



**Finnish Literature Society
Julenius Archive
ARKMAN AC
Advanced and Alternative Rules**

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For a role-playing game, Researchers of the Julenius Archive is unusually complicated to organize; the players must travel to the wilderness of Kainuu to play the game and so forth. We should therefore take a look at how the game can be adapted to better fit different circumstances.

Field Investigation Simulation

Role-playing games are usually played with the players sitting around a table, with the whole game taking place verbally. This is also possible with Julenius: just prepare for the game normally and go through the different stages of the game fictionally. The weakness in this form of play is the lack of outside inspirations and the game rhythm created by the trip; on the other hand, the ease with which things can be done becomes an asset when the events take place fictionally. The game will be so fast that you can easily plan to play several trips during a single session.

In this form of play, the senior investigator's task is to describe the surroundings to the researchers as they move on during their research trip: players will describe things concerning their own characters, but as the party arrives on the site, it is the senior

investigator's task to prepare the climax stage by giving a general description of the site. This should be done fairly dramatically and clearly; little details can be sprinkled into the terrain for other players to utilize as they make additional observations.

In this form of play, players may also use different additional materials to feed their imagination. Folk music in the background is a classic effect, but map systems showing street views, such as Google Maps, could also be used on the fly to study things like the center of Hyrynsalmi.

The mandate of the Julenius Archive today

The Julenius Archive has always operated across the country, so its research doesn't have to be limited to Upper Kainuu and the pursuit of Satumaarit Myllyniemi's ominous research. Players could also find out what kind of local magical traditions there are in their own native region. The local library could be helpful here, as could different web sources. After an exciting site has been found for research, the Julenius Archive can send a party of researchers to make sure that unnatural forces aren't at work all over Finland.

When playing without relying on the WILDWOOD TALES, it is up to the current senior investigator to procure the primary sources for the next session. They may even opt to write their own, although in my experience there is no patch on this Earth that doesn't have entertaining historical or mythological stories associated with them.

Solo investigators and preparatory scouting

The most natural size for a group of players of Julenius is about four, but the rules of the game as such also allow the game to be played alone. A lone investigator should note, however, that his credibility in the eyes of the Julenius Archive will be limited: with no companions to verify observations, most observations will almost inevitably be uncertain 1st degree impressions.

A lone investigator should do the travel stage of the trip before leaving home, as during the trip itself a investigator will often be too busy to consult secondary sources and write down hypotheses. This background research may also be done together with assistants who won't be taking part in the trip itself: assistants can study secondary sources for you and tell you about their conclusions, and you can write down their hypotheses along with your own as you prepare for the trip. An assistant could participate in this part of the game even over the Internet.

I suggest that a lone investigator keep a research diary in which observations are noted as they're being made. It is easier for a lone investigator to forget his impressions and experiences than it would be for a full group. By writing his observations down, the investigator also organizes his own thoughts. A small notebook would be a good tool for this purpose.

After the trip, a lone investigator should write a full research report, or an account of his trip: where he travelled, what he expected to find, what the site was like and what he actually did find. This report may be shared with any assistants, and at one's own discretion could also be published for the Julenius Archive or even the general public to enjoy. The field work pro-

tol of the Julenius Archive also allow the senior investigator to declare the research reports and other materials confidential even before the curator has seen them; sometimes Julenius researchers encounter secrets that must be kept hidden from absolutely everyone.

The Archive protocol in major sweeps

Julenius is best suited for a group of about four players but, in principle, the number of participants could be significantly higher if the senior investigator is up to the task. With fewer than eight players, the game may still be played without major modifications, but at a school camp or some other situation with a really large number of players, a few extra procedures should be applied.

Once the player head count approaches a full dozen, the senior investigator should divide up the bookkeeping tasks between *assistants*, who can keep track of hypotheses and calculate the score at the end of the game. This will free up the senior investigator to lead the team more efficiently. The senior investigator could divide the players into groups of about five players each, with an assistant in each group to make sure that their hypotheses are written down.

It would be best to teach the game to the assistants in advance. A useful approach would be to play a practice game with the assistants, so that each of them knows the rules and can advise their own group as the game progresses.

As the number of investigators increases, strong observations become more common and easier to produce. This could cause problems with an undisciplined research team if the players split up into parties that produce contradicting or otherwise aggressive observations. Normally, it is enough for the senior investigator to ensure that observations reaching level 3 are accepted as facts on which players can base new observations, but a more determined technique may occasionally be necessary.

If the research team begins to produce contradicting observations (i.e. some researchers are telling one story and other researchers a different one, and they don't accept each others' stories), the senior investigator may "blind" the researchers (a concept in scientific procedure where flow of information between researchers is limited to ensure unbiased results) into two independent groups.

The blinded groups observe the site for the rest of the game independently of each other, disregarding each others' findings and observations; they will play as if the other group weren't there at all. The senior investigator may divide the researchers into blinded observation groups until the game starts running more smoothly again.

At the end of the game, the senior investigator will review the results with the assistants, which could take a while if the research team is large. The results could be reported one assistant at a time, since each assistant has followed one part of the group. Alternatively, the stories of blindede groups could be compared side by side if the senior investigator has chosen this approach.

During scoring, the results of the blinded groups can be compared to each other in terms of their internal consistency, creative quality and hypotheses testing. The senior investigator picks the best of the blinded groups; all other groups only get half of their usual points in scoring.

While playing with a large group, players will unavoidably end up with characters representing the same archetypes. If the senior investigator is using assistants, he could arrange for each sub-group to follow the archetype uniqueness rule internally. So the game could include three groups of five players plus the senior investigator, in which case the senior investigator could leave himself without a character (he will have enough on his plate anyway!), and distribute five archetypes to each group.

Brisure protocol for overlapping specializations

Sometimes the game will lead to a situation where several player characters have the same archetype. This could be because there are more players than archetypes, one of the characters has switched archetypes between play sessions, or players may have joined or left between sessions.

Archetype overlap is not terribly serious, but players with overlapping archetypes should agree on a *brisure*, or a differentiating characteristic. A brisure could consist of the characters being of different genders, or one being an old and the other a young researcher. Urban vs. rural and educated vs. working class could also be suitable brisures. The aim is to define two characters with the same archetype through a significant difference.

If there are brisured characters in the game, there will be one additional step in the end game scoring: the character all other players thought represented the archetype best during the game will be awarded a brisure bonus. This character gets 2 research points from each character with the same archetype. Characters with the same archetype are therefore slightly competing against each other.

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Advanced Archetype Rules

My original vision of Fellows of the Julenius Archive is that the player characters have clearly different ideological backgrounds that influence their research activities. I left the mechanical parts of the archetypes out of the basic rules, but if the group is not afraid of adding some more rules, I think this option adds a lot to the game.

Here, each archetype gets a new way of gaining and losing research points – a *Goal* and a *Weakness*. In addition, each archetype gets a unique *special move* that helps the research group better grasp the truth.

When Goals and Weaknesses are deciphered during scoring, the senior investigator will lead the evaluation and attempt to reach a unanimous agreement about what happened during the game. A good rule of thumb is that if a condition appears to get fulfilled more than 50% of the time or practically never, the condition has probably been interpreted too loosely or too strictly. It is possible, though, for one archetype to dominate a campaign so thoroughly that its Goals and Weaknesses are constantly at stake.

Shaman

Goal: The character get +5 research points if the expedition found a supernatural phenomenon and discovered evidence of it, or if all characters unanimously agree about its authenticity.

Weakness: The character loses half of his research points if he suffers a nervous breakdown at any point. This can be validated with a normal 2nd degree observation, or the player could simply inform others about it.

Psychometrics: The character may declare a *flashback scene* once during the climax phase, as shadows of the past creep into the Shaman's sensitive mind. A flashback scene leaves the shaman weak and tired if the scene was peaceful and happy; if the scene is frightening or violent, the Shaman passes out from exhaustion.

A flashback scene is a scene acted out by the players based on the primary source about the research site; instead of their researcher characters, players will momentarily adopt the roles of characters from the original story. The player who declared the scene will tell others when and where the scene takes place, and gives players roles based on the primary source. During the scene, players get a chance to answer questions and learn details unattainable by traditional research methods. The Shaman cannot control the content of the scene, but may end it after seeing enough.

If there aren't enough roles for all players in the flashback scene, the other players will act as directors who ask clarifying questions and comment on the actions of the characters in the scene.

Academic

Goal: The character gets +5 research points if the trip produces significant scientific results (essentially, enables the production of a high quality research paper).

Weakness: The character loses half of his research points if the expedition made an irrational discovery, i.e. something that cannot be explained through a scientific world view. An unusual observation, such as seeing a spirit, is not irrational, but personally witnessing magic that breaks the laws of nature or logic is.

Archaeology: The character can declare a flashback scene during the climax stage by organizing a full excavation at the research site. This will only be possible if the site is safe and would take at least several weeks in game time. The excavation immediately ends the climax stage and therefore always takes place at the end of it.

An Academic's flashback scene is essentially similar to that of the Shaman. Both may be used during the same research trip, and even the scene acted out can be the same if the Academic, for example, wants to cast doubt on the Shaman's information.

Theologian

Goal: The character gets +5 research points if the story demonstrates the triumph of God's will, or the Christian world view in general. This could apply to the researchers' own experiences or the truth they discovered about the subject of the investigation.

Weakness: The character loses half of his research points if his faith fails him. This includes falling into sin, the victory of magic over faith, or even the sinning of another that the theologian witnesses up close – interpret this condition broadly.

Inner Wisdom: When the player opposes an observation or action, his rejection causes an extra -1 degree penalty in lieu of the usual rejection penalty. If the Theologian is alone in his opposition, this is no different from a normal rejection penalty, but if someone else opposes as well, the penalties stack for a total of -2.

On the other hand, when the player supports another's observation or action, the normal rejection penalty is ignored, even if another player rejects the observation.

Militant

Goal: The character gets +5 research points if the story is decided by the law of the jungle. This could refer to the researchers' own experiences or the truth they discovered about the subject of the investigation.

Weakness: The character loses half of his research points if he goes too far, so that the consequences of his actions are condemnable. This can be validated with a normal 2nd degree observation, or the player could simply inform others about it.

Always Prepared: The player's narration is considered +1 degree stronger when it deals with violence or other forms of direct action. This includes sneaking, running away, and other action scenes.

Local Guide

Goal: The character gets +5 research points if the investigation ended up helping Kainuu or its inhabitants.

Weakness: The character loses half of his research points if the story has a tragic end. This could refer to the researchers' own experiences or the truth they discovered about the subject of the investigation.

Local Knowledge: The character can stop the expedition during the travel phase for observations and action, just like during the climax phase. (Anyone can make observations during the travel

phase, but for other players the journey won't be stopped, and accepting any observations means moving onto the climax phase; interruptions by the Local Guide will not end the travel phase.)

When the Local Guide stops the journey for observations, others may participate normally. The journey will continue at the decision of the Local Guide.

The Local Guide is a keen-eyed observer with good concentration skills, and his observations during the travel stage, as well as climax phase observations based on the travel phase, are +1 level stronger, just like those of the Militant. Observations based on the travel phase are observations that rely on secondary source information brought up during the travel phase.

Traitor

Goal: The character gets +5 research points if the expedition fails. This should be primarily considered from the point of view of the Julenius Archive rather than other possible concerns. Note that failure requires the existence of a clear goal.

Weakness: The character loses half of his research points if he is revealed to be incompetent or treacherous, weakening his position in the Julenius Archive. This can be validated with a normal level 2 observation, or the player could simply inform others about it.

Strategic Eye: The character can declare a *scheming scene* once during the travel phase. It is a scene that takes place within the mind of the Traitor, and although other players will experience

it, their characters will only learn from it if the Traitor reveals his insight to the others.

A scheming scene works the same way as the Shaman's and the Academic's flashbacks, except it doesn't take place at the site of the primary source but someplace else in the present day. The Traitor knows the background of the current trip and the political interests involved in it to the extent that by combining his knowledge with bits of information from other researchers, he realizes that the researchers are swimming in really deep waters.

The Traitor chooses the location for the scheming scene and roles for the participants, which he then gives to the players, usually adopting the most important speaking role for himself. The subject of the scheming scene is free, but it has to be somehow related to the Julenius researchers' trip. These could include a discussion between the curator of the Julenius Archive and the SKS treasurer; a briefing for SUPO agents dispatched to Kainuu; a lone witch who manages to contact the powers of the primeval forest. As with flashback scenes, the player who declared the scene doesn't control its content, which unfurls as the scene is acted out.

A good scheming scene is one that reveals to the players the identities of those interested in the Julenius researchers' work, and what their agenda is. This information is largely ironic, because the characters won't necessarily believe the Traitor even if he reveals his views to the others. A scheming scene is an ideal inspiration for the events of the climax scene now that the players are all on the same page about the plot.

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Advanced Downtime

When Fellows of the Julenius Archive is played as a series of several field trips, players have an opportunity to develop the personal stories of their researcher characters between the investigations. The most important tools are the events between trips: at the beginning of a new trip, each player gets to pick one important event that has happened to their character since the last trip. This gives players new material for funny dialogues, and may sometimes have other effects on gameplay.

The expanded downtime events table below provides players with more choices for background events that didn't fit into the game text in the book. I recommend replacing the list given in the book with this one if the game is going to cover more than one or two research trips.

The expanded table has been arranged according to the research point requirements for the events. Most events require the character to have a certain archetype, a sufficient number of research points – there may be other conditions as well. It may be understood that the investigators must be successful in their work before the most unusual events become possible. This is one good reason for characters to gather research points: they make it possible to take the game towards a more holistic climactic ending.

The same event may usually be repeated several times, but an individual character may only get the permanent benefit from each event once. Common sense should be used in applying these more complex rules. Also note that while the table offers many possible directions for the development of the game, none of them is actually part of the game before one of the players picks the event.

0+ research points

Personal drama

Something wonderful or terrible has happened in the character's personal life. He may have got married or divorced. This private emotional turmoil now affects the character's actions as a researcher – he may be quiet or short-tempered, whatever the player thinks is appropriate. Each other player may decide to reward this player with +1 research point if they like the way he plays his character.

Hard work

The character has focused on research since the last trip. Add one secondary source of choice for every starting five research points.

Crisis of faith

fewer than 5 research points, or the character encountered his weakness during the last trip

The character's life philosophy is wavering. Take the character sheet of some other archetype and transfer your character to it. The character now represents this new archetype in every way, except he retains his old archetype's special move; however, using the old archetype's move costs the character -2 research points at the end of the trip.

0+ research points...

Shared project

The character has offered to help another researcher in their project. Add your character's research points to the points of the target character for the purposes of choosing their downtime event. Then subtract 2 from your own points, because you're neglecting your own duties.

Knife in the back

fewer than 5 research points or Traitor

The character has engaged in office politics at the Julenius Archive and has stolen a promotion or the glory for a successful project from another character. Transfer half of that other character's research points to yourself. Each other player can deduct 2 research points from you during this trip, however, if they feel that you're not treating your colleagues fairly. This can only be done if the characters really are colleagues outside the trip as well, and only once by each character.

5+ research points

Charm

Something in the Kainuu environment has charmed the character. He spends more time in the wilderness than before. The character gets a permanent secondary source from his experiences: “When I was out hiking in Kainuu...” (If the character uses this secondary source, it returns automatically at the beginning of the next trip.)

Julenius’ diary

The character has found Karl Julenius’ diary. This late 19th century folklorist is indirectly responsible for the founding of the Julenius Archive; his murder conviction convinced folklorists, who up until then had jealously guarded their sources and techniques, to collaborate and protect each other from the perils of folklore research. The diary helps the character understand Julenius and may help him figure out what was really behind the murder charges. It is also a secondary source the player may mark on his character sheet.

Special research

Academic or 10+ research points

The character has gained expertise in one narrow field of study, in which he is now likely one of the best in the world. (The player may choose the topic freely, e.g. “spirits and brownies”, “Novgorodian tree bark letters” or “Catholic church history”.) The player may add new secondary sources related to this topic for every full five research points; the player will choose the wording of these sources himself. In addition, the character’s observations related to this field of specialty are worth +1 degree, meaning that he can verify details by himself, and that his word carries more weight than that of a less specialized investigator.

5+ research points...

Mysterious contact

Traitor or +10 research points

An influential and mysterious source has contacted the character since the last investigation. This contact wants something from the character but may also help him, and the character and player don't necessarily know the whole truth. This could be a commercial or political interested party from Finland or abroad: the player will decide. If the character's mysterious contact makes an appearance during the field trip, what happens then depends on all players, as usual. The character may also receive aid from his contact in the form of influence (+5 research points) or knowledge (one secondary source of choice and +1 to the degree of one observation) once during this trip, but you must then ask another player to decide what the contact wants in return.

Natural explanation

The character has done further research on the supernatural events of a previous investigation and found evidence of a natural explanation. It is up to the player to define what this evidence is and what explanation it leads to: is someone trying to intentionally mislead the researchers, or have they inadvertently been subjected to some kind of subarctic hallucinogens? The character introduces his results to the group at the beginning of a new trip and adds the research to his secondary sources; the other players each remove one supernatural or occult secondary source from their character sheets if they have any.

Good deed

The consequences of a previous trip or the unpleasant truths learned by the researchers have been bothering the character, who has spent time and effort to make up for the events or to turn them for the better. The player tells the others of the character's atonement, even if the character himself doesn't discuss it. He gains +2 research points.

5+ research points...

Dangerous legacy

Militant, or a previous investigation has been dangerous

The character has made preparations for encountering the supernatural during this trip. The player describes how the character distributes guns or other safety equipment to the research team. An investigator using these tools gets +1 to the degree of observation or action during this trip.

Workplace romance

Personal drama or other foreshadowing

The character has ended up in a romantic relationship with a named person. This could be a secondary source, a side character met during a trip, or even one of the player characters if another player admits to the relationship. The subject of the relationship is a free and renewable secondary source as long as the romance lasts, but it also has a tendency to influence investigations: observations about the subject of the romance are +1 degree stronger. Love is also a weakness: the death or betrayal of a loved one takes away half of the character's research points.

10+ research points

Obsession

The character has developed a bold theory about his experiences and seeks to prove it by any means possible. Hypotheses about the character's theory are worth +5 points if proven true, in addition to which the character is considered to be an expert as per the "Special research" event. On the other hand, opposition to observations about the character's obsession will be stronger: each researcher who rejects an observation is worth -1 to the degree, independent of others.

Provost certification

Since the 1880s, the Finnish Literature Society has certified first students of folk traditions and then folklore researchers with the aim of preventing unskilled and careless amateurs from getting involved with witchcraft. Nobody has been certified since The Great Silence of the 1950s, but your character has now finally become competent enough with practical traditional methods to fulfill the required criteria. A certified investigator has the right to use the title of "provost"; he is now responsible for the practical details of the Julenius Archive field operations. In addition, a provost always has a right to sign up as the senior investigator for the next research trip; the position of senior investigator is always offered to the provosts in the group in the order of research points accumulated before applying standard procedure.

Wizard's might

Shaman or Mark of the Devil

The character has released his Self and learned to harness spirits for witchcraft in the traditions of Savo and Kainuu; spells, arbitrary reagents and neurosis-like rites that do nothing in the hands of others will work when the character brings in suitable spirit and power. The player must study the subject a bit and prepare suitable spells he wants the character to use during research trips – entertaining spellsongs and other props would be appropriate. The effects of witchcraft are evaluated according to character observations as usual, but a properly done spell gives the character +1 to his observation of the effect.

Shadow of the past

Traitor or any research event

The character has studied the history of the FLS and discovered one of its dark secrets. (Example: Archive fellows have illegally imprisoned women who fought on the Red side in the Civil War in a prison disguised as a mental asylum, where they have spent the rest of their lives; the victims were witches, possibly possessed by the Devil. Or it could be something else; the player chooses the secret he will reveal.) Add this research onto the character sheet as a secondary source. The character may not know everything yet, but the nature of the secret casts doubts on the moral justification of the Julenius Archive and perhaps even the FLS as a whole. Characters who hear about the secret for the first time may immediately change their archetype to Traitor if they wish. The player doesn't have to reveal the secret to the others right away; he may choose to share it confidentially only with characters of his choice.

Stop daydreaming

A natural explanation has been chosen three times

Recently, there has been a lot of superstition and unscientific gullibility in the Julenius Archive that the enlightened founders of the FLS would have frowned upon. The curator has given new instructions about the scientific sourcing of research reports and proper justification of field research; researchers who have chosen openly supernatural subjects are reprimanded harshly. From now on, supernatural observations are -1 degree weaker.

Mark of the Devil

Theologian or Good deed

The character has attracted the attention of the Devil. If the Devil is involved in the primary source when this character participates in a trip, the character will meet the Devil personally before the trip is over. This will probably happen when the character is alone and away from the others; ask the senior investigator to assign a player for the role of the Devil in the usual way.

10+ research points...

External threat

Militant or Mysterious contact

Some external organization is threatening the Julenius Archive's folklore studies. This could be one of the Finnish authorities or a foreign research unit, but they are definitely playing with high stakes and want the Julenius Archive investigators out of their way. The character doesn't really know anything about this, but gets a secondary source from one of his old friends: "My friend Toivo Korpilumi in the National Bureau of Investigation warned me that..." In addition, all players' observations regarding this threat will be +1 degree stronger.

Suspicious locals

Local Guide or Good deed

The pre-eminent local newspaper 'Kainuun Sanomat' has started writing articles about the Julenius Archive's constant operations in Kainuu. The local population's suspicions about influential people from the south are aroused from time to time, and this is what happens now. In the future, only Local Guides get research points for local secondary sources and, in addition, one observation per trip about locals keeping an eye on the researchers made by the character who chose this event will be +1 degree stronger.

15+ research points

Curator

Academic or Provost

The curator of the Julenius Archive, Magnus Engblom, is an old man who has never seen a folklore phenomenon eye to eye. Your character succeeds him as curator after this last trip; decide whether you replaced him by force or whether he chose you as his successor. Decide how the strategy of the Julenius Archive will change under your rule. If you want, you can add or remove events on this list freely as you reform the Archive's strategy. A character who chooses this event will no longer participate in field research; the player will have to create a new character for the next trip.

Staalö

Shaman or Charm

The character has successfully or accidentally established contact with a Staalö sleeping under the forests. The character knows something about the nature of this mythological being, but probably not everything. The Staalö may also approach the character when he is in Kainuu; what this means and what consequences it will have depends on the normal playing process, but all players should know that, according to tradition, a Staalö is a bloodthirsty, supernatural giant.

Power of faith

Theologian or Good deed and a devout mind

The character has gone through visitation, praying and listening to preachers. In the future, one single time, if the character ends up in a difficult and dangerous situation during a research trip and prays for help, his prayer will be answered. Ask another player to tell in what form the help arrives; your shared observation gets +1 degree.

15+ research points...

Attention of the authorities

Suspicious locals or other setup

The inconvenience and suspicion caused by folklorists has made one of the local municipalities establish a degree of restraint against travelling folklorists. Other municipalities are considering similar actions, and the Kainuu police have also promised to keep an eye on the situation. Higher level police administration and the Helsinki authorities are silent, and the Julenius Archive hasn't yet been brought to the public eye. If the expedition attracts attention or publicly fails on this trip, all researchers employed by the Julenius Archive lose half of their research points in the aftermath of the crisis.

20+ research points

The Great Silence

any research event

The character is finally on the right track of discovering why magic disappeared from the world. He doesn't have any answers yet, but formulate a theory about this and follow it on one or more research trips, and the truth may finally be revealed. But beware: the research group may have to make a decision about destroying Wildwood Tales and the final extinction of magic if the truth is not to their liking!

End of the Julenius Archive

Shadow of the past or other foreshadowing

The Julenius Archive has come to the end of its road: either the character himself has caused a chain of events that leads to the closing of the Archive, or it happens due to reasons beyond his control. The player will decide why: the reason could be dramatic or mundane. During this trip, the other characters will also find out about it if they didn't know about it before. At the end of the trip, players must decide how their researchers react to this: will they continue to study folklore, find other jobs, or what.

A gift to the world

Local Guide or Good deed and a dramatic discovery

A discovery made by the researchers in Kainuu earlier has gained publicity; the character may have ensured that the right people learned of it. The discovery is now being developed from the point of view of Kainuu business into a tourist attraction, for example, depending on the nature of the discovery. All of Kainuu now loves folklore research. It may be decisive for the researchers whether their discovery was magical, and whether it still is magical after all the publicity; they may have revolutionized the general public's world view and understanding of the universe.

Death among us

Traitor or External threat or the player's own character

The player chooses one character who has died before the approaching trip. The player describes the circumstances: the death may have been natural or an accident. The player of the dead character will distribute his secondary sources and half of his research points as a legacy for the other characters at his own discretion. The character of the player picking this event will also lose five research points.

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