

The mercenaries of Grey Meridian: well armed, well trained, poorly informed. The stats come from the Core Rulebook. Agents of STILLWATER use the same stats, with pistol instead of assault rifle.

Stat	Mercenary	Elite Mercenary
Initiative	3	4
Attack	Assault rifle 3 + 3, damage 4, Automatic	Carbine 4 + 4, damage 4, Precise
Defence / Armour / HP	2 / 2 (protective vest) / 9	3 / 3 (combat suit) / 12
Special	Retreats when the leader falls	Once per fight a shock grenade (damage 3, area 5, Stun)

Callum Ferris

Team leader, Grey Meridian · Humans

Mid-forties, former paratrooper, grey temples, a leather jacket that has become too big for him. He speaks quietly and means what he says. He works for anyone who pays, and he has begun to find that indecent. He is the opponent one can talk to.

Stat	Value
Initiative	4
Attack	Carbine 4 + 4, damage 4, Precise, or pistol 4 + 3, damage 3
Defence / Armour / HP	3 / 3 (combat suit) / 12
Skills	Tactics 4 + 3, Negotiation 3 + 3, Insight 3 + 3
Special	As long as he stands, his mercenaries do not retreat. If the cell has saved one of his people, he does not shoot first
Behaviour	Fulfils the contract without killing more than necessary. Changes sides only when he knows what is in the crate

Dana Whitlock

Special Agent, STILLWATER · Humans

Early forties, short hair, running shoes with a trouser suit, German with an accent. She comes from the field office in Boston and reports to Raymond Cole. She is quick, polite and tough, and she believes that America has a right to what falls from the sky. Key figure of the plan “The Wreck”.

Stat	Value
Initiative	4
Attack	Pistol 4 + 3, damage 3
Defence / Armour / HP	3 / 2 (protective vest) / 11
Skills	Negotiation 4 + 3, Deception 3 + 3, Stealth 3 + 2
Special	Has access to satellite images of the US government: Once per mission she knows where the cell was last night
Weakness	Curiosity. She wants to know what the Pilot is, more than she wants to have it
Behaviour	Negotiates first, threatens then, shoots last. Keeps agreements as long as the other side keeps them

Maurits van der Hoeven

The Collector · Humans

66 years old, heir to a hydraulic engineering company, tall, gaunt, linen suit, reading glasses on a chain. He has collected meteorites since 1984, “everything that falls from the sky”. He lives in Huis te Velde, a moated castle near Winterswijk. He is polite, educated, art-loving and without any limits, and he knows exactly who the cell is. Key figure of the plan “The Collection”. Stats according to the Collector from the Threat Atlas.

Stat	Value
Initiative	3
Attack	The splinter of the Tunguska Shard (see below), otherwise pistol 3 + 3, damage 3

Stat	Value
Defence / Armour / HP	2 / 1 / 10
Persuasion, Deception	5 + 4
Special	Always has 2D6 mercenaries, 1 Elite Mercenary and Guard Systems. Offers each agent an offer from the table “Lures of the Others” (Game Master’s Book)
Weakness	His collection. Whoever destroys a piece he loves unsettles him: −2 dice for one scene
Behaviour	Possesses, collects, defends. Does not fight himself. If cornered, he uses a piece from his collection without knowing what it does

The Splinter. A piece of the Tunguska Shard from the chapter “Artefacts” of the Game Master’s Book, the size of a thumb, bought from Department 13. The stats of the shard apply: It operates any electrical device it is connected to without limit, and heats up with each use. After the third use in a mission it causes 2 damage to its bearer, armour does not count. Danger 💀💀💀💀💀. Department 13 wants its pieces back.

Plans

Both plans follow the basic rule from the Game Master’s Book and the expansions from “The Other Services”. The Game Master rolls for both after every mission once they are in play: “The Collection” from Mission 1, “The Wreck” from Mission 5.

The Plan: “The Collection”

Feature	Details
Organisation	Maurits van der Hoeven and the Stichting Hemelsteen
Type	Collector
Strength	3
Knowledge	2
Plan	“The Collection”, starting value 💀💀💀💀💀
Key figure	Maurits van der Hoeven

Level	What happens
💀💀💀💀💀	Van der Hoeven buys meteorites as always. The star stones are just one collection among many for him.
💀💀💀💀💀	He has the first nine star stones. He has noticed that they tick in warmth and has cooling display cases built. *Lead:* A Dutchman in a Range Rover offered Többen €5,000 for the tank.
💀💀💀💀💀	The Stichting buys systematically. Grey Meridian collects stones from buyers, and in the forum “hemelsteen” replies to every post. *Lead:* A business card of the Stichting Hemelsteen in a sheep barn.
💀💀💀💀💀	Van der Hoeven has more than thirty stones and wants everything connected with them. *Lead:* A boat with divers searches the same sandbank in the mudflats every day.
💀💀💀💀💀	He has the Pilot or is close to it, and he has a vault converted under the moat. *Lead:* An invitation to the Night of the Shooting Stars, black paper with gold edging.
💀💀💀💀💀	The collection is complete: all open stones, the Pilot, part of the wreck. Van der Hoeven shows it to his guests on the Night of the Shooting Stars. *Lead:* In a display case in Huis te Velde it ticks, and 120 guests stand in front of it.

How he reacts. Van der Hoeven has Knowledge 2. He does not notice which cell is harming him. If his plan loses a skull, he offers more money, invites more dealers and sends Grey Meridian with larger lorries.

Stones. For every skull that “The Collection” gains from Mission 3 onwards, two of the open stones go to van der Hoeven.

After the fifth skull. If the plan reaches five skulls before Mission 11, the Council opens a Black File. Mission 11 still takes place, but van der Hoeven has two Elite Mercenaries and all the guards know who is coming.

Connection. At 💀💀💀💀💀, “The great stone” (the Evening) gains a skull. Van der Hoeven bids at an auction of the Evening for stones he did not get and brings money into the market.

The Plan: “The Wreck”

Feature	Details
Organisation	STILLWATER
Type	Alien Services
Strength	4

Feature	Details
Knowledge	3
Plan	“The Wreck”, starting value 💀 in Mission 5
Key figure	Dana Whitlock

Level	What happens
💀	STILLWATER sees the flash of light on a satellite image and sends Whitlock. *Lead:* Americans in the inn “Zum Moorkrug” who pass themselves off as accident investigators.
💀💀	Grey Meridian closes off the forest and lays tarpaulins over the crater. *Lead:* Signs saying “Munitions clearance” from a company that does not exist.
💀💀💀	The wreck is recovered and in Antwerp. STILLWATER is looking for the Pilot. *Lead:* Freight papers to Baltimore, recipient “National Atmospheric Data Center”.
💀💀💀💀	The wreck is loaded. STILLWATER is preparing an operation against the Pilot. *Lead:* A helicopter that is on no flight plan over the Achterhoek.
💀💀💀💀💀	STILLWATER has the wreck and the Pilot. Both are on the way to Maryland. *Lead:* A blank: Whitlock no longer answers.

D6	Countermove
1 to 2	Whitlock sends the cell a satellite image of the farm where one of the agents lives. Without text.
3 to 4	A contact of the cell, the forester Lögering, the shepherdess Bruns or the vet Wübbels, receives a visit from two polite Americans and afterwards no longer speaks to the cell.
5 to 6	STILLWATER offers an agent the lure from the dossier in “The Other Services”: a new life in America, with real papers.

After the fifth skull. STILLWATER has what it wanted. Mission 12 then does not take place at the crater, but on a military airfield where an aircraft is waiting to go west, and the cell has one night.

Connection. At 💀💀💀💀💀, “A Seeker of their own” (STILLWATER) gains a skull. Elaine Mercer has a being from another sky in Maryland and now believes that her programme can achieve everything.

The Missions at a Glance

The times given are suggestions. Only the order of the acts matters, and that the campaign ends before 1 September 2026, if the cell plays The Door afterwards.

Nr.	Mission	File	Time	Handouts
1	**X-Ray**	Grey	23 February 2026	1, 2, 3
2	**The Last Frost Night**	White, turning grey	Night of 2 March	none
3	**Forty-One**	Grey	Mid-March	4
4	**Scrap**	Red	Night of 15 April	none
5	**Flash of Light**	Grey, turning red	26 to 28 April	5
6	**Driven Hunt**	Red	Night of 3 May	none
7	**The Chain**	Grey	Early June	6, 7
8	**The Reservoir**	Grey	Mid-July	none
9	**The Port**	Red	Night of 28 July	8
10	**The Client**	Grey	Early August	none
11	**The Collection**	Red	Night of 13 August	none
12	**Going Home**	Black	Night of 24 August	none

The Handouts

The Game Master hands out a handout when the cell finds the clue, not before. The following pages may be copied for your own table.

HANDOUT 1: X-RAY FINDINGS, VETERINARY PRACTICE DR. WÜBBELS, MEPPEN

Patient: Rex, German Shepherd, male, 9 years. Owner: H. Többen, Twist.

Presentation 20.02.2026, 16.40 hrs. Anorexia for approx. 3 weeks, apathy. Palpation: firm, warm mass in the cranial abdomen, movable.

X-ray 1 (16.52 hrs): round foreign body in the stomach, approx. 3 cm, density conspicuously high. Beside it three elongated shadows, each approx. 2 cm.

X-ray 2 (17.04 hrs): foreign body unchanged. The three shadows lie caudal to it. Change of position in 12 minutes.

Recommendation: laparotomy, immediately. Owner declines. Paid in cash.

Note: Owner says the stone fell from the sky. He laughed. I did not.

HANDOUT 2: TÖBBEN'S NOTEBOOK "STAR STONES", LAST PAGE

41 / 14.11.2025 / €85 / fdegraaf_utrecht / NL / "with certificate"

40 / 02.10.2025 / €60 / k.wisniewski / PL

39 / 21.08.2025 / €90 / astro_collect_lx / PT / "he wanted two pieces, only gave one"

38 / 30.06.2025 / €45 / meteorfreund72 / DE

37 / 11.04.2025 / €70 / jvh_brugge / BE

36 / 03.02.2025 / €40 / s.lindqvist / SE / "postage expensive"

At the bottom, in a different pen: Tank 64. Pension.

HANDOUT 3: FINDINGS, COPY WITHOUT LETTERHEAD

Mineralogical determination. Samples: 11 pieces, find location Bourtange Moor near Twist (D).

Macroscopically: dark fusion crust, fracture surface fine-grained, high density.

Finding: stony meteorite, ordinary chondrite. Inert.

Three samples are retained for further examination. Eight samples returned to the finder.

Bern, 14 October 1998. Signature illegible.

HANDOUT 4: FORUM POST, METEORITE COLLECTORS BOARD

fdegraaf_utrecht wrote, 06.03.2026, 22.14 hrs:

Can a chondrite tick? Mine does. Every 40 seconds. Bought from a seller in Emsland last November, with a Swiss certificate. It sits in my cabinet above the radiator. My cat Pim has not left the cabinet for three days. Photo attached. Any ideas? I taught physics for 35 years and I have none.

Reply from hemelsteen, 06.03.2026, 22.31 hrs:

Dear madam, I will buy this stone for 1,500 euros, for scientific purposes. Please send me a private message.

HANDOUT 5: PHOTO OF THE FORESTER, 26.04.2026, 7.15 HRS

A photo on a mobile phone, timestamp bottom right. Sandy ground at the edge of a ditch, pine needles. Three footprints in a row, narrow, longer than a child's hand, with an angular heel. The middle one deeper than the others: whoever it was spared one leg. Next to it, for comparison, a lighter.

HANDOUT 6: PHOTO OF THE MUD FLAT GUIDE, "DE KETTING"

A photo at night from the dyke, long exposure. Above a sandbank stand five lights in a row, milky, equal in size, equally spaced. On the water below no reflection. Back, in ballpoint pen: "Schiermonnikoog, 2 May 2026. Since 2004. Seals gone."

HANDOUT 7: DELIVERY NOTE, FOUND ON THE CUTTER

Delivery note no. 2026-117. Sender: Grey Meridian Ltd., Rotterdam Office.

Recipient: Huis te Velde, attn. Stichting Hemelsteen, Winterswijk.

Contents: 30 pieces "mineralogical samples, tidal flats", to be stored chilled.

Note: "Maintain cold chain. Client very clear."

HANDOUT 8: INVITATION

Black laid paper, gold border, no sender.

Huis te Velde. Night of the Shooting Stars.

12 August. Come when it gets dark.

What falls from the sky belongs to the one who looks.

Imprint

O.D.I.N. Occult Dynamics Intelligence Network
Foreign Bodies, Campaign (English edition)

Author and publisher: David Ger
Feedback and contact: david.ger.bs@gmail.com
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