

The Rainbow Bridge



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FOR FASTAVAL 2025



Welcome

Welcome to "The Rainbow Bridge"

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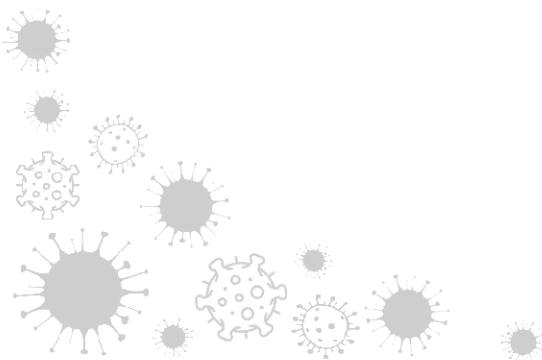
Special thanks to: Pernille and Asbjørn for putting a face to our video features

Contact

Thank you so much for saying yes to gamemaster a journey through a dystopian Denmark in chaos. If you have any questions, you are of course welcome to contact us.

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Lene will also be present at Fastaval





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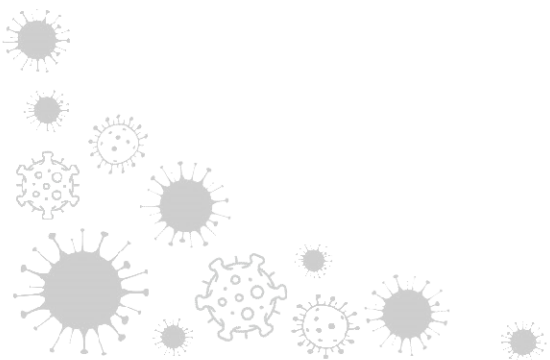
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Introduction

The Rainbow Bridge” is a dystopian scenario set in a Denmark plunged into chaos.

The world has been struck by the devastating virus Caelum-26, which infects and kills all warm-blooded animals.

The scenario explores the relationship between humans and their pets, and just how far one is willing to go to save those they love. Players take on the roles of two humans and their two pets, who must travel across Denmark to survive in a world where all odds are against them. Their goal is to reach Vejrhø, a small privately owned island located in the Smålandsfarvandet between Næstved and Lolland, which is 100% self-sufficient and completely isolated from the rest of the world. The focus of the scenario is for the players to play on the relationship between animals and humans while reacting to extreme and unpredictable situations along the way.

The characters

The characters consist of the couple Agne and Renée, along with their two service animals, Ekko and Milo. All four live together in an apartment in central Copenhagen. The relationships between the owners and their service animals are the most important, while the relationships across the group are secondary.

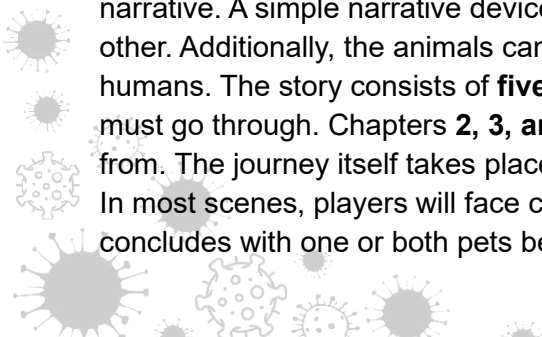
- Agne is a 24-year-old human. A creative individual, they make a living as a graphic designer but struggle with debilitating social anxiety. They started coming out of their shell when they rescued the cat, Milo, five years ago. Milo means everything to them.
- Milo is a 5-year-old cat. He began life as a stray but was rescued by Agne. Milo helps Agne cope with anxiety attacks and other emotional challenges. He is lively and impulsive, yet somehow, his quirky antics always have a strangely calming and distracting effect on Agne.
- Renée is a 25-year-old human. They work as an advertising illustrator, mainly from home. Renée suffers from severe epilepsy, which once kept them isolated. However, with Ekko—a trained Seizure Response Dog—they gained newfound independence. Ekko is not just a service animal but also a beloved family member and a symbol of Renée’s resilience.
- Ekko is a highly trained 5-year-old support dog. Beyond detecting and responding to seizures, Ekko knows other helpful tricks that assist Renée in daily life. A loyal and patient companion, Ekko’s calm presence balances Renée’s more restless nature.

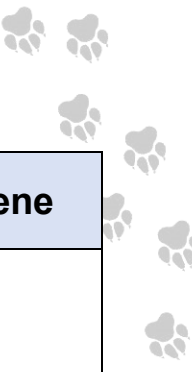
The four of them are deeply connected and thrive in their little unit, needing little from the outside world. However, in the scenario, they are forced to leave their safe haven in order to save the two animals, who are otherwise destined for euthanasia.

Form and Structure

The scenes are played within a defined framework, with a set goal, as well as handouts and NPCs. Together, these scene elements shape the story of the journey from Copenhagen to Vejrhø. Throughout the journey, players will create and solve problems while also relying on their relationships to build a shared narrative. A simple narrative device ensures that the animals and their owners can communicate with each other. Additionally, the animals can converse with other animals, and humans can speak with other humans. The story consists of **five chapters**, each containing predetermined scenes that the players must go through. Chapters **2, 3, and 5** also include a selection of optional scenes that players can choose from. The journey itself takes place over the course of a few days.

In most scenes, players will face choices that may be seen as **morally questionable**. The scenario concludes with one or both pets becoming infected, forcing a final farewell.





Chapter	Resumé	Optional scene
1. The Apartment	The family is in their apartment. They are preparing to leave everything they know. They are under time pressure.	
2. The escape from Copenhagen	The family flees on foot through Copenhagen and has to deal with the authorities along the way.	<ul style="list-style-type: none">• Fredslille• Resistance• The Park
3. From Kildebrønde to Næstved	The family comes to the village of Kildebrønde, where they are given the opportunity to steal a vehicle.	<ul style="list-style-type: none">• Rain• The Green house• The Hunter
4. Nolds Harbor	The family must find a boat that can sail them to Vejrø without being stopped by the Home Guard.	
5. Vejrø	The family gets to the island of Vejrø. One or both animals show signs of being infected with Caelum-26.	<ul style="list-style-type: none">• The End• The End• The End

Your Role as Game Master

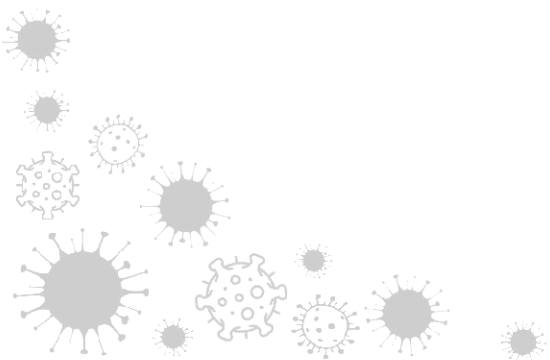
As the Game Master, you take on the classic GM role. Your responsibilities include:

- Setting up both predetermined and optional scenes.
- Playing the NPCs tied to each scene.
- Keeping track of time.
- Ensuring that player actions align with each scene's intended outcome.

To assist you, each scene comes with detailed descriptions, NPC profiles, handouts, and video segments that you can use to drive the story forward. It's recommended to have a PC or phone available to download and play the video segments. Alternatively, transcripts are provided for you to read aloud.

The layout from page 14 onward is designed for double-sided printing (hence, some blank pages).

Additionally, certain handout folders contribute to an unconventional format—but rest assured, there's a method to the madness.



The World in the Shadow of the Pandemic

Timeline

The scenario takes place on Sjælland in a speculative near future, where a deadly pandemic has put the country's laws, values, and ethical norms under massive pressure.

The development of the pandemic, both domestically and internationally, is outlined in the following timeline to provide the game master with a general overview of the events in the past six months leading up to the start of the scenario.

Timeline

March

- Caelum-26 identified for the first time
- Caelum-26 has spread to other herds of mammals

April

- An international collaboration was hastily set up to find a common solution
- In the wake of countless conspiracy theories, God's firstborn becomes an established sect.

May

- The first poultry herd is registered as infected in France
- Caelum-26 has spread to wild birds
- Infection has now been registered in all types of warm-blooded animals.
- The virus spreads faster than expected and international cooperation breaks down.
- Several countries are left to their own devices as their infrastructure collapses.

June

- All production of cattle, pigs, poultry and sheep is shut down in the EU.
- All hunting bans are lifted, and the population is encouraged to kill all animals.

August

- The first human is infected in Germany.
- All Danes ordered to self-isolate with their pets.

September

- Danish authorities demand all warm-blooded animals be put down - including pets.
- Spraying planes fly over Denmark to poison wild animals.
- A state of emergency is declared in Denmark. The military patrols
- The flight from Copenhagen begins.



Caelum-26

The fear of being infected with the virus should be a central aspect of how the players act in the scenario. Therefore, it is essential that the game master has a general understanding of how the virus spreads, its symptoms, and its effects, as described in the following overview:

What is Caelum-26?

Caelum-26 is a highly contagious and deadly virus that originally only affected animals but has now crossed the species barrier and infects humans. The virus has an extremely high mortality rate and spreads quickly between warm-blooded creatures.

Incubation period

The incubation period (the time from when the individual has been infected until they show symptoms of illness) is usually between 4 and 14 days. Infected animals and humans can shed virus up to 4 days before symptoms appear.

Symptoms of Caelum-26

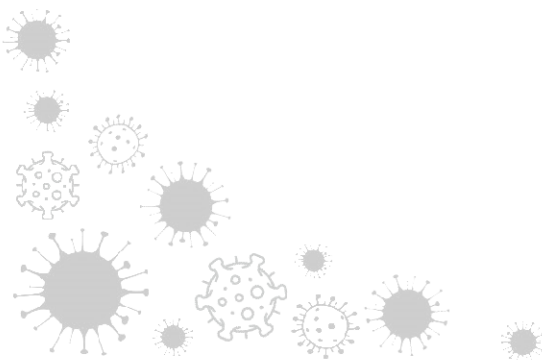
High fever (above 40 degrees)
Severe shortness of breath and cough
Bleeding from mucous membranes (nose, eyes, mouth)
Neurological symptoms (disorientation, loss of consciousness)
Rapid organ failure, typically within 48 hours of symptom onset.

How Caelum-26 infects

Caelum-26 is highly contagious. Infected animals shed virus in their breath and in all excreta and secretions, including saliva, saliva, milk, semen, manure and urine.

People who have been in contact with infected animals are now at risk of developing Caelum-26.

In addition, means of transport that have transported infected animals can expose animals that are subsequently transported in the same means of transport to a significant risk of infection.





Mechanics

News Segments

A series of video news segments have been created for the scenario.

The first, longer news segment serves as an introduction, drawing players into the game's universe. The following short segments appear as integrated parts of Chapters 1, 3, 4, and 5.

The news segments act as markers of authenticity, reinforcing the fictional contract. Their purpose is both to set the atmosphere and to heighten the players' feeling of intensity.

Red, Yellow, and Green Scenes

For Chapters 2, 3, and 5 there are optional scenes that allow players to influence the game's dynamics.

The scenes are color-coded: Red, Yellow, and Green.

The colors indicate the expected tension level of the scene:

RED – A high-intensity scene with guaranteed fast pacing and a pressured atmosphere.

YELLOW: – A neutral scene that allows for tension buildup or discomfort.

GREEN: – A calm scene, offering space for conversation, companionship, and reflection.

Playing an Animal

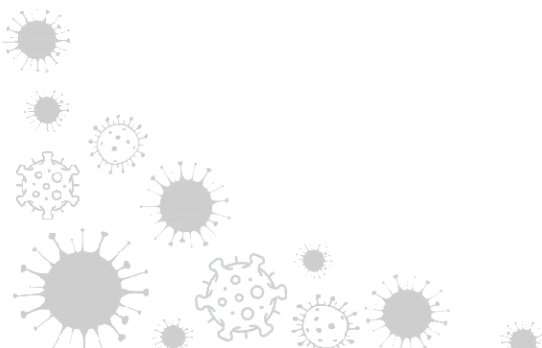
Two players will take on the roles of a dog and a cat.

As a necessary game mechanic, it has been decided that pets and their owners can understand and speak with each other. However, this does not mean that animals communicate or perceive things in the same way humans do. Players are encouraged to experiment with playing an animal before the scenario begins, which they will have the opportunity to do in the workshop.

Workshop

The workshop helps the players become comfortable with each other and strengthens the bond between their characters and their therapy animals.

The Players will practice expressing closeness (both the care from the pets to their humans and vice versa) and explore how an animal would speak, move, and behave.



Introduction to the characters



The Players will choose their own role.

Each character contains a image and a two-page character sheet.

Players will choose their roles based on a brief description that you present during the workshop.

We recommend reading through all four roles beforehand to get a good understanding of them.

The full character descriptions can be found in the section "The Characters."

Brief Character Descriptions:

Agne

Agne is a cautious person who thrives best in stable, familiar surroundings.

They have a keen eye for patterns and structures and can plan their way out of most situations.

Agne is a patient and attentive listener, making them a considerate and understanding friend and partner.

Every day, Agne fights to keep their anxiety from taking control of their life.

Renée

Renée is a joyful and adventurous person, making up for all the years their severe epilepsy kept them isolated. Renée tackles every challenge with creativity and courage, driven by an unshakable belief in the future. They are impulsive and make quick decisions—often without thinking them through.

Milo

Milo is a playful and mischievous cat, always full of energy.

Their curiosity and boundless optimism can sometimes be a problem—for everyone except Milo, that is.

Having been abandoned as a kitten in a back alley, Milo is also sensitive and reacts strongly to loud noises or angry, shouting people.

Ekko


Ekko is a gentle and calm dog who values reason and caution. As a professional service dog, Ekko takes their job very seriously. This also means that Ekko thrives best in predictable and manageable environments where quick decisions are not necessary. Ekko meets the world with a friendly yet skeptical gaze.

Family Life

Agne and Renée have been a couple for a few years. They met in an online forum for people with support animals. Agne has their support cat, Milo, who helps them manage their anxiety.

Renée has their service dog, Ekko, who assists in preventing and handling epileptic seizures.

The last years, all four of them have lived together in a cozy four-room apartment in Vesterbro, Copenhagen. They are all happy with the life they have built together, as it accommodates all their needs. Within their small family, patience, community, mutual respect, and understanding are deeply valued.



This is how you game master the scenario



Preparation

You will be given the full scenario and all four character sheets before the game starts. Everything you **need** is in this document, along with links to the News Segments.

Game Start

Before playing, you should introduce the players to the different elements of the scenario using the attached "**Startup Guide.**"

Physical Setting for the Game

There are no strict limitations on the setup. Players can either sit around a table or use the space for a semi-live experience if they prefer.

It's best to start by gathering around a table for briefing, character selection, and the workshop.

How to Set the Scenes

As the Game Master, you will run all scenes.

The scenario allows some freedom in how players approach challenges, but each scene must be completed for the game moving forward.

Players cannot die during the scenario—this is an important premise they should be aware of.

Each scene includes background information to help you describe and establish the setting.

If players get stuck, you can move the scene forward by using the animals' heightened senses.

- Example: *"Ekko, you pick up the scent of another dog nearby..."*

Game Structure

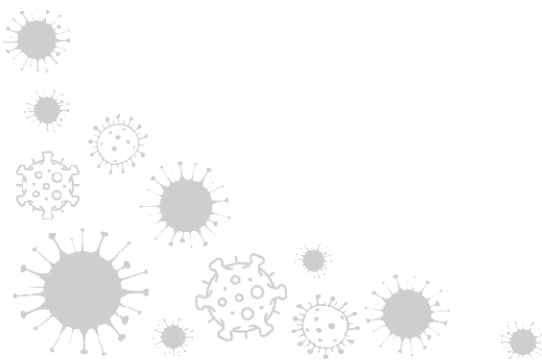
The scenario, including preparation, should take approximately 4 hours.

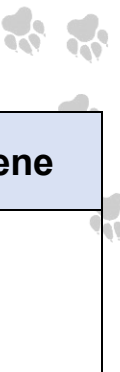
- The Welcome, briefing, casting, and workshop should be 60 min.
- The Journey through the 5 chapters should not be more than 3 hours.

The story consists of 5 chapters with predefined scenes that players must complete.

Chapters 2, 3, and 5 include optional extra scenes that players can choose from. It is expected that the players should have time to complete one optional scene per chapter. If the group plays very slowly or quickly, you can adjust the number of optional scenes accordingly.

- PLEASE NOTE THAT:
The optional scene in Chapter 5 is mandatory, as it concludes the scenario. However, players can decide how intense they want the final scene to be.





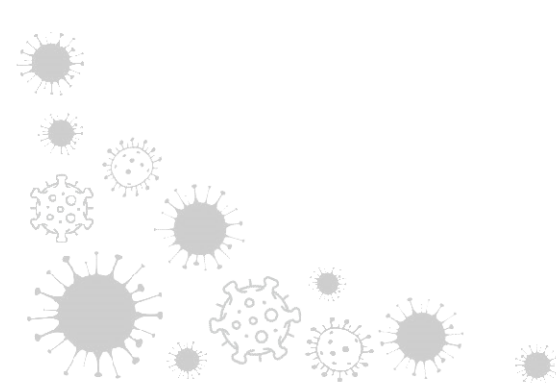
Chapter	Resumé	Optional scene
1. The Apartment	The family is in their apartment. They are preparing to leave everything they know. They are under time pressure.	
2. The escape from Copenhagen	The family flees on foot through Copenhagen and has to deal with the authorities along the way.	<ul style="list-style-type: none">• Fredslille• Resistance• The Park
3. From Kildebrønde to Næstved	The family comes to the village of Kildebrønde, where they are given the opportunity to steal a vehicle.	<ul style="list-style-type: none">• Rain• The Green house• The Hunter
4. Nolds Harbor	The family must find a boat that can sail them to Vejrø without being stopped by the Home Guard.	
5. Vejrø	The family gets to the island of Vejrø. One or both animals show signs of being infected with Caelum-26.	<ul style="list-style-type: none">• The End• The End• The End

Evaluation

The evaluation should not take more than 15 minutes.

Players may have different needs when the scenario ends. We have made some suggested questions you can use, but if players need something else, that's okay too.

Each group may process the experience differently—allow space for that.



Videos

Here you will find an overview of news segments and when they should be used. The timing is described in more detail in the chapters.

The videos can be downloaded here via this link:

[Må man tage hunden med ind sig i Himmelen -Videoer](#)

The News segments will be in Danish and with Danish subtitles, but there are a translated transcript. We strongly recommend that you download the videos to your phone or PC before running the scenario to ensure they can be played without issues or delays.

News segments – overview

#1 Nyhedsmontage	To be shown just before the players start Chapter 1 (Outline of the entire prehistory)
#2 “Alle dyr skal aflives”	To be shown early in Chapter 1 The Apartment in Copenhagen.
#3 “Undtagelsestilstand”	To be shown during Chapter 3 From Kildebrønde to Næstved .
#4 “Første danskere smittet”	To be shown during Chapter 4 Nolds Harbor.
#5 “Oprør, kaos, undergang!!!”	To be shown during Chapter 5 Vejrø.

If you are unable to play the five videos, we have created a transcript of them, which can be read aloud instead. You can find them in the "Handouts" section.

Workshop

The workshop helps players feel comfortable with each other and strengthens the bond between their characters and their therapy animals.

Players practice portraying closeness (both the care from pets to humans and vice versa) and experiment with how an animal would speak, move, and behave.

Warm-up Questions (10 min)

Questions for the players:

- What do pets mean to the players?
- How do they define a relationship with a pet?
- How can a relationship with an animal be different from one with a human?
- Take turns describing what is most important to them in a relationship with a human and what is most important in a relationship with a pet.
- Can a person become too dependent on a pet?
-

Becoming a Talking Pet (10 min)

Pair up in teams of two and switch roles so both players get to play as the pet.

- **Choose a pet** – dog or cat.
- **Move like the animal.**
 - Maybe walk on all fours, sneak around like a cat, wag your tail.
 - Move your head like your chosen animal.
 - How would a cat sit at a table? How would a dog show attention?
- **Think like the animal.**
 - What would the animal say if it could talk like a human?
 - A dog might say: *"Why aren't we going for a walk all the time?"*
 - A cat might say: *"Hey, look at me... I want your attention."*
- How would a conversation between a dog or cat and their human sound?

Character Assignment (10 min)

Introduce the four characters briefly.

Let the players choose and read their role.

Character Introduction (10 min)

Players briefly introduce their characters—both human and pet—while considering the following:

- Who is your character?
- What is their personality?
- What are their strengths?
- What trauma or illness does your character have?
- How can you portray this without limiting your gameplay? (e.g., How do you play a character with anxiety who has to leave their home and travel in a chaotic world?)
- How can you help your human/pet with their illness or trauma? (For example, how does Ekko notice that Renée is about to have a seizure?)
- What is the best quality of your human/pet?



Startup Guide

The **Startup Guide** is a checklist for the game master, covering everything the players need to know and do before the game begins.

1. Welcome

Greet the players and do a quick round of introductions, including names and expectation-setting.

2. Introduction to the Scenario

Briefly present the scenario's core premise, including its genre, type, and overall storyline.

3. Structure

Explain the setup of the scenario:

- 5 chapters with predetermined scenes.
- Optional scenes.
- Estimated playtime.

4. Gameplay Mechanics

Introduce the key mechanics players will encounter:

- Playing as animals.
- Red, yellow, and green scenes.
- Video clips as an integrated part of the storytelling.

5. Workshop

Conduct the pre-game workshop to help players get into character.

6. Setting

Introduce the world of the role-playing game:

- The virus *Caelum-26*.
- Show Video Clip #1: NyhedsMontage.

7. Questions

Allow players to ask any questions.

8. Start the Game



Chapter 1: The apartment

Purpose of the Scene	<ul style="list-style-type: none"> Preparing for the escape Players must plan and pack The mood and the seriousness of the situation are established 			
How the scene ends	The players leave their apartment.			
GM-overview	<p>Intro – mediated by GM Agne, Renée, Milo and Ekko have been isolated in their apartment for several weeks, and are gradually running out of food and other necessities. They prepare to leave Copenhagen and find a safer place where they can hide until danger passes. In the spring, Agne received a postcard with an open invitation from her wealthy uncle, who owns a luxury hotel on the isolated island of Vejrø. They have decided to leave the city on foot, and then find a place in the suburbs that can bring them to Næstved. From here, they will try to sail to Vejrø, which seems like an ideal hiding place. The family must now decide when they want to travel, what is important for them to bring, and how they will avoid being discovered by the authorities along the way.</p> <p>Game Start The game starts as soon as the GM has described the location and situation to the players.</p> <p>News reports The family sees <i>Nyhedsindslag #2</i>, It says that all pets must now be killed by law, and that it is a criminal offence to hide animals from the authorities.</p> <p>Karen knocks on the door The bossy neighbor, Karen, knocks: <i>"I know you hide your disgusting animals in there! You can start saying goodbye to them now, because I 've called the police, and they'll be here in 10 minutes!"</i></p> <p>Planning The players now have 5-10 minutes to pack and get out of the door before the police arrive.</p>			
Location description	Beautiful 3-room apartment in Vesterbro. The apartment is young and tastefully decorated, but at the same time bears the mark of being inhabited and cozy.			
NPC	Karen Johansen, bossy neighbor			
Handouts mm.	Nyhedsindslag #2	Postcard from Vejrø	Map of Denmark	Pamphlet about Caelum-26
GM-Notes	<p>The most important thing about the scene is that the players understand the seriousness of the situation and experience massive pressure.</p> <p>The news report (Nyhedsindslag) should be played early in the scene. The meeting with the bossy neighbor is put into play when it suits the GM and should escalate the stress level.</p> <p>Of course, the players should have time to react and communicate, but the scene should not drag on too long. The atmosphere should be hectic, and the players should preferably feel that they are in a hurry.</p> <p>If the players don't move forward fast enough, the GM can push them further by the sound of approaching sirens, another shrill visit from the neighbor or the like.</p>			

Karen Johansen, Bossy Neighbor

- Narrow-minded stickler for rules
- Chairman of the Residents' Association
- Thinks animals are noisy and smelly



Chapter 2: The escape from Copenhagen

Purpose of the Scene	<ul style="list-style-type: none"> • The dystopian Copenhagen and the seriousness of the situation depicted. • Players begin their escape. • The players have a clash with the authorities. 		
How the scene ends	The players survive their encounter with the authorities and continue their escape from Copenhagen.		
GM-overview	<p>The players leave their apartment and encounter an inner Copenhagen in chaos. (See Location description).</p> <p>Players can explore the city and move carefully around. They can have various small experiences that underpin the mood of a city in disarray: People shouting at them from the windows, a homeless person begging for shelter before the next overflight with pesticides, an animal writhing in death convulsions with bleeding in the eyes and skin.</p> <p>At one point, players find a bunch of flyers from God's Firstborn scattered on the ground (Handout).</p> <p>Meeting with hazmat patrol After exploring the location a bit, the players are suddenly called upon by one of the authorities' hazmat patrols consisting of vets and soldiers. They demand that Agne and Renée must hand over Milo and Ekko to the hazmat patrol and go back to their home to isolate themselves. The players can choose to try to resolve the situation peacefully, cunningly, by fleeing, or with threats and violence. If the players try to fight or flee, they sustain appropriate (non-life-threatening) injuries from rubber bullets and tear gas. The hazmat patrol has the ability to call for military assistance via radio.</p> <p>No matter how the scene is resolved, the players should walk out of the scene with a feeling of being hunted wildly.</p>		
Location description	<p>The door to the stairwell slams behind you... The streets are filled with abandoned vehicles, rubbish in piles and smashed shop windows. It smells of smoke and decay. It is quiet everywhere, only interrupted by the occasional howl from hoarse car alarms and the patrol cars' repeated loudspeaker message:</p> <p><i>"This is an official announcement from the Danish authorities. A curfew has been introduced throughout the country due to Caelum-26. Stay indoors and calmly await the authorities' inspection of your home. All live animals in the home must be handed over for preventive killing. Violation of rules will result in punishment."</i></p> <p>All around dead cats, rats and other small animals can be seen. Patrols of people in hazmat suits in flatbed trucks regularly scan the streets to pick up the dead animals. The military's presence is clear. Armed soldiers patrol the streets in armored personnel carriers and call out to all those encountered. People who do not immediately obey orders to go inside are answered with tear gas, rubber bullets or water cannons until they obey.</p>		
NPC	Annette Bredhøj, Veterinarian	Thorkild Jørgensen, Pest control	Soldiers
Handouts mm.	Flyer from Gods Firstborn		

Hazmat-patrol

The Veterinary Emergency Management Agency /
Danish Emergency Management Agency

Annette Bredhøj, Veterinarian

- Veterinarian at the Veterinary Emergency Service
- Professional and rational
- Sympathetic and understanding

Thorkild Jørgensen, Pest control

- Pest control with 20 years of experience
- Brusque, uncompromising, direct
- Doesn't like animals



Soldiers

- Believe in authority
- Nervous
- Prone to Violence



Chapter 3: From Kildebrønde to Næstved

Purpose of the Scene	<ul style="list-style-type: none"> The players come to Kildebrønde The players meet Esther Hermansen and Pusser The players are faced with a difficult dilemma 	
How the scene ends	The players leave Kildebrønde and begin the journey to Næstved – either on foot or in a stolen car.	
GM-overview	<p>The players have left Copenhagen. After a long and hard hike, where they have constantly had to hide, they have now close to night time reached Kildebrønde, which is a small village with about 400 inhabitants. They are exhausted, hungry and thirsty and need to rest. They can explore the village a little, but will encounter barricaded and darkened houses and locked cars everywhere. The players should have the feeling of being watched from the darkened windows.</p> <p>Meeting with Esther Hermansen and Pusser</p> <p>At an appropriate time, the players will meet Esther Hermansen (NPC) and her cat Pusser (NPC). For example, they may notice that there is light in her house and/or that there is a nice smell of food from inside. If players sneak up on the house, they will discover that there is an elderly lady and a cat living in the house.</p> <p>If the players do not make contact themselves, Esther or Pusser will seek them out. They have seen them from their window and want to help. Extra pressure can be put on the players in the form of a patrol of soldiers or some threatening locals who have noticed them from the window and want to kill the animals.</p> <p>Esther invites the players inside and offers them hot food and accommodation. Esther says that she refuses to part with Pusser. They plan to drive up to Esther's sister's summer house in Gilleleje the next day and hide there. They are both completely convinced that everything about the virus is just a storm in a teacup, and that it will pass soon.</p> <p>After dinner, they see <i>Nyhedsudsendelse #3</i> on TV. Esther just shakes her head knowingly. "You shouldn't believe everything you hear..." Esther also proudly tells that she is the only one in the village who still has diesel on her car. She checks one more time that the car keys are where they should be in a bowl on the kitchen table.</p> <p>Esther and Pusser goes to bed early, leaving the players with a difficult dilemma:</p> <ul style="list-style-type: none"> Should they abuse Esther's hospitality and steal her car? Or should they say goodbye to Esther and Pusser the next day and walk the entire unmanageably long way to Næstved? 	
Location description	<p>Kildebrønde:</p> <p>The small village lies deserted in the semi-darkness of dusk. Along the main street are small houses. Some look abandoned, others are barricaded with boards for windows and doors and rolled down curtains. Not a sound is heard except the whistling of the wind between the trees in the gardens. On the outskirts of the town are scattered farms with darkened main houses. The grain is broken and unharvested in the fields.</p> <p>Esthers house:</p> <p>A small yellow-washed house with a large-flowering garden filled with garden gnomes and mussel-covered windmills. In the garage, you can see a well-maintained diesel car of an older date. The curtains are drawn in all the windows, but there is clearly light, and if you get close, you can see inside through cracks in the curtains.</p> <p>Inside, the home is characterized by being decorated by an older, single woman. The tidy home is decorated with old photographs, potted plants and knick-knacks.</p>	
NPC	Esther Hermansen, retired	Pusser, Cat
Handouts mm.	Nyhedsindslag #3	

Esther Hermansen, Elderly lady with a car

- Simple and carefree
- Talkative and kind-hearted
- Defenseless



Pusser, Cat

- Old and nostalgic
- Pampered and comfortable
- Doesn't understand the seriousness of the situation





Chapter 4: Nolds Havn

Purpose of the Scene	<ul style="list-style-type: none">•The players arrive at Nolds Havn near Næstved•The players must find a way to sail to Vejrø without being stopped by The Home Guard•Players must avoid being exposed to infection
How the scene ends	The players reach Vejrø
GM-overview	<p>Home Guard</p> <p>Players arrive at Nolds Harbor and quickly discover that the entire harbor area and all anchored yachts have been annexed by a small group of soldiers from the Home Guard. From here, the channel is monitored to prevent breaches of the quarantine by sea. There are regular guard patrols at the port around the clock, but the guards are not particularly vigilant. The Home Guard also has two smaller vessels in the water that patrol the canal. If players want to sneak into the area to steal fuel, weapons or a boat, for example, it's very challenging - but not impossible.</p> <p>Meeting Villy and Whisky</p> <p>Only a single boat launched a little further down the canal, just outside the Home Guard's controlled area. It is the houseboat Serenity, where the harbormaster, Villy (NPC), lives.</p> <p>In the cargo hold, Villy hides his trusty Rottweiler, Whisky (NPC), who at first seems reserved. However, whisky is infected with Caelum-26 at an early stage, but none of them know this yet. Villy will discreetly seek out the players and invite them on board the houseboat, where they will be offered a humble meal consisting of water and biscuits.</p> <p>At Villy's, they will watch <i>Nyhedsindslag #4</i> (which tells that the first cases of infected Danes have been detected in Copenhagen).</p> <p>Villy and Whiskey are interested in getting away from the place and will offer players to sail them wherever they want in exchange for diesel for the boat.</p> <p>Villy claims that he knows the Home Guard's patrol patterns and time tables inside out, and that he can therefore sneak them safely past guard posts and patrol boats under cover of darkness.</p> <p>The Boat Trip</p> <p>One way or another, the players should end up in a boat bound for Vejrø. There are two possible scenarios:</p> <ul style="list-style-type: none">• <u>If the players are alone</u>, it will take both luck and skill to sneak past the patrolling boats unseen. If the players are discovered by the Home Guard's vessels, they will be called, chased and shot at, but they will eventually escape – preferably with one or more or less serious gunshot wounds.• <u>If the players are with Villy and Whisky</u>, they will easily avoid the Home Guard patrol boats and get away. However, as they approach the open sea, Whiskey's disease symptoms will become very apparent, leaving players with an extremely difficult choice: How will they get rid of the two strangers, thereby protecting themselves from further infection?
Location description	<p>Nolds Harbor:</p> <p>The small marina has been annexed by the Home Guard. All entrances to the harbor are closed off with barbed wire fences. Armed guards patrol at regular intervals. The guards are equipped with firearms, radios and flashlights.</p> <p>Behind the barrier are a handful of moored yachts and a couple of The Home Guard's smaller vessels intended for the coast guard.</p>



	Villys houseboat: The houseboat is old but well maintained and looks sailable. The living room is cozy and crammed with various pictures and souvenirs from Villy and Whisky's travels as well as lots of maritime knick-knacks. An old picture tube television with a living room antenna stands in a corner. It smells of cigar smoke, kerosene and Skipperlabsovs.		
NPC	Villy Mogensen, Harbor master	Whisky, Dog	Soldiers
Handouts mm.	Map over Nolds Harbor		Nyhedsindslag #4
GM-Notes	Whisky's disease, possibly after they have left the harbor: Milo will With empathetic abilities, be able to sense that Whisky is not well and scared. Ekko will their well-trained nose, be able to smell that Whisky is dying. The Home Guard and Villy: The Home Guard let Villy keep his house boat because he lives there and because they know he has no fuel. If they discover Whiskey, they will not hesitate to shoot him and possibly Villy as well. If the Home Guard discovers that Whisky is ill, they will try to euthanize everyone who has been on board the houseboat. Sneak and steal: Milo and Ekko's superior animal senses will be of great help if players try to sneak somewhere, or if they want to try to steal something.		



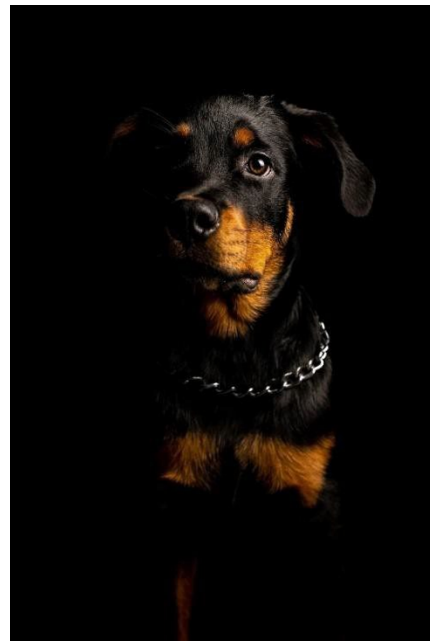
Villy Mogensen, Harbor master

- Tanned and weathered sailor
- Strong and brave
- Sensible



Whisky, Watchdog

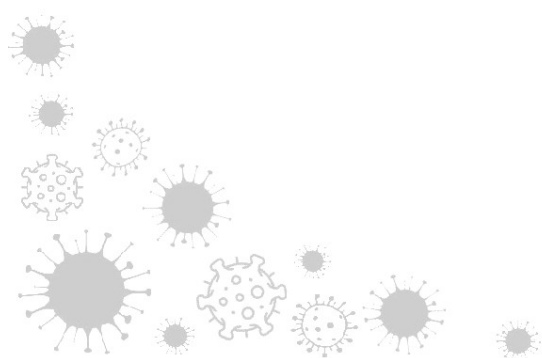
- Infected with Caelum-26
- Dying - but don't know
- Faithful and good-natured



Soldiers

- Believe in authority
- Nervous
- Prone to Violence





Chapter 5: Vejro

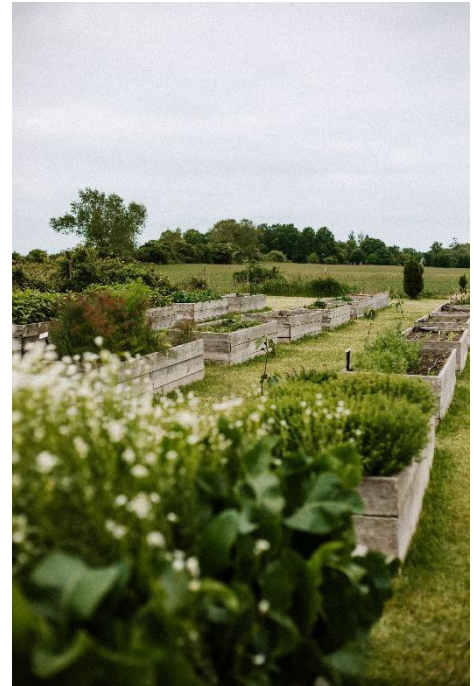
Purpose of the Scene	<ul style="list-style-type: none"> • Players arrive in Vejro • Players must explore the island and get the impression that everything ends well. 	
How the scene ends	One of the animals gets clear symptoms of having been infected with Caelum-26.	
GM-overview	<p>Arrival on the island The players arrive at Vejro and dock in the marina. The harbor is empty with the exception of a few motorboats. At the water's edge and on the piers there are lots of dead seabirds.</p> <p>Vejro Players are free to explore the island as they see fit, using the "Map over Vejro".</p> <p>Main features:</p> <ul style="list-style-type: none"> • There are no other people on the island. Both Hotel Blæsenborg and Restaurant Skipperly bear the mark of having been abandoned in haste. • If players venture into the wild, they will periodically find dead wild animals (birds, hares, and deer), with no visible signs of infection. They have become victims of the authorities' spray planes. • They will also come across a couple of mass graves where the island's slaughtered sheep and cattle herds have been dumped. • Players will find that there is working electricity in all buildings, as the island has its own wind and solar power plants. They will also find that the island has abundant resources in the form of food stocks, a luxury hotel with all the necessities and a large organic farm. <p>The players must be lulled into a false belief that they are incredibly lucky and privileged because they have finally made it to safety and that everything will be fine for them now.</p> <p>News reports: In the first major building that players visit, they will find a TV that is on. On the TV, <i>Nyhedsindslag #5</i>, which describes how the situation in the major cities has gotten completely out of control.</p> <p>End of Chapter 5: Once the players have settled in on the island and are full of hope and faith in the future, Milo or Ekko will suddenly start vomiting violently and bleed out of their eyes. Then go straight to the last "optional" scene.</p>	
Location description	<p>Vejro The island is idyllic, peaceful and fertile. With the exception of the dead animals that appear all around, it is a beautiful and luxurious oasis of hope in the midst of a chaotic world.</p>	
Handouts mm.	Map over Vejro	Nyhedsindslag #5
GM-Notes	<p>Exploring the island: There are many places for players to explore on the island – but not many exciting surprises. Therefore, be careful not to prolong the exploration of the island. Remember that the island only has an area of 1.5 km², and that you can walk from one end to the other in 45 minutes.</p>	

Instead, give players plenty of reason and space to feel relief, joy, and hope, so that the end of the scene will seem more dramatic and shocking.

Infected pet:

It is entirely up to GM to decide whether it is Milo or Ekko who has been infected with Caelum-26 first. Perhaps one of the players has taken greater risks or been more unlucky during the scenario. It doesn't make much difference, as in the final scene it quickly becomes clear that both pets are infected.

Briefly describe the terrible symptoms and then proceed directly to letting players choose the final scene of the scenario.



Optional scenes

Chapters 2, 3 and 5 are linked to a number of optional scenes that players can choose from. The GM places the 3 colored notes on the table after the respective chapters and lets the players choose.

The optional scenes allow players to influence the dynamics of the game. The

scenes are color-coded: Red, yellow and green.

The colors are an indicator of the expected tension level of the scene:

RED: A high-tension stage with a guarantee of a high tempo and a pressured atmosphere.

YELLOW: Neutral scene with the possibility of tension development or discomfort.

GREEN: Peaceful stage with room for conversation, togetherness and reflection.

As a starting point, there should be time for 1 optional scene after each of the 3 chapters.

If the player group is either very slow or quick to play through the chapters, the number of optional scenes can be adjusted.

GM continuously assesses how many optional scenes there is time for in the scenario.

However, it is clear that players **must** choose 1 option scene after Chapter 5, as this is the end of the scenario.



Chapter 2

Fredslille

Chapter 2

Resistance

Chapter 2

The Park

Chapter 3

Rain

Chapter 3

The Greenhouse

Chapter 3

The Hunter

Chapter 5

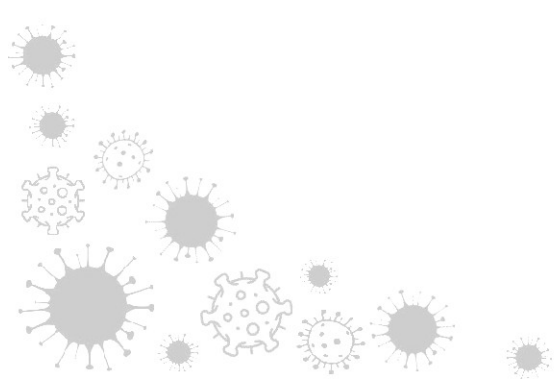
The End

Chapter 5

The End

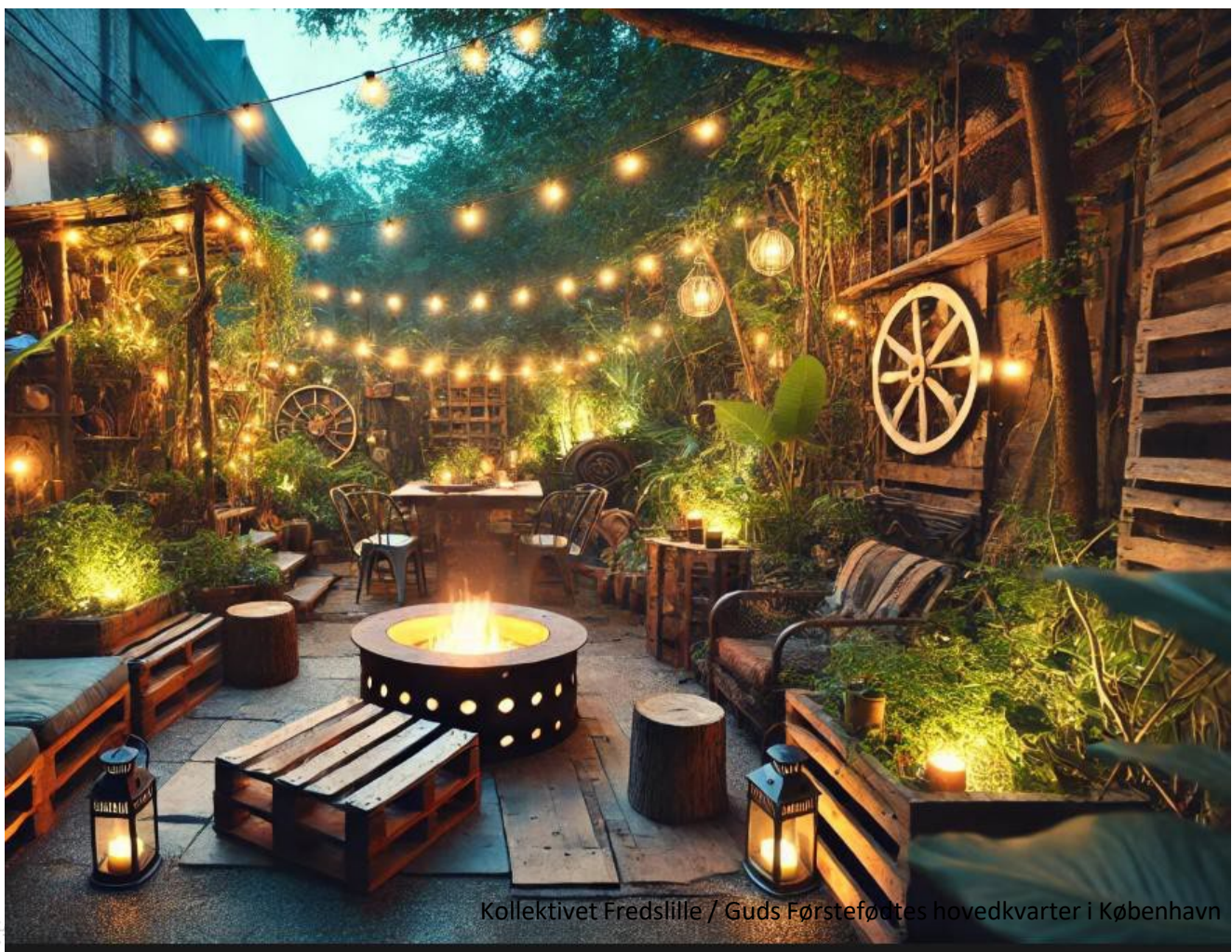
Chapter 5

The End



Fredslille		
Chapter 2 – optional scene	Purpose of the Scene	<ul style="list-style-type: none"> •Introducing players to one of the more extreme sides of the pandemic •To put the players in a dilemma: Should they save the other animals or just themselves?
	How the scene ends	When the players escape from God's Firstborn.
GM-overview	<p>The players are trying to find a way out of Copenhagen without being detected by the authorities or other hostile individuals.</p> <p>At one point, they come under intense pressure as they hear Hazmat patrols approaching from multiple directions. A young woman calls out to them from a basement hatch and waves them over. This is Helle Marinus (NPC). She offers to help them escape from Copenhagen.</p> <p>There are now two possible scenarios:</p> <p>If the players follow Helle Marinus, she will lead them through a basement and into a large, enclosed courtyard with a pleasant and relaxed atmosphere. Here, they meet a small group of people who warmly welcome them, offering rest, food, and drink. Among them is the charismatic Søren, who appears to be a kind of leader in the cozy collective Fredslille.</p> <p>However, in reality, the players have been lured into the headquarters of God's Firstborn, a movement whose members capture animals and sacrifice them to God by burning them alive. Now, they also want to get their hands on Milo and Ekko. The cult members will first try to use deception to gain control over the players. For example, they might attempt to separate the players discreetly in order to overpower the pets in secret. Alternatively, they may try to drug the players by lacing the offered food and drink with a sleeping agent or similar substance. Milo and Ekko, with their animal instincts, will quickly sense that something is not right. They might smell poison in the tea, hear the cries of captured animals, discover mistreated animal carcasses, or simply sense that these strangers are hiding something.</p> <p>The captured animals are kept in small cages in a basement room, prepared for the evening's burning sacrifice. If the players find them, the animals will beg and plead to be freed.</p> <p>As soon as the cult members "drop the mask," it should become immediately clear that they are all completely insane and fanatical. There are no limits to what they will do to achieve their goal.</p> <p>If the players do not go with Helle Marinus, they won't get far before members of God's Firstborn surround them and take them captive. The cultists no longer pretend to be friendly—instead, they mock and threaten the players.</p> <p>The players are taken to the headquarters, where they are separated: Milo and Ekko are locked in cages in the basement alongside other captured animals, who can describe the horrors that God's Firstborn inflicts upon them. Agne and Renée are brought to the courtyard, where they are tied to a metal pole in a corner.</p> <p>From here, they can see and hear the cult members planning the evening's burning sacrifice, in which Milo and Ekko are also meant to die. The cultists are deeply engaged in their chores, and therefore do not keep a very effective watch on their captors.</p>	

	The Players Escape: The players can escape from both scenarios using stealth or violence. Encourage them to be creative—they will definitely escape no matter what, but <i>how</i> they do it is up to them. Do they burn the place down? Do they kill someone? If the players also manage to free the other captured animals, they will scatter and disappear as soon as they reach the streets.		
Location description	The headquarters is a closed courtyard adorned with string lights, lush planter boxes, and flower pots. A small bonfire flickers, contributing to the overall cozy atmosphere. There are comfortable seating areas, and the place feels warm and inviting—an oasis in a grim world. The basement, however, is dark, damp, and eerie. The holding room is filled with metal cages containing trapped animals.		
NPC	Helle Marinus, Resident of Fredslille	Søren Thomsen, Leader of God Firstborn DK	Rikke og Kasper Stærke Andersen, Married couple in Fredslille
	Dino, Captured dog	Alberte, captured parrot	Pedro, captured golden hamster



Kollektivet Fredslille / Guds Førstefødes hovedkvarter i København

**Helle Marinus,
Young Woman, Kollektivet
Fredslille (God's Firstborn)**

- Nice and accommodating
- Talkative
- Hidden agenda



**Rikke Stærke Andersen og
Kasper Stærke Andersen Married
couple, Kollektivet Fredslille
(God's firstborn)**

- Nice and accommodating
- Talkative
- Hidden agenda



**Søren Thomsen,
Leader of God's Firstborn DK**

- Intense and charismatic
- Preachy
- Psychopath



Dino, Captured dog

- Cautious
- Nervous
- Abandonment



Alberte, captured parrot

- Noisy
- Stupid
- Unrealistic optimist



Pedro, captured golden hamster

- Angry
- overconfident
- Aggressive



Resistance

Chapter 2 – optional scene	Purpose of the Scene	<ul style="list-style-type: none"> To provide insight into the frustration of ordinary people To give the players a dilemma. Should they help or take care of themselves?
	How the scene ends	The Players leave the demonstration and continue their journey
GM-overview	<p>The players are trying to find a way out of Copenhagen without being detected by the authorities or other hostile individuals.</p> <p>As they move down a large street, they hear an approaching commotion. Soon, they see a group of about 75 protesters marching toward them, smashing windows, overturning cars, and shouting anti-government slogans. Many of the demonstrators are masked—some wearing face coverings and hoodies, others in balaclavas. A number of them carry improvised weapons, such as baseball bats and kitchen knives.</p> <p>If the players haven't managed to hide, the protesters' leader, Lucas, calls out to them. The demonstrators want the players to join the protest: "Join the fight for freedom, friends! We're taking back the power!"</p> <p>The demonstrators will see the players as allies in the fight against the authorities, especially because they have pets with them.</p> <p>Shortly after, sirens blare from the opposite direction—the military and police are on their way. A large force of riot police and soldiers arrives in armored personnel carriers and quickly forms a shield wall.</p> <p>The commanding officer shouts through his megaphone: "This assembly is illegal! Disperse immediately!". The demonstrators refuse to comply, and a violent clash erupts between them and the soldiers/riot police. The authorities use tear gas, water cannons, and rubber bullets to disperse the crowd.</p> <p>The scene can go multiple ways depending on what they choose to do:</p> <ul style="list-style-type: none"> If they choose to participate in the demonstration (or do not leave in time), they will be subjected to the authorities' heavy-handed treatment just like the other protesters. If Milo and Ekko are discovered, the soldiers will be determined to take them out. If players want to hide, there is plenty of opportunity to do so. <p>There are basement shafts, gates to backyards, etc., where players can secretly witness the chaotic clash between protesters and authorities.</p> <p>No matter what the players do, the situation will develop into a real street fight, and the protesters will inevitably lose to the opposition's dominance. The demonstrators who are still standing are fleeing the area and scattering to all winds.</p> <p>Players will escape – with or without damage from tear gas, water cannons and rubber bullets.</p>	
Location description	<p>A deserted street in Copenhagen.</p> <p>The sidewalk is littered with trash and shattered glass. The walls are covered in graffiti with political slogans, such as: "FUCK THE GOVERNMENT", "EAT THE RICH", "ANIMALS HAVE FEELINGS TOO!", and "FREEDOM NOW – POWER TO THE PEOPLE!"</p> <p>Even though the street appears abandoned, there is a tense, electric atmosphere ... a presence in the air. Blinds shifting slightly behind a dark window, a half-stifled cough, a door slamming shut somewhere down the street...</p>	
NPC	Lucas Bøgedal, Rebel leader	Soldiers
GM-Notes	<p>Milo and Ekko can, with their animal senses, sense that the demonstrators are approaching before the humans can – and the same goes for the military.</p> <p>This can, if the GM so wishes, give players an opportunity to avoid confrontation.</p>	

Lucas Bøgedal, Rebel leader

- Articulated
- Intense
- Angry



Soldiers

- Believe in authority
- Nervous
- Prone to Violence



The Park			
Chapter 2 – optional scene	Purpose of the Scene	<ul style="list-style-type: none">To provide insight into the animals' perspectiveGiving players a break with time for reflection and conversation	
	How the scene ends	Players leave the park and continue their journey	
GM-overview	<p>The players are trying to find a way out of Copenhagen without being detected. As evening falls, they seek refuge in one of the city's larger parks. There is a calm and peaceful atmosphere, and a gentle but heavy rain gradually intensifies.</p> <p>Under one of the park's gazebos, the players discover a small group of pets hiding. Perhaps the players took shelter from the rain there, or maybe Milo and/or Ekko caught their scent.</p> <p>The animals appear very frightened—especially toward Agne and Renée. They explain that they fled from their owners, who had intended to put them down. After escaping, they met each other in the park and have been hiding there ever since.</p> <p>The animals' stories are filled with betrayal, grief, confusion, disappointment, anger, and fear:</p> <ul style="list-style-type: none">Coco, a Dalmatian, ran away from a hazmat patrol after her owner turned her in.Flora, a cat, only managed to save one of her kittens after their owners threw them into the river in a sack to drown.Heino, a German Shepherd, had to fight his way free after his beloved owner took him to the backyard to shoot him. <p>The animals want to escape the city and hide in the countryside, but they are terrified of the crop duster flyovers and the risk of being spotted and executed by human patrols.</p> <p>The fleeing animals seek advice from the players on how to survive. They are grateful for any help or guidance they receive. However, if the players offer to take them along, they will politely decline—they no longer trust humans.</p>		
Location description	<p>The paths in the vast, deserted park are already overgrown, after months without trimming or maintenance. The air smells fresh and alive—a stark contrast to the rest of the city's stench of death and decay.</p> <p>A light drizzle makes the leaves glisten. The rain intensifies, falling softly and cleansing over this small oasis.</p>		
NPC	Coco, Dalmatian	Flora, Cat with kitten	Heino, German Shepherd



Coco, Dalmatian

- Confused
- Scared
- Restless



Flora og Miv, Cat mother and kitten

- Traumatized
- Grieving
- angry



Heino, German Shepherd

- Disappointed
- Disillusioned
- Depressed



Rain

Chapter 3 - optional scene	Purpose of the Scene	<ul style="list-style-type: none"> Stressing the players To let the players experience the extreme consequences of the pandemic has on the wild nature.
	How the scene ends	Players survive the overflight and travel on
GM-overview	<p>The players find themselves between Kildebrønne and Næstved. They take a break from their journey in a beautiful, desolate place, surrounded by meadows and forest. Suddenly, Ekko catches the scent of an animal nearby—one they don't recognize. Meanwhile, Milo hears rustling in a nearby thicket. If the players investigate the scent/sound, they will find a small hare named "Stritøre", hiding under a bush. If they ignore it, Stritøre will eventually come forward herself, cautiously calling out to them. Stritøre is scared and confused, trying to make sense of what's happening. She shares what she has witnessed in recent times:</p> <ul style="list-style-type: none"> At first, there were fewer humans and cars. That was nice. Then, many hunters came, even though it was the wrong season. They shot every animal they could find, even ones they normally wouldn't. Then, all animals started getting sick and dying. Now, the wise badger speaks of an evil rainstorm that will wash the entire forest away. <p>Suddenly, a herd of deer comes bounding past in a frantic escape. "Save yourselves! They're coming!" they cry before vanishing.</p> <p>Stritøre bolts in the opposite direction. Now, Milo and Ekko can hear the distant rumble of an approaching aircraft. The players can find a hiding spot fairly easily, but it should feel like a close call for the sake of tension. If they have a car, they can take shelter inside. Otherwise, they scramble up into a hunting blind at the last moment.</p> <p>Once they're safely hidden, a large crop-dusting plane flies overhead, releasing a brief but deadly "rainfall".</p> <p>From their hiding spot, the players witness Stritøre desperately running in circles, trying to find cover.</p> <p>But she doesn't make it in time. The toxic rain (poison from the plan) hits her, and she collapses. The players can now only watch as the small hare dies slowly and painfully. First, her body goes limp. Then, her breathing stops—until she suffocates. Shortly after, a real rain begins to fall—a heavy, steady downpour.</p> <p>The players must wait an hour for the poison to clear before continuing their journey.</p>	
Location description	A beautiful nature area with wild grass meadows and light forest. There is a lively buzz of insects and a scent of wildflowers.	
NPC	Stritøre, Hare	Herd of deer on the run
GM-Notes	<p>If the players have a car, it's a good idea to lure them away from it before the plane arrives. Otherwise, they will find shelter from the poison too easily, making the scene less intense.</p> <p>Consider having Ekko or Milo wander off a bit to relieve themselves before encountering Stritøre.</p>	

Stritøre, Hare

- Afraid
- Confused
- Sweet



Deer on the run

- Terrified



The Green House		
Chapter 3 - optional scene	Purpose of the Scene	<ul style="list-style-type: none"> To give the players a feeling of powerlessness
	How the scene ends	The players leave the girl and travel on
GM-overview	<p>The players find themselves somewhere in the countryside, between Kildebrønde and Næstved.</p> <p>As they take a break from their journey, Milo and/or Ekko hear the sound of a crying child.</p> <p>If the players follow the sound, they arrive at a greenhouse near an abandoned house. Inside the greenhouse, they find Nova, an 8-year-old girl, hiding with her puppy, Ludo—who is gravely ill.</p> <p>Through tears, Nova tells the players that she ran away from home because her parents wanted to kill Ludo.</p> <p>She gently strokes the sick puppy, who rests in her lap.</p> <p>Nova pleads with the players to help make Ludo well again.</p> <p>However, it is painfully clear that the puppy is fatally ill; Ludo is confused and in pain and blood is seeping from the eyes and skin.</p> <p>It is entirely up to the players how they handle the situation, but there is unlikely to be a happy ending to this scene.</p>	
Location description	A couple of overgrown greenhouses stand in the garden of a house that has clearly been abandoned for a while. The windows in the greenhouses are cracked and covered with algae. Wild tomato, vine and cucumber plants cover the inside of the greenhouses.	
NPC	Nova, 8-year-old girl	Ludo, Dying puppy
GM-Notes	If the GM wants to extend the scene, you can deploy a bunch of local people who are out looking for the girl. It can come to both peaceful and hostile confrontations with the players as needed.	



Nova, 8-year-old girl

- Afraid
- Caring
- Sad and sorry



Ludo, Puppy

- Afraid
- Disoriented
- In pain



The Hunter		
Chapter 3 - optional scene	Purpose of the Scene	<ul style="list-style-type: none"> To show the players that there are others who also hide and protect their animals. To give players a breather space where they can interact with each other.
	How the scene ends	Players leave the hunter and continue their journey
GM-overview	<p>The players are somewhere between Kildebrønne and Næstved. They stop in a deserted place on the edge of a forest.</p> <p>The meeting with the hunter</p> <p>From the shadows between the trees at the edge of the forest, a tall, broad-shouldered man emerges. It is Niels Verner, the Hunter. He is dressed in worn but functional hunting gear, A dark green wool jacket with leather patches and boots that have traveled many miles. His face is sharp and weathered, with graying stubble and keen, friendly eyes.</p> <p>A well-worn hunting rifle hangs over his shoulder, and a sturdy hunting dog lumbers at his side. Molly, an old, limping dog with tattered ears, sniffs the air briefly before sitting by his side, alert but calm.</p> <p>Niels loves his dog deeply and refuses to give her up. Because of this, he and Molly have moved into a remote shelter in the forest. He is willing to help the players and offers them food and shelter for the night. However, he is extremely cautious of Milo and Ekko, only relaxing once he is certain they show no signs of infection. Even then, both he and Molly keep a few meters of distance from the pets at all times.</p> <p>If the players accept his offer: The hunter leads them through the forest to his shelter, where he lights a fire and prepares food for them.</p> <p>The players now have the opportunity to talk to Niels Verner, who will share his limited knowledge about the disease. The players also have an opportunity to discuss their own situation, either among themselves or prompted by Niels' questions.</p> <p>The players also have the opportunity to trade for some of the hunter's resources if they have something to barter with—or steal them during the night if their conscience allows it.</p> <p>Niels Verner has a decent supply of water canisters, canned food, biscuits, chocolate, instant coffee, and various kitchen utensils, knives, and other survival gear stored in his shelter.</p> <p>If the players are still there the next morning, the hunter will offer them a cup of instant coffee, point them in the direction of Næstved, and bid them a friendly farewell.</p>	
Location description	<p>Edge of the forest</p> <p>A wild, overgrown forest edge bordering open fields and clusters of trees. The area is deserted and peaceful.</p> <p>Shelter</p> <p>Niels Verner and Molly live in a shelter on a larger shelter site well into the forest. One of the shelters is semi-closed off with blankets and tarpaulins – Niels Verner and Molly sleeps here – the others shelters are empty.</p> <p>In the middle of the square is a fire pit with a tripod and a set of tables/benches decorated as a primitive kitchen.</p>	
NPC	Niels Verner Hansen	The dog Molly

GM-Notes

Possible intro to the scene:

The hunter raises a hand in a calm, open greeting while assessing you with a brief glance. His voice is deep but gentle:

"Easy now, I'm not here to hurt anyone. You look like you've been through quite a lot." He shifts his weight and pats his dog on the head. "Name's Niels Verner. I've been hunting out here for years—at least before the world went to hell. Now, it's mostly about finding food and putting down sick animals. A damn shame!"

With a slight motion, he gestures toward Milo and Ekko. "Those two... they look better than most I've seen. But the disease spreads fast, and you're taking a big risk keeping them around." His gaze isn't accusatory, just pragmatic. He glances briefly at his dog before continuing.

"I will help where I can—especially those who don't just blindly follow the government's overreaction! If you want, I can share some knowledge about where to find clean water and safe ground. But I'll be honest with you: if any of *them*"—he nods toward the pets—"get sick, you'll have a tough decision to make."

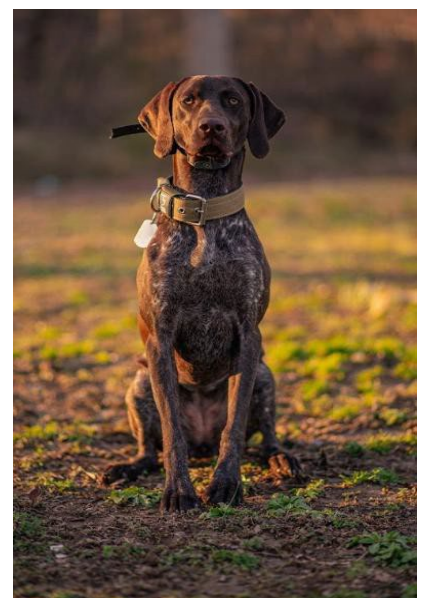
Niels Verner Hansen, hunter

- Pragmatic
- Helpful
- resourceful

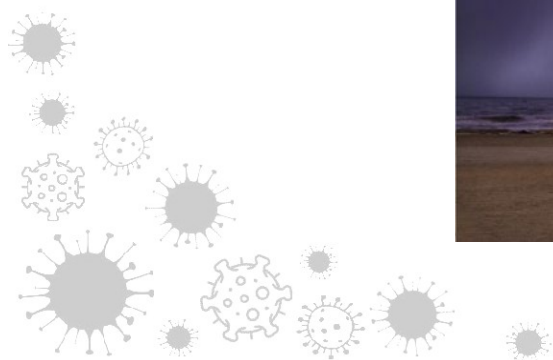


Molly, dog

- Dutiful
- Pragmatic
- Reserved



The End		
Chapter 5 - optional scene	Purpose of the Scene	<ul style="list-style-type: none"> Ending the story with a heartfelt Goodbye
	How the scene ends	The pets die
GM-overview	<p>The players are on Vejrø.</p> <p>Both Milo and Ekko are now showing clear signs of having been infected with Caelum-26. They know that they are going to die and that now is their last chance to say goodbye.</p>	
GM-Notes	<p>The GM guides players through the death scene by telling about the animals' symptoms as they develop.</p> <p>The mood of the scene should reflect the color choice the players have made:</p> <p>Green: Peaceful atmosphere</p> <p>The animals slowly lose consciousness and weaken. In the end, all pain disappears, and a final gentle sigh escapes their lips.</p> <p>The scene is described sensitively, dreamlike, and peacefully by the GM. A light rain falls over the island as the animals die. When they are gone, the rain subsides, a single sunbeam breaks through the clouds, and the most beautiful rainbow stretches across the sky.</p> <p>Yellow: Depressing atmosphere</p> <p>The animals gradually worsen, showing all the typical symptoms until they finally lose consciousness and die. Meanwhile, the rain continues to pour down steadily.</p> <p>The scene is described objectively and undramatically by the GM. When the animals are gone, the rain keeps falling. Everything is gray, and the island is completely, utterly silent.</p> <p>Red: Panicked atmosphere</p> <p>The animals deteriorate rapidly. They are in great pain, vomit blood, and are blinded by the blood in their eyes. Meanwhile, the rain pours down violently, and thunder and lightning fill the sky.</p> <p>The scene is described with increasing intensity, discomfort, and drama by the GM. Perhaps the humans also begin to show symptoms? Maybe lightning strikes the building as the animals die? Maybe a fire breaks out?</p>	



Agne

Human, 24 yo

It's evening, and the rain drums against the windows. You sit lost in your own thoughts when you become aware of a faint, plaintive sound outside. At first, you try to ignore it. The thought of opening the door and confronting the world out there is too overwhelming. But the crying continues. Something deep inside you - a combination of empathy and desperation - forces you to overcome your fear. You open the door and are immediately hit by a wave of dizziness. With your heart pounding in your throat, you force yourself to move your feet. One step at a time on the rain-slick asphalt. Behind a trash can in the backyard, you find a small, drenched kitten, shivering from the cold. The tiny creature looks emaciated and is clearly a little stray. You carefully pick up the kitten. It whimpers heartbreakingly and presses itself against your shoulder. You hold your breath, sensing that the decision you have just made will change everything.



Your whole life, you have known you were different and that the world around you was not built to accommodate you as you are. Even as a child, the world felt frightening. You were diagnosed early with social anxiety. You have spent most of your life in the shadows of your own fear, feeling trapped in an internal battle that made it difficult to navigate the world among others.

To protect yourself, you withdrew from the physical world and found comfort in your small home, where you pursued a multimedia degree online. This compromise allowed you to follow your dreams of creative design without being overwhelmed by social situations. When you found Milo five years ago, it set off a cascade of changes in your life, and you have been inseparable ever since. Milo is not just a pet—he is your emotional support and a constant source of comfort. His gentle purring and playful nature chase away your anxiety, and he has an intuitive ability to curl up in your lap precisely when you need it the most. Milo's presence has given you the courage to take small steps outside your comfort zone—from short trips to the vet to long walks with Milo on a leash. For the first time in your life, you felt that you were not alone in the world. Milo gave you the courage to reach beyond your fears and showed you that you were capable of saving something—perhaps even yourself. Now, you live with Milo, your partner Renée, and their support dog, Echo. Together, you have created the perfect life.

Personal qualities

Solution-Oriented

You excel at maintaining a pragmatic overview in any situation.
You carefully weigh the pros and cons before taking action.

Pattern Recognizer

You naturally see connections, repetitions, and structures in your surroundings.
Often, you can decipher others' hidden intentions.

Security-Seeking

You are not inclined to take chances or risks if they can be avoided.
You appreciate safe routines and familiar patterns.

Patient

You are good at thinking things through and listening attentively.
You do not get carried away when others become impatient.

Triggers

Pressured situations with many choices and a lack of overview can trigger anxiety attacks and paralysis.
Your anxiety can be kept at bay as long as you are with others.

Relations

Milo:

You have had Milo since they were an abandoned kitten you rescued. Since then, Milo has helped you overcome your anxiety and isolation. Milo has a bright and cheerful personality and is incredibly skilled at lifting the mood of both you and those around you. You would walk through fire and water for Milo, and you know Milo would do the same for you. An emotional support cat is a vital source of comfort and joy, especially for people like you who need emotional stability and a loyal companion in daily life. Milo is an indispensable part of your life and a foundation for your emotional well-being. You cannot live without each other and share a symbiosis that few can truly understand.

Renée:

You met Renée through an online group for people with support animals. You started talking and quickly clicked. With Milo by your side, you found the courage to reach out and invite Renée for a cup of coffee. You fell for each other, and after a year of dating, you all moved into a shared apartment. Renée is full of zest for life and adventure—your polar opposite in many ways, yet you complement each other perfectly. Renée suffers from severe epilepsy, a condition that makes everyday life unpredictable. The fear of seizures had previously kept Renée isolated at home. But just as Milo has helped you, Echo has helped Renée. Together, you share a life that has grown larger and freer, thanks to Echo and Milo. Your love for each other is deep and firmly rooted in mutual understanding.

Echo:

Echo is a large, intelligent dog with a gentle and vigilant nature. Echo is trained as a Seizure Response Dog and can assist and protect Renée during epileptic seizures—often even warning her before one occurs. However, Echo is not just a service dog but also a beloved family member and a symbol of Renée's strength. To you, it is a given that Echo is part of your family. The bond between Echo and Renée transcends words. You can see how Echo provides her with a sense of security, and it makes you happy to see that Milo and Echo also bring each other joy.



Ekko

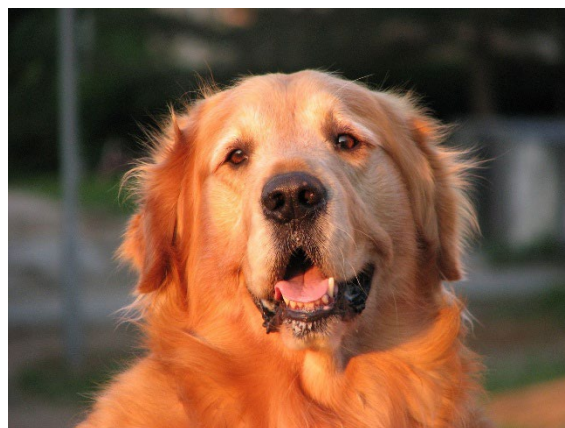
Dog, 7 yo

Slowly, you climb the steps. Attuned to every new scent and unfamiliar sound in the strange stairwell. Lone has you on a leash, but she doesn't pull. She waits patiently for you to find calm amidst the flood of sensory impressions. Tension hums through your body, and you're struck by the unsettling awareness that your life is about to change forever.

Lone whispers soothingly to you and knocks on a door. You hide behind her legs, holding onto the feeling of safety and familiarity for as long as you can.

The door opens. You peek out cautiously and look straight into a pair of kind eyes. You sniff the stranger as they gently stroke your fur. Your anxiety fades, replaced by a new feeling: belonging.

"Welcome," says Renée, and you know that everything is going to be okay now.



You've always been deeply aware that you serve an important purpose. From the time you were a pup, you were trained to work as a Seizure Response Dog, specializing in assisting a person with severe epilepsy. You still remember the first time you met your human, Renée - it was as if everything clicked the moment your eyes met. From that day on, you've been inseparable. You've helped Renée through countless epileptic seizures, and you've been each other's best friend your whole life. You know that not everyone is lucky enough to meet their soulmate, so you're profoundly grateful for yours.

When Renée moved in with her partner, Agne, and the cat, Milo, three years ago, your little family finally felt complete.

You are, at your core, content with life. You know you are valued and loved, and you live a happy, meaningful life.

Personal qualities

Solution-Oriented

You are skilled at maintaining a pragmatic overview in any situation.

You carefully weigh the pros and cons before taking action.

Patient

You are thoughtful and thorough.

Once you've set your mind to something, you don't give up until you're satisfied.

Security-Seeking

You're not inclined to take chances or unnecessary risks.

You find comfort in safe routines and familiar patterns.

Canine Abilities

Your sense of smell and hearing are exceptional—even by canine standards.

Your training has made you highly alert to even the slightest changes in your surroundings.

You can run fast, and you're a capable swimmer.

You can bite—but you'd really prefer not to.

Trigger

Your entire life revolves around your human, and you're used to being by their side wherever they go.

Being separated from Renée is deeply distressing for you and can trigger an intense emotional reaction.

The longer the separation lasts—and the more unfamiliar or unsafe the situation feels—the stronger your response becomes.

Relations

Renée

You're lucky to have such an absolutely wonderful human! Brave, caring, and full of contagious laughter and vibrant energy. But Renée is lucky to have you too—thanks to your vigilance, they can move freely in the world without being limited by their condition.

Renée is a creative and social soul who works as an advertising illustrator. You know Renée inside and out—every scent and gesture, every subtle shift in facial expression or tone of voice. Often, you can even smell when a seizure is coming, so you can warn them in advance.

You love Renée with your whole big, gentle heart and wouldn't hesitate to give your life for them.

Milo

You and Milo have lived together for the past three years. Milo is Agne's pet, but like you, serves a greater purpose for their human. Milo isn't trained the way you are, but still manages to support Agne effectively through anxiety attacks.

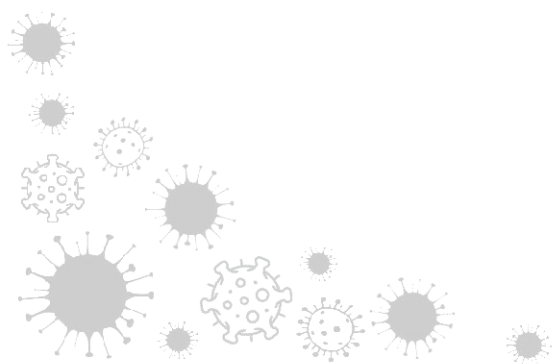
Milo is both a good friend and a valued colleague. You talk about everything together and often share your thoughts and worries about your humans. However, you rarely agree on how to solve a problem. Milo tends to act impulsively, without thinking things through, which can be a bit stressful for you at times.

Agne

Renée and Agne met four years ago in an online group for people with support animals. You like Agne, who has a calmer and more thoughtful nature than Renée. The two of them complement each other well and make a truly strong team.

Three years ago, the four of you moved into a lovely apartment in Vesterbro. Agne is a graphic designer and mostly works from home. They don't have a great need for social interaction and feel most at ease within the comfort of home, surrounded by family.

At times, Agne's anxiety develops into severe panic attacks. When that happens, Milo is right there to help. The bond between Milo and Agne is almost as strong as the one you share with Renée.



Milo

Cat, 5 yo

Drop by drop, the rain falls mercilessly from the pitch-black sky, soaking your fur. You are drenched and freezing. Hunger gnaws at your tiny belly, and you cry out into the darkness for the mother who's already just a distant memory. "Please come find me!" you cry, your voice high and sharp - but it's small, and quickly drowned out by the heavy drumming of rain on rooftops, cars, and streets. With your last bit of strength, you find shelter beneath a garbage bin in a back alley. You feel heavy and tired, and oh - so terribly alone. Your little paws are raw and sore. "I'm right here," you call again, defiantly into the darkness and rain, even though you know it's hopeless. And then... just as you're ready to give up the last flicker of life and hope, you feel a pair of gentle human hands lift you up. You press yourself into a warm chest and hear, deep inside, a heart beating even faster than your own. And now you understand - you're finally home.



You had a rough start in life born into a world that felt cold and unforgiving for a tiny, abandoned kitten. But Agne found you and cared for you as if you were the most important thing in the world. It's Agne's love and care that make you stronger. Every bowl of food, every gentle touch, every hour spent together formed a bond deeper than just pet and owner. You were more than a cat - you were a companion, a protector, and an indispensable source of support. You quickly learned that your purring, your bright spirit, and your soft presence could pull Agne out of the darkness when anxiety threatened to take hold. When Agne sat curled up and shaking, you would jump into their lap, look them in the eyes, and purr: "I'm here. Come on, let's try together."

Agne is always a little too cautious, but your lively nature and impulsive approach to the world push them to take chances and be braver. Four years ago, Renée and Echo came into your lives. Renée and Agne met through a group for people with support animals and fell in love. Renée's support animal is a big, gentle dog named Echo. Three years ago, all of you moved into an apartment together, and now you live a carefree life—full of love, comfort, and quiet joy.

Personal qualities

Contagious Motivation

You're great at passing on energy to those around you. You can inspire and uplift others, even when things feel a little dark.

Optimistic

You have a positive outlook on life and believe things will work out - even in the most challenging situations. You focus on possibilities rather than limitations.

Impatient

You become easily impatient and often act before taking the time to think things through properly.

Feline Abilities

You can see in the dark, and your sense of smell is nearly as sharp as Echo's.

You have a sixth sense when it comes to human emotions and intentions.

Because of your small size, you can get into places others can't, and you're an excellent climber.

You're not afraid to use your claws and teeth if pushed.

Triggers

As a result of a difficult start in life, you carry buried traumas that linger in your subconscious.

Situations involving loud noises, shouting, or angry people can trigger a pure, panicked reaction in you.

Relations

Agne

Agne was quite literally your rescue - but you also understand that you saved Agne just as much as they saved you. You're incredibly lucky that this person became yours. Agne is a creative soul who works as a graphic designer.

You know exactly when to seek them out, and with your purring, presence, and contagious positivity, you create a sense of safety in situations that might otherwise spiral into a full-blown anxiety attack. You love Agne with all your heart and would, without hesitation, give your life for them.

Renée

Renée and Agne met four years ago in an online group for people with support animals. You like Renée - a mind full of energy and a dynamic view of the world, much like your own. The two of them complement each other well and make a truly strong team.

Three years ago, the four of you moved into a lovely apartment in Vesterbro. Renée works as an advertising illustrator and mostly works from home. They don't have a big need for social interaction and feel most at ease within the four walls of your shared home.

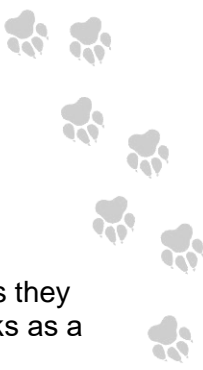
At times, Renée experiences frequent epileptic seizures. When that happens, Echo is always right there to help. The bond between Echo and Renée is almost as strong as the one you share with Agne.

Echo

You and Echo have lived together for the past three years. Echo is Renée's pet, but like you, serves a greater purpose in their human's life. Echo is a highly trained support dog and can perform all sorts of amazing tasks that help Renée.

Echo is both a good friend and a valued colleague. You talk about everything and often share your experiences and concerns about your humans. However, you rarely agree on the right way to solve a problem.

Echo is incredibly smart and always wants to think things through and be absolutely sure of the right decision, while you see the strength in just jumping in and going for it. It's stressful and frustrating when it takes too long to get started.



Renée

Human, 25 yo

You flinch when the knock comes - despite having just sat there waiting for it. You rise with purpose and walk toward the door. Tension hums through your body, and you're struck by a strange and wonderful feeling: your life is about to change.

You fumble with the lock and swing the door open. A woman stands there - someone you've met before. She's holding a leash in her hand. She smiles at you. "Hi Renée," she says. "Sorry I'm late - someone needed to be absolutely ready!"

Your gaze drops, and that's when you see the large puppy, cautiously peeking out from behind her legs. Equal parts shy and curious. Your eyes meet, and you fall headfirst into those big, round puppy eyes. You crouch down and patiently let the dog come to you. It sniffs, tail wagging gently. You feel the cool nose, the softness of its fur beneath your hand. "Welcome home, Echo," you whisper - and you know that everything is going to be better now.



The world is vast and wonderful—and it's waiting just for you!

From the time you were a child, you've been driven by an insatiable appetite for life and an unshakable belief in the future. But your adventurous spirit was abruptly cut short when, at the age of ten, you developed a severe form of epilepsy. The fear of debilitating seizures led you to isolate yourself at home, where you immersed yourself in your creative passions. You let your imagination run wild, sketching all the amazing places you longed to visit and the vibrant people you dreamed of meeting. It was a lonely time. When you were 18, everything changed. You were granted a support dog - Echo - and suddenly, the world opened up to you again in all its untamed beauty. Echo had been trained as a Seizure Response Dog, specialized in assisting people with severe epilepsy. With Echo by your side, you found the courage to step outside once more. Echo gave you your life back and became your best and most loyal friend. Determined to make up for lost time, you threw yourself, dancing, into Copenhagen's vibrant energy. You trained as an advertising illustrator and embraced a creative, ever-changing work life. Together with Echo, you traveled far and wide, pushing your boundaries - but eventually, a sense of rootlessness began to settle in. And then, you met wonderful Agne. You fell head over heels in love, and suddenly everything made sense. For the past three years, you and Agne have lived in perfect harmony - with Echo, and Agne's cat, Milo, completing your little family.

Personal qualities

Optimistic

Your trust in life is boundless. No matter how bad things get, you're convinced that everything will work out.

Creative

You're skilled with your hands and have a vivid imagination. You're quick to generate ideas and come up with inventive solutions.

Impulsive

There's little distance between thought and action for you.

If you get a good idea, there's no reason not to bring it to life - right now.

Brave

The line between bold and reckless is a fine one - and you're always dancing right on the edge.

Trigger:

You know that you're especially vulnerable to epileptic seizures when you're sleep-deprived or have low blood sugar. During severe seizures, your entire body convulses, and you lose consciousness.

Relations

Echo

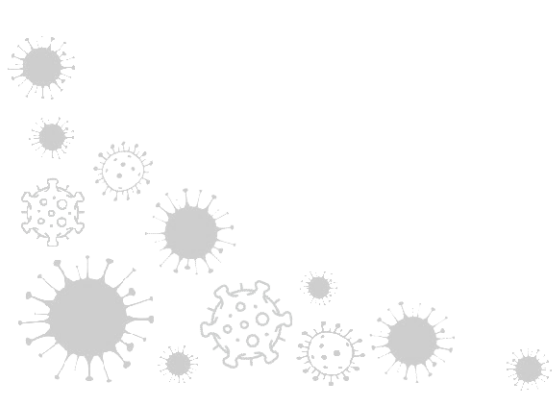
Echo is your anchor to the world - a loyal and patient friend who is always there for you. With their calm and steady nature, Echo provides a grounding counterbalance to your own impulsive, free-spirited ways. You know that Echo would follow you to the ends of the earth without hesitation - but you also know they thrive best in safe, stable surroundings. Echo saved your life, and you would do anything to return the favor.

Agne

You met Agne four years ago in an online group for people with support animals, and the two of you fell in love. Agne has a more fragile and contemplative nature than you. You complement each other perfectly and make a truly strong team. Agne is just as closely bonded to their emotional support cat, Milo, as you are to Echo. Three years ago, the four of you moved into a lovely apartment in Vesterbro. Agne is a graphic designer who mostly works from home. They don't have a great need for social interaction and feel most at ease within the comfort of home, surrounded by family. At times, Agne's anxiety escalates into intense panic attacks. It's incredibly difficult to witness, and you do your best to offer support. When things are at their worst, Milo is right there - almost like magic - to help.

Milo

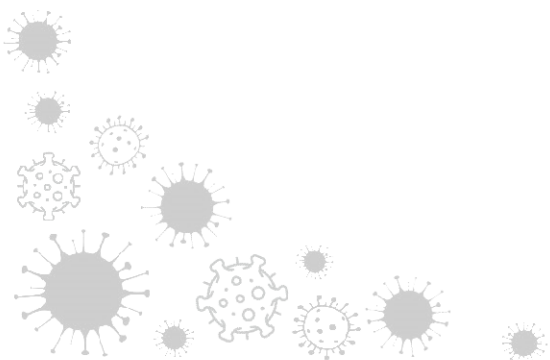
Milo is Agne's pet and emotional support animal. Milo helps Agne navigate anxiety and other emotional challenges with remarkable effectiveness. Lively and impulsive, Milo has a strange but soothing effect on Agne - every quirky antic seems to bring comfort and distraction just when it's needed most. You have a lot of fun with Milo and deeply appreciate the energy and spontaneity they bring to your little family.





Handouts

- Postcard from Uncle Kim
- Map of Denmark
- Pamphlet about Caelum-26
- Vejrø - Tourist Brochure
- Flyer from "God's Firstborn"
- Overview Map of Nolds Havn
- Map of Vejrø
- Red, Yellow, and Green Cards for Optional Scenes
- Transcript of News Segments/Videos
- Pictures of NPCs and Locations to show to the Players





Velkommen til Vejro!

Dear Agne,

Happy birthday
Remember, you're always
welcome on Vejro if you
need a break from the
city.

The bridal suite is yours!

Hugs, Uncle Kim

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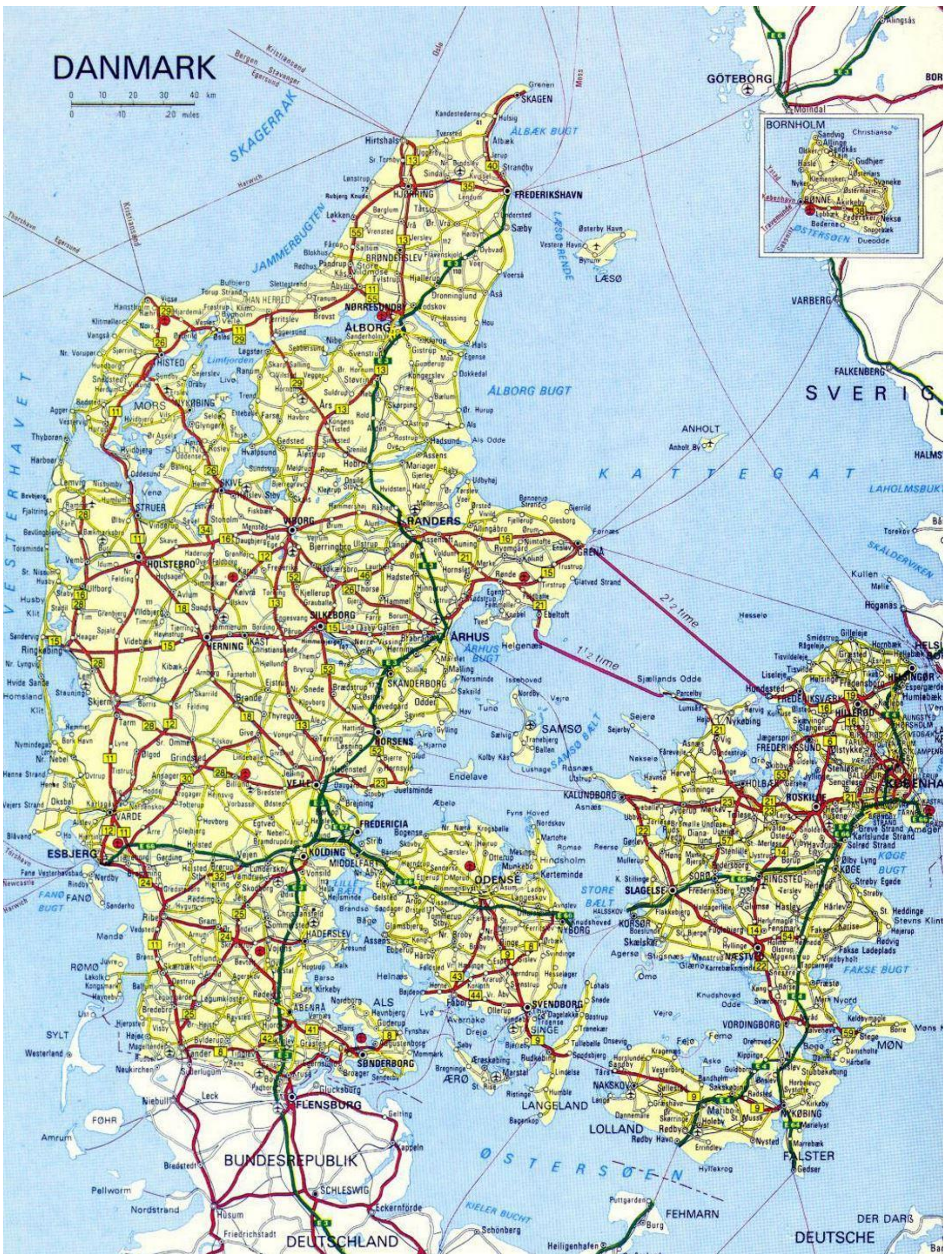
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Further Information:

- **Emergency phone (for life-threatening situations only): 112**
- **Danish Emergency Management Agency hotline: +45 70 20 02 20**
- **Follow updates on official channels such as DR, TV2, and the police websites.**

OFFICIAL GUIDANCE: PROTECTION AGAINST CAELUM-26

**Issued by the Ministry of Health and the Danish Emergency
Management Agency**



We are facing an unprecedented crisis.

**Only together – by staying apart – can we
overcome this.**

What is Caelum-26?

Caelum-26 is a highly contagious and deadly virus that originally affected only animals but has now crossed the species barrier and is capable of infecting humans. The virus has an extremely high mortality rate and spreads rapidly between warm-blooded creatures.

Incubation Period

The incubation period (the time between infection and the appearance of symptoms) typically ranges from 4 to 14 days. Infected animals and humans can shed the virus up to 4 days before symptoms become apparent.

Symptoms of Caelum-26

- High fever (over 40°C / 104°F)
- Severe shortness of breath and coughing
- Bleeding from mucous membranes (nose, eyes, mouth)
- Neurological symptoms (disorientation, loss of consciousness)
- Rapid organ failure, typically within 48 hours of symptom onset

How Caelum-26 Spreads

- Caelum-26 is highly contagious. Infected animals shed the virus through their breath as well as all excretions and secretions, including saliva, drool, milk, semen, feces, and urine.
- Humans who have been in contact with infected animals are now at risk of developing Caelum-26.
- Additionally, transport vehicles that have carried infected animals may pose a significant infection risk to any animals subsequently transported in the same vehicle.

What Can You Do to Protect Yourself?

- ✓ Stay indoors – do not leave your home unless absolutely necessary.
- ✓ Avoid all physical contact with anyone outside your household.

- ✓ Wear a mask and gloves if you must go outside.
- ✓ Wash your hands thoroughly and frequently with soap for at least 30 seconds.
- ✓ Keep all pets indoors until authorities decide on further measures.

What Can I Do to Avoid Spreading the Infection?

Comply with official orders to surrender pets and surviving livestock to the authorities' response teams for further culling.

Collection and Culling of Pets and Livestock

As Caelum-26 spreads through animals, the government has ordered the termination of all warm-blooded animals to prevent further transmission.

→ How to Surrender Your Pet/Livestock:

- **Contact your local emergency station or the municipal collection unit.**
- **You may choose to euthanize your animal yourself – but this must be done before the arrival of the official response teams in your area.**
- **Animals will be collected and disposed of under controlled conditions to minimize the risk of infection spread.**

→ OBS:

The authorities' response teams are already patrolling and will systematically collect animals from private homes.
Refusal to surrender your pet may result in criminal liability.

State of Society and Military Measures

The government has now mobilized the military to ensure public compliance with current restrictions. Reports of civil unrest and clashes have already emerged in several cities.
All citizens are urged to remain calm and avoid public areas until further notice.

AN ISLAND OF POSSIBILITIES



VEJRØ

WELCOME TO VEJRØ RESORT

The perfect place for exclusive meetings, events, private stays and celebrations.

There aren't many islands you can call your own, but that's the experience when you visit Vejrø, with its unspoiled nature, farm-to-table concept in the restaurant, luxurious accommodations, and dedicated, attentive staff. We curate experiences, placing a strong emphasis on presence, gourmet dining, sustainability, and exclusive settings within our unique natural surroundings. Surround yourself with nature, overlooking open fields and the sea while exploring the limitless possibilities the island offers. Each corporate event will be tailored to your specific needs and desires.

Vejrø is located among a chain of small islands not far from Copenhagen, between Zealand and Lolland. Upon arrival, the island instantly becomes the ideal setting for productive and innovative events, offering a secluded atmosphere for your group to immerse themselves in, enabling focused work and fostering meaningful connections away from the usual workplace disruptions. Meetings and events on Vejrø combine modern facilities with old-fashioned values.



TURN YOUR COMPANY INTO AN ISLAND OF OPPORTUNITIES

A corporate event on Vejrø is truly unique and unlike any other destination. The island is in sync with the rhythm of nature, and this positively impacts the group by creating a sense of well-being. Vejrø's atmosphere foster an environment where open dialogue and fresh thinking thrive amidst the fields and vast sea views. All possibilities are open, both indoors and outdoors.

The beautiful island provides a unique and perfect setting for your next day meeting, mini-conference, strategy seminar, company celebration or team building. Here, it's nature and tranquility that invite closeness.

ELEVATE YOUR CORPORATE EVENT TO NEW HEIGHTS

Everything will be taken care of, so you can focus on building more meaningful relationships, introducing new strategies, or finding new solutions to challenges. Creativity, playfulness, and enthusiasm will flourish in these surroundings.

We offer a personalized and professional service, unique guest experiences with attention to detail, and of course, Vejrø's organic culinary temptations with a farm to table concept. All meeting packages include round trip transportation to Vejrø, as well as meeting room with AV equipment from 2024, Wi-Fi, notepads, and pens.



DISCOVER WHAT AWAITS YOU

Your journey begins with a serene sail to Vejrø, setting the tone for a productive and refreshing escape. Upon arrival, indulge in meeting refreshments, including coffee, tea, water, and snacks, ensuring your team stays energized throughout your discussions.

Savor a delightful lunch personally curated by our head chef, featuring locally sourced ingredients and flavors that celebrate the essence of Vejrø. As the day progresses, enjoy afternoon coffee, tea, and snacks to keep your focus sharp and your energy levels high.

As the evening approaches, prepare to be treated to a sumptuous 3-course dinner, expertly crafted by our talented culinary team. After a day of fruitful discussions, retire to luxurious accommodations for a peaceful overnight stay, enveloped by the tranquility of Vejrø's natural surroundings.

Awaken to the gentle melodies of nature and recharge with a delicious breakfast, setting the stage for another day of productive meetings. Conclude your unforgettable experience with a scenic sail from Vejrø back to Kragenæs, filled with memories of successful collaborations and rejuvenating moments spent on our exclusive island retreat.

COMPANY PARTY WITH AN ISLAND-TWIST

Celebrate your company's milestones or team achievements through an unforgettable event at Vejrhø, whether you prefer the ambiance of Restaurant Skipperly for a sophisticated dining affair or the relaxed setting of our terrace for a delightful barbecue. Elevate your company gatherings with our diverse dining options and beautiful surroundings, ensuring a memorable event for all.

CHOOSE YOUR ADVENTURE

Vejrhø's fantastic nature provides space and opportunity for team building activities that appeal to the senses, the creative spirit, and the culinary soul.

Dive into a world of adventure and relaxation with our exciting array of sea and land activities. Collaborating with external partners, we offer thrilling options like sea kayaking and boat fishing. For a serene escape, rejuvenate with a private yoga class amidst the lush greenery of our greenhouses or outdoors in nature. Your perfect retreat awaits.

INDULGE IN WINE TASTING OR CRAFT YOUR OWN "SNAPS"

Indulge in a unique culinary journey at Vejrhø with our world-class wine tastings. Let our sommelier tantalize your taste buds as you unwind in the greenhouses, Restaurant Skipperly's wine cellar, or on the terrace overlooking the sunset.

Craft your own snaps, a traditional Scandinavian spirit, using organic berries and herbs found on Vejrhø. Create personalized infused snaps for each member of your team to take home, adding a memorable touch to your visit.



GUIDED TOUR OF VEJRHØ

Book a guided tour around Vejrhø with a knowledgeable Vejrhø staff and learn about Vejrhø's mission while experiencing the fantastic wildlife. On the trip you will hear about the vision of Vejrhø and see the best of Denmark - when it comes to nature, gastronomy and green energy solutions.

WILD SIDE OF VEJRHØ

Explore the wild side of Vejrhø with our exclusive hunting and shooting events. Immerse yourself in the natural beauty, with plentiful game such as pheasants, deer, and hare available depending on the season. Enhance your experience by practicing your shooting skills with archery or clay pigeon shooting. For a rustic and unforgettable experience, indulge in our farm-to-table feast prepared by a Vejrhø chef over an open fire.

PRIVATE STAY OR CELEBRATION

Vejrhø Resort has created the perfect combination of nature, gastronomy, and luxurious relaxation. With a focus on presence, gourmet cuisine, and exceptional nature experiences, Vejrhø Resort is an oasis of peace and well-being. Celebration time – Ensure your celebration is truly unforgettable with a touch of uniqueness, if you choose Vejrhø for your grand event. Enter a world of exquisite food, luxurious accommodations, and natural surroundings in total privacy from the outside world.

Whether it's the beach, the orangery, or the natural beauty that captures your heart, Vejrhø offers the perfect setting for your special day. Choose Vejrhø Resort for an exclusive island wedding that few have the chance to experience.

Breakfast and Lunch

RESTAURANT SKIPPERLY

At Restaurant Skipperly, we welcome you to taste the flavors of Vejrø, built on the concept of farm to table dining.

Here, we use seasonal, high quality organic ingredients, primarily sourced from the island's own production. The taste, aroma, and texture of our homegrown ingredients are the center of attention on Vejrø.

Our ultimate goal is to provide you, our guest, with an unforgettable experience, ensuring you depart Vejrø with fond memories and a desire to share your culinary adventures with friends and colleagues.

Evening

RESTAURANT GAIA

Expect to be taken on a culinary journey that radiates curious creativity in the elements of nature and sustainable practices. Our skilled culinary team creates a harmonious balance based on a philosophy that only embraces the best: fresh herbs and vegetables from our own fields, locally sourced game, and the finest seafood.

During the high season, we preserve nature's treasures so our guests can enjoy them year-round. With a focus on sustainable fishing, animal welfare, and ecology, we uphold only the highest standards.

Gaia is more than just a restaurant - our dishes are a tribute to the nature and surroundings of Vejrø.



FARM TO TABLE

The “farm to table” concept involves sourcing ingredients directly from Vejrø to create organic, seasonal dishes. It prioritizes freshness and sustainability while offering high-quality meals to our guests with traceable origins. This approach fosters a deeper connection between consumers and their food, what you see is what you get. Additionally, it allows our chefs to be creative in a whole new way.

HARVESTED STRAIGHT FROM THE FIELDS

On Vejrø, we want you to enjoy the island in its entirety. There is a special feeling in knowing that what you're eating has been grown within the very surroundings where you are currently enjoying it.

When you dine with us, you'll savor the rich flavorful heirloom tomatoes from the garden and the grass-fed lamb from the open fields. You will be delighted to discover that everything tastes and smells much better when cultivated in this way.

Preparations are delicious, creative, and passionately executed within rustic charm and respect for the natural state of the ingredients. Everything is given the time it needs to thrive and grow with the island's exceptional hunting and livestock; the menu features Vejrø beef, lamb, venison, pheasant, and hare.

Meat, vegetables, fruits and berries are harvested and collected seasonally when the time is right, therefore the menu is never fixed. An element of surprise is part of the dining experience but for larger parties or events, the menu is arranged in advance.



VEJRØ'S SUSTAINABLE JOURNEY

At Vejro, we're not just dreaming of a greener tomorrow; we're pioneering it.

Since changing ownership in 2005, The dedication has been to reconstructing the island for long-term sustainability.

Our vision extends throughout the organization, from the energy we generate to the food we serve our guests, ensuring everyone leaves inspired.

ISOLATION BECAME AN OPPORTUNITY

We have a goal of becoming 100% self-sufficient with renewable energy. Our island is not connected to the mainland, either by cables or regular transportation. Vejro's green energy comes from an independent microgrid in island mode, which, through an advanced interaction between our own wind turbine, solar panels, and battery storage, harnesses energy resources distributed throughout the island.

Also undergoing transformation is our heat production and an optimization of the island's limited water resources.

WE ARE MAKING WAVES IN SUSTAINABILITY

Experience the future of maritime travel with Vejro Resort's pioneering zero emission vessel - the first of its kind in Denmark. This innovative addition reflects our dedication to sustainability while offering guests a luxurious and eco-friendly voyage. As we set sail towards carbon neutrality, Vejro Resort is leading the way towards a greener maritime future.



MEETINGS, CONFERENCES & BUSINESS EVENTS

HOTEL BLÆSENBORG & KARLEKAMMERET

MODERN BUSINESS FACILITIES

GOURMET RESTAURANT SKIPPERLY

GUEST SAILING FROM KRAGENÆS HARBOR

ORGANIC FARM SHOP

AIRPORT & HELIPAD

HARBOR CAFÉ

MARINA

CELEBRATIONS & WEDDINGS



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FIND US ON

INSTAGRAM, FACEBOOK AND LINKEDIN



Gods Firstborn

Fear not – salvation is near!

But salvation does not come on its own! – we must show God that we are ready to walk in the footsteps of Jesus and make great sacrifices in His Name.

Praise be to God, who in His infinite mercy has shown us the way!

Thank You, God – for showing us that Satan's legion of demons has taken refuge in the bodies of voiceless beasts, from where they spread disease and death!

Never has the path to salvation been more clearly revealed:

ALL ANIMALS MUST DIE!



*Then Noah built an altar to the Lord, and taking some of all the clean **animals** and clean **birds**, he sacrificed **burnt offerings** on it. The Lord smelled the pleasing aroma and said in his heart,*

“Never again will I curse the ground because of humans, even though every inclination of the human heart is evil from childhood. And never again will I destroy all living creatures, as I have done.”

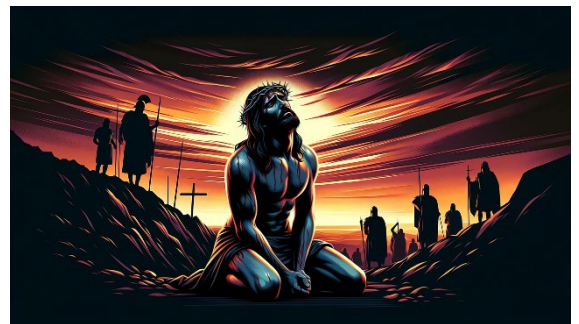
Genesis 8.20-21

Save humanity – kill for God!

Do YOU wish to be delivered from your sin?

Do YOU long to spend eternity in God's Heaven?

Are YOU ready to cast demons back into Hell?



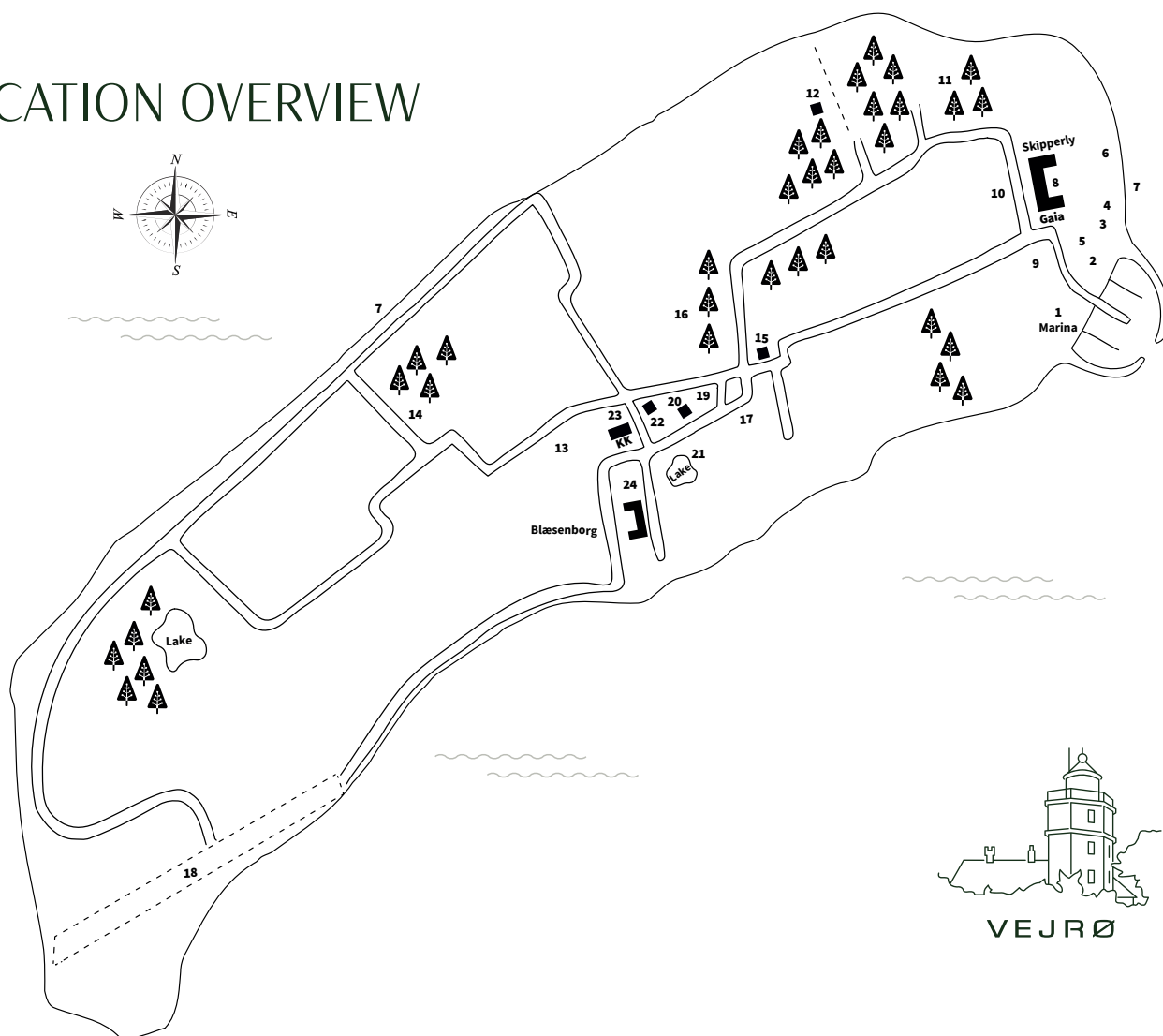
Contact God's Firstborn and learn how YOU can offer your first animal in sacrifice! 😊

www.godsfirstborn.dk



Nolds Harbor

LOCATION OVERVIEW



- 1 Harbor Cafe & Farm Boutique**
Pay your harbor fee and enjoy a pizza or seasonal meal at the Harbor Café. An assortment of drinks, Vejro meats, vegetables and organic products are also available at the farm boutique.
- 2 Sailor Facilities**
Sailors have access to bathrooms, showers and washing machines with outdoor sink and counter space.
- 3 Teepee tent**
Enjoy a barbecue by the teepee tent or use it as a location for your party.
- 4 Petanque Court**
Guests have free access and can collect the equipment at Skipperly.
- 5 Bicycles**
In high season, bicycles are available for rent at the Harbor Café.
- 6 Helipad**
Helicopter landing pad.
- 7 Swimming Beach**
One of Vejro's beautiful swimming spots.
- 8 Restaurant Skipperly & Gaia**
Enjoy your breakfast and lunch at Skipperly. For dinner, the restaurant transforms into Gaia, a fine dining space where you can experience unique culinary adventures.
- 9 Playground**
A large pirate themed playground for children.
- 10 Herb Garden**
Over 25 different varieties of herbs are grown here and used by the kitchen at Skipperly.
- 11 Lighthouse**
The lighthouse has been renovated while keeping some of its original features, like the jail cell in the basement and the tower with functional beacon.
- 12 Skriver's House**
One of Vejro's renovated guesthouses, it was named after Skriver, who lived in the house while looking after the lighthouse.
- 13 Apple Orchard**
A variety of apples are grown here and used to make Vejro's organic products.
- 14 Berry Orchard**
Raspberry, blackberry, gooseberry, currants, and blackcurrants are organically grown here.
- 15 Dan's House**
One of Vejro's renovated guesthouses, it was named after Dan, who formally lived in the house.
- 16 Windmill**
Vejro is a closed grid network which produces its own wind energy to power the island's heat and electricity.
- 17 Energy Center**
The main hub where both wind and solar energy are collected and distributed.
- 18 Airplane Landing Area**
A grass runway used for landing small private airplanes.
- 19 Cemetary**
Dating back to the early 1800's, Vejro's cemetery is preserved and maintained by the Fejo parish.
- 20 Old Schoolhouse**
One of Vejro's guesthouses, which originally functioned as a school for children who lived on Vejro.
- 21 Greenhouses & Orangery**
Open to the public, organic vegetables, herbs, and plants are grown in these French colonial style greenhouses.
- 22 Old Grocery Store**
One of Vejro's guesthouses, which originally functioned as the only grocery store for island residents.
- 23 Karlekammeret**
Holiday apartments with kitchen, shared living room and fireplace. Karlekammeret was originally the worker's quarters for the largest farm, which is now Hotel Blæsenborg.
- 24 Hotel Blæsenborg**
Luxury hotel with 12 double rooms and a Hunting lodge with fireplace and shared kitchen on the ground floor. Originally, the largest farm which produced dairy products.

Distances

Marina - Skipperly	5 min
Skipperly - Blæsenborg	10 min
Marina - Blæsenborg	15 min
From one end of the island to the other	45 min
All around the island	1,5 hour

Transcript of All 5 Videos Used During the Scenario

#1

Montage of News Reports from the Discovery of Caelum-26 to the Start of Chapter 1

To be read before start of the scenario

Caelum-26: A New Virus Under Control

News Anchor:

Good evening, and welcome to the news. Biologists have identified a new virus, Caelum-26, which has caught the attention of scientists worldwide. The virus spreads among warm-blooded animals, particularly primates, bats, and livestock. However, international health authorities emphasize that the pandemic remains under control, and there is no cause for concern.

Symptoms include high fever, fatigue, and general body aches. As the disease progresses, animals experience vomiting, diarrhea, skin rashes, and bleeding from the skin and eyes. From the onset of symptoms to death, less than 48 hours pass.

Experts estimate an incubation period of 4-14 days from the time of infection until symptoms appear. So far, the virus has only been detected in animals, and specialists currently believe it does not pose a threat to humans. Transmission occurs mainly through close contact between animals, which places farmers, pet owners, and zoos at particular risk.

As part of containment efforts, governments worldwide have imposed strict measures to prevent further spread. Animal markets have been temporarily closed, the transport of live animals has been halted, and people are urged to avoid contact with wild and domestic animals showing signs of illness. Additionally, a total hunting ban has been enforced to minimize the movement of uncontrolled animals.

Reporter:

We are here with Prime Minister Susanne Skov, who has a few words for the Danish public.

Susanne Skov:

First and foremost, it is very important for me to emphasize that there is no reason to panic. On behalf of the entire parliament, I guarantee that leading experts from both Denmark and the international community are working around the clock to find a way through this crisis.

So, what can we do? Ordinary Danes who are affected by this and feel the need to take action? To that, I say: The best thing we can do is follow the guidelines set by the authorities. Stay informed through official channels and, most importantly, stand together and show social solidarity. Because if we do that, we will get through this—together.

Reporter:

Thank you.

News Anchor:

But despite many countries participating in the effort, cracks are beginning to show in international cooperation. Several economically pressured nations have already declared that the restrictions are hitting their economies too hard. Particularly in regions where livestock exports are a major source of income, there is strong resistance to the measures recommended by scientists and authorities. Some countries have even chosen to ignore the warnings and continue as before.

While experts call the restrictions necessary, they are already facing criticism from the business

sector. Many farmers fear economic ruin, and export companies report losing millions of kroner daily. Scientists warn that the consequences could be far worse if Caelum-26 is not stopped in time.

With an increasingly uncertain future, desperate and radical movements are beginning to gain traction. One group in particular, calling itself God's Firstborn, has attracted attention. This religious movement sees the pandemic as a divine punishment and a repeat of the ten biblical plagues. According to them, Caelum-26 was sent by God as a test to cleanse the world of sin, and they claim that humanity can only be saved through the total extermination of all warm-blooded animals. The movement is spreading rapidly, and through social media, they encourage their followers to take extreme actions—such as attacks on animal shelters, farms, and nature reserves. Animals are seen as tools of the devil, and the movement justifies illegal acts as necessary to restore divine order. At the same time, their messages spread fear and division. Their slogan, "Kill for God, Save Humanity", has begun appearing online and as graffiti on buildings in major cities.

Here at home, the sect has not yet gained a strong foothold, but experts fear that growing desperation could lead to similar conditions and movements emerging... even here. Authorities are therefore urging the public to hold on to facts, reject extremism, and follow the guidelines designed to protect both humans and animals.

Interview with an Average Dane:

Average Dane:

I mean, I think maybe the government announced this a bit too late, right? We just went shopping, and everything was completely cleared out—no bread, no milk, no fresh fruit, and there wasn't even any chocolate milk, right? So, so what exactly are we supposed to do? What exactly is going on? We're not getting any real information.

Reporter:

And how do you feel about it?

Average Dane:

Well, I mean, I'm—I'm super worried, right? Like, what's going to happen? What are we supposed to expect?

News Anchor:

Experts are calling the situation serious and unpredictable. Across the world, mass cullings of livestock and extensive restrictions have been implemented to try to slow the spread. But the measures taken so far have not been enough.

...The international effort to contain the virus has now collapsed.

...In Europe, the EU has taken a drastic decision: all livestock herds will be culled—without exception.

The first case of Caelum-26 in a human has been confirmed.

A German veterinarian in Bavaria, who had worked closely with infected animals, has died less than 48 hours after the first symptoms appeared. Laboratory analyses have determined that the virus has crossed over to humans.

At home, all citizens are urged to immediately isolate themselves in their homes along with their pets until the authorities make a final decision on how the country should handle the situation.

Already, there are reports of problems with internet connections and power supply, which could have far-reaching consequences if the crisis drags on.

*We are closely monitoring the situation and urge everyone to stay updated via official channels. At the same time, we remind you: **Stay home!** This is the most important action we as a society can take right now. The authorities have lifted the hunting ban and are encouraging the public to help combat the virus.*

#2 “All Animals Must Be Euthanized”

Chapter 1: The Apartment in Copenhagen

This should be read aloud during Chapter 1.

News Anchor:

Good evening, and welcome to the news. Denmark now stands at an unavoidable crossroads in the fight against Caelum-26. Today, the Danish government has issued a controversial and heartbreaking order: All pets must be euthanized.

This decision, which has divided both experts and the public, comes as a last desperate effort to stop the spread of the virus. Can the extermination of millions of animals truly halt a pandemic that seems to be spiraling out of control?

As a pet owner, one now faces an inhumane choice. You can voluntarily surrender your pet for euthanasia. The government has announced that spraying planes will fly over the entire country, releasing a toxin that will target warm-blooded animals.

It is therefore extremely important that everyone follows government restrictions and stays indoors when aerial spraying is announced.

Stay inside for your own safety. The government has deployed the military to assist in maintaining order while the mass euthanasia is carried out. The atmosphere is marked by fear, grief, and growing desperation. For many Danes, this is a step too far. Protests have already begun in several places, despite the authorities' heavy-handed measures.

We are closely monitoring the situation and will continue to provide updates.

Until then: Stay home and cooperate with the authorities.

#3 "State of Emergency"

Chapter 3: From Kildebrønd to Næstved

This should be read aloud during Chapter 3, preferably after dinner.

State of Emergency.

News Anchor:

Breaking news. A state of emergency has now been officially declared in Denmark.

The military is patrolling the streets, armed with water cannons, tear gas, and rubber bullets to ensure that citizens remain indoors. Rifles have also been deployed to shoot any animals that may have survived the extensive spraying previously conducted by the authorities to contain the infection.

Unofficial sources report violent protests and organized groups actively resisting the government's drastic measures. In multiple locations across the country, it has been reported that defiant citizens have barricaded themselves inside and refuse to comply with orders to surrender their pets.

The authorities have responded with force, and there are already multiple reports of clashes between protesters and the military. Critics argue that trust in the authorities is crumbling, which could lead to even greater chaos in the coming days.

The government is urging the Danish people to stand together and continue to demonstrate civic responsibility.



#4 “First Danes Infected”

Chapter 4: Villy’s Houseboat

This should be read aloud during Chapter 4. Either when they are invited into the houseboat or while monitoring Villy.

First Dane Infected.

News Anchor:

Breaking news. We have just received the worst possible news... what we feared most has happened. Denmark now has its first confirmed cases of Caelum-26 in humans.

A 42-year-old man from Odense has tested positive for the virus and... and died just a few hours later.

Experts have confirmed that the infection came from an infected cat, which the man had attempted to hide. Just a few hours later, Rigshospitalet confirmed yet another case of Caelum-26 in a young patient, though the source of the infection has not yet been identified.

The government’s restrictions and attempts to contain the disease have failed.

We don’t have the answers. We don’t have control.

Stay inside. Listen to the authorities. And... and take care of yourselves.

#5 "Rebellion, Chaos, Collapse!!!"

Chapter 5: Vejro

This should be read aloud during Chapter 5, Preferably when they arrive at one of the island’s larger buildings where a TV is still running.

News Anchor:

Good evening. Can we still call it that?

This will be my last broadcast, and... everything is falling apart.

There are riots in the streets, clashes everywhere, and people... they’re fighting each other, fighting the authorities... fighting... everything. There is total chaos, and society is in complete collapse.

We... we have been informed that the power... it will soon, it will soon go out, and no one knows what will happen next.

There is no longer a government. There are no systems. There is no structure, and people are completely desperate.

We are seeing it everywhere, I mean... is that—? There’s fire. There’s fire outside the studio. Have you seen it, have you?

We need to get out of here now.

We don’t... we don’t know what’s happening, and to those of you still out there:

Stay where you are... take care of yourselves... this is...

Take care of yourselves... stay where you are.

Transmission cuts off abruptly. The screen goes black.

