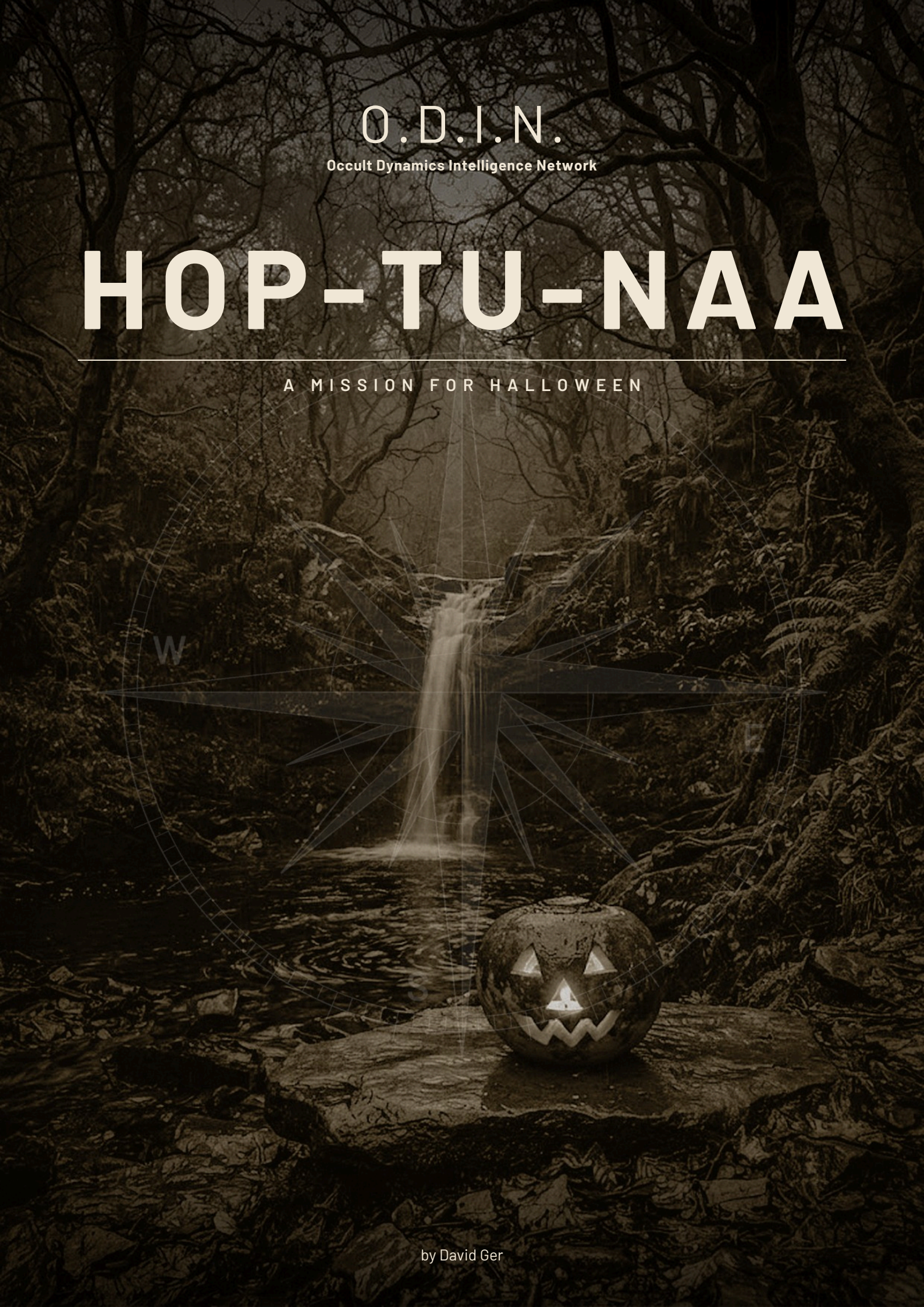
O.D.I.N.

Occult Dynamics Intelligence Network

HOP-TU-NAA

A MISSION FOR HALLOWEEN



by David Ger

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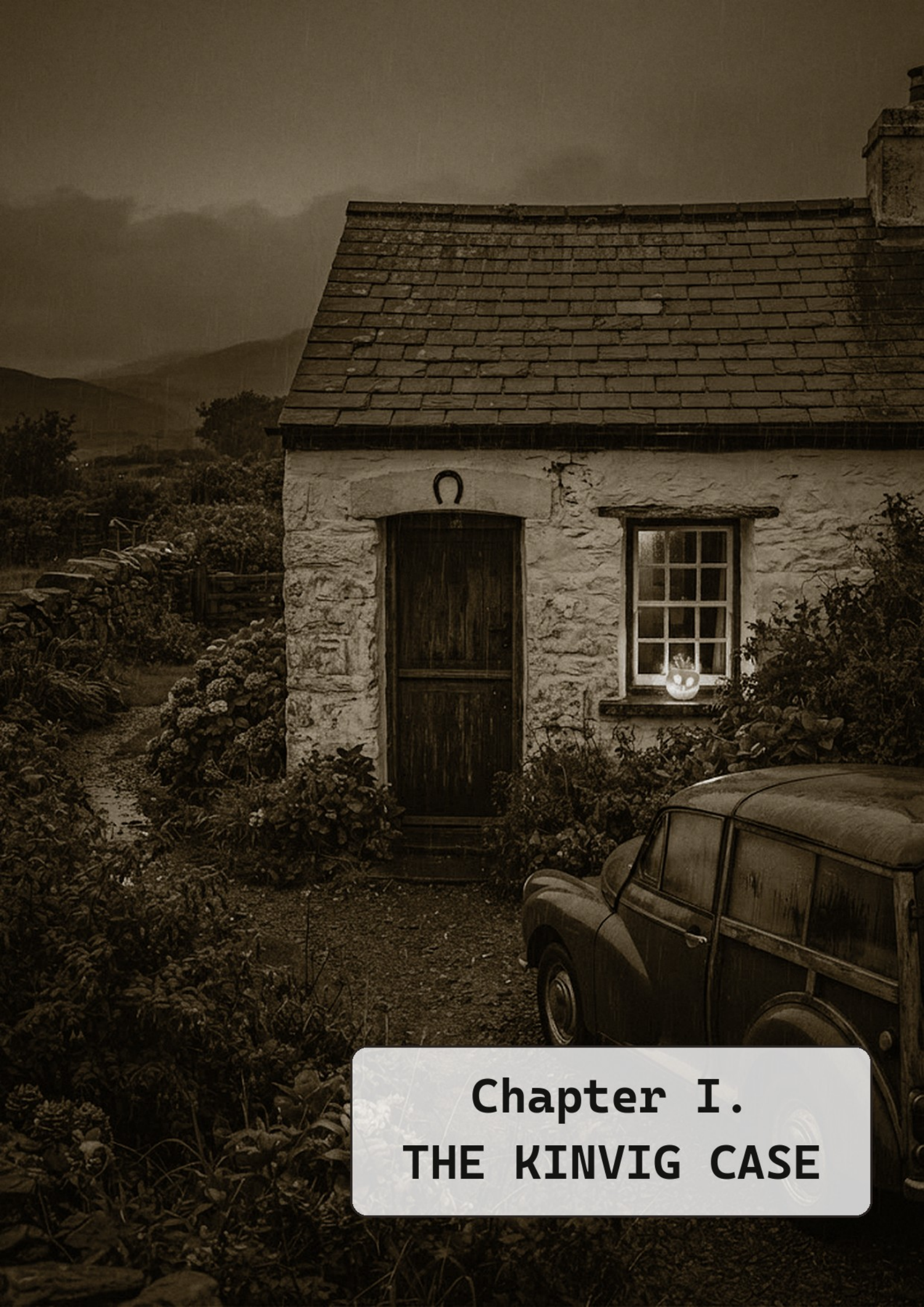


Chapter I.
THE KINVIG CASE

"The mother said it was her son. The father said it wasn't his son. Both were right, and the child laughed like an old man."
Spindel, Senior Agent, Investigation Branch

Before You Begin

On the Isle of Man, Halloween is called Hop-tu-Naa. On the evening of 31 October, children go from door to door with hollowed-out turnips, sing a song about the witch Jinny and receive sweets. Tea lights burn inside the turnips. The adults say that on this evening the door between the old and the new year is open.

This booklet is a mission for one session. Four cadets fly to the island around midday on 31 October 2026 and have until midnight. It is about a child who has not grown for seven years, a mother who loves it, and a boy waiting behind a waterfall.

You need three to four players and a game master. Each person needs eight white and eight coloured six-sided dice, plus pens and paper. Allow three to four hours.

The game is played with the four agents from the Quickstart: Raven, Brandt, Echo and Folio. Their personnel files are at the end of this booklet. Those who have already played the Quickstart continue with the same agents. Those who have not miss nothing.

The rules are in the Quickstart, Chapter II, free at odin-rpg.pages.dev. At the table, the box below is almost always sufficient.

THE RULES IN ONE BOX

A test: as many white dice as the attribute, as many coloured as the skill. White succeeds on 5+, coloured on 4+. All successes count together.

Easy 1 success	**Doable** 2	**Hard** 3
Very Hard 4	**Impossible** 5	

Every success above the difficulty is margin. In combat, it becomes additional damage.

Bonus dice are white, at most three per test. Darkness and rain cost 1 to 2 dice.

Horror test: WIL + Mental Resistance. Anyone who fails suffers as much strain as the number of successes they fell short by, minimum 1.

ABBREVIATIONS

STR Strength	**WIS** Wisdom
DEX Dexterity	**WIL** Willpower
CON Constitution	**CHA** Charisma
INT Intelligence	**MAN** Manipulation
	COM Composure

Also **D6** six-sided die, **HP** hit points, **PSI** the Psion's PSI points and PSI power, **ME** the Thaumaturge's Magic Energy, **XP** experience points.

From Chapter I onwards, only the game master reads on. Anyone playing an agent turns to the appendix and picks their file.

GAME MASTER ONLY

From here on, what really happens. Anyone playing an agent turns to the Appendix.

Hop-tu-Naa

A Red File for three to four cadets, one evening. Origin: the Old. The opponent is a child, and every blow that strikes it strikes a second. The scenario shows what O.D.I.N. is at its core: the cell arrives with weapons and wins only if it does not use them.

What It's About

In Glen Maye, a village on the west coast of the Isle of Man, live Voirrey and Illiam Kinvig with their son Finlo. Finlo was born on 3 August 2019, so he is seven. He looks like a child of two, eats for three, laughs in the dark like an old man and, when he thinks he is alone, curses in Manx, a language whose last native speaker died in 1974.

Finlo is not Finlo. On the evening of 31 October 2019, Voirrey pushed the pram through the glen, and on the way back a different child lay in it. The Little People made the swap. Today is the seventh Hop-tu-Naa since the exchange, and at midnight the bond closes. After that, each child stays where it is, for ever.

What Is True

The Little People live under the hills and in the glens of the island. The Manx do not like to name them and say "Themselves". Sometimes one of their children needs

human milk, human bread and a human name. Then they swap, usually on the night of Hop-tu-Naa.

The swap is a bond. What happens to one child happens to the other, wound for wound, hunger for hunger. The real Finlo grows up under the hill, well fed and strange. The changeling grows up among humans, slowly. On the seventh Hop-tu-Naa the bond closes. Then the changeling becomes human, grows and forgets its age.

In August, Illiam's mother Ann pressed the child's hand onto the hob to "call his own". The child under the hill has borne the same scar since then. A walker saw a barefoot boy with a burn scar on his hand at the waterfall. He vanished behind the water.

There is exactly one way back. Whoever boils water in eggshells in the changeling's presence outwits it. In its astonishment it says its name. With this name, the mother can carry it to the place of the swap before midnight, lay it unharmed in the grass, call it by its name and turn round. Then her own child lies there. It is seven, speaks only Manx and eats nothing cooked for weeks.

The catch is the mother. Voirrey loves the child she has fed for seven years. In September, the changeling told an agent in Manx that it wants to stay. Voirrey wants to keep it. Illiam wants his son. And the boy behind the waterfall does not know his mother.

The Clock of the Night

What happens if the cell does not intervene. The sun sets shortly before five, Hop-tu-Naa begins with darkness.

Time	What happens
14.20	Landing at Ronaldsway. It is half an hour by car to Glen Maye.
16.50	Sunset. At the Kinvigs' house, Finlo grows restless and wants to go to the window.
18.00	The first children with turnip lanterns move through the village. At the Kinvigs' the bell rings twelve times until eight.
18.30	Illiam comes home from the Saturday shift at the smokehouse in Peel and sits down in the kitchen, with his back to the nursery.
21.00	Ann Kinvig unlocks the front door with her key. She has iron tongs with her and wants to get to the fire.
22.30	Rain sets in, westerly wind. The forestry service has closed the glen since morning, due to rockfall.
23.00	At the foot of the waterfall a barefoot boy stands and looks up the path towards the village.
24.00	The bond closes.

The Family

Voirrey Kinvig, 34, paediatric nurse at Noble's Hospital near Douglas. She has the day off, for the first time in weeks on Hop-tu-Naa. She knows what lies in the cot. She has fed it, changed it, and defended it against Ann for seven years, and she loves it. She has heard the sentence "He is not your son" too often to hear it any more.

Illiam Kinvig, 38, works in a smokehouse at the harbour of Peel. He has not taken the child in his arms for a year. He sleeps in the living room. He wants his son back and has no idea how. He is the first to believe the cell, and the last to be of any help to them: he may not carry the child, only the mother can.

Ann Kinvig, 68, Illiam's mother, lives in Peel. Her grandfather Juan Karran was the changeling of Cregneash, 1894. His mother never held him over the fire, he lived to 81 and never touched iron. Ann believes that the Little People therefore come back to her family. She has bought iron tongs and the key to her son's house. She is not an evil woman. She is afraid, and she has learned the wrong story.

Finlo, the changeling. Small, pale, with hands that look too old. He plays the child as long as he is loved. Alone he speaks in a deep, rough voice in Manx. On his right hand is a fresh scar from August. His stats are in the Appendix.

The boy under the hill, seven years old, barefoot, with the same scar on the same hand. He is the real Finlo. He speaks only Manx, he has never seen his mother, and he has no reason to want to go to the humans.

Briefing

The cell has been on a training course at Hold-1, London, since Monday. On the morning of 31 October they are taken out of class. Magister Eleanor Birch receives them in her study, between chalkboards and a plate of oat biscuits that nobody touches.

"A Red File on the Isle of Man. The responsible agent is in Noble's Hospital with a broken leg, and everyone else I could send is further away than you. A child will either be exchanged back tonight or never. The plane leaves at one o'clock. Read the file on the plane, and read it to the end."
Magister Eleanor Birch, Hold-1

What the file contains: the index card REG-A-0503 "The Changeling", the address of the Kinvigs in Glen Maye, a photo of the child and his growth chart from Manx Care (Handout 3), Spindel's report from September with a sentence in Manx and the translation, the address of Ann Kinvig in Peel. Expenses: €2,000. Requisition: Common items without waiting time. Weapons fly in the cargo hold, in a case from Gresham & Cole.

One more sentence Birch says, at the door: "Read the paragraph about 1972 twice." Whoever then searches the file for 1972 gets a bonus die on the test in Node 1, but still only reads the paragraph with four successes.

Spindel's Report, the Sentence in Manx

The game master issues handout 1 as soon as the cell opens the file. Spindel heard the child alone in the nursery in September and wrote down the words. Hold-1 has translated them: "I stay. Here is milk. Under the hill there is only dew."

The Nodes

The investigation has six nodes. The cell can visit them in any order, but not all of them: whoever lands at 14.20 has until 21.00 for three or four. Glen Maye, Peel and St John's are each ten minutes apart, Noble's Hospital near Douglas is half an hour. The game master lets the clock run visibly.

The cell must know three things by midnight, and for each there are at least three clues:

- **Violence affects both children.** Whatever happens to the changeling happens to the boy under the hill.
- **The name comes from the eggshells.** Boil water in eggshells, in his presence.
- **Only the mother can carry him back.** To the place of the swap, before midnight.

Node 1: The File

The index card REG-A-0503 is in the folder, and Hold-1 can be reached by telephone. Anyone who reads the index card rolls INT + Occultism, and the game master reads aloud up to the line achieved. An Antiquarian receives +1 die, as does anyone who speaks Manx. None of the four agents does, but Breesha Quayle does (Node 4). A telephone enquiry from the field receives −1 die.

Result	What the File Says
0	Changelings do not exist. Sick children and women, superstitious families, see Tipperary 1895. The cell protects the child from the family, not the other way round.
1	Fair Folk of the Isle of Man. The Little People, in Manx mooinjer veggey, take an infant and lay one of their own in the cradle. Signs: hardly grows, eats for three, speaks alone in an old voice. Iron tongs over the cradle prevent the exchange. After seven years it can no longer be reversed.
2 to 3	Protocol Hearth Test, as of 1958: threaten the changeling with iron and fire, never seriously injure it, until its people fetch it. Unmask it first: boil water in eggshells, and it gives itself away in astonishment. Case Port St Mary 1957: in the morning the family's own child lay in the cradle. Burn blisters on both hands, attributed to the crossing. In combat iron works double.
4 or more	Case near Peel, 1972: a changeling attacks an agent and is beaten to death with an iron bar. In the morning a piece of alder wood lies in the cradle; at the foot of the Glen Maye waterfall lies the family's own child, dead. Coroner's report: skull fracture, the shape of a bar. Stamp below: "Unexplained. Do not pursue."

The file is partly wrong, and that is its most dangerous part. It recommends the Hearth Test. Anyone who reads carefully finds the contradiction themselves: in 1957, the returned child had the burn blisters, not the changeling.

- **Clue:** Port St Mary 1957, burn blisters on the family's own child. (Violence affects both children)
- **Clue:** Peel 1972, two dead children from one blow, and one lay at the waterfall at Glen Maye. (Violence affects both children, and the location)
- **Clue:** The eggshells are in the file, as a means of unmasking. (The name)

Node 2: The House in Glen Maye

A whitewashed house above the road that leads down to the glen. Fuchsias in the front garden, a bent horseshoe above the door. In the driveway, an estate car, with an old collie asleep on the back seat. The dog is called Moddey and has not entered the house for three years.

Inside it smells of peat smoke, although the Kinvigs heat with oil. In the kitchen there is an old stove with an iron hotplate. In the fridge there are five litres of milk, and one bottle is sour, even though it is from yesterday. By the child's bed there is a baby monitor with a green light, and next to it a bowl of salt, grey.

Voirrey opens the door. She is friendly, tired, and on her guard. She has been expecting people like the cell ever since a woman from London was here in September, asking too many questions. Finlo sits on her hip and looks at the cell with eyes that are too calm.

- **Clue:** On Finlo's right hand a fresh, shiny scar, half healed. Voirrey says: "An accident at the stove." With Thought Whisper Echo hears in her the word "Ann", and how angry she is. (Ann, Node 3)
- **Clue:** Iron rusts where the child has touched it: door handle, poker, a horseshoe. A test on WIS + Occultism against Doable (2) says: the Old, and it fears iron. For Raven it is one step easier through Occult Recognition. (Iron works)
- **Clue:** Whoever reads Finlo's thoughts, Thought Reading as on Echo's file, hears two things at once: Milk, warm, mother. And beneath it, very quietly, as if from another room: Pain in the right hand, cold, dew. The index card gives no value for his will; this mission sets 3 + 3, as for a Professional according to the rules of thumb in the Core Rulebook. As usual with Thought Reading, he rolls with −2 dice. Echo's horror test: Uncanny (1). (Violence affects both children)

Voirrey does not tell the cell that she knows what the child is. Whoever raises it with her, Insight against Doable (2), sees that she knows. Then she says one sentence and no more: "He is the only thing I have that has never lied to me."

Node 3: Ann Kinvig in Peel

A terraced house of red sandstone in a lane behind the harbour, 300 metres from the smokehouse where Illiam works. Ann wears a knitted cardigan and offers tea. On the kitchen table lies a new pair of iron tongs from the hardware shop in Douglas, the price tag still on.

Ann talks readily. About her grandfather Juan Karran, the changeling of Cregneash, who never touched iron. About her grandmother, who taught her as a child how to expose a changeling. And about the fact that tonight at nine she is going to her son's, "to finish it".

- **Clue:** Ann knows the eggshells from her grandmother's stories: "If you boil water in eggshells, he wonders and tells you who he is." (The name)
- **Clue:** She also knows the rest of the story, wrongly: "Then you hold him over the fire until his own come." Whoever asks where she knows this from hears: from the same story, in which the mother

carries him in the end. “But the mother is not right in the head.” (The mother carries)

- **Clue:** In August, Ann was in her son’s house, alone with the child. She laid his hand on the hotplate. She tells it without remorse. Two weeks later, a hiker saw a boy with a burned hand at the waterfall, and Ann knows it because her neighbour read it in the newspaper. She takes it as proof that the Hearth Test works. The neighbour brought her the cutting, which is Handout 2. (Violence affects both children)

Ann will not be dissuaded from tonight, except by the truth about 1972 (CHA + Persuasion against Hard (3)). During Echo’s Emotional Manipulation (two rounds) Doable (2) is enough. Whoever takes the tongs from her has one problem fewer and one grandmother more, who still stands at the door at nine, with the poker from her own fireplace.

Node 4: The Manx Primary School in St John’s

A low schoolhouse beside Tynwald Hill, where every year in July the island’s parliament sits in the open air. Hop-tu-Naa falls on a Saturday this year, and the school is open nonetheless: until five, children and parents hollow out turnips in the craft room. It smells of turnip and wet wool jumpers.

The teacher is called Breesha Quayle, 41. She taught Finlo on trial for a week in the spring, because Voirrey wanted to see him in a school. She overheard him alone in the cloakroom at break. He swore in Manx like a fisherman from around 1900, with words that appear in no textbook.

- **Clue:** Breesha knows the song the children sing today, and the old lullaby behind it. In it, a mother boils water in eggshells, and the stranger in the cradle sits up and says: “I have seen the acorn before it was an oak, but water in eggshells I have never seen.” Then he says his name. (The name)
- **Clue:** In the last verse, the mother carries the child into the glen, lays it in the grass, calls its name, and turns round. “Not the father, not the grandmother. In all versions, the mother.” Whoever asks gets the last stanzas in her translation on a slip of paper: Handout 4. (The mother carries)
- **Clue:** Breesha speaks Manx. If the cell asks her, she will come along. She is the only one on the island who can talk to the boy behind the waterfall that evening. (Help for the ending)

Node 5: Spindel in Noble’s Hospital

The Senior Agent who took over the case in September is lying in the accident ward, her right leg in plaster. She slipped on a wet stone step in the glen on Thursday, “like a tourist”. She is in a bad mood and glad of visitors.

Spindel has heard the child. She wrote down his sentence, she saw Voirrey, and she decided not to report Ann, which she regrets. And she knows something that is not in the file, because she only learned it here: Voirrey works on the children’s ward two floors up.

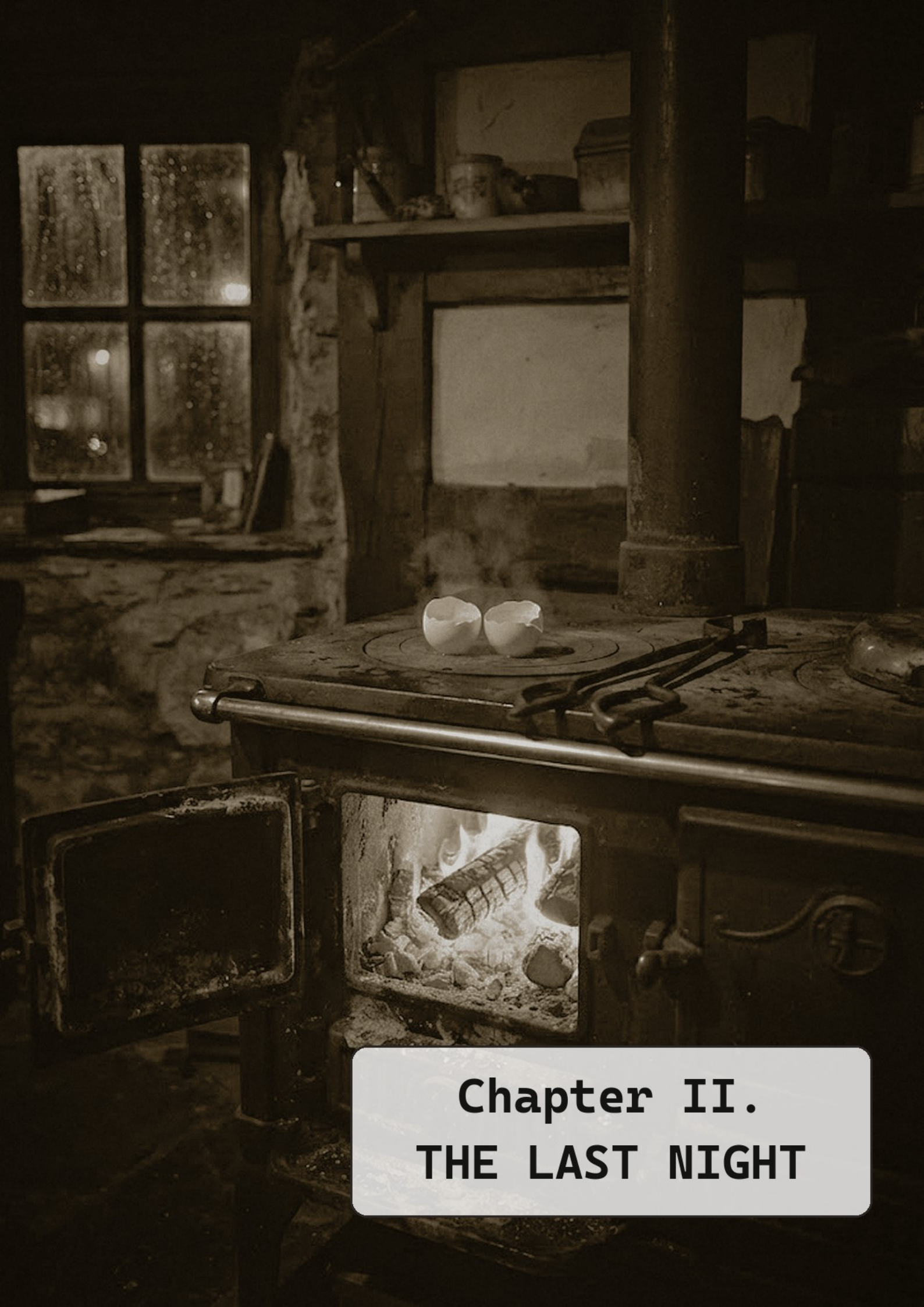
- **Clue:** In September, Spindel found a place on the path in the glen where the ferns grow in a circle, above the waterfall next to a bench. “Voirrey pushed the pram there seven years ago. Ask her where she stopped.” (The place)
- **Clue:** On the ward, a colleague of Voirrey says that Voirrey went home in August with a burn ointment, for a child, and the day after with a second one, “just in case”. (Voirrey suspects there are two children)
- **Clue:** Spindel advises: “A song collector wrote it down in 1894: only the mother carries. You won’t persuade her. Show her the boy.” (The mother carries, the way to Voirrey)

Node 6: The glen

A wooded valley that drops steeply from the road to the sea. A path with a wooden railing, stone steps, ferns up to the path, beech and maple. In the middle, a stream plunges over a rock ledge into a dark pool. At the entrance, forestry service tape hangs: “Rockfall. Keep out.” It hangs every year on 31 October.

- **Clue:** Above the waterfall, next to a bench with a brass plaque for someone who died in 1988, the ferns grow in a circle. In the middle, the grass is short, as if someone had lain there. (The place of the exchange)
- **Clue:** In the mud by the pool, small footprints, barefoot, lead to the rock face and stop there. WIS + Perception against Doable (2), Raven with +2 dice from Ghost Sight: the tracks are from today. (The boy is near)
- **Clue:** At the foot of the waterfall, a memorial stone, weathered, without a name, only a year: 1972. (Violence affects both children)

Anyone who is in the glen after nightfall hears, beneath the sound of the water, a child’s voice counting in Manx. Horror test: Uncanny (1).



Chapter II.
THE LAST NIGHT

The Last Night

At some point in the evening, the cell is in the Kinvigs' house and remains there. From then on, the operation is no longer an investigation but a clock. The game master plays the scenes in the order in which they become due, and skips what the cell has prevented.

The Turnip Lanterns

From six o'clock, the doorbell rings. Children in wellington boots and raincoats stand at the door, each with a hollowed-out turnip on a string, and sing. Voirrey has set out a bowl of sweets. Finlo wants to go to the window. He presses his hands against the glass and does not look at the children but into the darkness behind them, towards the glen.

Anyone who watches him sees his eyes reflect green-gold in the turnip light, like a fox's. Horror test: Uncanny (1).

The scene is an opportunity. As long as children are at the door, Voirrey is distracted and soft. Anyone who talks to her now, about her son, not about the child on her hip, learns that she bought two burn salves in August. And why.

Ann Arrives

At nine o'clock, Ann Kinvig unlocks the front door, unless the cell has delayed her in Peel. She goes into the kitchen without a greeting, opens the stove door and lays the iron tongs in the embers. Then she turns around and says: "Give him to me, Voirrey."

What happens next depends on the cell.

- **Ann is restrained.** Holding back an old woman is STR + Brawling against Doable (2). She does not fight back with force; she weeps. Anyone who tells her the truth about 1972 and describes the memorial stone at the waterfall, CHA + Persuasion against Hard (3), gets her to sit down. After that she is a help: she knows how to boil water in eggshells, and she has brought eggs with her.
- **Ann gets to the child.** Then the changeling attacks, biting and scratching, against Ann or against whoever is holding it. Voirrey screams. Illiam stands in the doorway and does nothing. Any damage the child takes also affects the boy under the hill, and the tongs from the fire, being iron, deal double damage.

Whether steel counts as iron is decided by the game master before anyone draws. The file from 1972 speaks of an iron bar. Brandt's knife is ashsilver, and silver works against the Old like iron: double damage, to both children. Folio's ritual knife and Raven's pistol are weapons whose effect here no one wants to test.

> **THE MIRROR**
>
> The boy under the hill has 5 HP. The game master tracks them secretly on a slip of paper.
>
> Any damage to the changeling hits the boy by the same amount. Iron deals double damage, to both.
>
> If the boy drops to 0, he dies. Then the changeling also dies, and in Voirrey's arms lies a piece of alder wood.
>
> Anyone at the waterfall when the child is hit hears a boy scream behind the water.

The Roof

If the changeling is threatened with iron or fire, or if someone tries to take it away from Voirrey, it fights as long as someone holds it and flees as soon as it is free. It is through the kitchen before anyone can react, and up the chimney. Shortly afterwards, the cell hears it moving above them on the slate tiles.

The roof is steep and wet; from half past ten it rains. The changeling sits on the ridge beside the chimney, knees drawn up to its chest, and laughs like an old man.

- **Getting up:** via the rain barrel and the porch roof, DEX + Athletics against Doable (2), with −1 die in the rain. Anyone who fails slips and hangs from the gutter until someone helps.

- **Holding him without harming him:** STR + Brawling against Hard (3). Brandt has the strength for it, but no Brawling. If others help, the rules for Cooperation from the Quickstart apply.
- **Luring him down:** Echo's Emotional Manipulation, Trust, gets him off the ridge. He climbs into Voirrey's arms and nowhere else. Folio's Invisible Hand brings the milk bottle up to him from five metres away, and sometimes that is enough.
- **What can go wrong:** Anyone who climbs up with iron or a weapon gets bitten. Anyone who strikes hits two children.

Anyone who sees him sitting on the ridge, in the rain, with eyes glowing green in the torchlight, makes a horror test against Uncanny (1), unless they already saw the glow at the turnip lanterns. Anyone who comes down from the roof unharmed, with the child, without anyone bleeding, has the hardest part behind them and does not know it yet.

The Eggshells

The name is the key, and there is only one way to get it. Someone must boil water in eggshells in the presence of the changeling: two or three shell halves, filled with water, on the iron plate of the stove or on a gas cooker. Ann, Breesha or the file has told the cell how.

Whoever boils the water rolls INT + Occultism against Doable (2). If the test succeeds, the child sits up in Voirrey's arms. It looks at the shells, and for the first time that evening it looks surprised. Then it says a sentence in Manx, in a deep, rough voice. Breesha translates if she is there:

"I saw the acorn before it was an oak. I saw the egg before it was a hen. Water in eggshells I have never seen. I am Fer Beg, and I am older than your island."
The changeling

Fer Beg means "little man" in Manx. For one round he is defenceless, and for that one round he shows his own face: wrinkled, toothless, with eyes older than the island. Horror test for everyone in the room: Disturbing (2). Voirrey looks at him and does not let go.

If the test fails, he realises what the cell is planning. He bites whoever is closest and wants to get onto the roof. A second attempt requires new eggs.

Voirrey

With the name in hand, only the mother remains. She must carry him, lay him down, call him and turn round. No one can do it for her.

Voirrey does not want to. She has fed a child that smiles at her for seven years, and she is supposed to lay it in the grass in the rain tonight, for a boy she has never seen. Anyone who wants to persuade her rolls CHA + Persuasion. The difficulty depends on what the cell can show her:

What Voirrey has seen or heard	Difficulty
Only the cell's words	Very Hard (4)
Illiam asks her, or Spindel's sentence: "Show her the boy."	Hard (3)
She has seen the boy at the waterfall, with her scar on his hand	Doable (2)

Echo's Emotional Manipulation does not help here. Trust gets Voirrey talking, not carrying. Anyone who tries it anyway and Voirrey notices, Insight against Doable (2) for her, loses her for the rest of the night.

The most is achieved by whoever promises her nothing. The child in her arms is not human, but it has loved her for seven years, in its own way. There is no way to keep both.

The Walk into the Glen

Around half past eleven, in the rain, with torches. The barrier tape at the entrance is torn. The path is wet, the stone steps are slippery, and anyone who falls loses time, not hit points. Voirrey carries the child wrapped in a blanket and walks at the front.

On the way it goes quiet. The sound of the water grows fainter, although the path leads closer to the waterfall. In the fern at the edge of the torch beam stand small figures, the size of children, and they do not stir. Whoever points the lamp at them sees only fern. Horror test: Disturbing (2). Raven's Protective Ritual before the descent gives the whole cell +2 dice on this test.

At the bench above the waterfall, where the fern grows in a circle, Voirrey stops. She lays the child in the grass, without iron, without haste. She says his name. She turns round.

If the cell has injured the changeling earlier, that does not prevent the exchange. "Lay it unharmed" means: set it down, do not throw it, and no iron on the child. Whatever happened to it this evening, the mother still

brings back, wound for wound. She sees it on her own child as soon as it lies in the grass.

No one in the cell has to roll anything. Whoever looks sees nothing. Whoever looks away hears a child coughing in the grass.

The Endings

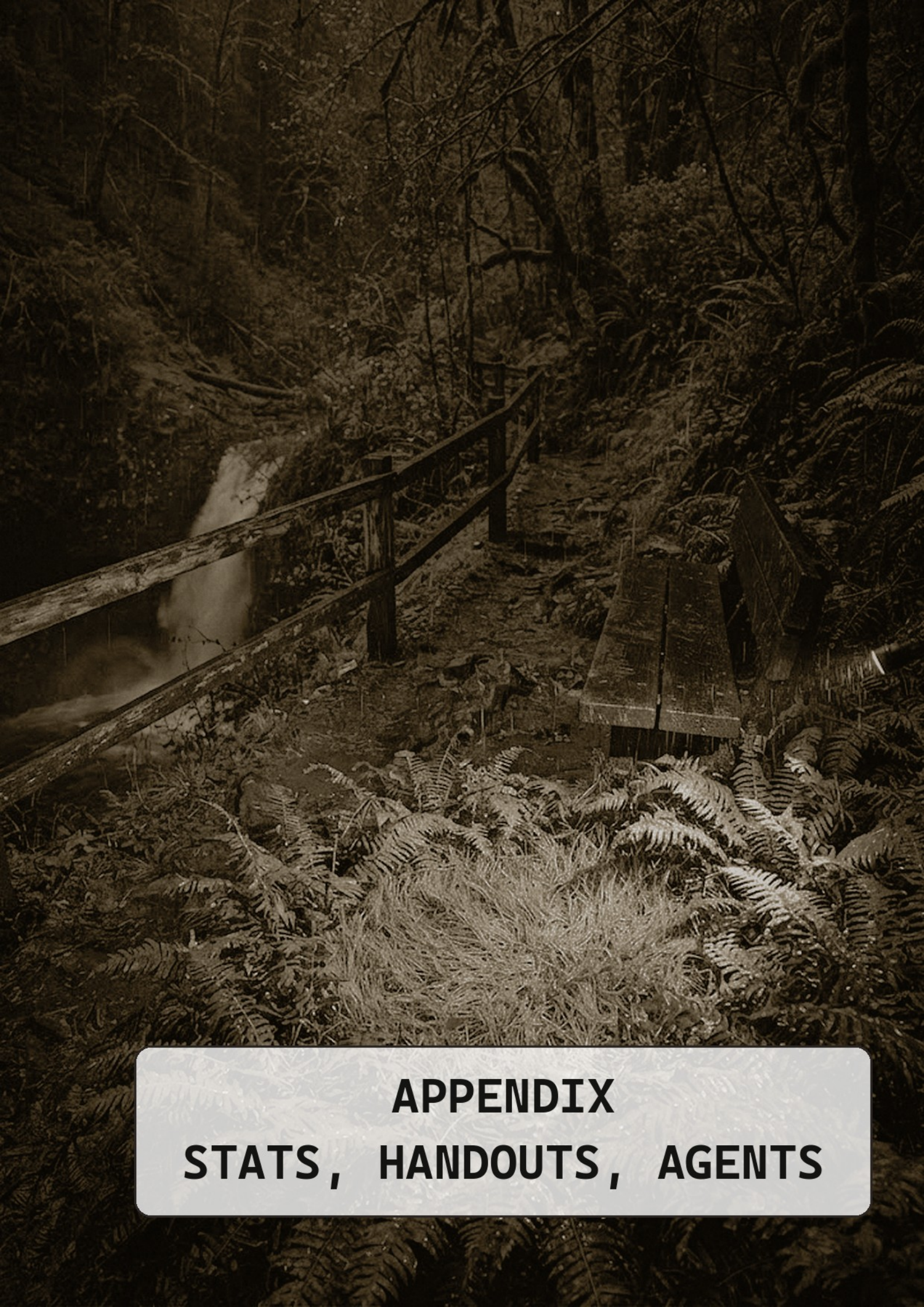
At midnight the bond closes, and one of these endings has come to pass.

- **Exchanged back.** In the grass lies a boy of seven years, barefoot, with a scar on his right hand, and he looks at Voirrey as if he had never seen her. He says something in Manx. Breesha answers him. He does not take Voirrey's hand, but he walks beside her up the path. In the morning Moddey comes into the house for the first time in three years.
- **Kept.** Voirrey does not carry. At midnight the child in her arms has a fever for the first time in his life, 38.2 °C. In the morning it is gone, and Finlo is a small, slight boy who likes toast and remembers nothing. Under the hill a seven-year-old grows up who does not know his mother, for ever. Illiam goes on sleeping in the living room.
- **Violence.** If the boy under the hill has fallen to 0 HP, a piece of alder wood lies in Voirrey's arms. At the foot of the waterfall, beside the stone from 1972, the forestry service finds a dead boy of seven years in the morning. The coroner writes "fall at the waterfall". In the file there is a second stamp.
- **Too late.** The cell has no name or Voirrey not in the glen in time. The ending is the same as "Kept", except Voirrey has decided nothing. That is easier for her and harder for the cell.

Aftermath

- **The boy.** His name is Finlo, even if he does not answer to the name. Breesha takes him into her class in January, where lessons are taught in Manx. Manx Care lists him as a foster child from Ireland. The passport is provided by the Print Shop.
- **Ann** gives the key back if the cell reached her that evening. Otherwise not.
- **The Veil:** No press, no police, if no one has died. Trust +1.
- **XP:** Base value 5 (Red File), +1 if the exchange back succeeded, at most +1 bonus (for instance if neither of the two children was injured that evening), +1 if the cell takes up the open thread of the three other glens.
- **What remains:** The eggshells, if someone takes them along. They do not grow cold. An artefact with the danger of one skull, at the game master's discretion.

The open thread: In the morning Spindel calls from the hospital. She has requested the forestry service list. That night four glens were closed due to rockfall, not one. In Glen Maye, it was the cell. What happened in the other three, no one knows, and the next seventh Hop-tu-Naa for these children is 2033.



APPENDIX
STATS, HANDOUTS, AGENTS

The Changeling

The index card and the stats come from the Registry. They are printed here so that no one has to leaf through pages at the table. Where the Registry and this booklet would differ, the Registry takes precedence.

REGISTRY

REG-A-0503

Origin and Family	The Old, Fair Folk
Form	Being. A child that is not one
Role	Professional, Creature
Horror	Uncanny (1). Disturbing (2) when it shows its own face
File Colour	Grey. Red from the sixth year after the exchange
Frequency	Rare. Eleven cases since 1894, eight of them on the Isle of Man
Mind	Human, but very old
Regions	British Isles. The Isle of Man, above all the south and the glens of the west coast. Isolated cases in Wales and Galloway
First Sighting	November 1894, Cregneash, parish of Rushen. Notebook of a song collector from Douglas: a farmer's wife shows him her child in the cradle and says it is not hers
Last Confirmed Sighting	22 August 2026, Noble's Hospital near Douglas, accident and emergency. A boy with a burned hand swears at the doctor in Manx. Case open
O.D.I.N. Losses	No agents. One child, 1972, recorded as an accident at the waterfall

Value	Details
Initiative	4
Attack	Bite and nails 3 + 3, damage 3. Only if threatened with iron or fire or if someone tries to take it from its mother
Defence / Armour / HP	2 / 2 (skin like old leather) / 9
Horror	Uncanny (1). Disturbing (2) when it shows its own face: wrinkled, toothless, with eyes older than the island
Special	Mirror: all damage to the changeling strikes the child under the hill for the same amount. The child has 5 HP. If one dies, so does the other: all that remains of the changeling is a piece of alder wood. It has the strength of a man and climbs up walls
Weakness	Iron deals double damage, to the child as well. Eggshells: whoever boils water in eggshells in its presence rolls INT + Occultism against Doable (2). On a success it says its name in astonishment and is defenceless for one round
Behaviour	Plays the child as long as it is loved. Eats, sleeps, laughs alone. In danger it flees up the chimney or onto the roof. Anyone who wants to hold it without harming it rolls STR + Brawling against Hard (3)

Two stipulations of this mission are added. For Thought Reading and other opposed tests against his will, he rolls 3 + 3. The child under the hill has 5 HP, as in the Registry, and the game master tracks them secretly. Ann, Voirrey, Illiam and Breesha roll 2 + 2 where needed, Voirrey 3 + 3 on Insight.

Who Is Where That Evening

Person	Who they are	Where, until when	What they want
Voirrey Kinvig	Mother, paediatric nurse, 34	At home in Glen Maye, all evening	To keep the child she has
Illiam Kinvig	Father, smokehouse in Peel, 38	In Peel until 18.30, then at home	His son
Ann Kinvig	Grandmother, 68	In Peel until 20.45, in Glen Maye at 21.00	To hold the changeling over the fire
Breesha Quayle	Teacher at the Manx primary school, 41	At the school in St John's until 17.00, then at home	Comes along if asked
Spindel	Senior Agent, Investigation Branch	Noble's Hospital, casualty department	Not to get the case wrong again
Fer Beg	The changeling, called Finlo	With Voirrey, or on the roof	To stay
The boy	The real Finlo, seven	Under the hill. At 23.00 at the foot of the waterfall	Nothing he could say

The Handouts

The game master issues a handout when the cell finds the clue, not before. The following pages may be copied for your own table.

HANDOUT 1: SPINDEL'S REPORT, EXCERPT

Glen Maye, 17 September 2026, 21.40. Kinvig nursery, door ajar. Subject alone.

Subject speaks for approx. 40 seconds without pause. Language: Manx, vocabulary per Hold-1 around 1900. Voice deep, rough, not childlike.

Hold-1 translation: "I stay. Here is milk. Under the hill there is only dew."

Baby monitor switched on in the room. The mother listened in from the kitchen and did not react.

Note: The mother knows.

HANDOUT 2: BRIEF REPORT FROM THE LOCAL PAPER, 4 SEPTEMBER 2026

GLEN MAYE. On Sunday a walker from Lancashire reported to the police a barefoot boy of about seven at the waterfall in the glen. The child had an injury to the hand and did not respond when spoken to. A police search with a dog produced no result. The dog refused to enter the path below the bench. Information to the station in Peel.

HANDOUT 3: MANX CARE, GROWTH CHART, EXCERPT

Patient: Finlo Kinvig, born 03.08.2019. Height: 08/2020 71 cm. 08/2021 78 cm. 08/2022 82 cm. 08/2023 84 cm. 08/2024 85 cm. 08/2025 86 cm. 08/2026 86 cm.

Body temperature at all appointments 36.0 °C.

Finding: failure to thrive, no organic cause found. Second opinion from Liverpool children's hospital available, unremarkable.

Handwritten: Mother asks for no further examinations to be scheduled.

HANDOUT 4: THE LULLABY, FINAL STANZAS (BREESHA QUAYLE'S TRANSLATION)

She put the water in the shells, two halves of an egg, and set them on the fire.

Then the little one sits up and says: The acorn I saw before it was an oak, but water in shells I never saw.

And he says his name, which no one asked.

She carries him down where the fern stands in a circle, and lays him in the grass, and no iron with her.

She calls him by name and turns round.

And what coughs behind her, that is her child.

The Agents

The four agents from the Quickstart, with their personnel files as they come from the character generator. Anyone who has already played them takes their own file with everything that has been added since.

WHO CAN DO WHAT THIS EVENING

Raven reads the tracks in the house and in the glen, and her Protective Ritual before the descent into the glen helps the whole cell.

Brandt has the strength to hold a child on a wet roof, and must learn that his weapons will solve nothing today.

Echo hears what Voirrey does not say and what the child is thinking. Her Emotional Manipulation gets the changeling off the roof, but not Voirrey into the glen.

Folio can interpret the file, and whoever boils the eggshells needs INT and Occultism. He has both.

O.D.I.N. · THE INVESTIGATION BRANCH

INVESTIGATOR

Paranormal Detective

Personnel file · Confidential

CODENAME	NAME	AGE	ORIGIN
Raven	Lena Kowalski	34	

RANK	DRIVE	RECRUITMENT	HANDLER
Cadet	Revenge		

PHOTO

ATTRIBUTES

dashed circle: maximum 6, only through experience

Attribute	Value	Dice	Notes
Strength STR	1	●○○○○ ◌	Power
Dexterity DEX	3	●●●○○ ◌	Reaction, precision
Constitution CON	2	●●○○○ ◌	Stamina, Hit Points
Intelligence INT	3	●●●○○ ◌	Intellect, knowledge
Wisdom WIS	5	●●● ▨ ▨ ◌	Perception, intuition
Willpower WIL	3	●● ▨ ○○ ◌	inner strength, horror
Charisma CHA	2	●●○○○ ◌	Presence
Manipulation MAN	2	●●○○○ ◌	Deception, steering others
Composure COM	3	●●●○○ ◌	Calm under pressure

VALUES

HIT POINTS	STRAIN THRESHOLD	INITIATIVE	DEFENCE	ARMOUR
10	10	3	2	2
6 + CON + Toughness	4 + WIL + COM	DEX	1 + (DEX + Dodge) ÷ 4	

HIT POINTS ☐☐☐☐☐☐☐☐☐☐

STRAIN ☐☐☐☐☐☐☐☐☐☐

SKILLS

◆ core skill · B basic training · dashed: 6, only through experience · last column: white + coloured dice

PHYSICAL

Skill	Attribute	Dice	Result
Athletics	STR	○○○○○ ◌	1+0
Brawling	STR	○○○○○ ◌	1+0
Melee	STR	○○○○○ ◌	1+0
Heavy Weapons	STR	○○○○○ ◌	1+0
Acrobatics	DEX	○○○○○ ◌	3+0
Dodge B	DEX	●●●○○ ◌	3+3
Energy Weapons	DEX	○○○○○ ◌	3+0
Driving	DEX	●●○○○ ◌	3+2
Sleight of Hand	DEX	○○○○○ ◌	3+0
Stealth	DEX	●●○○○ ◌	3+2
Piloting	DEX	○○○○○ ◌	3+0
Firearms	DEX	●●●○○ ◌	3+3
Security Systems	DEX	○○○○○ ◌	3+0
Endurance	CON	○○○○○ ◌	2+0
Toughness	CON	●●○○○ ◌	2+2

MENTAL

Skill	Attribute	Dice	Result
Academic Knowledge	INT	○○○○○ ◌	3+0
Biology	INT	○○○○○ ◌	3+0
Chemistry	INT	○○○○○ ◌	3+0
Energy Manipulation	INT	○○○○○ ◌	3+0
Investigation ◆	INT	●●●●○ ◌	3+4
History	INT	○○○○○ ◌	3+0
Hacking	INT	○○○○○ ◌	3+0
Craft	INT	○○○○○ ◌	3+0
Engineering	INT	○○○○○ ◌	3+0
Cryptography	INT	○○○○○ ◌	3+0
Cybernetics	INT	○○○○○ ◌	3+0
Medicine	INT	●●○○○ ◌	3+2
Nanotechnology	INT	○○○○○ ◌	3+0
Navigation	INT	○○○○○ ◌	3+0
Occultism	INT	●●●●○ ◌	3+4
Physics	INT	○○○○○ ◌	3+0
Robotics	INT	○○○○○ ◌	3+0
Explosives	INT	○○○○○ ◌	3+0
Technology	INT	○○○○○ ◌	3+0
Xenobiology	INT	○○○○○ ◌	3+0
Insight ◆	WIS	●●●○○ ◌	5+3
Tracking	WIS	○○○○○ ◌	5+0
Tactics	WIS	○○○○○ ◌	5+0
Animal Handling	WIS	○○○○○ ◌	5+0
Survival	WIS	○○○○○ ◌	5+0
Perception ◆ B	WIS	●●●●● ◌	5+5
Mental Resistance B	WIL	●●●○○ ◌	3+3
Concentration	WIL	○○○○○ ◌	3+0

SOCIAL

Skill	Attribute	Dice	Result
Performance	CHA	○○○○○ ◌	2+0
Leadership	CHA	○○○○○ ◌	2+0
Contacts	CHA	○○○○○ ◌	2+0
Persuasion	CHA	●●○○○ ◌	2+2
Negotiation	CHA	○○○○○ ◌	2+0
Deception	MAN	○○○○○ ◌	2+0
Seduction	MAN	○○○○○ ◌	2+0
Disguise	MAN	○○○○○ ◌	2+0
Intimidation	COM	○○○○○ ◌	3+0
Etiquette	COM	○○○○○ ◌	3+0
Stress Management	COM	○○○○○ ◌	3+0

INVESTIGATOR

Paranormal Detective

Personnel file · Confidential

YOUR DICE

Ranged combat	DEX + Firearms	☐☐☐■■■	3+3
Melee	STR + Melee	☐	1+0
Brawling	STR + Brawling	☐	1+0
Perception	WIS + Perception	☐☐☐☐☐■■■■■	5+5
Investigation	INT + Investigation	☐☐☐■■■■	3+4
Insight	WIS + Insight	☐☐☐☐☐■■■	5+3
Stealth	DEX + Stealth	☐☐☐■■	3+2
Deception	MAN + Deception	☐☐	2+0
Persuasion	CHA + Persuasion	☐☐■■	2+2
Horror test	WIL + Mental Resistance	☐☐☐■■■	3+3
Reduce strain	COM + Stress Management	☐☐☐	3+0

SUBCLASS ABILITIES

Ghost Sight passive

+2 dice on Perception and Occultism when investigating paranormal phenomena.

Occult Recognition passive

Tests to recognise occult signs, signatures, and connections are one step easier.

Protective Ritual active, 1× per scene, 1 minute

The entire team receives +2 dice on horror tests and on tests against supernatural influence for the scene.

THE OPEN CASES

Price: Suspicion

OPEN CASE 1

What was in the basement my partner never came back from?

THREADS

☐☐☐☐☐

OPEN CASE 2

EVIDENCE

SUSPICION

☐☐☐☐☐☐☐

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES
Pistol 9 mm	3	30 m	15 rounds, Quiet with suppressor

EQUIPMENT

Forensic kit, portable scanner, communication device with recording, multi-tool, notebook, torch with UV function; EMF detector, notebook with old rituals, UV lamp; 9 mm pistol; armour: protective vest 2. Starting funds €8,000

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND

Lena Kowalski was a detective inspector with the BKA. A case led her into a basement from which her partner did not return. O.D.I.N. found her before the press did.

How to play Raven: Find the signs that others overlook, and put the picture together. Use the Protective Ritual before the cell enters a crime scene.

INVESTIGATOR

Signature and class tree

Personnel file · Confidential

THE OPEN CASES

QUESTION	OPENED	THREADS	STATUS
What was in the basement my partner never came back from?		☐☐☐☐☐	☐ open ☐ closed
		☐☐☐☐☐	☐ open ☐ closed
		☐☐☐☐☐	☐ open ☐ closed
		☐☐☐☐☐	☐ open ☐ closed
		☐☐☐☐☐	☐ open ☐ closed

Pull a thread, once per scene: Trail, one extra success · Pressure, a true answer · Head Start, the cell acts first · Cross-Connection, the thread moves to another case. **Close the case** with five threads in a confrontation: +2 dice for the cell, deception seen through, a certainty, then a piece of evidence and Suspicion −1.

SUSPICION

Cases with at least three threads, plus 1 per level V card. D6 on a botched Investigation test or a failed horror test at a crime scene.

0	1	2	3	4	5	6
○	○	○	○	○	○	○

PIECES OF EVIDENCE

PIECE OF EVIDENCE	FROM THE CASE	EFFECT

THE WALL

	LEVEL	OWN COLUMN	REACHED VIA A RED THREAD
☐	I		
☐	II		
☐	III		
☐	IV		
☐	V		

A card can be bought when a thread connects it to one of your own cards. Foreign cards +2 XP. Level V only in your own column. Bonus dice at most +3 in total, reductions at most one step.

THE FIRST CASE

WHAT I CANNOT FORGET

CAREER

missions, experience, promotion

DATE	FILE OR MISSION	XP	SPENT ON	RANK

O.D.I.N. · THE TACTICAL BRANCH

SOLDIER

Stormbreaker

Personnel file · Confidential

CODENAME	NAME	AGE	ORIGIN
Brandt	Jonas Brandt	36	

RANK	DRIVE	RECRUITMENT	HANDLER
Cadet	Prisoner		

PHOTO

ATTRIBUTES

dashed circle: maximum 6, only through experience

Strength STR — 4
Power

Dexterity DEX — 4
Reaction, precision

Constitution CON — 3
Stamina, Hit Points

Intelligence INT — 2
Intellect, knowledge

Wisdom WIS — 2
Perception, intuition

Willpower WIL — 3
inner strength, horror

Charisma CHA — 1
Presence

Manipulation MAN — 1
Deception, steering others

Composure COM — 4
Calm under pressure

VALUES

HIT POINTS	STRAIN THRESHOLD	INITIATIVE	DEFENCE	ARMOUR
12	11	4	2	4
6 + CON + Toughness	4 + WIL + COM	DEX	1 + (DEX + Dodge) ÷ 4	

HIT POINTS
STRAIN

SKILLS

◆ core skill · B basic training · dashed: 6, only through experience · last column: white + coloured dice

PHYSICAL

Skill	Attribute	Dice
Athletics ◆	STR	4+3
Brawling	STR	4+0
Melee	STR	4+3
Heavy Weapons	STR	4+4
Acrobatics	DEX	4+0
Dodge B	DEX	4+3
Energy Weapons	DEX	4+0
Driving	DEX	4+0
Sleight of Hand	DEX	4+0
Stealth	DEX	4+0
Piloting	DEX	4+0
Firearms ◆	DEX	4+4
Security Systems	DEX	4+0
Endurance	CON	3+3
Toughness	CON	3+3

MENTAL

Skill	Attribute	Dice
Academic Knowledge	INT	2+0
Biology	INT	2+0
Chemistry	INT	2+0
Energy Manipulation	INT	2+0
Investigation	INT	2+0
History	INT	2+0
Hacking	INT	2+0
Craft	INT	2+0
Engineering	INT	2+0
Cryptography	INT	2+0
Cybernetics	INT	2+0
Medicine	INT	2+0
Nanotechnology	INT	2+0
Navigation	INT	2+0
Occultism	INT	2+0
Physics	INT	2+0
Robotics	INT	2+0
Explosives	INT	2+3
Technology	INT	2+0
Xenobiology	INT	2+0
Insight	WIS	2+0
Tracking	WIS	2+0
Tactics ◆	WIS	2+3
Animal Handling	WIS	2+0
Survival	WIS	2+0
Perception B	WIS	2+3
Mental Resistance B	WIL	3+1
Concentration	WIL	3+0

SOCIAL

Skill	Attribute	Dice
Performance	CHA	1+0
Leadership	CHA	1+0
Contacts	CHA	1+0
Persuasion	CHA	1+0
Negotiation	CHA	1+0
Deception	MAN	1+0
Seduction	MAN	1+0
Disguise	MAN	1+0
Intimidation	COM	4+0
Etiquette	COM	4+0
Stress Management	COM	4+2

SOLDIER

Stormbreaker

Personnel file · Confidential

YOUR DICE

Ranged combat	DEX + Firearms	☐☐☐☐■■■■	4+4
Melee	STR + Melee	☐☐☐☐■■■	4+3
Brawling	STR + Brawling	☐☐☐☐	4+0
Perception	WIS + Perception	☐☐■■■	2+3
Investigation	INT + Investigation	☐☐	2+0
Insight	WIS + Insight	☐☐	2+0
Stealth	DEX + Stealth	☐☐☐☐	4+0
Deception	MAN + Deception	☐	1+0
Persuasion	CHA + Persuasion	☐	1+0
Horror test	WIL + Mental Resistance	☐☐☐■	3+1
Reduce strain	COM + Stress Management	☐☐☐☐■■	4+2

SUBCLASS ABILITIES

Armour Break passive

Their attacks ignore 2 points of armour.

High-Explosive Charge active, 2× per mission

They place a charge (one action), which they later detonate. Damage 5 in a 5 m radius, cover does not protect.

Tactical Retreat passive

After an attack with a heavy weapon, they have +1 defence until their next action.

THE SILVER

Price: Echo

KNIFE
No. 117

PREVIOUS OWNER
Ole Dubois

WHAT IS KNOWN
Gave the knife back voluntarily, so as not to have to hear the names on it any more.

FURTHER PIECES

ECHO
☐☐☐☐☐☐☐

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES
Assault rifle	4	100 m	30 rounds, Automatic
Panzerfaust	6	100 m	1 round, Penetration 3, Area 2, Slow
Shock grenade ×3	3	20 m	Area 5, Stun
HE grenade ×2	5	20 m	Area 5

EQUIPMENT

Assault rifle, combat suit with helmet, two high-explosive grenades, first aid kit; Thermal anti-tank launcher, shock grenade belt (three shock grenades), heavy combat suit; armour: heavy combat suit 4 (−1 die on DEX tests), for covert work the combat suit with helmet 3. Starting funds €4,000

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND

Jonas Brandt was a combat engineer in the Bundeswehr. In the Karakoram, he was the only one of his unit to return, along with a radio that kept transmitting even though the battery was missing.

How to play Brandt: Go through the door first and stand between the opponents and the others. And when talking, let Echo take the lead.

SOLDIER

Signature and class tree

Personnel file · Confidential

THE SILVER

	SLOT	VARIANT	NO.	PREVIOUS OWNER	AWARDED FOR
☐	Knife		117	Ole Dubois	
☐	Vambrace				
☐	Breastplate				
☐	Pauldrons				
☐	Gauntlet				
☐	Barrel jacket				
☐	Greaves				
☐	Visor				

Limit: Cadet 2 · Agent 3 · Senior Agent 5 · Veteran 7 · Shadow Officer 8. One piece per rank, one per mission for a deed, never for kills. Thresholds: 3 recognisable to creatures · 5 immune to horror up to Disturbing, Echo begins · 8 Full Harness.

ECHO Pieces minus 4, from 5 pieces. D6: equal or lower, and the silver answers.

0	1	2	3	4
○	○	○	○	○

THE FALLEN I KNEW

THE ARSENAL

own unit and basic training at normal price, others +2 XP

LEVEL	BASIC TRAINING	STORMBREAKER	ECHO-OPERATIVE
I Cadet	☐ ------ ☐ ------ ☐ ------	☐ ------ ☐ ------	☐ ------ ☐ ------
II Senior	☐ ------ ☐ ------	☐ ------	☐ ------
III Veteran	☐ ------ ☐ ------	☐ ------	☐ ------

LEVEL	SHADOW PARATROOPER	NANOTECH VETERAN	TECHNO-STORMTROOPER
I Cadet	☐ ------ ☐ ------	☐ ------ ☐ ------	☐ ------ ☐ ------
II Senior	☐ ------	☐ ------	☐ ------
III Veteran	☐ ------	☐ ------	☐ ------

Level III modules cost 1 strain afterwards, where stated.

UNIT, SQUAD, ROLL CALL

CAREER

missions, experience, promotion

DATE	FILE OR MISSION	XP	SPENT ON	RANK

O.D.I.N. · THE PSIONIC CORE

PSION

Telepath

Personnel file · Confidential

Echo	Jana Roth	23	
CODENAME	NAME	AGE	ORIGIN
Cadet	Seeker		
RANK	DRIVE	RECRUITMENT	HANDLER

PHOTO

ATTRIBUTES

dashed circle: maximum 6, only through experience

Strength STR ●○○○○◌ — Power	**Dexterity** DEX ●●○○○◌ — Reaction, precision	**Constitution** CON ●●○○○◌ — Stamina, Hit Points
1	2	2
Intelligence INT ●●●▨▨◌ — Intellect, knowledge	**Wisdom** WIS ●●●●○◌ — Perception, intuition	**Willpower** WIL ●●●▨○◌ — inner strength, horror
5	4	4
Charisma CHA ●●○○○◌ — Presence	**Manipulation** MAN ●●○○○◌ — Deception, steering others	**Composure** COM ●●○○○◌ — Calm under pressure
2	2	2

VALUES

10	10	2	2	13
HIT POINTS	STRAIN THRESHOLD	INITIATIVE	DEFENCE	PSI POINTS
6 + CON + Toughness	4 + WIL + COM	DEX	1 + (DEX + Dodge) ÷ 4	WIL + WIS + INT

HIT POINTS ☐☐☐☐☐☐☐☐☐☐

STRAIN ☐☐☐☐☐☐☐☐☐☐

SKILLS

◆ core skill · B basic training · dashed: 6, only through experience · last column: white + coloured dice

PHYSICAL

Athletics	STR	○○○○○◌	1+0
Brawling	STR	○○○○○◌	1+0
Melee	STR	○○○○○◌	1+0
Heavy Weapons	STR	○○○○○◌	1+0
Acrobatics	DEX	○○○○○◌	2+0
Dodge B	DEX	●●●○○◌	2+3
Energy Weapons	DEX	○○○○○◌	2+0
Driving	DEX	○○○○○◌	2+0
Sleight of Hand	DEX	○○○○○◌	2+0
Stealth	DEX	●●○○○◌	2+2
Piloting	DEX	○○○○○◌	2+0
Firearms	DEX	●○○○○◌	2+1
Security Systems	DEX	○○○○○◌	2+0
Endurance	CON	○○○○○◌	2+0
Toughness	CON	●●○○○◌	2+2

MENTAL

Academic Knowledge	INT	○○○○○◌	5+0
Biology	INT	○○○○○◌	5+0
Chemistry	INT	○○○○○◌	5+0
Energy Manipulation	INT	○○○○○◌	5+0
Investigation	INT	○○○○○◌	5+0
History	INT	○○○○○◌	5+0
Hacking	INT	○○○○○◌	5+0
Craft	INT	○○○○○◌	5+0
Engineering	INT	○○○○○◌	5+0
Cryptography	INT	○○○○○◌	5+0
Cybernetics	INT	○○○○○◌	5+0
Medicine	INT	○○○○○◌	5+0
Nanotechnology	INT	○○○○○◌	5+0
Navigation	INT	○○○○○◌	5+0
Occultism	INT	○○○○○◌	5+0
Physics	INT	○○○○○◌	5+0
Robotics	INT	○○○○○◌	5+0
Explosives	INT	○○○○○◌	5+0
Technology	INT	○○○○○◌	5+0
Xenobiology	INT	○○○○○◌	5+0
Insight ◆	WIS	●●●●○◌	4+4
Tracking	WIS	○○○○○◌	4+0
Tactics	WIS	○○○○○◌	4+0
Animal Handling	WIS	○○○○○◌	4+0
Survival	WIS	○○○○○◌	4+0
Perception B	WIS	●●●●○◌	4+4
Mental Resistance ◆ B	WIL	●●●●○◌	4+4
Concentration ◆	WIL	●●●○○◌	4+3

SOCIAL

Performance	CHA	○○○○○◌	2+0
Leadership	CHA	○○○○○◌	2+0
Contacts	CHA	○○○○○◌	2+0
Persuasion	CHA	●●●○○◌	2+3
Negotiation	CHA	○○○○○◌	2+0
Deception	MAN	●●○○○◌	2+2
Seduction	MAN	○○○○○◌	2+0
Disguise	MAN	○○○○○◌	2+0
Intimidation	COM	○○○○○◌	2+0
Etiquette	COM	○○○○○◌	2+0
Stress Management	COM	○○○○○◌	2+0

PSIONIC

Telepathy	INT	●●●●●◌	5+5
Telekinesis	INT	○○○○○◌	5+0
Precognition	WIS	○○○○○◌	4+0
Psychic Healing	WIS	○○○○○◌	4+0
Elemental Control	WIS	○○○○○◌	4+0
Psi Combat	WIL	●●○○○◌	4+2

PSION

Telepath

Personnel file · Confidential

YOUR DICE

Ranged combat	DEX + Firearms	☐☐■	2+1
Melee	STR + Melee	☐	1+0
Brawling	STR + Brawling	☐	1+0
Perception	WIS + Perception	☐☐☐☐■■■■	4+4
Investigation	INT + Investigation	☐☐☐☐☐	5+0
Insight	WIS + Insight	☐☐☐☐■■■■	4+4
Stealth	DEX + Stealth	☐☐■■	2+2
Deception	MAN + Deception	☐☐■■	2+2
Persuasion	CHA + Persuasion	☐☐■■■	2+3
Horror test	WIL + Mental Resistance	☐☐☐☐■■■■	4+4
Reduce strain	COM + Stress Management	☐☐	2+0
Thought Reading (subclass)	INT + Telepathy	☐☐☐☐☐■■■■■	5+5
Emotional Manipulation (subclass)	WIL + Telepathy	☐☐☐☐■■■■■	4+5
Mental Barrier (subclass)	WIL + Telepathy	☐☐☐☐■■■■■	4+5
Thought Whisper	WIL + Telepathy	☐☐☐☐■■■■■	4+5
Heightened Senses	WIS + Concentration	☐☐☐☐■■■	4+3
Aura Detection	WIS + Precognition	☐☐☐☐	4+0
Mental Whisper	WIL + Telepathy	☐☐☐☐■■■■■	4+5
Deep Probe	WIL + Telepathy	☐☐☐☐■■■■■	4+5
Psychic Barrier	WIL + Psi Combat	☐☐☐☐■■	4+2

SUBCLASS ABILITIES

Thought Reading INT + Telepathy, 10 m, 1 round

Opposed test against WIL + Mental Resistance of the target, the target rolls with −2 dice. On a success, the Telepath reads the target's current thoughts; with a margin of 2, also a specific memory.

Emotional Manipulation WIL + Telepathy, 10 m, 2 rounds

Opposed test as above. On a success, the target experiences an emotion of your choice (fear, anger, trust, despair). A frightened target flees or freezes, an angry target attacks the nearest opponent, a trusting target voluntarily gives information.

Mental Barrier WIL + Telepathy, self, 5 rounds

+2 dice on all tests against psionic and mental influences, as well as on horror tests.

PSI POWERS

Thought Whisper · Heightened Senses · Aura Detection · Mental Whisper · Deep Probe · Psychic Barrier

THE HELMET

Price: Resonance

HELMET
Mk. III, No. 3-0823 · ☐ Helmet Bond

MODIFICATIONS

FRAGMENTS
A name you call out in your dreams. It belongs to no one you know.

RESONANCE
☐☐☐☐☐☐☐

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES
Unarmed	1	Close	Brawling instead of Melee

EQUIPMENT

Neuro-Helm Mk. III helmet (focus device), conditioning pills, reinforced communication device, light protective vest; Mental scanner (+1 die on Telepathy), psionic communication module; armour: light protective vest 1. Starting funds €9,000

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND

Jana Roth first heard her mother's thoughts at fourteen. At sixteen, O.D.I.N. took her out of a secure psychiatric clinic. She has not spent a day without a helmet since.

How to play Echo: Read witnesses and suspects, warn the cell of ambushes, and watch your PSI points. Who is looking for Echo, and why?

PSION

Signature and class tree

Personnel file · Confidential

THE HELMET

MODEL	SERIAL NUMBER	HELMET BOND	RECORDING
Mk. III	3-0823	☐	encrypted

MODIFICATIONS

PSI POINTS

WIL + WIS + INT · cost 1 / 2 / 3 / 6

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RESONANCE

+1 per node of the Overload Branch, never decreases. D6 on overload or a Psi botch: equal or lower, and something listens in.

0	1	2	3	4	5	6
○	○	○	○	○	○	○

FRAGMENTS

memories that do not fit your own life

A name you call out in your dreams. It belongs to no one you know.

THE TREE: TRUNK

	LEVEL	NODE	EFFECT
☐	I	**Deep Reserve**	
☐	I	**Stable Wall**	
☐	I	**Helmet Bond**	
☐	I	**Stillness Within**	

OWN BRANCH

Telepath

	LEVEL	NODE	EFFECT
☐	I		
☐	II A		
☐	III A		
☐	IV A		
☐	II B		
☐	III B		
☐	IV B		
☐	V		

OVERLOAD BRANCH

from the rank of Agent

	LEVEL	NODE	EFFECT
☐			
☐			
☐			

FOREIGN NODES

	LEVEL	NODE	EFFECT
☐			
☐			

Cost: I 4 XP · II 6 · III 8 · IV 10 · V 12. Mastery once per mission. Primary gift as normal, secondary gifts at most 4.

CAREER

missions, experience, promotion

DATE	FILE OR MISSION	XP	SPENT ON	RANK

O.D.I.N. · THE COLLEGIUM

THAUMATURGE

Thaumaturgist

Personnel file · Confidential

CODENAME	NAME	AGE	ORIGIN
Folio	Konstantin Hale	58	

RANK	DRIVE	RECRUITMENT	HANDLER
Cadet	Knowledge Seeker		

PHOTO

ATTRIBUTES

dashed circle: maximum 6, only through experience

Strength STR ●○○○○ ◌ — Power	1	
Dexterity DEX ●●○○○ ◌ — Reaction, precision	2	
Constitution CON ●●○○○ ◌ — Stamina, Hit Points	2	
Intelligence INT ●●●▨▨ ◌ — Intellect, knowledge	5	
Wisdom WIS ●●●▨○ ◌ — Perception, intuition	4	
Willpower WIL ●●●○○ ◌ — inner strength, horror	3	
Charisma CHA ●●●●○ ◌ — Presence	4	
Manipulation MAN ●○○○○ ◌ — Deception, steering others	1	
Composure COM ●●○○○ ◌ — Calm under pressure	2	

VALUES

HIT POINTS	STRAIN THRESHOLD	INITIATIVE	DEFENCE	MAGIC ENERGY
10	9	2	2	13
6 + CON + Toughness	4 + WIL + COM	DEX	1 + (DEX + Dodge) ÷ 4	CHA + WIS + INT

HIT POINTS ☐☐☐☐☐☐☐☐☐☐

STRAIN ☐☐☐☐☐☐☐☐☐

SKILLS

◆ core skill · B basic training · dashed: 6, only through experience · last column: white + coloured dice

PHYSICAL

Athletics	STR	○○○○○ ◌	1+0
Brawling	STR	○○○○○ ◌	1+0
Melee	STR	○○○○○ ◌	1+0
Heavy Weapons	STR	○○○○○ ◌	1+0
Acrobatics	DEX	○○○○○ ◌	2+0
Dodge B	DEX	●●●○○ ◌	2+3
Energy Weapons	DEX	○○○○○ ◌	2+0
Driving	DEX	○○○○○ ◌	2+0
Sleight of Hand	DEX	○○○○○ ◌	2+0
Stealth	DEX	○○○○○ ◌	2+0
Piloting	DEX	○○○○○ ◌	2+0
Firearms	DEX	○○○○○ ◌	2+0
Security Systems	DEX	○○○○○ ◌	2+0
Endurance	CON	○○○○○ ◌	2+0
Toughness	CON	●●○○○ ◌	2+2

MENTAL

Academic Knowledge ◆	INT	●●●○○ ◌	5+3
Biology	INT	○○○○○ ◌	5+0
Chemistry	INT	○○○○○ ◌	5+0
Energy Manipulation	INT	○○○○○ ◌	5+0
Investigation	INT	○○○○○ ◌	5+0
History	INT	●●○○○ ◌	5+2
Hacking	INT	○○○○○ ◌	5+0
Craft	INT	○○○○○ ◌	5+0
Engineering	INT	○○○○○ ◌	5+0
Cryptography	INT	○○○○○ ◌	5+0
Cybernetics	INT	○○○○○ ◌	5+0
Medicine	INT	○○○○○ ◌	5+0
Nanotechnology	INT	○○○○○ ◌	5+0
Navigation	INT	○○○○○ ◌	5+0
Occultism ◆	INT	●●●●○ ◌	5+4
Physics	INT	○○○○○ ◌	5+0
Robotics	INT	○○○○○ ◌	5+0
Explosives	INT	○○○○○ ◌	5+0
Technology	INT	○○○○○ ◌	5+0
Xenobiology	INT	○○○○○ ◌	5+0
Insight	WIS	○○○○○ ◌	4+0
Tracking	WIS	○○○○○ ◌	4+0
Tactics	WIS	○○○○○ ◌	4+0
Animal Handling	WIS	○○○○○ ◌	4+0
Survival	WIS	○○○○○ ◌	4+0
Perception B	WIS	●●●○○ ◌	4+3
Mental Resistance B	WIL	●●●●○ ◌	3+4
Concentration ◆	WIL	●●●○○ ◌	3+3

SOCIAL

Performance	CHA	○○○○○ ◌	4+0
Leadership	CHA	○○○○○ ◌	4+0
Contacts	CHA	○○○○○ ◌	4+0
Persuasion	CHA	○○○○○ ◌	4+0
Negotiation	CHA	○○○○○ ◌	4+0
Deception	MAN	○○○○○ ◌	1+0
Seduction	MAN	○○○○○ ◌	1+0
Disguise	MAN	○○○○○ ◌	1+0
Intimidation	COM	○○○○○ ◌	2+0
Etiquette	COM	○○○○○ ◌	2+0
Stress Management	COM	○○○○○ ◌	2+0

MAGICAL

Thaumaturgy	INT	●●●●● ◌	5+5
Ritualism	INT	●●●●○ ◌	5+4
Alchemy	INT	●●○○○ ◌	5+2

THAUMATURGE

Thaumaturgist

Personnel file · Confidential

YOUR DICE

Ranged combat	DEX + Firearms	☐☐	2+0
Melee	STR + Melee	☐	1+0
Brawling	STR + Brawling	☐	1+0
Perception	WIS + Perception	☐☐☐☐■■■	4+3
Investigation	INT + Investigation	☐☐☐☐☐	5+0
Insight	WIS + Insight	☐☐☐☐	4+0
Stealth	DEX + Stealth	☐☐	2+0
Deception	MAN + Deception	☐	1+0
Persuasion	CHA + Persuasion	☐☐☐☐	4+0
Horror test	WIL + Mental Resistance	☐☐☐■■■■	3+4
Reduce strain	COM + Stress Management	☐☐	2+0
Spell Amplification (subclass)	INT + Thaumaturgy	☐☐☐☐☐■■■■■	5+5
Magical Barrier (subclass)	WIS + Thaumaturgy	☐☐☐☐■■■■■	4+5

SUBCLASS ABILITIES

Ritual Master passive, costs no ME

Rituals are one step easier for them and take only half as long.

Spell Amplification INT + Thaumaturgy, self

The next spell in this scene deals +1 damage or lasts twice as long.

Magical Barrier WIS + Thaumaturgy, 10 m, 3 rounds

One target gains +2 armour against physical damage.

SPELLS

Light Flash · Magical Flame · Invisible Hand · Trembling Hand · Magical Armour · Flame Jet

THE CRYSTAL

Price: Whisper

CRYSTAL
K-4412 · Ink shard

PROVENANCE
Found in an inkwell from an archive in Uppsala

DESCRIPTION
Deep blue, almost black. It does not stain your fingers, although you expect it to. It whispers in handwriting, say those who have carried it.

CONDITION
☐ clear · ☐ cloudy · ☐ depleted · Rifts ☐☐☐

WHISPER
☐☐☐☐☐☐☐

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES
Ritual knife	1	Close	Concealed
Flame Jet (spell)	3	15 m	CHA + Thaumaturgy, 3 ME

EQUIPMENT

Crystal shard (catalyst), spellbook, Amulet of Concentration, magical robe, alchemist's kit; ritual knife, wand (+1 die on Thaumaturgy); armour: magical robe 1, +1 against spells and psi damage. Starting funds €9,000

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND

Konstantin Hale was a librarian in Oxford and secretly collected manuscripts that no one could read. He could. When he touched the first crystal, he knew what he had been reading all those years.

How to play Folio: Prepare rituals whenever there is time, and protect the cell with Magical Barrier. Watch your ME and your crystal.

THAUMATURGE

Signature and class tree

Personnel file · Confidential

THE CRYSTAL

NUMBER IN THE CRYSTAL LEDGER	CRYSTAL MASTER
K-4412	

Ink shard · Found in an inkwell from an archive in Uppsala Deep blue, almost black. It does not stain your fingers, although you expect it to. It whispers in handwriting, say those who have carried it.

☐ Crystal shard ☐ Clear crystal ☐ Resonance crystal ☐ Anatolian shard
☐ Andes crystal ☐ Monastery stone ☐ Nordlicht stone ☐ Rift find

Condition: ☐ clear ☐ cloudy ☐ depleted Rifts ☐☐☐

MAGIC ENERGY

CHA + WIS + INT · cost 1 / 2 / 3 / 5 / 8

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

WHISPER +1 per node of the Center, +1 per Nexus crystal or Nordlicht stone kept overnight. D6 on a Center node, overcasting or a botch: equal or lower, and the stone answers.

0	1	2	3	4	5	6
○	○	○	○	○	○	○

SPELLBOOK

SPELL	LEVEL	ME	EFFECT
Light Flash	Cantrip	1	
Magical Flame	Cantrip	1	
Invisible Hand	Cantrip	1	
Trembling Hand	Cantrip	1	
Magical Armour	Minor	3	
Flame Jet	Minor	3	

THE SEAL

six sectors, five circles, from the outside in

SECTOR	CIRCLE 1	CIRCLE 2	CIRCLE 3	CIRCLE 4	CIRCLE 5
	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐

THE CENTER

	LEVEL	NODE	EFFECT
☐		Foreign Tongue	
☐		Ear of the Stone	
☐		Seal Breach	

NEIGHBOURING SECTOR

	LEVEL	NODE	EFFECT
☐			
☐			

The Center is powerful and costly: every node of the Center raises the Whisper by 1.

CAREER

missions, experience, promotion

DATE	FILE OR MISSION	XP	SPENT ON	RANK

Imprint

O.D.I.N. Occult Dynamics Intelligence Network
Hop-tu-Naa, a mission for Halloween (English edition)

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