

COLD HARVEST

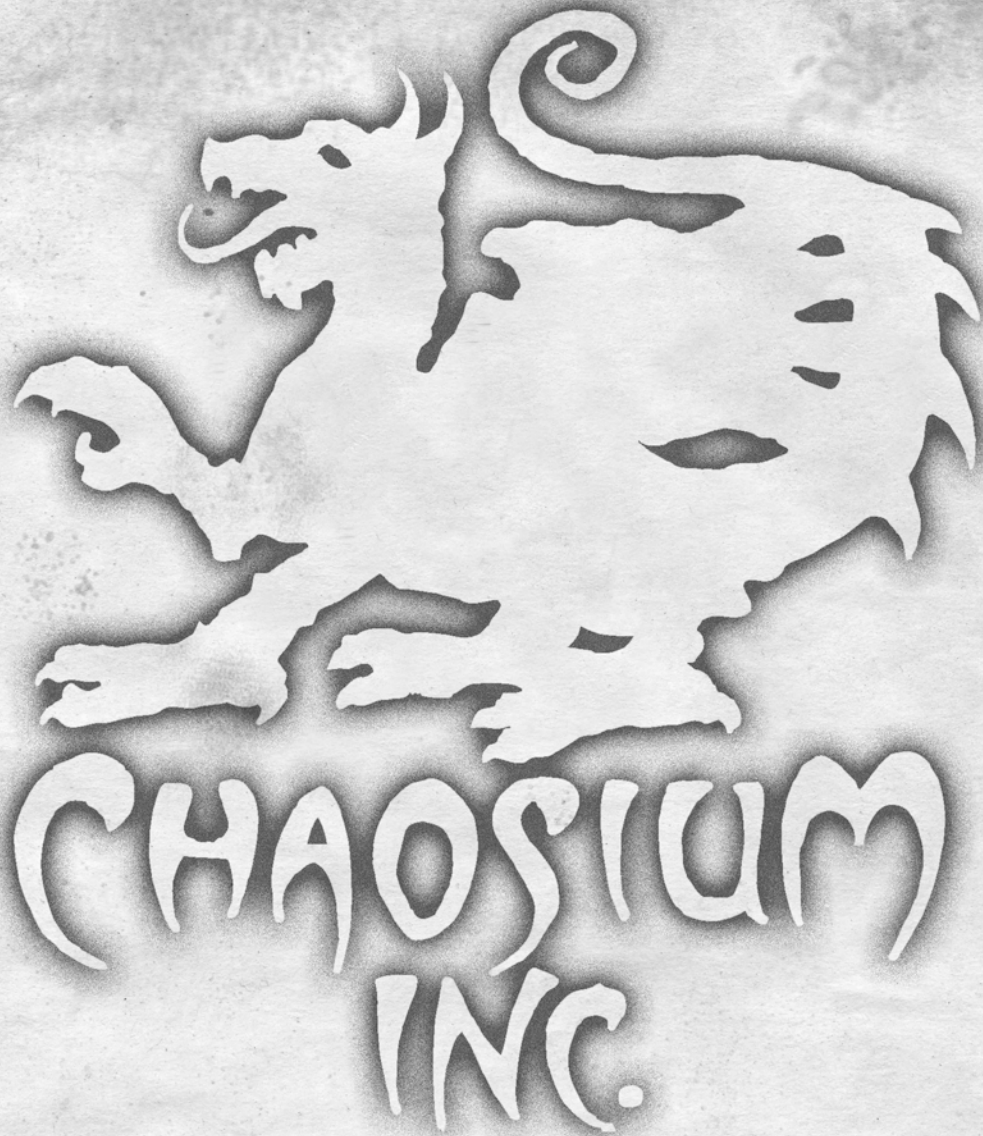
Холодный урожай



Roleplaying During
the Great Purges

by Chad J. Bowser





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COLD HARVEST

BY CHAD BOWSER



Credits

Author

Chad J. Bowser

Editing and Development

Mike Mason

Layout

Nicholas Nacario

Cartography

Steff Worthington

Cover Art

Fifa Finnadottir

Internal Art

Fifa Finnadottir

Clear Credit

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ВСЕРОССИЙСКИЙ
ЦЕНТРАЛЬНЫЙ
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ПОТРЕБИТЕЛЬНЫХ
ОБЩЕСТВ

ЖЕНЩИНЫ ИДИТЕ
В КООПЕРАЦИЮ



COLD HARVEST

INVESTIGATING ANTI-SOVIET ACTIVITY IN CENTRAL ASIA

Cold Harvest is a *Call of Cthulhu* scenario set at the height of the Great Purges which decimated Soviet Russia in the late 1930s. The players take on the role of NKVD agents tasked with one or two possible investigations; deporting anti-Soviet elements to a corrective labor camp, or determining why output at the same *sovkhos* has fallen off drastically.

This adventure is very low-key and investigative in nature. The intent was to write a scenario playable by one Keeper and one player that also scales up for larger groups.

Keepers must be aware that *Cold Harvest* is not winnable in the classic sense. Players are thrust into a situation that they must cope with and try to make the best of. While it's possible the investigators learn that something odd is behind the strange events at Krasivyi Oktabyr-3, and they might also learn what the creature is, the investigators are unlikely to come face-to-face with it. Instead, the investigators will be tasked with a difficult decision. Do they commit an innocent family, or possibly an entire village, to either execution or a corrective labor camp to save them from a monster that is slowly killing them? Given the nature of Soviet society and politics in 1937, it's unlikely that a happy resolution will be found. However, the Communist Party will expect the agents to reach a satisfactory resolution or find themselves the subject of a purge.

It's important to note that the agency for almost everything evil in this scenario comes from human elements. The famine that struck

Russia in the previous year was the result of bad land management; the decision to deport innocent families to God forsaken regions grew out of the famine and the perceived need to modernize Russia. The torture and execution of innumerable innocent people was the by-product of a paranoid man and the people who enabled him. The only thing the Mythos did was wake up.

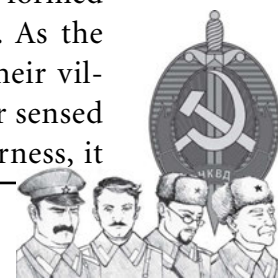
Note that if you are considering incorporating *Cold Harvest* into a larger campaign set in Soviet Russia, guidance notes are provided in **Appendix C**.

KEEPER'S BACKGROUND

October 1937

Millennia ago, a lloigor fled the destruction of Mu and settled under what is now the Samara River, feeding on the psychic energies of the indigenous peoples. As various cultures moved through the area, (the Alans, Kipchaks, the Scythians, and then the Mongols), the lloigor thrived. After the Mongols left Russia, however, the region stayed empty. Without human energy to feed on, the lloigor entered torpor and languished for hundreds of years.

In 1935, Soviet collectivization resettled peasants from the Ukraine on the southern reaches of the Central Asia. One group formed a "sovkoz" named Krasivyi Oktabyr. As the farmers began work, first building their village, then tilling the fields, the lloigor sensed and reached out to them. In its eagerness, it



overfed on the Abramov and Yezarov families, causing mutations.

The Abramovs, particularly hard hit, were pitied by some of their fellow villagers and despised by others. Galena Petrovna Smolskaya found the Abramovs especially disgusting. As the lloigor's effects drained more and more villagers, a malaise fell over the community and production plummeted. Smolskaya knew the cause was the Abramovs and their abominable afflictions, so she wrote a letter to the NKVD in Kuybyshev, accusing Abramov of sabotaging the sovkoz.

Player characters are provided for this scenario and can be found at the rear of the book, although Keepers are free to have players use existing investigators if appropriate. There are a couple of different hooks into the scenario that the Keeper can use. Choose the most appropriate one depending on the makeup and play styles of your group.

The first option has the scenario begin when the players, as agents of the NKVD (the People's Commissariat for Internal Affairs), are instructed to arrest Abramov, his wife, and son. The agents' orders are to detain the family in the village until a transport train travels through the region. When the train arrives, the agents are to deport the family to a labor camp in Vorkuta. Over the course of the scenario, the agents will experience the mind-altering abilities of the lloigor, and possibly come to the conclusion that the only way to save the Abramovs is to damn them to a corrective labor camp. If investigators become lost or lose their sense of urgency, trigger events are placed in the scenario to restart the investigation. The trigger events are actions by the lloigor in an attempt to drive away the investigators. Details on the events and a suggested timeline are included in the section on the Lloigor's telekinesis.

The second option has the investigators tasked with determining why production for a previously model sovkhos has fallen off sharply and why there has been no communication since a quarterly report, filed two months ago,

which showed no production and also offhandedly mentioned the disappearance of a family. There is no mention of Order No. 00447 or the need to deport the Abramov family. Instead, the NKVD agents are instructed to journey to the sovkhos and ascertain what is going on.

Regardless of the hook, *Cold Harvest* is designed for experienced Keepers and 1-4 experienced players. There isn't a lot of pulp action or high adventure. Instead, the focus is on role-playing investigators who find themselves in a very difficult situation. One of the difficulties for Keepers will be successfully portraying each of the non-player characters (NPCs). If the Keeper is successful, then each NPC should become a well-rounded figure rather than a cardboard caricature that can be dismissed by the players as "Russian peasant #4." To assist the Keeper in bringing each NPC to life, character sketches of the primary NPCs are included at the beginning of the scenario without statistics and then repeated with statistics at the end. This is to familiarize Keepers with the NPCs before they're introduced in the narrative.

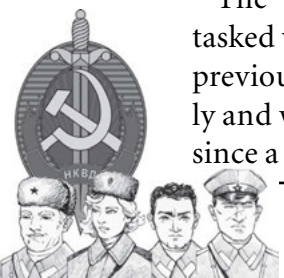
Many Russian terms are throughout this scenario, a glossary is provided in **Appendix B** to help Keepers become familiar with such terms.

KEY NON-PLAYER CHARACTERS

One of the difficulties for Keepers running *Cold Harvest* is the multitude of NPCs. Because the events take place in an isolated village, it's very

KEEPER TIP

One way to help cement NPCs in the player's minds is to copy out the character sketches provided and use them as a form of player handout. When the investigators meet a particular NPC, show them the character sketch—leave this out on the table. As new NPCs are introduced, put their sketches out too. In such a way, the players will begin to link the sketches to the individual NPCs, bringing them to life a little, and assisting you in presenting three-dimensional characters.



easy for Keepers and players to see the NPCs as an undifferentiated collection of Russian farmers.

Because the investigators can meet the NPCs in almost any order as they explore the sovkhos, personality sketches of each of the major NPCs along with roleplaying tips are presented here. This information, along with game statistics also appears in the *Dramatis Personae* at the end of the scenario.

Grigori Pavelovich Aganin

Aganin is a Party functionary and the agent's superior officer. He earned his current position as chief of the NKVD in the Kuybyshev Oblast through graft and blackmail, rather than hard work. He uses his imposing height and bulk to cow people into following his orders. Aganin prefers to follow orders to the letter instead of interpreting them humanely.



GRIGORI

To portray Grigori:

- Stand at the table, looking down on the players.
- Speak sternly while staring at the person you're talking to.
- Mention any shortcoming people might have.

Pyotr Mikhailovich Abramov

Abramov is the head of his house, as well as a man tainted by the lloigor. His family was the first to arrive in Kracyivi Oktabyr. The lloigor, in its eagerness to feed off humans, drained the Abramov family too quickly. Within the last month, a mass of pustules and tumors ap-

NKVD ORDER NO. 00447

NKVD Order No. 00447, About Repression of Former Kulaks, Criminals, and Other Anti-Soviet Elements, was signed by Nikolai Yezhov, People's Commissar for Internal Affairs on July 31, 1937.

Order No. 00447 establishes *Troikas* (a committee consisting of three members) in each Soviet republic, *krai* (administrative division), and *oblast* (province or region). The Troika consisted of the prosecutor of the region; a Communist Party Secretary from the region; and the People's Commissar of the regional NKVD, who serves as the chairman of the Troika.

The order also created operational groups, teams of NKVD officers and *militsiya* who investigate potential subversives and deliver them to the Troika for trial. In many cases, the trials are carried out in *ab-stentia*. The operational group would also carry out the sentence passed by the Troika.

The guilty are divided into two categories. The first category is execution; the operational group takes those of the first category to a secret location for execution. People in the second category are deported to a corrective labor camp. Order No. 00447 places limits on the number of people per region who can be placed in either category. A request to increase the limit has to be approved by Yezhov; he approves every request within twenty-four hours. As Yezhov famously said, it is better to have, "Ten innocent people suffer rather than letting one enemy of the people escape." Officers who fail to carry out the order find themselves in one of the aforementioned two categories.

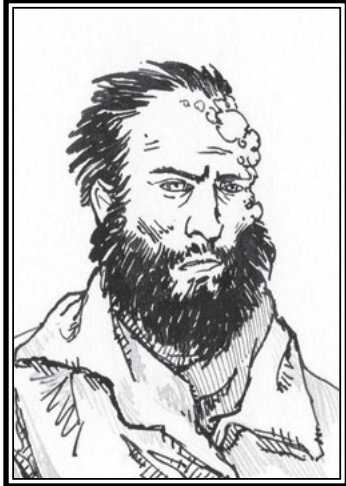
The order is very effective at removing undesirables from communities. Within fifteen days of Yezhov signing Order No. 00447, 101,000 people were arrested and 14,000 convicted.

Order No. 00447 is not a secret among the NKVD. Investigators are aware of the order; aware of how they are expected to carry out the order; and aware of the punishment should they fail.

Even if the Keeper is using the second story hook, or an alternate story hook altogether, the investigators should be aware of Order No. 00447. The order can help investigators resolve the scenario, regardless of the hook.

peared on his face and arms. He's a thin man with a thick beard.





PYOTR

To portray Pyotr:

- Try to cover your arms and face as you talk.
- Mumble.
- Make fleeting eye contact.

Dmitri Pyetrovich Abramov

Dmitri is Pyotr's eight year-old son. Like most people of Kracyivi Oktabyr, he's unusually lethargic. Dmitri's not interested in playing, or really doing much of anything other than kicking up clods of dirt, or splashing in the Samara. He's usually covered in mud or dust, depending on his last activity. Like his father, Dmitri has a mutation brought on by the over eagerness of the lloigor to feed. In his case, his right hand has a vestigial sixth finger.



DMITRI

To portray Dmitri:

- Sigh when speaking, like you've given up hope.
- Speak very softly.
- Gaze at your shoes.

Ekaterina Borovna Abramova

Ekaterina is Pyotr's wife and Dmitri's mother. She's a very plain woman who keeps her head

covered in a babushka (a headscarf tied below the chin). She had dreams of becoming an opera singer before the collectivization, but is now suffering from depression brought on by the lloigor. The crops are going to fail, the cattle are going to starve, and everybody's going to die.



EKATERINA

To portray Ekaterina:

- Speak matter of fact, in short clipped sentences.
- Hum periodically.
- Wring your hands.

Boris Alexandrovich Gapon

Gapon is the sovkhos chairman and production supervisor for Kracyivi Oktabyr-3. He takes his duties very seriously, attempting to ensure that the sovkhos at least tries to meet its quota. More than that, though, he considers the other members of the sovkhos part of his family and was offended when Gale-na Petrovna Smolskaya sent the letter to the NKVD. He would like the agents to protect his people. Gapon is the least affected of the sovkhosniki and still tries to motivate the workers. Gapon is a heavy-set widower in his late fifties,



BORIS



with a weather-beaten face and a close-cropped beard.

To portray Boris:

- Show frustration in everything you say.
- Use diminutives like you would around close family members, even when referring to strangers.
- Stroke your beard while talking.

Vasili Viktorovich Smolsky



VASIL

Vasili is Galena's husband, and later, widower. He's a meek man, eager to please anyone with authority. After his wife dies, he becomes increasingly despondent. Vasili has male pattern baldness, thick utilitarian glasses, and a hooked nose.

To portray Vasili:

- Have a catch in your voice like you're going to cry.
- Look at people sidelong when you talk to them.
- Blink often, like you're trying to hold back tears.

Maria Androvna Yezarova

Maria is another person tainted by the lloigor. She and her husband, Andrei, have both been affected. The lloigor toys with Maria. It turned her into the town whore and gave her the ability to form a tentacle from the small of her back. She will remain quiet during the scenario, but will be used by the lloigor in an attempt to seduce the agents.

To portray Maria:

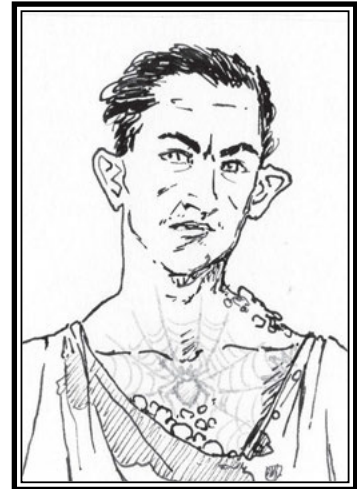
- Rub your hands on your upper arms while you talk.
- Cast sidelong glances at the investigators.
- Purse your lips.



MARIA

Andrei Galinovich Yezarov

The lloigor turned Andrei homicidal. The man spends his days walking aimlessly about the town eyeing everyone; trying to goad someone into a fight. Few people care enough to take Andrei up on his offer. The agents, however, might be willing to indulge him. His chest and back are covered in cancerous sores that ooze minute amounts of pus, so his shirt always appears sticky and wet. He is also a former vory (professional criminal), with his arms and chest covered in tattoos.



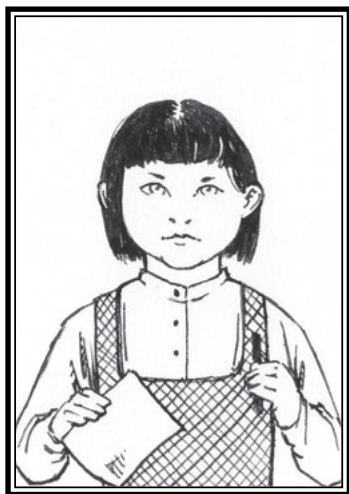
ANDREI

To portray Andrei:

- Pull your shirt away from your skin like it's sticking to your chest.
- Glower.
- Become argumentative.



Raisa Androvna Yezarova



RAISA

Raisa is Andrei and Maria's ten-year-old daughter. Like her parents, she has been tainted by the lloigor. Her personal madness is violent art. Lacking proper tools, she creates artwork using charcoal on any available surface. Her artwork is childish in execu-

tion, but the decapitations, beatings, and other violent subjects are clear. In person, however, she displays a quiet respect. She answers questions shyly and tries to avoid making anyone angry.

To portray Raisa

- Change your answers to questions to try to make everyone happy.
- Turn your head down, but look up at people when talking.
- Draw with your finger in the air as you talk.

REDEFINING CREDIT RATING

Credit Rating is an important skill for investigators in Soviet Russia, however it is used in a slightly different way. Instead of a measure of monetary worth and buying power, it's primarily a tool for comparing and contrasting an investigator's standing within the Party. It's used if an investigator needs a favor from a commanding officer or additional equipment for an operation.

The Soviet Union, and the NKVD are bureaucracies of the highest order. There's a chain of command to be followed and trying to bypass the chain of command by requesting help from someone above an immediate superior makes a Credit Rating skill check Hard or Extreme at the Keeper's choice.

THE INVESTIGATORS

A number of pre-generated investigators are provided; these along with their additional information (see **Appendix A**) should be given to the players.

INVESTIGATOR INTRODUCTION 1

The investigators are called to the NKVD briefing room in Kuybyshev to receive their orders. Grigori Pavelovich Aganin, Captain in the NKVD, dwarfs a small desk in front of him. His uniform is tightly pressed and his boots polished.

He taps his fingers on the desk while the agents take their seats, glowering at each underling as they walk to their seats. Once the investigators are seated, he opens a manila envelope and removes two sheets of paper, handing them to the nearest investigator. Give the players **Handouts 1** and **2**.

The first sheet is a copy of Order No. 00447 for the Abramov family in Krasivyi Oktabyr-3. Sharp-eyed investigators will notice that the orders reverse the names of the mother and son. This could be used as a loop-hole to save lives later on. The Order and a supporting letter (**Handout 2**) denounce the family for sabotage and Un-Soviet activities in a direct attempt to derail Comrade Stalin's vision. In addition, the sovkhos hasn't met any of its production goals for the year and one family has already fled the sovkhos four months ago. This is according to a report filed by Boris Gapon, the production supervisor.

Before the investigators leave, Comrade Aganin reminds them that if they find additional Anti-Soviet behavior, they can amend the order with more names. He will sign off on any changes when they return.

INVESTIGATOR INTRODUCTION 2

In this alternative introduction, the NKVD agents file into the briefing room where they are met with the disapproving glare of Aganin. He explains that production for Krasivyi Oktabyr-3 has plummeted from record highs in



Handout 1: Facts of the Case

FACTS OF THE CASE

Evidence provided by Galena Petrovna Smolskaya has been entered into fact as the proof of sabotage by Pyotr Mikhailovich Abramov and his family against Sovkoz Krasivyi Oktabyr 3. It has been decided, under NKVD Order No. 00447 that the Abramov family, consisting of the following members:

Pyotr Mikhailovich Abramov: Male, age 39. Birthplace: Kiev, Ukraine SSR

Dmitri Pyetrovich Abramov: Female, age 37. Birthplace: Kiev, Ukraine SSR

Ekaterina Borovna Abramov: Male, age 08. Birthplace: Kiev, Ukraine SSR

are to be deported via rail to Labor Camp Vorkuta for a time no less than one year and no more than three years.

The Abramovs have been convicted of the following crimes:

- Sabotage of State-Owned equipment
- Treason against the State

Officers of the NKVD, accompanied by members of the militsiya, are order to proceed to Oktabyr 3, arrest and detain the Abramovs, then transport them to the railway line for pickup on 18. Oktabyr 1937.

Prop handout found on page 44.

Handout 2: The Letter

LETTER

9 Sept. 1937

NKVD Station Chief
Kyubyshev Oblast

Comrade - I, a loyal member of the Communist Party, am writing this letter to inform you that Anti-Soviet agitators are undermining our sovkhov.

Many members of our sovkhov work hard to produce the goods needed by the Party. We do this for the glory of Stalin.

However, the Abramov family conspires against our sovkhov. I have witnessed Pyotr Abramov uprooting crops, pouring sand in the tractor's fuel and espousing Trotskyite sympathies on numerous occasions.

I exhort you, as loyal Party Members and servants of the State to defend our values and punish this traitor.

Galena Petrovna Smolskaya

Krasivyi Oktabr-3
Kyubyshev Oblast

Prop handout found on page 45.

BIG BROTHER IS WATCHING

1935 and 1936 to near nothing in this year. The State relies on the flax produced by this sovkhov. Attempts to communicate by telegraph have gone unanswered. The last response was a dismal report four months ago. That same report included a brief annotation that one family, the Kravchuks, ran away in the night.

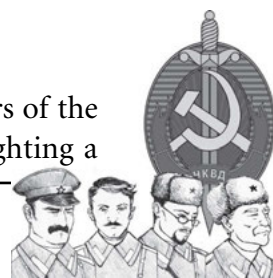
The agents, as protectors of the State, are to travel to Krasivyi Oktabyr-3, determine what happened to the sovkhov, and get production back on track. Production supervisor, Boris Gapon, will be their point of contact.

The players receive **Handouts 2 and 3.**

Regardless of the specific introduction chosen, Aganin stresses one point. Comrade Beria, who is expected to be appointed head of the NKVD soon, is touring the central Asian sovkhovi to assess their productivity. He is expected to be at Krasivyi Oktabyr-3 in five days. The matter at hand should be settled for the betterment of the Party before he arrives. If it's not, the agents' careers will be over. However, if Beria does become NKVD chief, he will remember those who helped him.

INVOLVING GRU-GSH

The agents in this scenario are members of the NKVD, which in the late 1930s was fighting a



Handout 3: Settlement Record

**KRASIVYI OKTABYR-3
SETTLEMENT RECORD, MARCH 1935**

Boris Alexandrovich Gapon, age 53, administrator
Settlement in order of arrival:

Pyotr Mikhailovich Abramov, age 32, laborer with
carpentry training

Dimitri Pyotrivich Abramov, age 8, child

Ekaterina Borovna Abramova, age 29, laborer

Andrei Galinovich Yezarov, age 31, laborer, former
vory with mechanic and electrician training

Maria Marinovna Yezarova, age 24, laborer with
mechanic training

Raisa Marinova Yezarov, age 8, child

Vasili Victorovich Smolskaya age 49, laborer with
electrician training

Galena Petrovna Smolsjaya, age 51, laborer

Andrei Stepanovicj Nikitin, age 62, laborer

Olga Victorovan Nikitna, age 61, laborer

~~Dimiri Borisovicj Kravchuk, age 46, laborer with
masonry and carpentry training – ran off 21/6/1937~~

~~Katarina Danelovna Kravchuk, age 42, laborer with
electrician training – ran off 21/6/1937~~

~~Mikhail Dmitrovich Kravchuk, age 14, laborer – ran
off 21/6/1937~~

~~Pavel Dmitrovich Kravchuk, age 12, laborer – ran
off 21/6/1937~~

Aleksandr Gaidarovich Barshai, age 22, laborer

Livia Dmitrovna Barshaia, age 21, laborer with dem-
olition training

Svetlana Chmila, age 46, laborer

Filip Osipovich Desny, age 34, laborer with agricul-
ture training

Magda Genrikovan Desnaya, age 34, laborer, with
agriculture training

Olga Filipovna Desnaya, age 9, child

Simeon Simeonovich Sidorov, age 34, laborer, with
agriculture training

Radha Pyotrovna Sidorova, age 41, laborer

Anton Simeonovich Sidorov, age 13, laborer

Bogdan Simeonovicj Sidorov, age 11, child

Pavel Aleksandrovich Zhukov, age 59, laborer with
extensive mechanic training

Tatiana Adrianvona Kesina, age 28, laborer with ag-
riculture training

Beniamin Timurovich Kesin, age 1, infant

Boris Stepanovich Lazutkin, age 38, laborer with
animal husbandry training

Nikita Pavelovich Molodin, age 29, laborer

Lucya Lavrentovan Molodin, age 31, laborer

Prop handout found on page 45

not-so-secret war with the GRU, (Glavnoye Razvedyvatel'noye Upravleniye), the Soviet Union's military foreign intelligence agency. As agents of Stalin's will, the NKVD purged the GRU mercilessly, and many GRU agents were caught in the chaos. To combat the purges, GRU agents went undercover and infiltrated the NKVD. Some of those GRU agents were attached to clandestine groups within the GRU.

A secret division within the GRU was created to monitor the occult activities of Stalin and his inner circle. As time went on, their mandate was expanded to cover any unexplained event in the Soviet. After the disastrous events at Machine Tractor Station Kharkhov-37 in 1933, the secret division kept tabs on other anomalies in Collectivization in case of a repeat. The secret division doesn't want another community wiped off the map.

At the Keeper's discretion, one or more of the agents can secretly be GRU members who have infiltrated the NKVD and requested to be assigned to this mission when they learn of a strange drop off in production at a sovkhos.

WHAT CAN AN NKVD AGENT DO?

One of the most enjoyable aspects of roleplaying for many gamers is stepping into somebody else's shoes. When faced with a historical time period, some players immerse themselves in the era, portraying the character as historically accurate as research allows. Other players fall back on what they know from movies and books. Both approaches are equally valid and fun.

For a historically minded player, he or she wants to know how best to portray their character so that it rings plausible. For them, the devil is in the details and it helps to know what is expected of a character before stepping into his or her shoes. In *Cold Harvest*, the historically minded player has two obstacles. First, they have to get inside the mind of somebody in Stalinist Russia. Second, he or she has to assume a position of relative pow-



er. This section is to help that type of player get into character by offering a brief primer on who an NKVD agent was and what they could be called on to do.

In 1937, the NKVD, or People's Commissariat For Internal Affairs, was not only the secret police of the Soviet Union but also the standard police. Agents executed partisans and directed traffic. They deported millions to corrective labor camps, ran prisons, and also investigated murders. An agent of the NKVD could guard the State's borders, carry out an assassination on foreign soil, or observe and report on Communist groups in foreign countries. All of these boil down to its core purpose, to protect the Soviet State and, by extension, become a tool of Stalin's paranoia.

It was also an organization in flux. It was formed and split and reformed numerous times throughout its existence. This created a sense of uncertainty in many of the NKVD's agents. Many weren't sure from one day to the next whether or not they themselves would be exiled or executed as the organizational structure shifted over and over. While there were a few females, NKVD agents were in the main, male.

An agent receives orders from their commanding officer. These orders can be short missions, such as investigating a disappearance, or long-term engagements, such as undercover work in a *vory*, or organized crime syndicate. The agent is given reasonable latitude to perform the task at hand. Most commanding officers expect their agents to protect the State and act with a measure of self-reliance. Continually asking for support, unless justified by such things as a major uprising, was frowned upon and could get an agent reported as an enemy of the State. The exact point where an agent ends up asking for help one too many times depends on the personality of the commanding officer. In *Cold Harvest*, Aganin is a hard-nosed bastard who looks for any excuse to punish those under him. Other commanding officers might be more forgiving.

It's important to realize that despite its monolithic reputation, the NKVD was made

PARANOIA

As both the public and secret police of the Soviet Union in the 1930s, the NKVD wields a great deal of power. They are the law, authorized to spy on, arrest, interrogate, or detain anyone. While it's difficult for an NKVD agent to get away with non-sanctioned cold-blooded murder, it isn't impossible.

In most *Call of Cthulhu* sessions, the players take on the role of under-equipped underdogs. How can the Keeper control investigators that are the law? Through paranoia. The players should know that just because the NKVD was the law, its agents could easily find themselves in a corrective labor camp or a shallow grave. The Keeper must stress that the corrective labor camp or an early death weren't reserved for criminals; anyone can end up on a list simply for stepping in the way of a Party member's progress, or annoying the wrong person. Even accusations of NKVD agents by the Proletariat are investigated. Agents might find themselves shadowed by mysterious men, return home to find their apartment deliberately ransacked, or spot their name on a list on their commanding officers desk.

Each player should realize that his investigator's well being, career advancement, and long-term survival rests on the metaphorical knife he might have to thrust into his fellow agents' backs. Short-term survival depends on an agent's loyalty to his comrades. Long-term survival depends on an agent's disloyalty to his comrades.

Players are unlikely to go mad with power within the limited confines of this scenario. But, if the Keeper plans on using *Cold Harvest* as part of a Soviet era campaign, paranoia can be a useful tool.

up of individuals. Everyone who served did so for their own personal reasons. Undoubtedly there were numerous sadists who enjoyed almost endless possibilities for schadenfreude and justified their actions as necessary steps to protect the Soviet Union. Others however, joined because they believed in Communism and wanted to serve the State. Some joined because they were ex-military, needed a job, and had the appropriate skills. Many joined just for the better life offered.

Depending on their skills, some served as enforcers or muscle. These are the agents who



beat the truth out of suspected spies, smashed printing presses, and shot Western sympathizers in the basements of Lubyanka prison. Others worked as investigators or detectives. These men ruthlessly tracked down and dogged spies, infiltrated suspected terrorist rings, and convinced neighbors to inform on each other. Still more worked in administrative roles. This group ran the prisons and labor camps, filed the paperwork, and made sure everything that needed to be covered up was covered up. Despite specialization, an agent was expected to fulfill whatever role was asked of him.

Given the importance of State security, NKVD officers had relatively wide ranging powers. When investigating a crime, an agent could order the detention and arrest of anyone. In many cases executions could be ordered on the spot with only a modicum of supporting evidence. The limit of how far an agent could go is limited only by how far he thinks the State will allow him to go. If an agent could justify torture or execution as necessary for the protection of the State, he could usually get away with it. If, however, his superior felt he went too far, the agent found himself on the wrong end of a gun.

Although crime did not officially exist; at least not crime committed by a citizen against another citizen, the NKVD investigated all reports of crime. A murder could be an indicator of subversion and was investigated with the utmost importance and secrecy. If the victim was unimportant to the Party, such as a worker or a child, the investigation usually focused on the most readily available and easily arrested suspect. Or, the agent dismissed the death as an accident.

An agent can also request the militsiya intervene. The militsiya, like the NKVD, are a police force and often serve in regions with no NKVD presence, or handle the day-to-day policing of a region. If an agent needs a lot of backup to put down a riot, quarantine a village, or guard something, the militsiya is called upon.

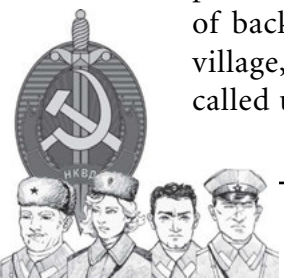
Because of their authority and reputation, many Soviet citizens feared and despised the NKVD agents. The appearance of an NKVD agent was enough to compel people to turn on their neighbors. However, a lone agent could fall prey to an angry group driven to violence by fear, so the NKVD learned to operate in pairs or small groups.

Despite the paranoia and danger, many people wanted to join the NKVD. Beyond the personal power that was a double-edged sword, agents enjoyed a better life. The State provided apartment was much better than the standard allocation, and immediate family members, such as parents, could also be upgraded to a better apartment. The NKVD credentials also provided agents with access to stores that stocked better, and in some cases, Western goods. The average Soviet had to make due with long lines and a poor selection of goods. The agent and his family could select from numerous options on the store shelves. Because of these perks, agents worked very hard to ensure their loyalties weren't questioned. If an agent's loyalty was cast into doubt, he's not the only one who suffered. His family suffered as well.

CRIMES AND MISDEMEANORS

There are numerous events that occur throughout the scenario that would not be considered crimes in the modern day, but did get people arrested, exiled, or executed during the Great Purge. If an NKVD agent encountered any of these, he was expected to investigate and take appropriate action. The anti-Soviet behavior and speech are intentionally open ended and many of the other crimes are part of anti-Soviet behavior or speech. The subsequent crimes are broken out for ease of reference.

The following list is to help the Keeper ascertain what events in the scenario are considered crimes and what are not.



Crimes

- Anti-Soviet behavior: a very broad category that was interpreted to mean anything that worked against the current agenda of the Party. Failure to produce was a common anti-Soviet behavior.
- Anti-Soviet speech: a very broad category that was interpreted to mean anything explicitly or implicitly critical of the Party. This includes verbal speech, plays, books, leaflets, music, and broadcasts.
- Sabotage.
- Rioting.
- Murder.
- Drug trafficking or distribution.
- Possession of anti-Soviet or Western material.
- Theft.

Not Considered Crimes

- Personal drug use.
- Crimes committed while legally insane.

THE JOURNEY

Krasivyi Oktabyr is a small sovkhos consisting of sixty households, spread among three different settlements, Krasivyi Oktabr-1 through 3. The commune is positioned two hundred kilometers south east of Kuybyshev, capital of Kuybyshev oblast. It's also two kilometers from the Samara River.

The investigators have a state provided GAZ AA (pickup truck) for transportation. Two additional fuel cans are provided to ensure they have enough gas to reach their destination.

EQUIPMENT

The investigators are equipped for the mission they're expecting. Each agent is wearing a uniform, which consists of identification, shirt, pants, steel-toed boots, overcoat, gloves, and hat. Each agent is armed with a folding knife, and either a Tokarev TT-30 7.62 pistol with an additional eight round magazine, or an M1895 Nagant seven round revolver with fourteen additional rounds. Both pistols can have silencers at the agent's request. Any militsiya members with the party are also armed with Mosin-Nagant M1891/30 7.62 rifles and ten additional rounds. The pistol and rifle rounds are not interchangeable.

The investigators will have the use of a GAZ AA, a pickup truck designed by Ford and licensed to GAZ, the Gorky Automobile Plant. The truck seats two in the cab and up to ten in the canvas covered bed.

The agents do have a 6PKD, or shortwave backpacked radio, to stay in contact with the station in Kuybyshev. However, once they reach the region under the spell of the Iloigor, the radio becomes nothing but static.

Each player should also select personal items for their investigator. Some common items include compasses, flasks, backup pistols, and cigarettes. In addition, each agent has 1D20 rubles as cash on hand (1 ruble = 0.50 US cents).

Each investigator is equipped with:

- Woolen Winter Coat
- Ushanka fur hat
- Uniform
- Holster
- Pistol with optional silencer
- Identification booklet
- Canteen with water
- Canned rations for five days
- Personal affects

Some investigators have:

- 6PKD backradio
- M1891/30 Mosin-Nagant rifle

On the truck is:

- Tool box
- First aid kit
- 100 meters of rope
- 2 x 20 liter cans of petrol

The GAZ AA truck:

- Can reach speeds up to 80 KPH on good roads in optimum conditions
- Holds 40 liters of petrol
- Burns petrol at a rate of .5 liter per kilometer
- Can seat three in the cab and ten in the bed
- Can provide three points of armor in the cab and bed, if the target is lying in the bed.



An investigator who inspects the truck and succeeds with a **Mechanical Repair** roll, finds it in good working order. The gas cans, however, are rusty. If the investigator points this out to a worker in the motor pool, the investigator is told that it's still in good condition and not to worry about it.

The poor road conditions results in an eight hour drive, with the investigators able to reach a top speed of thirty kilometers per hour for short distances. The further the investigators travel from Kyubyshev, the worse the road becomes. At no point is it paved, however nearer the capital, the road is evenly graded and maintained. The road quality degrades when the investigators are twenty kilometers from the city. Increasingly worse potholes, quagmires of mud, and washed out sections for the remaining one hundred-eighty kilometers result in a very tiring, frustrating drive.

The Keeper is encouraged to make the journey as uncomfortable as possible for the investigators. A few possible optional mishaps follow:

- As the road worsens, call for a **Drive Auto** roll. Failure means the team's GAZ AA slides off the icy road and into a mud pit. Getting the truck free and back on to the road will probably require all of the investigators to work together. The truck is SIZ 350; deduct each investigator's STR in turn from 350, until the number is reduced to around 100*, with the investigators who STR hasn't yet been deducted making opposed STR rolls versus the reduced SIZ of the truck (which may be an Extreme or Hard STR roll, depending on how much the truck's SIZ can be reduced by the investigators' combined STR).

**The upper human limit that can be opposed is 100 + the investigator's STR.*

- Each opposed STR roll represents up to an hour of straining and pushing. If the investigators are in the cold rain, getting splashed with icy mud for more than an hour, they suffer 1 hit point and 1 magic point damage from

exposure and frustration for every additional hour or fraction thereof. They also run the risk of contracting a cold; see **Weather** nearby for more information. After a few hours of trying, if the investigators cannot right the truck, kindly Keepers might have someone come by on the road to give them a tow.

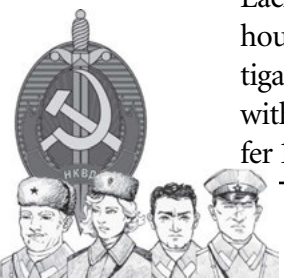
- A failed **Luck** check means the truck slips a rod going over a pothole and the investigators have to succeed at a **Mechanical Repair** roll to get the truck moving again within an hour. Otherwise, the repair takes two hours and each investigator working on the truck suffers a loss of 1 hit point and 1 magic point from the freezing rain and frustration. They also run the risk of contracting a cold; see **Weather** nearby for more information.
- Another option is to have the truck fill with the smell of gas. The constant jostling has punctured one of the fuel canisters and the gas is filling the bed of the truck. This particular event should occur before the investigators pass the ninety kilometer mark.

THE FIRST SOVKHOZ

The investigators will encounter another Sovkhoz, Leninski-2, at the ninety kilometer mark from Kyubyshev. It has a tractor station, so fuel for the GAZ AA is available should investigators want to fuel up. The sovkhov even has a spot welder to repair the fuel canisters if necessary.

The workers at Leninski-2 are busy, collecting the final harvest with the sovkhov's one tractor and six workhorses. The harvest looks plentiful, which is a good sign because of the horrible famine that struck Russia the previous year (1936).

The investigators will be given anything they ask for with a minimum of conversation from the workers. A successful **Psychology** roll reveals a combination of fear and anger. If questioned, the workers all claim they're hurrying to complete the harvest. There has been a plentiful crop this year and it's taking longer



than normal to collect the produce. However, it looks like a bad winter is coming.

The importance of this scene is to introduce what a normal, functioning Sovkhoz looks like to an outsider. It's a busy place full of unhappy people.

Once the investigators leave this sovkhov, the weather and road conditions both worsen.

ABOUT KRASIVYI OKTABYR-3

Krasivyi Oktabyr-3 consists of nineteen, single story wooden structures, a concrete block flax processing mill, and a concrete block tractor shed that also serves as a livestock barn in cold weather. All the buildings are in various states of disrepair and only Gapon's house provides any real protection from the elements.

The entire sovkhov is surrounded by large tracks of farmland. **Map 1** (see page 19) pro-

WEATHER

Weather plays an important part in setting the mood of this scenario. To add to the downtrodden malaise that permeates the people, the weather is cold and dreary. It's a surprisingly cold October. The temperature hovers between zero and five centigrade during the day, plummeting to minus ten during the night.

A cold drizzle mixed with sleet is constant throughout the scenario during the daylight hours. At night, the precipitation turns to snow. The drop in temperature results in one of two phenomena, both of which occur throughout the sovkhov. In open areas the mud freezes, turning into hard clumps of dirt that are all too easy to stub a toe on. In shady areas, such as under eaves and behind equipment, a thin layer of ice forms over the ground. Anyone stepping on the ground falls through, submerging their foot in freezing cold mud, deep enough to ooze into boots.

Anytime the investigators are outside during the day, they are pelted by the specks of ice and chilled by the rain. At night, the cold, crisp air dotted with snowflakes has a haunting beauty.

The weather can be an important factor in setting the mood of the scenario, although its effects are optional. A Keeper can completely ignore the weather or have high winds whip through the settlement at the most inopportune times. If the investigators don't shout to make themselves heard over the wind when talking to someone more than three meters away, the Keeper is justified in calling for **Listen** rolls; failure means the listener hears something different from what was said.

The mud and ice is useful in a similar way. If a chase erupts or an investigator is trying to sneak up on someone, the Keeper should call for **DEX** rolls.

If an investigator fails, he finds himself mired in the mud as his target flees into the distance, or he finds himself helplessly sliding toward his objective.

Some of these side effects sound like they'd be funny, and Humor can be an important part of horror. It helps break the tension and can set people off guard for the big reveal. Imagine if an investigator is using Stealth to sneak around the perimeter of a house. The ground is covered in ice, so the Keeper calls for a **DEX** roll. The investigator fails and slides across the ice toward the corner of the house. While that's humorous, when the investigator passes the edge of the house and comes face to face with Andrei's revolver or the manifested Iloigor, the sudden shift from humor to horror can deepen the impact.

Another important element of the weather is the possibility of illness. If an investigator is out in the extreme weather exerting himself: pushing the truck, running, working on equipment, shooting, for more than an hour, he has to make a **CON** roll. Success means the agent weathers the cold temperature without issue. They must also make another **CON** roll if they exert themselves outside after spending more than five hours inside. A failed **CON** roll, however, means that the agent contracts a cold with the accompanying aches, pains, and fever. All skill checks are made with one penalty die until the investigator has a chance to recuperate in a warm location for eight hours.

If the agent continues to work after contracting a cold, they must make additional **CON** rolls for every hour spent working outside in the weather. The penalty die applies to the **CON** rolls as well, and is cumulative (up to two penalty dice).



WHY DON'T THEY LEAVE?

Some might wonder why the residents don't just leave Krasivyi Oktabyr-3. There are a multitude of reasons. Primarily, they don't realize they're in trouble. For the most part, the Iloigor has slowly drained the villagers' will to live. Even though it overfed on the Abramovs and Yezarovs, causing mutations, the changes are subtle and the other villagers haven't really noticed.

To complicate matters, leaving a collective is almost impossible. During the late 1920s and early 1930s, famines devastated the Russian countryside and many peasants looking for wage work and food fled from the Soviet countryside into cities. This created an imbalance. In some regions there were too few people to work the land, worsening the famines, and the large number of new city dwellers placed strain on the already lacking urban infrastructure. To combat this, the government instituted a system of internal passports and urban residency permits. This system, originally enforced by the OGPU, the precursor to the NKVD, gave the state unprecedented control over the lives of its citizens. Travel from one region in the Soviet Union to another requires an internal passport, a person's sole form of identification, as well as permission. In the case of rural settlements, including *kolkhozi* and *sovkhozi*, all passports are kept by the sel'soviet, the rural council for a region. In the case of Krasivyi Oktabyr-3, the sel'soviet is in another settlement, fifteen miles away. If someone wants to leave the community for another community or a city, he or she needs to request their passport from the sel'soviet. Factors ranging from the requestor's popularity to the amount of work needed to be done this season determine whether or not the sel'soviet approves the request and hands over the passport. In most *sovkhozi* and *kolkhozi*, the requests are denied.

That's not to say there aren't ways to escape. Some people do flee *sovkhozi* and *kolkhozi*; usually overland on foot in the middle of the night. However, they can never return and any remaining family members are left at the mercy of the other residents. Family members left behind are unlikely to be murdered or face corporal punishment, but they will receive fewer supplies and food, and thus forced to suffer a slow, wasting death.

The investigators know that smuggling a person out of a *sovkhoz* is tantamount to signing your own execution order.

vides an overview of the region, while **Map 2** (see page 26) is a detail of the *sovkhoz*.

When Krasivyi Oktabyr was established, the farmland was covered in flax plants. Now, however, the plants are wilted and the bolls cover the ground; the usual early autumn harvesting time is past.

The primary crop of the *sovkhoz* is flax, with winter wheat and sugar beets as rotational crops. The fields of the entire *sovkhoz* encompass two hundred twenty square kilometers of farmable land. Krasivyi Oktabyr-3, the settlement the Iloigor preys upon, is closest to the Samara River and isolated from the other two settlements.

Although the *sovkhoz* has electricity, most interior lighting is by candle or lantern, and heating is by large metal stoves in each home. The stove takes up one-third of the living room in each house.

ARRIVAL

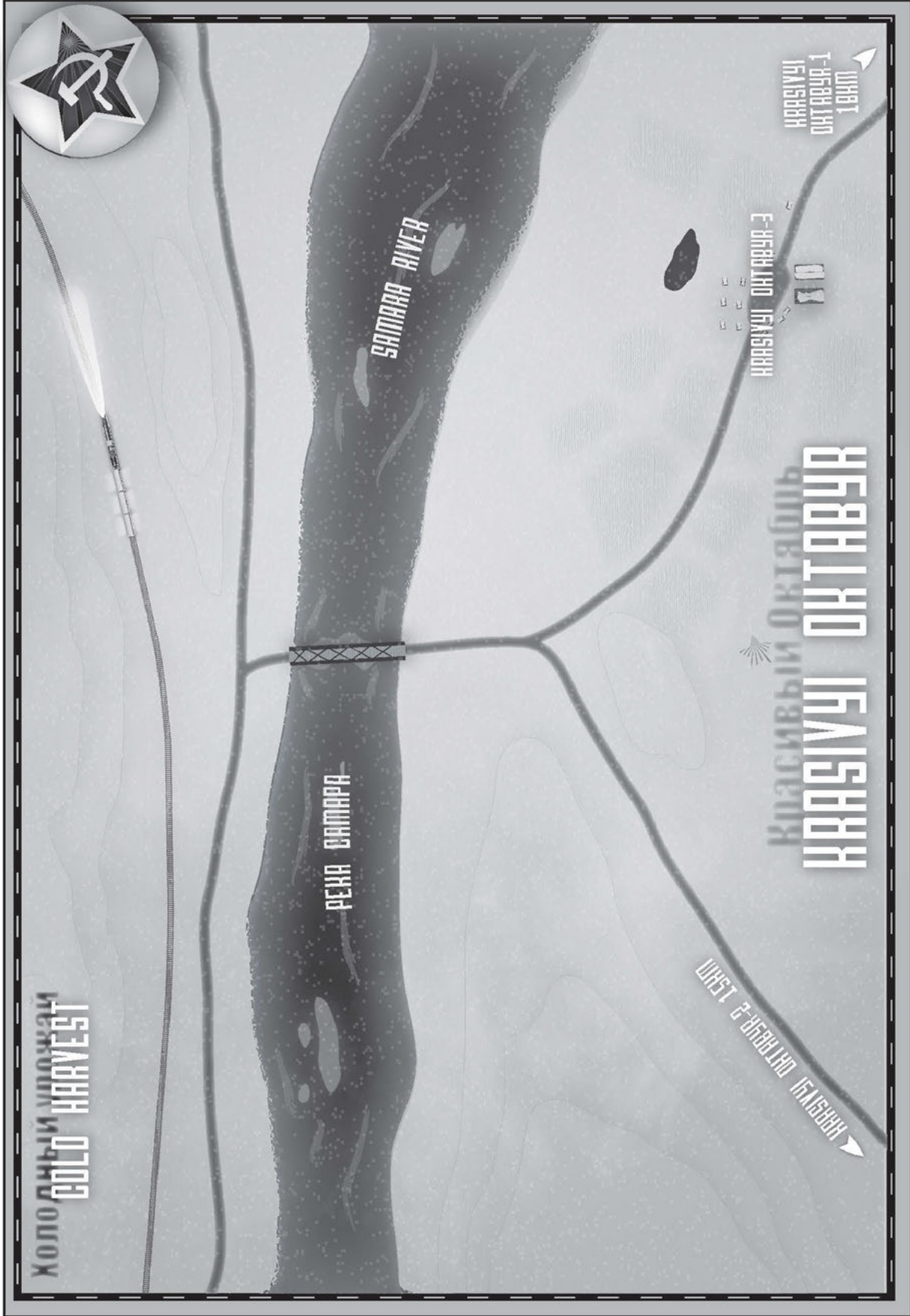
The investigators arrive in the village around 6 p.m. as night falls and the rain turns to snow. The headlights of the truck illuminate a tractor on its side in front of a barn. The barn's doors are wide open and livestock freely wanders into and out of the structure. In the gloaming, all of the other buildings are hidden in darkness. The smell of rotting vegetable matter permeates the air.

The road suddenly ends in a large mud circle. Several houses line the town center. A few flickering lights illuminate one of the buildings, but everywhere else is dark. No one answers if the investigators go up to a darkened house and knock.

If the investigators don't approach the one house with some illumination, the door opens throwing more light into the dark. In a moment a large man with a thick beard steps into the doorway, blocking most of the light. This is Gapon, the village's production supervisor. He is held responsible if the community doesn't reach its quotas.



Map of the Krasnyi Oktyabr Region



PSYCHOLOGY?

Psychology skill checks are frequently called for in this scenario and Keepers will note that the pre-generated investigators have an aptitude in it. The skill allows investigators to pick up on physical tics that occur when someone is trying to behave in a way opposite from what they feel. Whether the target is trying to feign surprise or hide a bald-faced lie, Psychology helps investigators pick up on that.

Remember that some of the NPCs are skilled in the use of Charm, Fast Talk, Intimidate and/or Persuade; reading someone's intent or determining if that person is lying may be more difficult. Thus if an NPC has between 50% and 89% in one of these skills and is using it to avoid their true thoughts being discovered, the investigator's skill roll would be at Hard difficulty; if the NPC is truly skilled, 90%+, then the roll would be at Extreme difficulty. Also, if an investigator pushes and fails a Psychology roll, the NPC is likely to clam-up, turn angry, or even become violent.

Keepers may choose to make concealed Psychology skill rolls on behalf of the investigators, announcing only the information, true or false, that the investigator has gained. Employing concealed rolls may help to build an atmosphere of paranoia and suspicion perfect for this scenario's setting.

A SURPRISE VISIT

Gapon is surprised to see the agents. He asks the investigators if they're here to investigate the murder that happened this morning. He also wants to know how the investigators heard of the murder.

Gapon is short with the agents. He knows things are wrong in the sovkhos and he has done everything in his power to correct it. Nothing has done any good. If asked, he can provide the agents with a list of residents. As he hands over the list, he hesitates, pulls it back, and marks Galena Smolskaya's name off the list, and then hands it back (see **Handout 3**). The Keeper should mark Galena's name off the list before handing the sheet to the players.

Gapon knows the following information, and will reveal it based on the line of questioning pursued by the investigators:

Anti-Soviet Activities

- He knows Galena Petrovna Smolskaya wrote the letter to the NKVD. He warned her against sending it, and chastised her after she did. He feared a response from the NKVD.
- He doesn't think the Abramovs are anti-Soviet. The sovkhos has been struggling, but it's not the Abramov's fault. Nobody has met their quota in the sovkhos this year. The tractor broke down, the horses are sick, and the weather has been uncooperative, but the people have worked hard. During the daylight, the investigators can attempt *Natural World* rolls. With success, they determine that the horses are healthy and the crop, although now rotting in the fields, looks like it was plentiful, so weather hasn't been a problem.

The Abramovs

- The Abramovs are good members of the Party, who work hard on the sovkhos.
- They were the first family to arrive when the area was resettled in 1935.
- They've been ill lately and that's why they haven't been working.

The Murder

- Galena Petrovna Smolskaya was found dead this morning at the edge of the pond, north of the road.
- He thinks she got drunk and drowned on her own, but her husband, Vasili Smolsky, believes she was murdered by the Abramovs, or one of their friends.
- Her body is currently lying out in the Smolskaya residence.



The Sovkhov

- The sovkhov is just over two years old. It met its quotas last year and the year before. Because of the setbacks, Gapon doesn't think it will meet them again.
- The other two settlements in the sovkhov have not communicated with Krasivyi Oktabyr-3 in several months. But that is normal operations.

INVESTIGATIONS AT KRASIVYI OKTABYR-3

From this point on, the scenario becomes free form and the Keeper should be prepared to let players proceed at their own pace. There are multiple avenues of investigation and multiple mysteries to solve. Options are presented here in alphabetical order, but the Keeper should be prepared for the agents to seize upon any clue and follow up on it.

Regardless of how the investigators proceed through the scenario, there are some facts that the Keeper must bear in mind at all times. These necessary elements are mentioned first.

NECESSARY FACTS

Galena

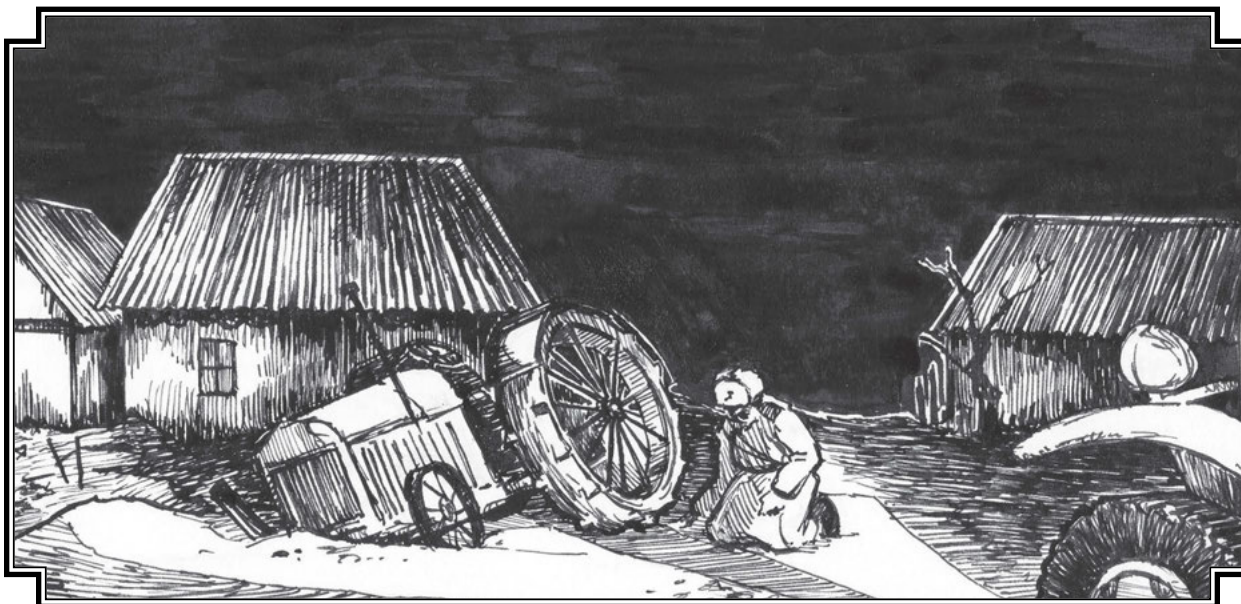
Galena was killed by the lloigor. The monster exerted its will, compelling her to go to the pond and drown herself. Although there are several red herrings as to who killed the woman, it was the lloigor.

The Lloigor

To play the lloigor effectively the Keeper needs to know what it wants. The lloigor wants to return to the place of prominence it once held in the world. It realizes it is relatively weak, compared to the power it once held, and so remains hidden. It doesn't fear humans, but it does fear other lloigor, however it does not realize it *might* be the only lloigor left on Earth.

The creature's only use for humans is as food, so it pays little attention to their actions. It becomes cognizant of the investigators the moment they cross the Samara River to reach the sovkhov.

The monster quickly comes to the conclusion that the investigators aren't just additional food; they are a threat to its current food supply. Once it realizes that the investigators want to remove the Abramovs (and



Arrival at Krasivyi Oktabyr-3



possibly others) from the settlement, it lashes out. The lloigor is willing to accept the loss of the agents as foodstuffs if it means it can keep the rest of the settlement.

The lloigor doesn't fully understand modern technology yet. The last time it was awake, horses were the dominant mode of transportation and yurts were fashionable. It disabled the tractor because it believed the sovkhosniki were going to use it to flee. It will react to the investigators' truck in the same manner.

If the agents attempt to force everyone to leave the sovkhos, the lloigor will lash out. First, it will send its corrupted children after the investigators. Then, it might drive the entire sovkhos into a riot against the agents, or use its powerful vortex attack. In a last ditch effort, the lloigor might physically manifest in the center of the settlement, despite the risks inherent in exposing itself.

MISSION

The investigators must not lose sight of their primary goal, which is either to detain the Abramovs and ship them to the corrective labor camp or to determine why production has plummeted. Investigators will have to answer for any failures. Deportation to the corrective labor camp is the most likely punishment for failure, but the possibility of a shallow grave also exists. That is, unless the investigators provide an excellent excuse.

Sleep

This scenario takes place over three days and sleep is important. The investigators can't wander around awake the entire time unimpeded. They are just human after all.

Where do the agents sleep? There is room for one investigator to sleep in the GAZ AA, but a more common practice would be for them to commandeer space from one of the houses. No one will refuse them.

If an investigator attempts to stay awake for the duration of the mission, the Keeper should call for a CON roll on the first night and a Hard CON roll for the second successive night.

Success means the investigator stays awake, however all skill and characteristic rolls are made with one penalty die until rest is found.

If the CON roll is failed it means the investigator has fallen asleep. The investigator manages to find a place to lie down and go to sleep. Alternatively, the Keeper can decide that the investigator falls asleep where they are (standing or sitting). The lloigor feeds on the magic points of all sleepers in the settlement, so the instant an agent enters sleep he falls under the creature's spell. An investigator also suffers a 0/1D4 SAN loss when the lloigor makes mental contact.

When an agent wakes up from a nightmare, he finds himself weakened and inflicted by a bad headache. Where the **Sanity** roll was failed for the nightmare, the Keeper may choose to impose a penalty die to the investigator's skill rolls for mental and fine manipulation tasks, which stack with staying awake, to a maximum of two penalty dice (see **Sleep**).

Travel

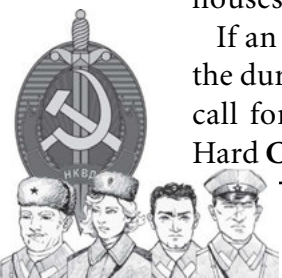
If the investigators' primary mission is to deliver the Abramovs to the rail yard for transport to the corrective labor camp, the train, Transport 4023, passes near the sovkhos in three days time at precisely 10 a.m. The rail yard is three kilometers north of the settlement, a kilometer north of the Samara River.

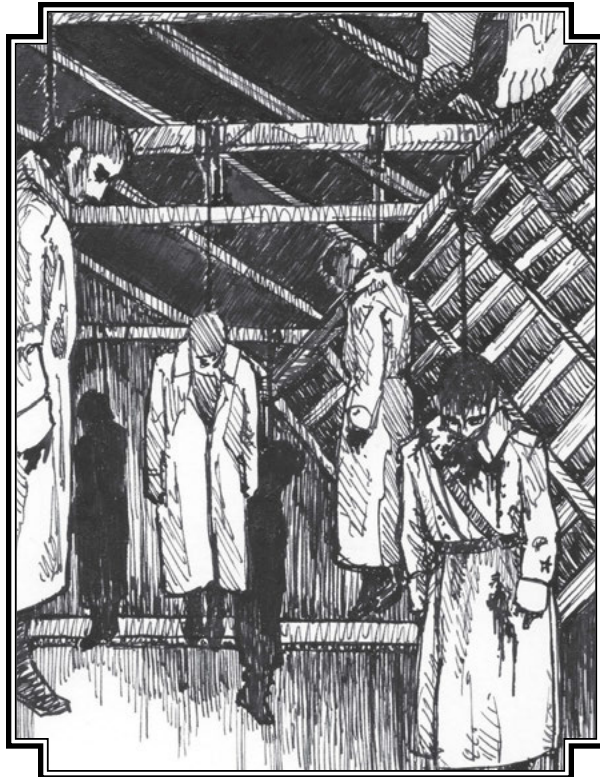
AVENUES OF INVESTIGATION

THE ABRAMOVS

The Abramovs live in the northernmost house, across the muddy street from the Yezarovs. If the investigators visit the house when they first arrive in the sovkhos, the Abramovs are asleep.

If knocking on the flimsy door: Pyotr Abramov, patriarch of the family answers groggily after five minutes. If informed that he's under arrest, he sighs and goes to wake his wife, Ekaterina, and Dmitri, his son.





A Nightmare in the Barn

If kicking in the door: It gives easily under slight pressure. The investigators will find Pyotr and Ekaterina asleep on their pallet in the house's one bedroom. Dmitri is asleep on the floor in the same room. If awoken, all three react slowly but show no anger or fear at being informed that they are under arrest.

During the day, Pyotr and Ekaterina can be found half-heartedly working in the vegetable garden behind their house or working on something in the house. Dmitri wanders the sovkhos, kicking up dirt and whistling tunelessly.

The family members know the following:

Pyotr

- He knows Galena wrote the letter. At first he was angry, but now doesn't care.
- He doesn't know who killed Galena.
- He did not sabotage the tractor.
- He and his family were the first to arrive at the sovkhos in 1935. He chose the plot closest to the river to have easy access to the

NIGHTMARES

Truly devious Keepers can subject investigators to horrible nightmares that seem real. Either choose an appropriate investigator or call for **Luck** rolls to determine if nightmares visit the investigators. To drive home the bizarre nature of the dreams, the investigator should wake up where the dream occurred, not where they went to sleep. For example, if the Keeper chooses to have the investigator suffer the nightmare where he enters the barn, the investigator should wake up in the barn.

The Keeper is encouraged to tailor the nightmare to the investigator; however, here are some samples with associated Sanity losses:

- Awakened by sovkhosi, led outside and shot (1/1D4).
- Enters the barn and finds all the settlers hanging from the rafters. One of them lifts his head and looks balefully at him (0/1D4).
- The investigator wakes up in the morning and, while relieving himself, comes face to face with the lloigor in reptilian form (0/1D8).
- The investigator wakes, goes outside and finds his fellow investigators stripped naked and tied to posts in road being whipped (0/1D4).
- The investigator wakes up, exits the house, and finds himself in the barren, alien landscape of Mu. When he turns around, the house he just exited is gone (1D4/1D6).
- The investigator sees a series of charcoal drawings on a wall. As he watches, one of the figures from the drawing starts to move. It grows in size, steps out from the wall, and begins dismembering the investigator (1/1D4).

fish. The Yezarovs, the second family to arrive chose their plot for the same reason.

- The sores on his face appeared about five months after moving in. He hasn't sought any medical care for them, other than what his wife can provide through bathing them. A successful **Medicine** roll hypothesizes that it's some kind of infection. That is incorrect, but the investigators have no way of knowing at this point that the sores are caused by the lloigor.



Ekaterina

- She will confirm everything that Pyotr says, even if asked separately.
- She will adamantly state that Pyotr is a good man.
- She thinks Galena was jealous of the Abramov's excellent plot location. The Smolskayas arrived several months after the Abramovs.
- If asked about any physical issues of her own, Ekaterina will answer firmly that she has none. A successful **Psychology** roll reveals she's lying. If pressured or threatened, she will lower her dress, revealing a series of ten centimeter long gashes on her torso and abdomen. The edges aren't ragged, they're perfectly smooth. It's possible to look inside and see the internal organs' function. Reaching inside causes her pain. A successful **Medicine** or **First Aid** roll leaves the investigators dumbfounded. Seeing Ekaterina's sores calls for a **Sanity** roll (0/1).

Dmitri

- He knows that Galena is dead and he thinks Vasili did it.
- If the investigators ask him how he is, he'll show them his new finger. It started growing about a year ago. He wonders if he'll get more. If the investigators don't ask about him, a successful **Spot Hidden** roll will reveal the extra digit.
- He doesn't feel like playing much anymore. He and Raisa used to play quite a bit down by the river, but now she spends all her time inside. Raisa lives with her family (the Yeza-rov) across the street.
- He's been having bad dream about the monsters rising from the water and killing Galena.

THE BODY

Galena Petrovna Smolskaya's body is in the living room of her home, near the main road into the community. If the investigators go there when they first arrive, Vasili will be loath to let them in. He complains that he's trying to rest and that the agents should return tomorrow. If the investigators flash their identification or succeed at a **Persuade** or **Intimidate** roll, Vasili will let them in, but he backs up by the head of the body. A successful **Spot Hidden** roll sees him pick something up and put it in his pocket.

Galena was a rail thin woman in her late 40s. The body is dressed in a simple dress.

Vasili knows the following:

- He and his wife work hard for the State. That's why she wrote the letter. The Abramovs do nothing but work in their personal garden. He saw Pyotr sabotage the tractor. A successful **Psychology** roll reveals that Vasili is lying about something. A successful **Intimidate** or **Persuade** roll gets him to admit that he never saw Pyotr sabotage the tractor.
- Galena was found by the pond, just north of the sovkhos, at the end by the Abramov's house. Vasili claims that Galena said she was going to the river, but she never made it that far. Pyotr was angry at Galena for denouncing his anti-Soviet activities, so he must have drowned her out of revenge.
- If the investigators saw Vasili hide something when they entered the room, he will deny doing any such thing. If searched, the investigators find a pocket icon depicting, from left to right, St. George, the Virgin Mary, and St. Pavel of Taganrog. At first, he tries to deny any knowledge of the religious icon. The icon in and of itself isn't enough to have Vasili denounced, but the agents know that it can be used as a foundation for an anti-Soviet denunciation.



- A successful **Medicine** roll reveals that Galena did drown. However, there are no signs of her head being held underwater. There are no hemorrhages around the eyes, no strangle marks on her neck, and no indication that she struggled. A successful **Spot Hidden** does find a very faint set of teeth marks on her neck. However, those teeth marks did not break the skin.
- If asked, Vasili will admit to having sexual relations with Maria Yezarova on numerous occasions before Galena died. Yes, Andrei is violent, but not clever enough to punish Vasili by killing his wife instead of him.

If the investigators visit Vasili during the day the icon is hidden out of sight. All other information is still valid. A search of Vasili's house, via a successful **Spot Hidden** roll, turns up a secret compartment in the floor that hides two religious icons and a cross. The investigators also find a revolver in a drawer.

COMMUNICATIONS WITH THE OTHER SOVKHOZI

If the investigators want to determine why communications are down between this settlement and the other two, they will need access to their truck. If the lloigor has already disabled it, they must find a way to repair it first.

Gapon explains that a telegraph line connects Krasivyi Oktabyr-1 with Krasivyi Oktabyr-3. The line terminates in Gapon's home. A successful *Electrical Repair* roll confirms that the line is dead.

The investigators can follow the telegraph line down a rough, muddy road toward Krasivyi Oktabyr-1. At the eight-kilometer mark from the village, the investigators find the line is down. A successful *Electrical Repair* or *Mechanical Repair* roll reveals that the line has been cut.

If the investigators want to repair the line, an *Electrical Repair* or *Mechanical Repair* roll at Hard difficulty level is required. If the in-

vestigators happen to have a set of lineman's tools, the roll is Regular.

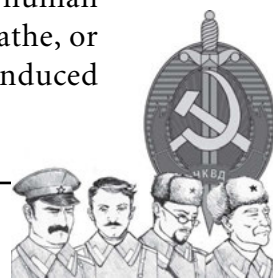
If communication is restored, the investigators can contact the other settlements. If they do, they learn that none of the other settlements are having trouble making their quota. The man on the other end of the line, Victor Demidov, supervisor for all of Krasivyi Oktabyr-3 is irate if he learns that Krasivyi Oktabyr-3 is behind on its quota. The last report he received from Gapon, two weeks ago, said that everything was on schedule. If asked, he will say that Krasivyi Oktabyr-3 met its quota last year, even though it was its first year in operation. That surprised him just as much as the sudden slowdown does. Demidov offers no support to the investigators.

The same information can be learned if the investigators travel to either of the other settlements. Both of those settlements are in good condition, the crops have been brought in, and the people are industrious. This is all in stark contrast to Krasivyi Oktabyr-3. While there, they can use their authority as NKVD officers to requisition vehicles, supplies, and even labor.

CONDITION OF THE SOVKHOZ

The condition of Krasivyi Oktabyr-3 is best assessed in the daylight. The numbers on the settlement map (see **Map 2**) coincide with the numbers below.

All of the houses in the village are the same. They are wood frame structures, seven meters long by five meters wide. All buildings suffer moderate wear and tear on the exterior, as if they have not been maintained for a year or more. Each has two rooms, a bedroom and another room used for all other purposes. Behind each house is a small vegetable garden for private use, and a latrine. All the houses have the odor of stale sweat and human waste. Many people don't bother to bathe, or travel to the latrine, in their lloigor-induced despondency.





Map of Krasivyi Oktyabr-3 Sovkhoz



If people are asked why the buildings are in such poor shape, no one can provide a concrete answer. Most will say that the repairs are scheduled for next week.

1. The Flax Fields

The fields are in disarray. The vast majority of flax plants have fallen over from their weight, and are rotting where they lie. Cattle have trampled many of the plants. The blight is most noticeable on the north east side of the sovkhov. The further someone travels from the sovkhov, the more normal the fields look.

2. Nikitin House

The Nikitins, Andrei and his wife Olga, live here. Both are in their 60s. They are depressed and fear the NKVD is here to arrest them for not working. Whenever the investigators see them, they will put on a half-hearted show of working.

3. Empty House

This house belonged to the Kravchuk family. The Kravchuk's were completely corrupted by the lloigor and fled into the fields two months ago. They return to the sovkhov at night, using the cover of darkness to hide their presence. Gapon will tell the agents that the family ran away and that he reported it at the time.

4. Barshai House

Aleksandr and Livia Barshai live here. A young couple in their 20s, they have been affected the least by the lloigor. They spend most of their days in the house listening to phonographs of Rimsky-Korsakov and Mussorgsky. If the investigators inquire why the couple does not listen to Soviet composers, the Barshai just ignore them. The aroma of cigarette smoke combined with a sweet, pungent, musty odor fills the room. A *Know* roll recognizes the odor

OPIUM

Opium use produces euphoric effect; the user feels drowsy or relaxed (similar to the feelings that come from consuming alcohol), with reduced inhibitions, and sensations of pain and anxiety levels reduced. The effect lasts about four hours.

The user should make a **CON** roll; whatever the result, skill and characteristic rolls should be made at one difficulty level higher than normally required (Regular rolls becomes Hard rolls, and so on) for the next four hours. If the **CON** rolled is fumbled however, the user suffers a severe reaction to the drug; Keepers should choose from decreased awareness (all mental, Spot Hidden and Listen rolls require Extreme successes), impaired coordination (all physical skill rolls require Extreme successes), or problematic constipation (all rolls are made with one penalty die) followed by diarrhea when the drug wears off. Such effects last for four hours. The Keeper is free, of course, to devise their own side effects.

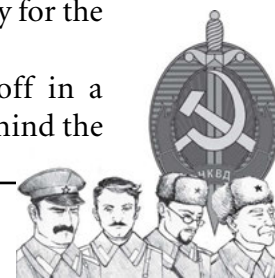
Characters using opium risk becoming addicted. Opium addiction can occur quickly: users should make a CON roll per week of regular use; if failed, the user has become addicted and suffers from (cumulative) penalty dice on all rolls when their addiction is not being fed.

as opium. The couple languidly lounges in wooden chairs, eventually offering the agents the opium pipe. If an investigator tries the opium, he must make a **CON** roll, a fumble indicates a severe reaction to the drug (see **Opium** nearby). The other item of note in the house is that the front of the stove is open and hot cinders occasional fall onto the floor near the rugs.

5. Barn #1

The primary barn of the sovkhov. It usually houses the tractor and serves as shelter for the livestock during storms. This barn also stores the farming implements used by the sovkhov; hoes, rakes, shovels, buckets, rope, and even TNT (ostensibly for the removal of large rocks).

Part of the barn's roof blew off in a storm and rests on the ground behind the



barn. The tractor, normally stored in the barn to protect it from the elements, is currently on its side, out front with two ruined, metal front wheels. The lloigor was afraid the people would use the tractor to escape, so it flipped the machine.

6. Barn #2

This barn is used for flax storage. The flax bales and any other produce are stored here until they are picked up in January by workers in Krasivyi Oktabyr-1 for transportation to the city. The front doors of the barn each hang from one hinge. The only thing in this barn, other than some wandering cattle, are three rotten bales of flax and a bin containing the putrescent remains of sugar beets.

7. Chmila House

The only resident is 48-year-old Svetlana Chmila. Her husband and son died in the Holomdor in the Ukraine (a man-made famine occurring between 1932 and 1933, with an estimated 2.4 to 7.5 million people perishing). Half of the windows in her house are missing panes. She spends the days wrapped in a blanket by her stove, stroking a picture of her family. If asked about the murder, she'll say that Galena got what she deserved. There is no place for happiness in this world.

8. Desny House

Filip, Magda, and their daughter Olga live here. They spend their days walking around the settlement collecting grass, bugs, and anything else remotely edible. They don't believe that Pyotr killed Galena. They believe Galena is faking her death to gain pity.

9. Smolskay House

This is Vasili Smolsky's house.

10. Sidorov House

Simeon and Radha Sidorov, both in their 40s, live here with their two teenage sons, Anton and Bogdan. Simeon is terrified that Radha plans to leave him, so he has tied her to a leash. The leash allows her to travel as far as the latrine out back. If the investigators free her, Anton flies into a rage and throws himself at the investigators. A weak man, he can easily be subdued.

Anton is a heavyset fifteen year old who spends his days reading Lenin's *What Is To Be Done* over and over. Anton's right arm hangs limply at his side. A successful **Medicine** or **First Aid** roll reveals the arm was broken within the past month, and has started to knit back together. If asked, Anton will admit that Andrei Yeza-rov grabbed him by the arm and repeatedly smashed it against a tree. The boy says Andrei did this because Anton walked in front of him too closely. Bogdan, thirteen years old, works in the family vegetable plot, carefully weeding every day.

If asked about the murder, Simeon will mutter that it's a shame. Galena was a nice woman. Radha, on the other hand, believes that Galena was a witch, practicing curses to kill the crops. If anyone talks to Bogdan, they'll learn that he saw Galena walk to the pond by herself on the day she died. He swears she stuck her head under the water and held it there.

11. Zhukov House

Pavel Zhukov, age 61, is a widower and the most skilled mechanic in the village. Pavel is a portly man with a big bushy beard, a black eye, and a recently broken nose. Since the lloigor's malaise has spread over the village, he spends his days inside tinkering with broken clock pieces. Every time he repairs a clock, he smashes it to pieces while muttering that the incessant tick-tocking is driving him mad (despite his orders from Moscow to finish the clocks by the



end of the year). He knows nothing about the murder or why the slowdown has occurred. If asked about his injuries, he says that Andrei Yezarov hit him several times last week for no apparent reason.

A successful **Spot Hidden** roll reveals a pamphlet on his workbench entitled “What To Expect in America.” If questioned about it, he denies any knowledge and defensively claims that someone must be playing a joke on him. A successful **Psychology** roll reveals that he is lying. Further pressure, either through role-playing or a successful **Fast Talk, Charm, Intimidate,** or **Persuade** roll gets him to admit that the pamphlet is his. He picked it up two years ago in Kiev. He had been reading it lately, hoping for something to dull the pain of existence.

12. Kesin House

The house appears empty. If the investigators push the door aside, they find the body of Tatiana Kesin in the bedroom. The woman appears to be in her mid-thirties. Verification against Gapon’s settlement list reveals her age to be thirty. A **Medicine** roll indicates she looks to have fallen, knocked her head on the open chest of drawers nearby, and subsequently died. She’s been dead two days at the most. A successful **Listen** roll hears a scrambling sound coming from the stove. If the investigators open the stove they find a three-year-old boy dry heaving. Benjamin, Tatiana’s son, hid in there after she died. He says he found his mother like that. A **Psychology** roll reveals he’s hiding something. A **Charm, Fast Talk** or **Persuade** roll gets the boy to open up. Benjamin tells the agents that he pushed his mother when she was bending over to get something from a chest of drawers. She hit her head and wouldn’t get up. He admits he pushed her for no other reason than he wanted to.

If the agents try to place Benjamin with another house, none are interested. If the

investigators don’t keep close tabs on Benjamin, he’ll try to kill Svetlana Chmil (**House 7**) as well, before running off into the fields.

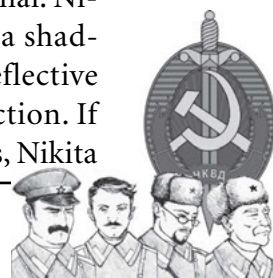
13. Lazutkin House

Boris and Sofia Lazutkin live here. There are three cows inside their house when the investigators arrive. Both Boris and Sofia have barricaded themselves in their bedroom to keep the **monsters** at bay. If rescued, Boris and Sofia will be relieved. Boris will confide in the investigators that he thinks Andrei killed Galena to punish Vasili for sleeping with Maria, Andrei’s wife. Sofia will comment that’s ridiculous. Andrei didn’t kill Boris when Maria slept with him. Boris admits that she’s right. If asked, Sofia’s not upset that Boris slept with Maria. She just shrugs and sighs.

14. Molodin House

Nikita and Lucya Molodin live here. A successful **Spot Hidden** roll as the investigators approach the house reveals that all of the windows appear to be painted black. If the investigators knock, Lucya opens the door and ushers them inside quickly. Nikita is in the bedroom, hiding behind the door. If the investigators identify themselves as NKVD, Nikita rushes out and throws himself at their feet, apologizing and begging to be taken into custody. He admits to killing Galena. He’s an upyr, or vampire, and had to feed. Normally he feeds on cattle, but he stumbled across Galena while hunting and couldn’t resist. Now, he feels horrible guilt for what he has done and should be executed. He also explains that Lucya is his concubine who serves him, but isn’t an upyr herself, so she shouldn’t be charged.

A successful **Psychology** roll to study the couple reveals that they’re delusional. Nikita doesn’t have fangs and casts a shadow. If the investigators have a reflective surface, the man will have a reflection. If challenged about any of these facts, Nikita



will claim that the agents are just seeing what they want to see. Neither he nor his wife will admit to seeing the shadow or reflection, but will see fangs.

If the investigators drag Nikita into the sun, he'll scream and writhe, but nothing physical happens. Lucya will scream that the investigators are killing him. After several minutes, Nikita will lay on the ground not moving. A quick survey of the body will reveal that he's still very much alive.

Lucya will drop to her knees and slash at her wrist with a knife. If the investigators don't stop her, she'll open a vein and drip blood into Nikita's mouth. He'll awaken and dash back into his home. How the investigators deal with this couple is entirely up to them.

15. Abramov House

The Abramov House—see page 22 for information about the Abramov family.

16. Yezarov House

The Yezarov House—see page 34 for information about the Yezarov family.

17. The Pond

This pond is fed by an underground stream that connects to the Samarra River. When the lloigor tries, it can move itself to the pond. It does this infrequently. Any adult resident can tell the investigators about the underground stream.

18. The Village Center

The center contains a large bronze statue to Stalin and the village well. The statue holds a bell in its outstretched right hand. Gapon rings this bell when he wants to summon all the sovkhozniki together. The well is a squat, stone structure with a metal hand pump; it's fed by the underground stream that flows into and out of the pond. The Kravchuks use this well for entering and leaving the town secretly. The lloigor

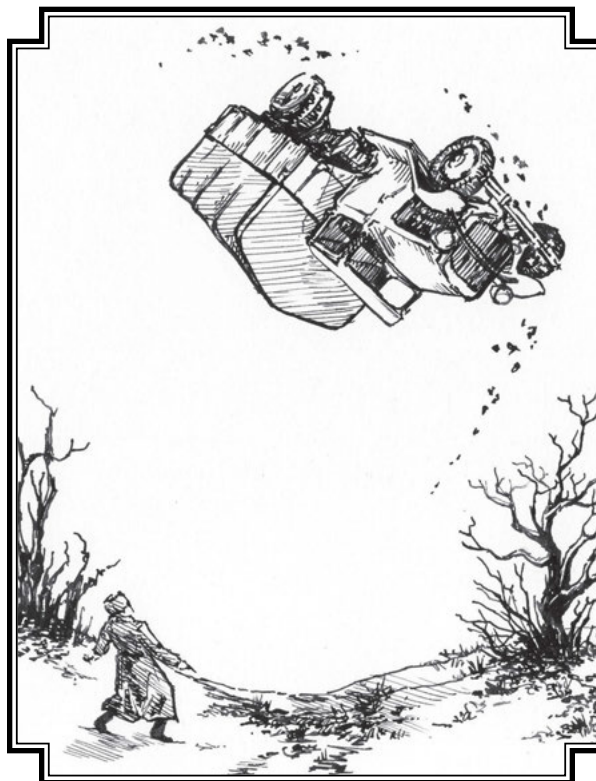
HYPERTHERMIA

Hyperthermia will cause the investigator's lips, ears, fingers and toes to turn blue; they will also begin shivering and suffer from mental confusion (one penalty die on all rolls). The investigator takes 1D4 hit points damage and should make a **CON** roll each hour until they have been warmed up or die. Lose a further 1D4 hit point for each successive CON roll failed (or just 1 hit point if the CON roll is successful). Once the investigator has been warmed through and rested, they regain hit points at the normal rate.

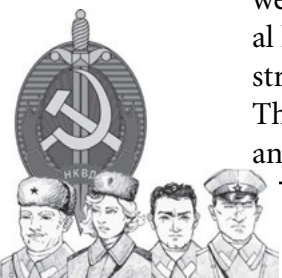
hasn't tried journeying to the well, but could if it wanted.

19. Gapon's House

As production supervisor for the sovkhos, Gapon lives away from the other residents. His house is no larger, however. Gapon has been the least affected by the lloigor. He still tries to induce the other residents to work and even tries to do some labor himself.



The Lloigor flips the GAZ AA



THE LLOIGOR'S TELEKINESIS AND A TIMELINE

The lloigor is still weak, and prefers for the humans trapped under its malaise to cause their own chaos. The monster is a main character in this story with a distinct agenda—to regain its power at whatever expense. It prefers to keep the sovkhos as its personal feeding ground; but if it must sacrifice the entire village to survive, it will do so.

At the outset the lloigor will use its telekinesis to dissuade or even injure the investigators. As the scenario progresses, the lloigor gains in power, absorbing magic points from all of the residents and the investigators, leading to larger and larger displays of the creature's power.

Here are a few examples of what the lloigor will do, broken up into a timeline. Some of these entries, such as the lloigor pulling the trigger of an investigator's gun if it's drawn, are designed to be reactive to the action of the players (to help create an immersive setting). It's not recommended that the Keeper implement all of these ideas. Instead, pick and choose the ones most likely to have an impact on your group.

The creature prefers to use subtle machinations to excite the humans into violence; however, it will resort to massive displays of power if it seems like the agents are going to remove its food source. This list is by no means exhaustive.

Night of Arrival

- Disable the investigator's truck by flattening the tires or pulling wires.
- Slam doors or shutters.
- Use a knife to slash people or livestock.

Day One

- Flip hats off heads.
- Slam doors or shutters.
- Push someone into a wall or into another person.
- If an agent draws a gun, it will pull the trigger.
- Use Raisa's charcoal to draw disturbing images.
- Spur Andrei into a violent confrontation with another villager.

Night One

- Cause a stampede with the livestock.
- Slam doors or shutters.
- Push someone into a wall or into another person.

- If an agent draws a gun, it will pull the trigger.
- Use a knife to slash people or livestock.
- Use Vasili's gun to murder someone, most likely Pyotr.
- Spur Andrei into a violent confrontation with another villager.
- Use a villager to lure an agent away from the settlement to kill him secretly. Andrei, or Benjamin are the most likely, but it could be any sovkhosnik. Any resident could claim to have information on Galena's killer or the work slowdown in the sovkhos and will only reveal that secretly. Benjamin could run away in an attempt to lure an investigator away before striking.

Day Two

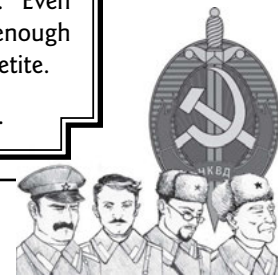
- Agitate Dmitri into trying to run away, toward the river.
- Slam doors or shutters.
- Pull guns from holsters.
- If an agent draws a gun, it will pull the trigger.
- Use Raisa's charcoal to draw disturbing images.
- Spur Andrei into a violent confrontation with an investigator.
- Send Maria to seduce one or more of the investigators. If she uses her tentacle to pleasure an investigator, the investigator must make a Sanity roll (1/1D4).
- Destroy the bridge over the Samara River.

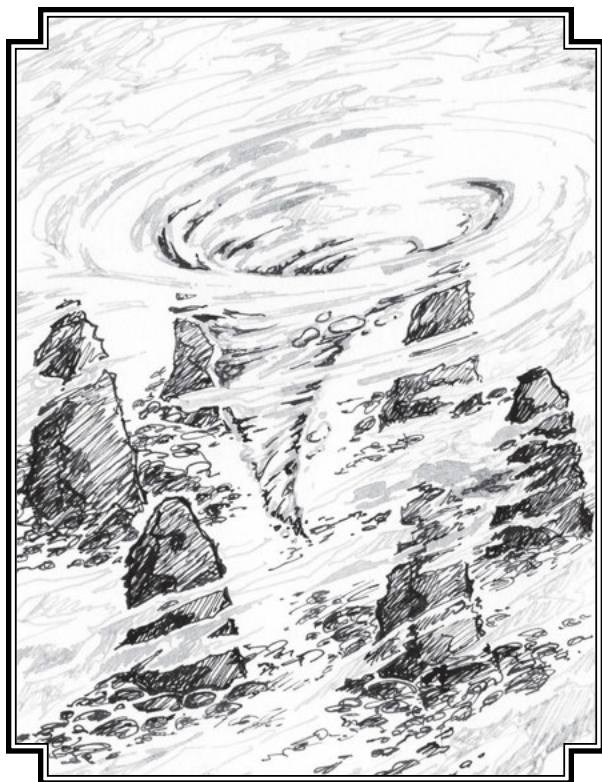
Night Two

- Compel Vasili to commit suicide in a public place.
- Burn down the Barshai residence.

Day Three

- Flip the truck.
- Use Raisa's charcoal to draw disturbing images.
- If the agents try to lead everyone from the sovkhos, it might unleash its vortex attack. The lloigor is willing to take the risk that even though most people will die, it will still have some food survive.
- Agitate the entire sovkhos, with the exception of Gapon, into attacking the agents and Gapon. The lloigor intends to overwhelm the "invaders." Even if some food is damaged in the process, enough should remain to maintain the lloigor's appetite.
- Manifest in dragon form in the town center.





The Standing Stones

THE RIVER

If investigators pick up on the clues that those closest to the Samara River are the most affected, they might want to visit the river—there are some clues to be found here.

It is a nice, pastoral scene. The wide river flows slowly. The temperature of the water hovers around ten degrees Celsius; an investigator who spends more than thirty minutes in the water must make a **CON** roll or contract hypothermia. After another fifteen minutes, the investigator must succeed at a Hard **CON** roll or fall unconscious. After another fifteen minutes, the investigator must succeed at an Extreme **CON** roll or die from exposure. To make matters worse, if an investigator spends any amount of time in the water and doesn't remove the wet clothing after emerging, he must make a **CON** roll or suffer hyperthermia (see **Hyperthermia** on page 30).

At the Keeper's discretion, the investigators could suffer a gradually worsening headache the closer they get to the river.

Another option to add more mystery is for the investigators to see what looks like a collapsed stone circle in the deepest part of the river, five meters down. This is a battered remnant of a set of standing stones the lloigor used to augment its power. A successful History roll will ascertain that ancient tribes are rumored to have worshipped pagan gods at stone circles. A successful **Occult** roll reveals that the standing stones were sometimes used as vortices through which powerful magic would flow. If the circle were destroyed, the magic and any creatures that came with it would be trapped. The stones are meaningless now, destroyed by the Samara River over the centuries, but the investigators can try to render them into rubble with TNT. Doing so will give the investigators an increase of 1D3 Sanity points—as they believe that they helped the situation.

Alternatively, the investigators might want to draw out the monster from the river. The lloigor knows that it can be hurt in its physical form, so it won't manifest. If the investigators detonate TNT in the river, shoot into the river, or perform any other attack against the river, the lloigor won't be injured. If the investigators have experienced the Mythos before and have a summoning spell, it will only be effective within sight of the stones on the bottom of the river.

THE KRAVCHUKS

The Kravchucks, Dmitri, Katarina, Mikhail, and Pavel all fell prey to the lloigor. Descendants of a long destroyed Ghatanathoa cult, the lloigor's awakening quickly corrupted the family. Each person looks more monster than human, with extra limbs, large open sores, and other deformities. As soon as they started to change, they fled. Gapon notes their fleeing as occurring four months ago, but it was actually six months ago.

Despite their deformities, the Kravchucks have not lost any intelligence. They've made camp in the woods, near the river to be close to the lloigor. They come into the sovkhos on





The Kravchuks and The Vitrukins

most evenings to raid for supplies. While near the river, they made contact with another family that was fleeing resettlement—the Vitruk-
ins: Genrikh, Nadezda, and Grigori escaped from a kolkhoz further east and were fleeing toward Kuybyshev when they stumbled on the Kravchuks' camp. The lloigor's eager follow-

ers captured the family, tied them up, and allowed the lloigor to feast. Now the Vitruk-
ins are as corrupted as the Kravchuks.

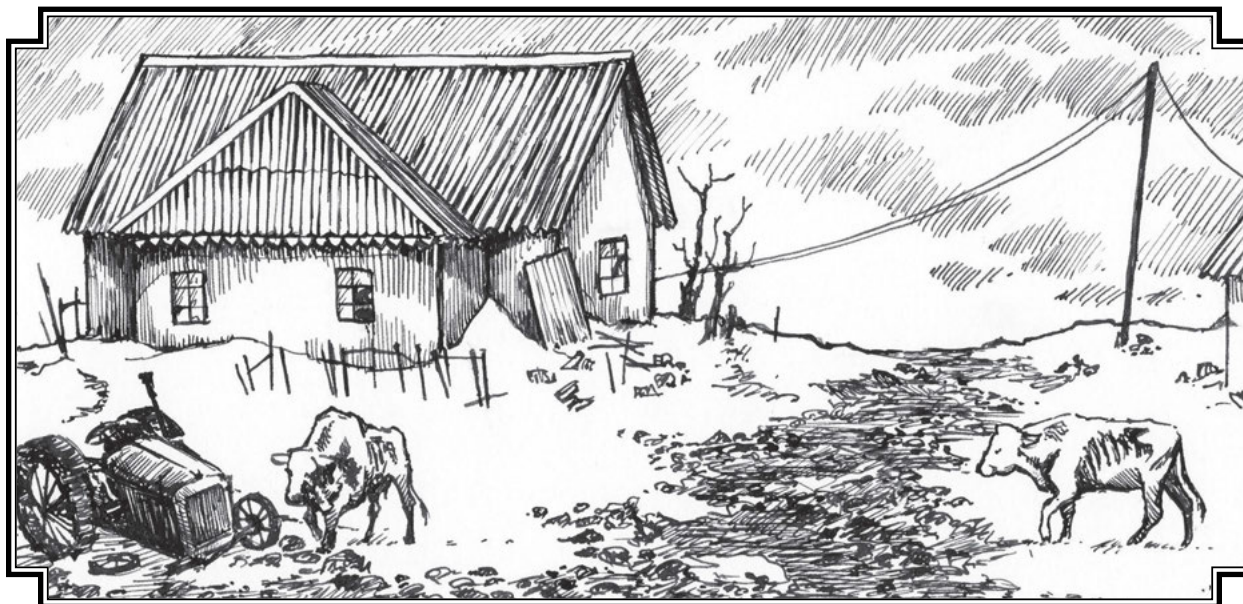
The Kravchuks are included to give players a physical foe and someone who knows more about the lloigor. If captured and questioned (with suitable skill rolls) the poor once-humans will spill their interpretation of what they know. Their Great God, from beyond the walls of time, has come to rest in the river. It feeds up on the lifeblood of the people, slowly turning its victims into its likenesses. The Kravchuks eagerly follow the lloigor and will resist capture. The Vitruk-
ins on the other hand, want an end to their suffering.

The lloigor will use its creations to harrass the agents and also try to lure them out of the village.

Only Dmitri and Benjamin have seen the creatures in the sovkhov, but have never told anyone.

WORK LEVEL AT THE SOVKHOZ

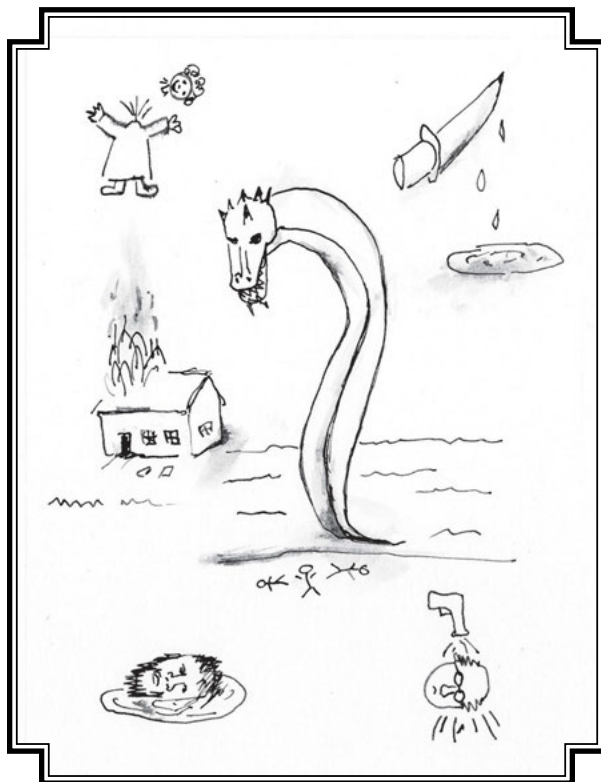
The work level at the sovkhov is non-existent. Anyone the investigators ask about the lack of production either answers with statements in-



The Dilapidated Sovkhov



Handout 5: Raisa's Art



dicating that they don't care or that they plan to get to it next week.

Although the people are depressed, they do remember past events. If quizzed, any adult sovkhosnik can provide the following information (if asked the correct questions). A resident won't offer information without being asked for it, but doesn't care enough about the outcome to lie.

- Gapon noticed that Andrei and Pyotr started their workday later and later. This initial lateness started about eight or nine months ago.
- As time went on, more and more people stopped feeling like going to work and so they simply stopped.
- It was also at this time that Andrei became violent.
- Pyotr's face wasn't like it is now when they first came to the settlement. That started a few months after the sovkhos started working.

All the agents realize that the refusal to work is sufficient for everyone in the settlement to

PLAYTEST NOTE

During one playtest, a player with a hardline Communist investigator witnessed Maria using her tentacle. The sight drove him insane and he emptied his rifle into the poor woman. He then took his knife and carefully excised the tentacle from Maria and allowed it to crawl up his arm before it settled onto his spine.

When another investigator established telegraph contact with Kuybyshev, this investigator established another connection with NKVD headquarters in Moscow, informing them that he had a secret weapon to use for the betterment of the Party. While the other agents were shipped to a corrective labor camp because they failed Beria, this investigator was taken to Moscow and rewarded with years of experimentation.

be added to the 00447 Order. To compound matters, when Stalin declared in 1935 that, "Life has become better. Life has become more cheerful," depression was classified as anti-Soviet behavior.

THE YEZAROV

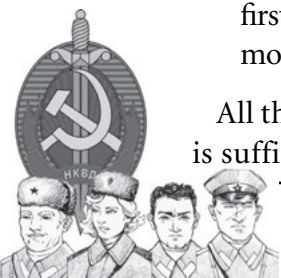
The Yezarovs are the other family most affected by the lloigor. They live across the street from the Abramovs and, up until recently, had a good relationship with them. Now, the father, Andrei, has become very violent and developed a hair trigger temper. The slightest perceived affront will set him off. Maria, the mother, has slowly become the town whore. Raisa, their ten year old daughter, has become an artist, drawing numerous horrific images in chalk. Most depict a dragon or other reptilian creature devouring people. **Handout 5** is a sample of some of Raisa's art.

All the furniture in the Yezarov's house is broken; smashed to pieces. Charcoal drawings cover the walls and floors.

The Yezarovs know the following information:

Andrei

Andrei is a thin man with a sparse beard and close-cropped hair. Numerous fresh scars cov-



er his face and hands. Every question visibly angers Andrei. After five questions he bursts into rage and attacks the questioner unless restrained.

- If asked about the scars, he tells investigators that they're trophies from all the fights he's won.
- If asked about the Abramovs, he calls Pyotr a weak-willed man who deserves to be beaten.
- He says he didn't kill Galena but would have liked to. The shrew was always poking her nose into everybody else's business.
- He beat up Zhukov because Zhukov is too old to be useful. He figured nobody would care.
- He broke Anton's arm because Anton is a fat and too lazy to get into shape.

A successful **Psychology** roll can calm him down and probe for more truthful answers. If an investigator can calm Andrei down, they may learn the following.

- He doesn't know why his temper has been so short lately. It coincided with the bad headaches that started not long after he and his family moved here.
- He occasionally feels a tugging to go to the river. Whenever he returns, Raisa has drawn a new picture.

Maria

Maria is a skinny, but moderately attractive woman with long black hair. She continually makes advances on investigators as they question her. Most of her answers will be double-entendres. The lloigor's presence and psychic feeding caused a tentacle to grow from her lower back. This tentacle is protoplasmic. Maria can completely retract it within her body or extend it up to four feet in length. If stretched to its maximum length, it is only about five centimeters in diameter. It has STR 85.

- If asked about the Abramov's, she says they're nice enough people. She's really curious what Pyotr's bumpy face would feel like between her legs.
- Since moving to the sovkhos, she's found she really enjoys the company of men. The more men the better. Her increased sex drive began around the same time as Andrei's headaches.
- She won't admit to her tentacle unless an investigator has seen it. Then, she admits that it began growing about six months ago.
- If an investigator inspects Maria while she's naked, a successful **Medicine** roll finds an unusual accumulation of flesh running the length of her spine. This is where the tentacle retracts. Prodding the tentacle won't force it to extend.

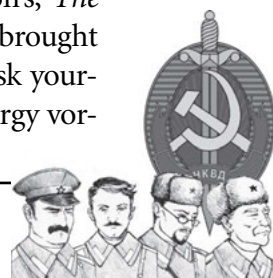
Raisa

Raisa is ten years old and shares her mother's dark hair and eyes. She's small for her age and covered in charcoal.

- She likes to draw and usually draws what she sees in her dreams. Zmei comes to her in her dreams.
- She used to be friends with Dmitri, but now she only wants to draw.
- She misses Galena and doesn't know who killed her.

THE LLOIGOR MANIFESTS

This is an optional scene for Keepers who feel that their players need more closure or a vicious battle. If the lloigor does appear, it will explode from the well, spraying the area with stone and metal shrapnel. Bear in mind, however, that the lloigor doesn't actually manifest in Colin Wilson's, *The Return of the Lloigor*, the story that first brought the entity to mankind's attention. And ask yourself what's more scary? An intangible energy vortex that can suck your will or a dragon?





The Lloigor attacks the Investigators

Gunplay and the TNT from the barn can be used to combat the dragon, but it will be a fierce fight. Gapon will help the investigators. The lloigor will use some of its magic points to force the other residents to attack the agents at the same time. The degenerate families will also aid the lloigor. However, the lloigor must use magic points to take its reptilian shape, so its grip on the villagers is tenuous. Once the lloigor has suffered 15 points of damage, the villagers begin to shake off the effects of the lloigor's pessimism. Most will run screaming into the fields, but at the Keeper's option a few might stay and help.

THE TRAIN

If the investigators deport anyone to the corrective labor camp, they have to meet the train at the appointed time. The train is a long line of cattle cars pulled by a massive steam engine. As the train screeches to a halt, four militsiya jump down from the caboose and run to the rear truck. They pull open a door and a man in filthy, rank clothing jumps down and runs toward the tree line on the north side of the

tracks. One of the guards raises his rifle and shoots the man in the back. They leave the body where it fell.

Another guard walks up to the agents and asks to see their paperwork. The guard looks over the order quickly and commands the people from Krasivyi Oktabyr-3 into the train car. The militsiya uses their rifle butts to make them move faster.

Once the deportees are onboard, the guards jump back onto the caboose and the train pulls off into the distance.

RESOLUTION

Unlike most *Call of Cthulhu* scenarios, there is no correct way to complete this scenario. Regardless of the hook used to start the scenario, the players have to make a choice, and that decision determines the fate of everyone in the settlement. Some of the common choices are detailed below. A Keeper can use these to extrapolate a resolution based on the players' actions.

Do Nothing

The players might decide to do nothing. Concerned or confused by events at the village, the investigators just leave and do not report what happened. In this case, life continues as normal for the investigators. Several months later the agents learn that everyone in Krasivyi Oktabyr-3 was killed in a horrible accident. Digging into the actual events, the investigators learn that Andrei committed a mass murder-suicide. Because crime doesn't exist in the Soviet Union, the activities are blamed on the eruption of a heretofore-unknown gas pocket.

No Sanity point loss or gain.

Complete the Deportation Mission

If the investigators stick to the mission and send only the Abramovs to the corrective labor camp, no one in the settlement puts up a fight. Even the Abramovs are more resigned to their fate than expected. The Abramovs disappear into Siberia on the train.



If investigators keep tabs on the Abramovs, they learn that the family overcame their depression, Pytor's skin affliction cleared up, and Dmitri's supernumerary digit disappeared after being in the corrective labor camp for several months. Unfortunately, Pyotr and Ekaterina die of pneumonia six months later.

At Krasivyi Oktabyr-3, Andrei goes on a killing spree and murders everyone before committing suicide. The government blames the deaths on a gas explosion. If Andrei has been removed from the scenario, the investigators learn that pneumonia swept the settlement and everyone died. A thorough investigation turns up the fact that, despite food supplies, everyone starved to death.

Gain 1D4 Sanity points because the sovkhosniki are in a better place. Not a good place, but better than the alternative.

Deport Everyone

The investigators have the option of adding additional names to the report. They could deport the entire village to the corrective labor camp. This might happen if the investigators believe something in the town is to blame for their condition. In this case, the militsiya at the rail line look annoyed with the investigators, but aren't about to argue with the order.

Again, if the investigators keep tabs on the residents, they learn that the people initially recovered from their depression and other afflictions. Unfortunately, over half of them end up dying in the corrective labor camp system. In the meantime, the State resettles Krasivyi Oktabyr-3. The lloigor continues to grow.

Gain 1D4 Sanity points because the sovkhosniki are in a better place. Not a good place, but better than the alternative.

Help Some Or All Of The Residents To Escape

The investigators might decide to rebel against the State and force the residents of Krasivyi Oktabyr-3 to flee into the wilderness or into Kuy-

byshev. Depending on the investigators' choices, this might require forged papers.

If the investigators travel to Krasivyi Oktabyr-1 and demand all the passports of Krasivyi Oktabyr-3 residents, the chairman of the sovkhos will provide the paperwork to the agents, then immediately contact the NKVD in Kuybyshev to make sure the order is legitimate. When the agents return to Kuybyshev, they will find orders for their execution.

If the agents add names to Order No. 00447, but not load anybody onto the train, it will take three months for the order to be compared to the paperwork at the corrective labor camp. The discrepancy will be sent up the chain of command and the agents will be arrested for Anti-Soviet behavior. It is assumed they faked the paperwork to help the residents of Krasivyi Oktabyr-3 escape.

If the agents force the residents to flee without paperwork, the fugitives will be unable to find work. Very few farms or factories are willing to take on undocumented workers. The agents will also be forced to explain to Aganin why no one was sent to the corrective labor camp. Depending on the quality of the excuse, the investigators might get away with it.

In any case, once the people are away from the settlement they slowly start to recover.

Gain 1D6 Sanity points.

Kill Them All

The agents could decide to kill all of the residents. They can either commit this heinous act themselves or file a false report with the NKVD office in Kuybyshev and request the militsiya be brought into liquidate the town. Accusations of pervasive Anti-Soviet violence or evidence of a virulent disease will spur the State into taking quick action.

If the State undertakes the killings it will resettle the community with new peasants.

Lose 1D10 Sanity points.



Declaring The Sovkhoz Insane

In 1930s Russia, clinically insanity could be used to mitigate accusations of Anti-Soviet behavior. However, convincing the Party representatives that an entire village is insane will be a very difficult task.

To succeed at this, an investigator needs to roll an Extreme **Persuade** roll with Aganin and then again with a Party representative. Needless to say, this is very difficult. However, if the investigator succeeds, all residents are transported to various State Corrective Hospitals for treatment. These hospitals are horrible places where very few people receive the treatment they need, but it might be better than staying under the influence of the lloigor.

If the investigator fails the Persuade roll with Aganin, the matter goes no further. If he or she, however, fails his Persuade check with the Party functionary, he or she is accused of defrauding the State and sentenced to corrective labor. Failed pushed rolls will probably mean that the investigator(s) are shot. Aganin and other supporting investigators are sentenced as well. Aganin will attempt to murder any surviving investigators in the labor camp at the first opportunity.

Gain 1D4 Sanity points because the sovkhozniki are in a better place. Not a good place, but better than the alternative.

Calling In Reinforcements

If the investigators repair the communication lines, they can call into Kuybyshev for reinforcements. Unless the agents concoct a good excuse, like the town being infected with a highly contagious disease, or that the ground water is toxic, Aganin will be upset that the agents can't handle matters on their own and promises that his displeasure will be made palpable after they return.

The backup will consist of two trucks of armed militsiya backed by Red Army tanks. Exactly what their orders are will depend on the rationale given when the investigators call. More than likely, however, they will exterminate the population and burn the village to

the ground. If the agents try to stop the soldiers, the soldiers will turn on them unless the investigators can **Intimidate** or **Fast Talk** their way out of the situation.

If the investigators remove all of the settlers first, gain 1D8 Sanity points. If they let the Army overrun the sovkhoz without evacuating, lose 1D10 Sanity points.

Defeat the Lloigor

If the Keeper chooses to have the lloigor manifest, the monster can be beaten if the investigators are lucky. In this case, any remaining Kravchuks or Vitrukis will run off into the woods, and the sovkhozniki will slowly recover. Productions levels will increase during 1938 and the reach 1936 levels in 1939.

Gain 1D8 Sanity points.

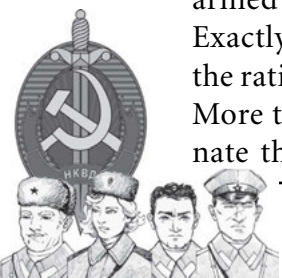
THE REPORT

After the mission, regardless of the outcome, each agent will be expected to file a report with his superior officer, Aganin. What each investigator chooses to include in this report is up to them, but if the reports don't match, Aganin will investigate further.

Aganin prefers reports that are a basic recitation of the facts. Any report that serves the State by indicating that every action undertaken by an agent was correct, will gain the investigator who filed the report +10% Credit Rating. He or she has validated the decisions of the men in power.

If the reports filed by investigators vary, Aganin will select the report that most closely justifies the Party's decision to deport the Abramovs. All other investigators lose 5% Credit Rating for every report which differs. If an investigator loses 15% Credit Rating, he or she is marked for deportation. If he or she loses 30%, he is marked for execution.

Any mention of the supernatural will be met with derision and the opportunity for the agent to retract his statements. If they insist on maintaining that non-mundane events



occurred, they will be sent to a labor camp for one year and suffer a 5% loss of Credit Rating, in addition to any other Credit Rating losses incurred. Their unwillingness to believe in the power of the State to replace the fables and misguided beliefs of the populace with Soviet realism is an indication of potentially deeper Anti-Soviet thought that must be combated.

If the Keeper plans to launch a campaign using GRU, the reports could filter their way to an agent who contacts any investigator who filed a report that mentions the supernatural. If an agent went to a camp for filing such a report, secret operates within the GRU may be able to pull him or her out early.

DRAMATIS PERSONAE

Here are brief descriptions of the major characters in the scenario.

Grigori Pavelovich Aganin

Aganin is a Party functionary and the agent's superior officer. He earned his current position as chief of the NKVD in the Kuybyshev Oblast through graft and blackmail, rather than hard work. He uses his imposing height and bulk to cow people into following his orders. Aganin prefers to follow orders to the letter instead of interpreting them humanely.

STR 80 CON 70 SIZ 75 DEX 60 INT 75
APP 45 POW 60 EDU 50 SAN 58 HP 14

Damage Bonus: +1D4

Build: 1

Move: 8

Magic Points: 12

Attacks per round: 1

Brawl 80% (40/16), damage 1D3 + DB, or knife (1D4 + DB)

TT-33 Auto Pistol 70% (35/14), damage 1D8, range 50m, capacity 8 rounds

Dodge 30% (15/6)

Skills: Intimidate 76%, Fast Talk 55%, Persuade 80%, Psychology 55%, Spot Hidden 45%.

Pyotr Mikhailovich Abramov

Abramov is the head of his house, as well as a man tainted by the lloigor. His family was the first to arrive in Kracyivi Oktabyr. The lloigor, in its eagerness to feed off humans, drained the Abramov family too quickly. Within the last month, a mass of pustules and tumors appeared on his face and arms. He's a thin man with a thick beard.

STR 60 CON 55 SIZ 60 DEX 60 INT 55
APP 40 POW 55 EDU 40 SAN 35 HP 11

Damage Bonus: 0

Build: 0

Move: 8

Magic Points: 11

Attacks per round: 1

Brawl 50% damage 1D4, or kitchen knife (1D4 + 2)

Dodge 30% (15/6)

Skills: Disguise 45%, Listen 35%, Persuade 30%, Sleight of Hand 50%, Stealth 35%, Track 40%.

Dmitri Pyetrovich Abramov

Dmitri is Pyotr's eight year-old son. Like most people of Kracyivi Oktabyr, he's unusually lethargic. Dmitri's not interested in playing, or really doing much of anything other than kicking up clods of dirt, or splashing in the Samara. He's usually covered in mud or dust, depending on his last activity. Like his father, Dmitri has a mutation brought on by the over eagerness of the lloigor to feed. In his case, his right hand has a vestigial sixth finger.

STR 40 CON 55 SIZ 30 DEX 60 INT 55
APP 70 POW 55 EDU 25 SAN 34 HP 8

Damage Bonus: -1

Build: -1

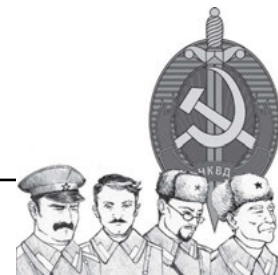
Move: 9

Magic Points: 11

Attacks per round: 1

Brawl 30% (15/6) damage 1D3 - DB

Dodge 30% (15/6)



Skills: Fast Talk 35%, Listen 40%, Stealth 60%, Spot Hidden 35%, Throw (Ball) 60%.

Ekaterina Borovna Abramova

Ekaterina is Pyotr's wife and Dmitri's mother. She's a very plain woman who keeps her head covered in a babushka (a headscarf tied below the chin). She had dreams of becoming an opera singer before the collectivization, but is now suffering from depression brought on by the lloigor. The crops are going to fail, the cattle are going to die, and everybody's going to die.

STR 50 CON 55 SIZ 60 DEX 60 INT 65
APP 50 POW 50 EDU 45 SAN 40 HP 11

Damage Bonus: 0

Build: 0

Move: 8

Magic Points: 10

Attacks per round: 1

Brawl 50% (25/10), damage 1D3 + DB, or kitchen knife (1D4 + 2 + DB)

Dodge 30% (15/6)

Skills: First Aid 35%, Listen 50%, Persuade 45%, Spot Hidden 45%.

Boris Alexandrovich Gapon

Gapon is the sovkhos chairman and production supervisor for Kracivyi Oktabyr-3. He takes his duties very seriously, attempting to ensure that the sovkhos at least tries to meet its quota. More than that, though, he considers the other members of the sovkhos part of his family and was offended when Galena Petrovna Smolskaya sent the letter to the NKVD. He would like the agents to protect his people. Gapon is the least affected of the sovkhosniki and still tries to motivate the workers. Gapon is a heavy-set widower in his late fifties, with a weather-beaten face and a close-cropped beard.

STR 70 CON 70 SIZ 80 DEX 60 INT 75
APP 65 POW 60 EDU 40 SAN 54 HP 15

Damage Bonus: +1D4

Build: 1

Move: 7

Magic Points: 12

Attacks per round: 1

Brawl 60% damage 1D3 + DB, or cudgel (1D6 + DB)

Dodge 30% (15/6)

Skills: Intimidate 35%, Listen 60%, Mechanical Repair 65%, Natural World 45%, Navigate 55%, Persuade 55%, Psychology 40%.

Vasili Viktorovich Smolsky

Vasili is Galena's husband, and later, widower. He's a meek man, eager to please anyone with authority. After his wife dies, he becomes increasingly despondent. Vasili has male pattern baldness, thick utilitarian glasses, and a hooked nose.

STR 50 CON 55 SIZ 50 DEX 60 INT 55
APP 50 POW 30 EDU 35 SAN 28 HP 10

Damage Bonus: 0

Build: 0

Move: 8

Magic Points: 6

Attacks per round: 1

Brawl 50% (25/10), damage 1D3 + DB, or large knife (1D8 + DB)

Nagant Revolver 55% (27/11), damage 1D10, range 50m, 7 rounds

Dodge 30% (15/6)

Skills: Charm 35%, Electrical Repair 45%, Mechanical Repair 30%, Psychology 30%, Sleight of Hand 50%, Stealth 65%.

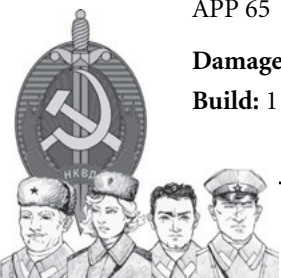
Maria Androvna Yezarova

Maria is another person tainted by the lloigor. She and her husband, Andrei, have both been affected. The lloigor toys with Maria. It turned her into the town whore and gave her the ability to form a tentacle from the small of her back. She will remain quiet during the scenario, but will be used by the lloigor in an attempt to seduce the agents.

STR 60* CON 55 SIZ 60 DEX 70 INT 55
APP 70 POW 50 EDU 50 SAN 24 HP 11

Damage Bonus: 0 *(+1D4)

Build: 0



Move: 8

Magic Points: 10

**Maria's tentacle has STR 85.*

Attacks per round: 1

Brawl 50% (25/10), damage 1D3, or knife (1D4)

Tentacle (mnvr) grab and crush, damage 1D4 + *DB
(opposed STR roll to break free)

Dodge 35% (17/7)

Skills: Fast Talk 50%, Mechanical Repair 45%, Persuade 60%, Psychology 55%, Spot Hidden 45%

Andrei Galinovich Yezarov

The lloigor turned Andrei homicidal. The man spends his days walking aimlessly about the town eying everyone; trying to goad someone into a fight. Few people care enough to take Andrei up on his offer. The agents, however, might be willing to indulge him. His chest and back are covered in cancerous sores that ooze minute amounts of pus, so his shirt always appears sticky and wet. He is also a former vory (professional criminal), with his arms and chest covered in tattoos.

STR 75 CON 60 SIZ 80 DEX 60 INT 55
APP 50 POW 45 EDU 30 SAN 32 HP 14

Damage Bonus: +1D4

Build: 1

Move: 7

Magic Points: 9

Attacks per round: 1

Brawl 65% (32/13), damage 1D3 + DB, or large knife (1D8 + DB)

Nagant Revolver 45% (22/9), damage 1D10, range 50m, 7 rounds

Dodge 55% (27/11)

Skills: Electrical Repair 30%, Intimidate 70%, Mechanical Repair 45%, Navigate 60%, Psychology 35%, Stealth 55%, Throw 60%, Track 45%.

Raisa Androvna Yezarova

Raisa is Andrei and Maria's ten-year-old daughter. Like her parents, she has been tainted by the lloigor. Her personal madness is violent art. Lacking proper tools, she creates artwork using charcoal, on any available surface. Her artwork

is childish in execution, but the decapitations, beatings, and other violent subjects are clear. In person, however, she displays a quiet respect. She answers questions shyly and tries to avoid making anyone angry.

STR 35 CON 60 SIZ 30 DEX 60 INT 70
APP 75 POW 60 EDU 40 SAN 46 HP 9

Damage Bonus: -1

Build: -1

Move: 9

Magic Points: 12

Attacks per round: 1

Brawl 25% (15/5), damage 1D4 - DB

Dodge 40% (20/8)

Skills: Art/Craft (Charcoal) 70%, Climb 50%, Spot Hidden 45%, Stealth 65%.

Kravchuks and Vitrukins

The Kravchucks (Dmitri, Katarina, Mikhail, and Pavel) all fell prey to the lloigor. Each person looks more monster than human, with extra limbs, large open sores, and other deformities.

The Vitrukins (Genrikh, Nadezda, and Grigori), escaped from a kolkhoz further east and were fleeing toward Kuybyshev when they stumbled on the Kravchucks' camp. The lloigor's eager followers captured the family, tied them up, and allowed the lloigor to feast. Now the Vitrukins are as corrupted as the Kravchucks.

Use the same statistics for each.

STR 80 CON 65 SIZ 55 DEX 60 INT 55
APP — POW 70 EDU — SAN 28 HP 14

Damage Bonus: +1D4

Build: 1

Move: 9

Magic Points: 14

Attacks per round: 1

(tentacles or claws, or maneuver to grab and crush)

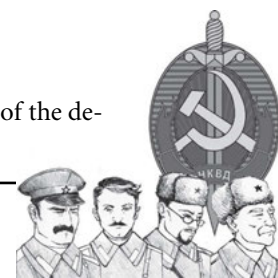
Fighting 50% (25/10), damage 1D6 + DB

Dodge 35% (17/7)

Armor: Between 2 and 4 point leathery hide.

Spells: None

Sanity Loss: 1D3/1D6 Sanity points to see one of the degenerate family members.



LLOIGOR, Greater Independent Race

“Invisible ones from the stars.” These latter, he said were definitely aliens on our earth, and the chief among them was called Ghatanothoa, the dark one. They sometimes took forms, such as the monster on the tablet—who was a representation of Ghatanothoa—but existed as vortices of power in their natural state.”

—Colin Wilson, *The Return of the Lloigor*.

They are vortices of power in natural form and completely invisible to human eyes. On rare occasions they can create tangible, visible bodies for themselves. Such bodies are monstrous and bear some resemblance to enormous reptiles, though inspection reveals their utter dissimilarity to any reptiles that ever walked the face of the Earth.

The minds of lloigor are not divided into layers of consciousness. Lloigor do not forget, nor do they have imaginations or subconscious to mislead or distract them. Their outlook of absolute pessimism results in a pervading atmosphere of gloom that makes lloigor minds and actions incomprehensible to humans. Mind-contact with lloigor always leads to suicidal depression for the human partners.

It is believed that the lloigor originally came to Earth from the Andromeda galaxy and that their first earthly colony was on a lost continent somewhere in the Indian Ocean, possibly the same sunken continent that now bears the city of R’lyeh and its star-spawn with it. The lloigor used human slaves to perform their will and used cruel disciplines to control recalcitrant slaves, such as amputating limbs or causing cancer-like tentacular growths to sprout on them. Earthly lloigor continued to decay and decline, and they retreated under the earth and seas, where they still husband their failing energies.

Wales, Rhode Island and Iraq are places where lloigor are known to have acted in recent memory. They are hinted at in the folklore of Haiti, Polynesia and Massachusetts. Some Lloigor are linked with the Great Old One Ghatanothoa, while others may have connections to or worship Ithaqua.

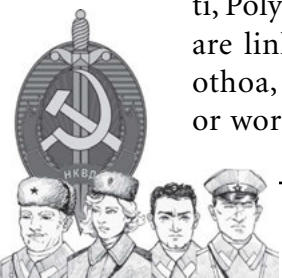
SPECIAL POWERS

Drain Magic Points from Humans: Typically their human servants come from families with histories of mental instability, the lloigor need humans to survive as these immaterial entities must draw energy from intelligent beings to perform necessary tasks. By expending one of its own magic points a lloigor may drain 1D6 magic points (per night) from a sleeping human to use in performing some magical action. A lloigor can drain energy from several sleeping humans at once, from up to several miles away despite intervening obstacles.

The next morning, the victims wake complaining of headaches and bad sleep. With continued draining, such individuals become physically and spiritually weak, leading to sickness and possibly death. Whenever a victim is drained of any magic points by lloigor in this way, a CON roll must be made before any magic points can be recovered. If the CON roll succeeds, the victim regains 1 magic point and wakes. If the roll is failed no magic points are recovered and the victim continues to sleep, whereupon the lloigor may drain another 1D6 magic points from the victim over the next hour, after which another CON roll is attempted and so on.

Telekinetic Effects: The lloigor can push people and manipulate objects such as a compass needle or a door latch via telekinesis. The (presumably immaterial) lloigor must be directly present and within a few yards of the effect. It takes 10 magic points to create a telekinetic force of STR 5 above ground, 6 magic points to create telekinesis of STR 5 in a subsurface but open area, such as a river bed or canyon, and 3 magic points to cause telekinesis of STR 5 in a tunnel or cave. A group of lloigor might combine telekinesis, increase the STR of the effect and so perform potent deeds.

Reptilian Manifestation: To take the shape of a monstrous distorted reptile, a lloigor must expend magic points equal to one-fifth of the lloigor’s SIZ. Once the body is formed, it may be



maintained indefinitely or dissolved at will. If the lloigor is slain in reptile form, it dies permanently. Several lloigor may combine their magic points to permit a single one to create a physical form quickly. A lloigor in reptile form has all the powers of one in the immaterial mode, except that it cannot pass through walls and is not invisible. To the Russian mind, the lloigor appears as the great three-headed dragon, Zmei Gorynych.

While in reptilian form, a lloigor has all the characteristics listed below. When immaterial and intangible, it lacks the parenthesized characteristics, skills, etc., possessing only INT, POW, and DEX.

Spells: Lloigor know at least 1D4 spells.

LLOIGOR, *masters of telekinesis*

(Parenthesis denotes while in reptilian form)

(STR 200) (CON 165) (SIZ 300) DEX 70 INT 135
APP — POW 100* EDU — SAN — (HP 46)

(Damage Bonus: +5D6)

(Build: 6)

Move: 7/3 through stone

Magic Points: 20*

*This is the amount of MP the lloigor possesses at the start of the scenario. It will increase as it gains in Power and decrease as it uses its abilities).

Attacks per round: 1 (2 while in reptilian form)

Fighting attacks: Lloigor can attack in many ways, including strikes, claw and bite attacks while in reptilian form. Otherwise they may use one of their special powers or a vortex attack.

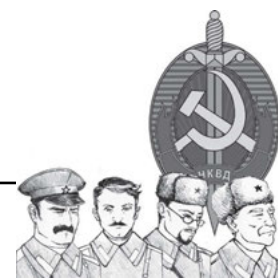
Vortex Attack: The lloigor's most fearsome weapon is a type of implosion sounding like the roll of distant thunder. Things in the blast area are torn to pieces and the ground is ruptured. At least 100 magic points are needed for an area ten meters in diameter. Everything within the circle loses 1D100 hit points. Alert investigators may notice the tell tale effects of swirling lines appearing in the air and a half-unheard throbbing noise penetrating their bodies.

Fighting 30% (15/6), damage 1D6 + DB

Dodge 26% (13/5)

(Armor): 8-point reptilian hide. In the immaterial state it cannot be harmed by any physical weapons, magical or not.


Sanity Loss: 0/1D8 as reptile; invisible—no Sanity loss; mind contact costs 1/1D4 Sanity points.



APPENDIX A

INVESTIGATOR HANDOUTS AND BACKGROUND INFORMATION

Handout 1: Facts of the Case



СССР
НАРОДНЫЙ КОМИССАРИАТ
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г. МОСКВА

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ТОВАРИЩУ С Т А Л И Н У

Evidence provided by Galena Petrovna Smolskaya has been entered into fact as the proof of sabotage by Pyotr Mikhailovich Abramov and his family against Sovkhoz Krcivyi Oktabyr 3. It has been decided, under NKVD Order No. 00447, that the Abramaov family, consisting of the following members:

Pyotr Mikhailovich Abramov: Male, age 39. Birthplace: Kiev, Ukraine SSR
 Dmitri Pyetrovich Abramov: Female, age 37. Birthplace: Kiev, Ukraine SSR
 Ekaterina Borovna Abramov: Male, age 08. Birthplace: Kiev, Ukraine SSR

are to be deported via rail to Labor Camp Vorkuta for a time no less than one year and no more than three years.

The Abramovs have been convicted of the following crimes:

- Sabotage of State-Owned equipment
- Treason against the State

Officers of the NKVD, accompanied by members of the militsiya, are order to proceed to Sovkhoz Krcivyi Oktabyr 3, arrest and detain the Abramovs, then transport them to the railway line for pickup on 18. Oktabyr 1937.

Handout 2: The Letter

9 Sept. 1937
 NKVD Station Chief
 Kyubyshev Oblast

Comrade - I, a loyal member of the Communist Party, am writing this letter to inform you that Anti-Soviet agitators are undermining our sovkhoz.

Many members of our sovkhoz work hard to produce the goods needed by the Party. We do this for the glory of Stalin.

However, the Abramov family conspires against our sovkhoz. I have witnessed Pyotr Abramov uprooting crops, pouring sand in the tractor's fuel and espousing Trotskyite sympathies on numerous occasions.

I exhort you, as loyal Party Members and servants of the State to defend our values and punish this traitor.

Galena Petrovna Smolskaya
 Krasivyi Oktabr-3
 Kyubyshev Oblast

Handout 3: Settlement Record

Krasivyi Oktabr-3 Settlement Record, March 1935

Boris Alexandrovich Gapon, age 53, administrator Settlement in order of arrival:

Pyotr Mikhailovich Abramov, age 32, laborer with carpentry training
 Dimitri Pyotrivich Abramov, age 8, child
 Ekaterina Borovna Abramova, age 29, laborer
 Andrei Galinovich Yezarov, age 31, laborer, former vory with mechanic and electrician training
 Maria Marinovna Yezarova, age 24, laborer with mechanic training
 Raisa Marinova Yezarov, age 8, child
 Vasili Victorovich Smolskaya age 49, laborer with electrician training
 Galena Petrovna Smolskaya, age 51, laborer
 Andrei Stepanovicj Nikitin, age 62, laborer
 Olga Victorovan Nikitna, age 61, laborer
~~Dimitri Borisovicj Kravchuk, age 46, laborer with masonry and carpentry training—ran off 21/6/1937~~
~~Katarina Danelovna Kravchuk, age 42, laborer with electrician training—ran off 21/6/1937~~
~~Mikhail Dmitrovich Kravchuk, age 14, laborer—ran off 21/6/1937~~
~~Pavel Dmitriovicj Kravchuk, age 12, laborer—ran off 21/6/1937~~
 Aleksandr Gaidarovich Barshai, age 22, laborer
 Livia Dmitrovna Barshaia, age 21, laborer with demolition training
 Svetlana Chnila, age 46, laborer
 Filip Osipovich Desny, age 34, laborer with agriculture training
 Magda Genrikovan Desnaya, age 34, laborer, with agriculture training
 Olga Filipovna Desnaya, age 9, child
 Simeon Simeonovich Sidorov, age 34, laborer, with agriculture training
 Radha Pyotrovna Sidorova, age 41, laborer
 Anton Simeonovich Sidorov, age 13, laborer
 Bogdan Simeonovicj Sidorov, age 11, child
 Pavel Aleksandrovich Zhukov, age 59, laborer with extensive mechanic training
 Tatiana Adrianvona Kesina, age 28, laborer with agriculture training
 Benjamin Timurovich Kesin, age 1, infant
 Boris Stepanovich Lazutkin, age 38, laborer with animal husbandry training
 Nikita Pavelovich Molodin, age 29, laborer
 Lucya Lavrentovan Molodin, age 31, laborer



Handout 4: Region Map



Handout 5: Raisa's Art



Because of the specialized nature of this scenario, eight pre-generated investigators are provided for players to choose from. Here are thumbnail sketches of their personalities to help players get into character—permission is granted to copy these in order to hand them out to the respective players.

TIMUR ALEXSANDROVICH YAROV, NKVD AGENT/DOCTOR, 34

STR 60 CON 65 SIZ 60 DEX 70 INT 85
 APP 55 POW 75 EDU 90 SAN 75 HP 12
 DB: 0 Build: 0 Move: 8 Luck: 50 Magic Points: 15

Brawl 25% (12/5), damage 1D3+DB

Dodge 45% (22/9)

TT-30 Auto Pistol 45% (22/9), damage 1D8, 50 meter range, 2 attacks per round, 8 rounds, 99 malfunction

Skills: Anthropology 25%, Charm 30%, Climb 20%, Credit Rating 56%, Drive Auto 20%, Electrical Repair 10%, Fast Talk 15%, Firearms (Handgun) 45%, Firearms (Rifle/Shotgun) 25%, First Aid 70%, History 5%, Intimidate 30%, Jump 20%, Language (Russian) 90%, Law 60%, Library Use 50%, Listen 20%, Mechanical Repair 10%, Medicine 80%, Natural World 40%, Navigate 10%, Occult 5%, Persuade 45%, Psychology 65%, Psychoanalysis 40%, Ride 55%, Science (Biology) 40%, Science (Chemistry) 30%, Science (Pharmacy) 50%, Sleight of Hand 10%, Spot Hidden 50%, Stealth 20%, Survival 10%, Swim 20%, Throw 20%, Track 10%.



YAROV

Backstory:

- Description: Average sized, spectacles, large moustache, pitted skin.
- Ideology/Beliefs: I do what I must to protect and care for my family.
- Significant people: My wife and children, who must come first in all my thoughts and actions.
- Meaningful locations: None.
- Treasured possessions: None
- Traits: Dour and taciturn.
- Gear: Woolen Winter Coat, Ushanka fur hat, Uniform, Holster, Pistol with optional silencer, Identification booklet, Canteen with water, Canned rations for five days, Doctor's Bag, Personal affects, 1D20 rubles.

Your family did well under the Tsar. Your father was a prominent doctor in Vladivostok, working with families settled there by the Tsar after completion of the railroad. The Revolution and subsequent civil war decimated the city, and you spent your late teenage years mending the wounded on both sides of the conflict.

You are a dour and taciturn man who joined the NKVD as hospital work was too mind numbing. You want a return to the excitement and drama you witnessed during your youth. In addition, your position as an officer in the NKVD allows you, your wife, and your two daughters to live in a single apartment, instead of sandwiched into a cramped communal apartment with three or more families.

Player Notes:



LEONID KARLOVICH MACINKO, NKVD AGENT, 34

STR 80 CON 75 SIZ 70 DEX 70 INT 60
 APP 60 POW 65 EDU 55 SAN 65 HP 14
 DB: +1D4 Build: 1 Move: 8 Luck: 40 Magic Points: 13

Brawl 60% (30/12), damage 1D3+DB

Dodge 50% (25/10)

TT-30 Auto Pistol 45% (22/9), damage 1D8, 50 meter range, 2 attacks per round, 8 rounds, 99 malfunction

M1891/30 7.62 Rifle 60% (30/12), damage 2D6, 110 meter range, 1 attack per round, 5 rounds, 99 malfunction

Skills: Climb 60%, Credit Rating 48%, Disguise 50%, Drive Auto 20%, Electrical Repair 10%, Firearms (Handguns) 70%, Firearms (Rifle/Shotgun) 65%, First Aid 30%, Intimidate 60%, Jump 55%, Language (Russian) 55%, Law 30%, Library Use 20%, Listen 25%, Mechanical Repair 20%, Natural World 10%, Navigate 60%, Operate Heavy Machine 20%, Persuade 30%, Psychology 20%, Sleight of Hand 25%, Spot Hidden 60%, Stealth 55%, Survival 25%, Swim 25%, Throw 65%, Track 30%.



MACINKO

Backstory:

- Description: Weathered face, bright blue eyes and blond short hair.
- Ideology/Beliefs: A man eager for new experiences; you are keen to give a good account of yourself and better your position.
- Significant people: None.
- Meaningful locations: None.
- Treasured possessions: A carved wooden figure, made your father long ago.
- Traits: Eager to please and be respected.
- Gear: Woolen Winter Coat, Ushanka fur hat, Uniform, Holster, Pistol with optional silencer, Identification booklet, Canteen with water, Canned rations for five days, Personal affects, 1D20 rubles.

You grew up in Tashkent, the son of a baker. As soon as you were old enough, you joined the Red Army to escape the backwards city. The Red Army stationed you first in Archangelsk and then in Irkutsk, both as uncultured to you as Tashkent was. When your term of service was up, you joined the NKVD hoping for a posting overseas in an embassy. You're in Kuybyshev. It's not much better.

You're an eager man looking for new experiences. The State has provided for you, so you're always a little nervous among people who have less than you, as they remind you of what your life was once like. The NKVD has afforded you with an income and opportunities you never would have had elsewhere, and you are certain that to lose the life you've come to love would be tantamount to death.

Player Notes:



KATYA MARIOVNA SHEMKOV, NKVD AGENT, 32

STR 65 CON 60 SIZ 55 DEX 70 INT 65
 APP 75 POW 65 EDU 55 SAN 65 HP 11
 DB: 0 Build: 0 Move: 9 Luck: 60 Magic Points: 13

Brawl 75% (37/15), damage 1D3+DB

Dodge 75% (37/15)

Large Knife 75% (37/15), damage 1D8, Touch range, 1 attack per round

Nagant Revolver 85% (42/17), damage 1D10, 50 meter range, 1 attacks per round, 7 rounds, 00 malfunction

Skills: Charm 15%, Climb 20%, Credit Rating 55%, Drive Auto 55%, Electrical Repair 10%, Firearms (Handgun) 85%, Firearms (Rifle/Shotgun) 25%, First Aid 65%, History 5%, Intimidate 70%, Jump 20%, Language (Russian) 55%, Law 5%, Library Use 20%, Listen 65%, Mechanical Repair 10%, Natural World 10%, Navigate 10%, Occult 30%, Persuade 50%, Psychology 65%, Ride 55%, Sleight of Hand 20%, Spot Hidden 75%, Stealth 55%, Survival 10%, Swim 20%, Throw 40%, Track 10%.

**SHEMKOV****Backstory:**

- Description: Short, red-brown hair (easily swept under your hat), pale skin, green eyes.
- Ideology/Beliefs: I have devoted my life to my country, the Party, and to Comrade Stalin.
- Significant people: My mother and father who raised me as a daughter of the Revolution. I honor their memory.
- Meaningful locations: St. Peterburg - you have vague memories of strange things, but it isn't clear - such memories are uncomfortable.
- Treasured possessions: A carved wooden figure, made your father long ago.
- Traits: Sometimes cold; quick to anger.
- Gear: Woolen Winter Coat, Ushanka fur hat, Uniform, Holster, Pistol with optional silencer, Identification booklet, Canteen with water, Canned rations for five days, Personal affects, 1D20 rubles.

You grew up the daughter of a doctor. When you father and mother both joined the revolution, you were swept along. You not only learnt the ideology and the doctrine, but you learnt how to fight. You also saw strange things on the streets of St. Peterburg that you still haven't fully reconciled.

When you were old enough, you joined the Red Army as a nurse. Your commanding officers recognized not only your skill at healing wounds, but at causing them. You spent your free time on the firing ranges and in training, honing your mind and body into one efficient weapon. You viewed yourself as a vanguard of the Party and wanted to do your best.

When your immediate superior told you that your time in the army was over you were upset, you wanted to serve, to lead. When he told you were heading to the NKVD, you were overjoyed.

Player Notes:

ALEXSANDR BORISOVICH BURE, NKVD AGENT, 35

STR 70 CON 65 SIZ 75 DEX 75 INT 75
 APP 60 POW 70 EDU 85 SAN 70 HP 14
 DB: +1D4 Build: 1 Move: 8 Luck: 45 Magic Points: 14

Brawl 45% (22/9), damage 1D3+DB

Dodge 45% (22/9)

TT-30 Auto Pistol 55% (27/11), damage 1D8, 50 meter range, 2 attacks per round, 8 rounds, 99 malfunction

Skills: Appraise 50%, Charm 25%, Climb 20%, Credit Rating 48%, Drive Auto 50%, Electrical Repair 70%, Fast Talk 20%, Firearms (Handgun) 55%, Firearms (Rifle/Shotgun) 25%, First Aid 30%, History 10%, Intimidate 40%, Jump 20%, Language (Russian) 85%, Law 20%, Library Use 20%, Listen 40%, Locksmith 40%, Mechanical Repair 75%, Natural World 10%, Navigate 10%, Operate Heavy Machine 60%, Persuade 20%, Psychology 45%, Sleight of Hand 60%, Spot Hidden 50%, Stealth 25%, Survival 10%, Swim 20%, Throw 50%, Track 10%.



BURE

Backstory:

- Description: Average build, stocky, light brown hair, brown eyes.
- Ideology/Beliefs: If something is broken, you feel compelled to fix it.
- Significant people: Your father - his medical care, housing and well being are reliant on you and your job.
- Meaningful locations: None.
- Treasured possessions: The first pocket watch your father gave you to fix.
- Traits: Cheery, good-natured. Willing to see the good rather than evil in men.
- Gear: Woolen Winter Coat, Ushanka fur hat, Uniform, Holster, Pistol with optional silencer, Identification booklet, Canteen with water, Canned rations for five days, Personal affects, 1D20 rubles.

You grew up in Novgorod, the son of a clockmaker. You have been fascinated with mechanical devices and how they work for your entire life. If something is broken, you are almost compelled to fix it.

You are a cheery, good natured man who joined the NKVD out of a sense of loyalty to the Party. You felt you could better serve the people through this agency than through the life of a solitary engineer. It also doesn't hurt that you consider the Soviet Union to be one big engineering puzzle that can be tweaked until it runs more efficiently.

Your service in the NKVD has allowed you to move your elderly father from Novgorod to Moscow, where he receives treatment for his emphysema from the best doctors in the State. If you were to ever lose your position in the NKVD, your father would be out on the street.

Player Notes:



ZHOSES YEVGENOVICH ZAMYATIN, NKVD AGENT/SCIENTIST, 29

STR 60 CON 65 SIZ 55 DEX 60 INT 90
 APP 60 POW 85 EDU 90 SAN 85 HP 12
 DB: 0 Build: 0 Move: 9 Luck: 50 Magic Points: 17

Brawl 25% (12/5), damage 1D3+DB

Dodge 30% (15/6)

TT-30 Auto Pistol 30% (15/6), damage 1D8, 50 meter range, 2 attacks per round, 8 rounds, 99 malfunction

Skills: Anthropology 45%, Archaeology 60%, Charm 15%, Climb 20%, Credit Rating 48%, Drive Auto 20%, Electrical Repair 20%, Firearms (Handgun) 30%, Firearms (Rifle/Shotgun) 25%, First Aid 40%, History 60%, Intimidate 40%, Jump 20%, Language (Russian) 90%, Law 45%, Library Use 30%, Listen 20%, Mechanical Repair 25%, Natural World 55%, Navigate 10%, Operate Heavy Machine 60%, Persuade 45%, Psychology 45%, Psychoanalysis 60%, Science (Biology) 30%, Science (Chemistry) 70%, Science (Geology) 60%, Sleight of Hand 25%, Spot Hidden 60%, Stealth 25%, Survival 10%, Swim 20%, Throw 50%, Track 10%.

**ZAMYATIN****Backstory:**

- Description: Lithe and thin, balding, with spectacles and green eyes.
- Ideology/Beliefs: There is honor and redemption in helping others. You wish your time was directed towards scientific work (to cure famine), rather than policing people.
- Significant people: Your parents and younger brothers - who died from hunger. You must make sure your life's work honors them.
- Meaningful locations: None.
- Treasured possessions: None
- Traits: Calculating, yet caring for those worse off than himself.
- Gear: Woolen Winter Coat, Ushanka fur hat, Uniform, Holster, Pistol with optional silencer, Identification booklet, Canteen with water, Canned rations for five days, Personal affects, 1D20 rubles.

Before joining the NKVD, you called Kiev home. The famines that struck the Ukraine in the 1930s left an indelible mark on your consciousness. You wanted to do more with your science to help the people, but whatever you did wasn't enough. You watched as children died around you. Your mother, father, and two younger brothers all died in what became known as the Holodomor.

You joined the NKVD to gain access to what you hoped were better resources. You didn't realize that they would assign you to a station in the middle of nowhere, investigating anti-Soviet behavior. You know that if you can serve faithfully long enough, the NKVD will provide you with the scientific tools you need to prevent another famine.

Player Notes:

MIKHAIL ANDREIOVICH AKHMEROV, NKVD AGENT, 33

STR 55 CON 60 SIZ 60 DEX 60 INT 85
 APP 85 POW 75 EDU 90 SAN 75 HP 12
 DB: 0 Build: 0 Move: 8 Luck: 55 Magic Points: 17

Brawl 65% (32/13), damage 1D3+DB

Dodge 55% (27/11)

Large Knife 65% (32/13), damage 1D8, Touch range, 1 attack per round

Nagant Revolver 75% (37/15), damage 1D10, 50 meter range, 1 attacks per round, 7 rounds, 00 malfunction

Skills: Charm 70%, Climb 30%, Credit Rating 65%, Drive Auto 25%, Electrical Repair 10%, Firearms (Handguns) 75%, Firearms (Rifle/Shotgun) 45%, First Aid 35%, History 10%, Intimidate 70%, Jump 20%, Language (Georgian) 90%, Language (Old Church Slavonic) 55%, Language (Russian) 60%, Law 10%, Library Use 55%, Listen 65%, Mechanical Repair 10%, Natural World 20%, Navigate 10%, Occult 60%, Persuade 70%, Psychology 65%, Psychoanalysis 55%, Ride 05%, Sleight of Hand 10%, Spot Hidden 25%, Stealth 55%, Survival 10%, Swim 25%, Throw 60%, Track 10%.

**AKHMEROV****Backstory:**

- Description: Dark hair, dark eyes, pointed goatee beard, wire rim round glasses.
- Ideology/Beliefs: Outwardly - I live to serve the Communist Party; Inwardly - I sometimes doubt I'm doing the right thing.
- Significant people: My father who taught me how to live, and who I shot for this refusal to recant his political views. His sorrow filled eyes haunt me.
- Meaningful locations: None.
- Treasured possessions: None
- Traits: Questioning, doesn't accept things at face value.
- Gear: Woolen Winter Coat, Ushanka fur hat, Uniform, Holster, Pistol with optional silencer, Identification booklet, Canteen with water, Canned rations for five days, Personal affects, 1D20 rubles.

Your family has a long history of serving the priesthood. As far back as anyone can recite your genealogy, there have been ties to the church. In fact, both your father and grandfather were priests. They taught you much of what you knew about the world as a child, and prepared you for seminary.

It was in seminary that you learned about politics and the true nature of the world. Your religious beliefs fell by the wayside and you fully embraced the Party, and trained to do your duty. You spied on your fellow students, reporting any and all suspicious behavior to the Party. When a student you reported on disappeared, you didn't ask any questions.

The first time you thought to ask a question was when you were handed a gun and ordered to execute several priests who had refused to recant their views. You still remember the fear, mingled with sorrow, in your father's eyes as you pulled the trigger. That memory dug deep into your psyche and works its way up into your consciousness periodically, making you wonder if you made the right choices and are truly doing the right thing.

Player Notes:

NIKITA PAVELOVICH GHUKOV, NKVD AGENT, 35

STR 60 CON 60 SIZ 55 DEX 80 INT 85
 APP 75 POW 80 EDU 70 SAN 80 HP 11
 DB: 0 Build: 0 Move: 9 Luck: 50 Magic Points: 16

Brawl 25% (12/5), damage 1D3+DB

Dodge 40% (20/8)

TT-30 Auto Pistol 45% (22/9), damage 1D8, 50 meter range, 2 attacks per round, 8 rounds, 99 malfunction

M1891/30 7.62 Rifle 60% (30/12), damage 2D6, 110 meter range, 1 attack per round, 5 rounds, 99 malfunction

Skills: Charm 50%, Climb 25%, Credit Rating 55%, Disguise 50%, Drive Auto 20%, Electrical Repair 10%, Fast Talk 70%, Firearms (Handguns) 45%, Firearms (Rifle/Shotgun) 60%, First Aid 30%, History 60%, Intimidate 55%, Jump 20%, Language (Russian) 70%, Law 65%, Library Use 20%, Listen 20%, Mechanical Repair 10%, Natural World 105, Navigate 10%, Persuade 70%, Psychology 10%, Psychoanalysis 60%, Science (Chemistry) 50%, Sleight of Hand 10%, Spot Hidden 45%, Stealth 55%, Survival 10%, Swim 20%, Throw 20%, Track 10%.

**GHUKOV****Backstory:**

- Description: Slightly smaller than average, pale skin, bright blue eyes, stern looking.
- Ideology/Beliefs: Outwardly, you are zealous in your work, however your self-interest trumps all other concerns.
- Significant people: Your sister, Tanya - she saved you from the bomb blast that took away her legs - now she relies on you for her housing and well being.
- Meaningful locations: None.
- Treasured possessions: None
- Traits: Calculating, stern. You have a deep guilt regarding your sister.
- Gear: Woolen Winter Coat, Ushanka fur hat, Uniform, Holster, Pistol with optional silencer, Identification booklet, Canteen with water, Canned rations for five days, Personal affects, 1D20 rubles.

You joined the Krasnoyarsk Communist Party as soon as you were old enough. You only wished you could have seen more of the Revolution. You were fifteen when the Revolution started. You and your twin sister, Tanya Pavelovna Ghukova, immediately took up your rifles for the people. An attack by Tsarist lapdogs took your position by surprise. Tanya threw herself on top of you to protect you from the blast. You escaped unscathed, however your sister lost both of her legs. She now relies on you for everything. At first, you were barely able to afford enough food for yourself, let alone your sister and the medicines she requires to stay healthy. You joined the NKVD when you realized you could earn more and take care for your sister by serving.

Outwardly, you are a calculating individual, looking to maximize the State's gain in every possible way. You are eager to report anyone for anti-Soviet behavior if it means you'll benefit. Internally, you still feel survivor's guilt over what happened to your sister.

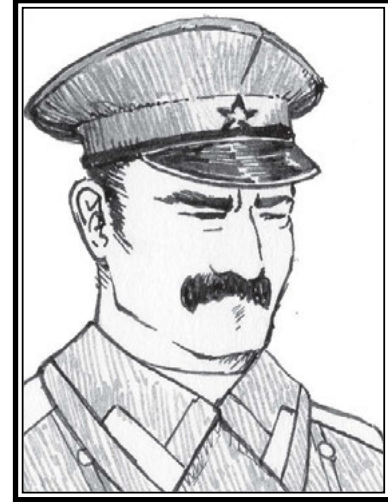
Player Notes:

MAXIM FYODOROVICH KRAVCHUK, NKVD AGENT, 32

STR 60 CON 60 SIZ 55 DEX 80 INT 85
 APP 75 POW 80 EDU 70 SAN 80 HP 11
 DB: 0 Build: 0 Move: 9 Luck: 50 Magic Points: 16

Brawl 25% (12/5), damage 1D3+DB
 Dodge 25% (12/5)
 Baton (club) 75% (37/15) damage 1D6, 1 attack per round, Touch range.
 TT-30 Auto Pistol 50% (25/10), damage 1D8, 50 meter range, 2 attacks per round, 8 rounds, 99 malfunction

Skills: Appraise 70%, Charm 20%, Climb 60%, Credit Rating 50%, Drive Auto 40%, Electrical Repair 10%, Firearms (Handguns) 50%, Firearms (Rifle/Shotgun) 30%, First Aid 30%, History 05%, Intimidate 65%, Jump 20%, Language (Russian) 50%, Law 30%, Library Use 20%, Listen 35%, Mechanical Repair 25%, Natural World 20%, Navigate 10%, Occult 30%, Operate Heavy Machine 15%, Persuade 45%, Psychology 65%, Ride 55%, Sleight of Hand 10%, Spot Hidden 25%, Stealth 40%, Survival 10%, Swim 35%, Throw 45%, Track 10%.



KRAVCHUK

Backstory:

- Description: A large man, with an athletic physique.
- Ideology/Beliefs: It is your duty to use your strength to protect the weak.
- Significant people: Your brother, Dimitri - you hope to see him soon at Krasivyi Oktabyr-3 - you have spent your life caring for him.
- Meaningful locations: The slums of Moscow - you wish never to return to your life there.
- Treasured possessions: None
- Traits: Tendency to stand close to others; quiet.
- Gear: Woolen Winter Coat, Ushanka fur hat, Uniform, Holster, Pistol with optional silencer, Identification booklet, Canteen with water, Canned rations for five days, Personal affects, 1D20 rubles.

You were raised in the slums of Moscow, stealing what you and your brother Dmitri needed to survive. When the Revolution came, you hoped it would make it easier for you both to survive. You were able to escape by joining the Red Army, where you learned to box and were considered a potential candidate for the Olympics; however, when you broke your leg on a training exercise, it ended those dreams.

Your brother wasn't so lucky, he wandered homeless for years. Eventually, the State caught up with him and his family and relocated him to Krasivyi Oktabyr-3. You hope he does well there.

Instead of your Olympic dreams, you joined the ranks of the NKVD, although investigating people for the State that has done little to help you or your brother. You are a large, quiet man who is quick to protect the weak.

Player Notes:



APPENDIX B

GLOSSARY

The many Russian and Soviet terms used throughout the scenario can be confusing. A brief glossary is included to help Keepers and players understand the concepts.

Militsiya: The militsiya is the Soviet civilian police force. Typically comprised of service personnel, the militsiya of the 1930s patrolled regions, arrested criminals, and served as additional muscle for the NKVD when needed.

NKVD: The People's Commissariat for Internal Affairs, Narodnyy komissariat vnutrennikh del, is the secret police of Stalinist Russia. It's also the standard police. One of its primary purposes is as a tool of oppression used by the Communist Party to hunt down and punish dissenters.

Sovkhoz (pl. sovkhozi): A sovkhoz, short for Sovetskoye khozyaystvo, or Soviet Farm, is a type of collective farm. Unlike a kolkhoz, which is created by combining smaller farms into one large communal organization; a sovkhoz was organized by the State on confiscated land. In a sovkhoz, the residents are assigned there by the government, which pays them a regular wage for working the land. It's over-

seen by a State appointed administrator and funds for daily operations come from the local budget.

Sovkhoznik (pl. sovkhozniki): The term for the employees of a sovkhoz. Before assignment to the sovkhoz, many were rural landless. A sovkhoznik is tied to the land, a system of internal passports effectively prohibits someone from leaving a sovkhoz and going to an urban area to find other employment.

Upir: In Russian folklore, an upir is the Russian equivalent of a vampire.

Vory: A vory is a Russian thief bound by a strict code of ethics. The two main tenants of a vory's code are that he must never attack or kill another vory who is a member of his gang, and under no circumstances can a vory be seen cooperating with the authorities. In addition, a vory rejects traditional employment, subsisting on only what he can earn through illicit means and must refuse to take part in political events. Most vory are heavily tattooed, each tattoo representing an event from the man's life. By the time a thief dies, his body will be covered in a tapestry that also serves as his biography.



APPENDIX C

INTEGRATING COLD HARVEST WITH OTHER SOVIET SCENARIOS

The Keeper might want to combine *Cold Harvest* with other Soviet-era scenarios to form a loose campaign. While there won't be an overarching plot, the campaign will use the agents as the connecting thread. Only *Machine Tractor Station Kharkov-37* and *Cold Harvest* are tied to historic events, so in a historically minded campaign, the dates of those scenarios should remain static. Other Soviet-era scenarios use the Soviet Union as a thematic backdrop and can be moved around as needed with some changes. Here are some ways to combine existing scenarios with this one.

Machine Tractor Station Kharkov-37 (Chaosium Monograph CHA0310)

No work is needed to easily tie this scenario with *Cold Harvest*. It is set during the holodomor of 1933, so can serve as a proving ground for some or all of the agents. A nice effect of setting *MTSK-37* prior to *Cold Harvest* is that the former deals with destroyed *kolkhoz*. Because the investigators arrive as *Kracyivi Oktabyr -3* while its residents are still alive, they might believe they have a chance to save everyone.

Secrets of the Kremlin

(within *Glozel Est Authentique! Theater Of the Mind Enterprises (TOME)*)

Ostensibly set in 1931, a little work is required to change this scenario. Instead of foreign investigators posing as journalists, the investigators should be agents of the NKVD tasked with secretly investigating the mysterious events. Walter can be replaced with a superior officer,

or he can be an undercover British agent who dupes the investigators into working for him. Any reference to the GPU should be replaced with NKVD.

Stalin's wife, Nadezhda Alliluyeva actually died in 1932, so she shouldn't be present if this scenario is moved to be closer in time to *Cold Harvest*. Genrikh Yagoda, an important NPC in *Secrets of the Kremlin* dies in 1938, so the scenario should be moved prior to that.

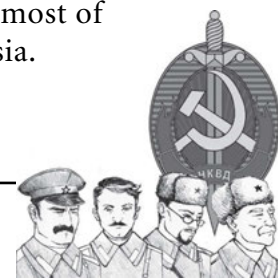
Shadows of Leningrad

(*Age of Cthulhu 3: Shadows of Leningrad*, Goodman Games)

This scenario is set during the 1920s and involves foreign investigators operating on Russian soil. Changing the scenario to the late-30s will require a little work to get the details right. First, any reference to the OGPU should be changed to NKVD. To incorporate the agents as investigators, the hook should be changed from investigating the artist to investigating the Orkonov family for anti-Soviet activities.

The Keeper should keep the other NKVD agents watching the investigators to heighten paranoia. It was common practice for one agent to keep an eye on another's practices to make sure the observed wasn't really an anti-Soviet spy.

The Keeper might also want to reduce the number of monsters to make this scenario fit more with the low-action content of most of the other scenarios set in Soviet Russia.



Terror

(Chaosium Monograph CHA0322)

Another easy one to integrate. Change the date from 1932 to 1936. This not only makes it easier to chronologically tie the scenarios together, but it also corrects some of the historical errors in *The Terror*. Instead of prisoners forced to investigate the events, the investigators are agents ordered to get to the bottom of things.

A suggested chronology with, modified dates, would be:

- *Machine Tractor Station Kharkov-47*, 1933
- *Secrets of the Kremlin*, 1935
- *Terror*, 1936
- *Cold Harvest*, 1937
- *Shadows of Leningrad*, 1938

BRIDGING THE YEARS

The Soviet Union was a tough place to live, especially in the 1930s where saying the wrong thing, while the wrong person was listening, could get you sent to a corrective labor camp or the basement of Lubyanka. Sometimes you didn't even have to say the wrong thing. Your name just had to show up on a list for reasons completely unknown to you.

If you run *Cold Harvest* as part of a campaign, consider the following optional rule to help realize the capricious nature of the Soviet world. At the end of every year, each investigator should make a Credit Rating roll, representing how well the investigator navigated the political landscape. With a success, nothing happens (a critical success may mean some form of promotion or additional responsibility at the Keeper's discretion). With a failure, the investigator is rounded up and sent to a corrective labor camp. With a fumble, the investigator is grabbed in the middle of the night and taken to a dank, dark cell in Lubyanka. Now, it's time for a Luck roll. With a success, the captors either realize the error of their ways, or a powerful friend pulls strings, and the investigator is released, without prejudice, meaning he or she can ostensibly return to their job at the NKVD; although, with a loss of 1D6 Sanity points, indicative of the horrors they went through. A failed Luck roll means the investigator is still released and can return to work, but not before suffering an injury in the camp or being tortured in Lubyanka. He or she is released minus 1D10 Sanity and -5 from two randomly determined attributes (Roll a 1D4 twice: 1=CON, 2=STR, 3=DEX, 4=APP. Rolling the same stat twice stacks to a -10 loss). With a fumbled Luck roll, the investigator is never heard from again.



APPENDIX D

SELECTED WORKS OF REFERENCE

HISTORICAL

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Wilhelmson, Troy. *Terror*. Hayward: Chaosium, 2004.



Using this Book with Earlier Editions

A Guide to Converting from 7th Edition

This book has been prepared for use with *Call of Cthulhu* 7th edition. However, with a small amount of conversion, the material can be used equally with any edition of *Call of Cthulhu*. The key changes are summarised below.

STATISTICS

CHARACTERISTICS

In *Call of Cthulhu* 7th edition, characteristics are derived by rolling 3D6 and multiplying by 5. Thus, a 3D6 roll of 16 to determine Strength is multiplied by 5 to derive a result of STR 80.

Where necessary, divide all characteristics by 5 to derive results for previous editions—in most cases this can be done ‘on the fly’ by Keepers during a game, as non-player character characteristic rolls are rarely needed. A nearby table summarises these values.

This multiplier should be remembered for characteristic loss. Thus, if the scenario specifies that the investigator should lose 5 POW, they should lose 1 POW in earlier editions.

Characteristic	Divide by 5
15	3
20	4
25	5
30	6
35	7
40	8
45	9
50	10
55	11

60	12
65	13
70	14
75	15
80	16
85	17
90	18
95	19
100	20

Education

Education has been refactored in 7th edition so that it does not go above 99 for human beings. To factor high EDU scores, consult the following chart.

EDU (7th Edition)	EDU (6th Edition)
90	18
91	19
92	20
93	21
94	22
95	23
96	24
97	25
98	26
99	27+

Hit Points

In 7th edition, hit points are derived by adding CON + SIZ and dividing by 10, rounding down. Thus, a cultist with CON 60 + SIZ 65



totals 125 divided by 10, yielding 12.5. He has 12 hit points.

In earlier editions, hit points were the average of CON + SIZ, rounded up. The same cultist would have CON 12 + SIZ 13, averaged to 12.5 and rounded up to 13 hit points.

Thus, many enemies and non-player characters here may have 1 hit point less in 7th edition than in previous editions. It is recommended that the Keeper ignore this difference for monsters and enemies, but may wish to allow players to recalculate their hit points for the pre-generated characters.

Damage Bonus

Lower damage bonuses have been changed in 7th edition. For 6th edition, use the following values.

7th Edition DB	6th & 5th Edition DB
-1	-1D4
-2	-1D6

Build

7th edition introduces Build, which is used when determining fighting maneuvers and also chases, and is derived from STR and SIZ. For 6th edition, Build can be ignored.

Movement Rate

In 6th edition, all human movement rates are the same (8). It is recommended (for simplicity) that the Keeper uses the movement values as given when using material written for previous editions.

SKILLS

Some skills have changed name in 7th edition, and others have been combined. In play, allow investigators to use any skill on their character sheet, and look for opportunities for them to succeed in their chosen skill even if the text does not specify a use for it.

The skills of Hide and Sneak have been combined into the new skill Stealth. Where a Stealth

roll is called for, allow investigators to roll on either Hide or Sneak as is appropriate.

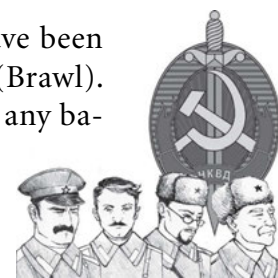
A complete list of skills and their new titles appears nearby.

7th Edition	5th& 6th Editions
Appraise	--
Charm	--
Intimidate	--
Survival	--
Art/Craft (Photography)	Photography
Fighting (Brawl)	Fist
Fighting (Brawl)	Grapple
Fighting (Brawl)	Head Butt
Fighting (Brawl)	Kick
Fighting (Brawl)	Knife
Fighting (Brawl)	Martial Arts
Firearms (Rifle/Shotgun)	Rifle
Firearms (Rifle/Shotgun)	Shotgun
Idea Roll (rare)	Idea Roll
Intelligence Roll	Idea Roll
Natural World	Natural History
Persuade	Debate
Persuade	Bargain
Persuade	Oratory
Science (Astronomy)	Astronomy
Science (Biology)	Biology
Science (Chemistry)	Chemistry
Science (Geology)	Geology
Science (Pharmacy)	Pharmacy
Science (Physics)	Physics
Sleight of Hand	Conceal
Sleight of Hand	Pick Pocket
Stealth	Hide
Stealth	Sneak

Fighting

In 6th edition, characters have separate skills for different basic weapons and attacks. These include Fist, Kick, Grapple, Headbutt, Knife, Club and others.

In 7th edition, all of these skills have been combined into one skill: Fighting (Brawl). The Fighting (Brawl) skill is used for any ba-



Quick Conversion from Call of Cthulhu 7th to earlier editions

Divide all 7th edition characteristics by 5. Thus, STR 80 is equal to STR 16.

Regular difficulty is normal chance, or 6th edition characteristic x5.

Hard difficulty is one-half chance, or 6th edition characteristic x3.

Extreme difficulty is one-fifth chance, or 6th edition characteristic x1.

Stealth is an amalgamation of Hide and Sneak, and may be used for either skill.

Opposed rolls may be resolved by using the Resistance Table.

A bonus die is equal to +20% chance.

A penalty die is equal to -20% chance.

sic attack (unarmed, and with small knives, clubs, etc.).

In this book, for the Keeper's convenience, all Fighting attacks have been listed under the name of the weapon (e.g. Brawl, Knife), but have the same attack chance. This explanation is added to explain the absence of certain attacks (Kick), and to illustrate why many characters have the same value in Brawl as they do in Knife, but that each may inflict differing damage, and so on.

In 6th edition all humans begin with a base Fist attack skill of 50%, so Keepers may wish to increase Brawl attacks to that value if the listed level is lower. Other attacks such as Knife should be kept as is.

Attack Values

Attack chance and damage values are unchanged between editions.

In 7th edition a distinction is drawn between rolling under half-chance (Hard success) and under one-fifth change (Extreme success). For the Keeper's convenience, these values are listed after every attack chance—thus, 40% (20/8).

Keepers using earlier editions may ignore these values, although the latter (one-fifth) serves as a helpful calculation of impale chances.

Note the Success Values Table following, which provides a handy reference when determining full – half – fifth values.

RULE DIFFERENCES

The following 7th edition terms and rules are used throughout the text.

OPPOSED ROLLS AND THE RESISTANCE TABLE

7th edition does not use the Resistance Table from previous editions. Instead, opposed rolls are made. Each opposing party makes a roll under the required skill or characteristic, aiming to roll under their own value while achieving a higher degree of success than the opposing value.

For 6th edition and earlier play, for any mention of an opposed roll, use the Resistance Table. Thus, opposing a door's Strength of 80 is making a Resistance Table roll against STR 16. Opposing a sorcerer's POW of 90 is making a Resistance Table roll against POW 18.

CHARACTERISTIC ROLLS

All characteristics in *Call of Cthulhu* 7th edition are five times those of earlier editions. Thus, wherever the text calls for a characteristic roll, it should be divided by five for earlier editions.

Thus, a Strength roll in the text here is the same as a STR x5 roll for earlier editions.

In 7th edition, characteristic and skill rolls are modified by difficulty. See the note on difficulty, below.

DIFFICULTY

Difficulty is an important concept in *Call of Cthulhu* 7th edition, and these terms are used throughout this book:

- **Regular difficulty** equates to normal chance.



- **Hard difficulty** equates to one-half chance.
- **Extreme difficulty** equates to one-fifth chance.

Thus, if the text calls for a Hard Strength roll, a 7th edition character must roll under half the value of his or her STR. To derive this for earlier editions, the character must roll under STR x 2.5. It is recommended that the value be increased to the more common 6th edition convention of STR x3.

These rules also apply to skill checks. Thus, a Hard Spot Hidden roll is made at one-half the normal chance for Spot Hidden.

These rules are summarized in a table below.

7th Edition	Prior Editions	
	Characteristic rolls	Skill checks
Regular	Characteristic x5	Normal chance
Hard	Characteristic x3	Half chance
Extreme	Characteristic x1	One-fifth chance

IDEA ROLLS

It is important to note the difference between Intelligence rolls and Idea rolls in *Call of Cthulhu* 7th edition.

An Intelligence roll may be called for when an investigator is attempting to solve an intellectual puzzle of some kind.

An Idea roll is made when the players have become stuck at a point in the investigation; perhaps they have missed a vital clue, or just don't know what to do next and the game has stalled. The Idea roll allows the Keeper to get the investigation back on track (with the outcome of the Idea roll being whether the missed clue has been obtained easily or at some cost to the investigators).

Keepers using 6th edition should feel free to add Idea rolls to any scenario if it is a convenient means of moving the game forwards, even though the text does not specify their use. Likewise, where the text calls for an Intelligence roll, use INT x5.

BONUSES AND PENALTIES

7th edition introduces the concept of the bonus die and the penalty die for percentile rolls, and these terms are sometimes included in the text here.

To approximate this for previous editions, assume that a bonus die means a +20% chance, and that a penalty die means a -20% chance.

CHASE RULES

7th edition introduces new rules for resolving chases, and these may be used in some of the scenarios included here.

For earlier editions, call for investigators to make the listed characteristic rolls included as part of the chase, and have their opponents do the same. If the investigators roll more successes than their opponents, they win the chase.

Keepers may also choose to resolve chases dramatically, rather than via mechanics.

POISON DAMAGE

Poisons no longer have a potency (POT) in *Call of Cthulhu* 7th edition, but are given a descriptor instead. To derive poison POT for earlier editions, use the following table.

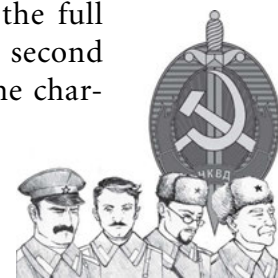
Poison	POT
Mild	1-9
Strong	10-19
Lethal	20+

SUCCESS VALUES TABLE

Key: Each box shows Full / Half / Fifth values, equating to Regular / Hard / Extreme rolls in 7th edition.

Thus, a character with a skill of 44%, has 22% chance of making a Hard roll, and 8% chance of making an Extreme roll.

When converting characteristics from 7th edition to earlier editions, look up the full value (i.e. 60), the number after the second slash mark (i.e. 12) is the value of the characteristic for earlier editions.



TOMES

1/0/0	2/1/0	3/1/0	4/2/0	5/2/1
6/3/1	7/3/1	8/4/1	9/4/1	10/5/1
11/5/2	12/6/2	13/6/2	14/7/2	15/7/3
16/8/3	17/8/3	18/9/3	19/9/3	20/10/4
21/10/4	22/11/4	23/11/4	24/12/4	25/12/5
26/13/5	27/13/5	28/14/5	29/14/5	30/15/6
31/15/6	32/16/6	33/16/6	34/17/6	35/17/7
36/18/7	37/18/7	38/19/7	39/19/7	40/20/8
41/20/8	42/21/8	43/21/8	44/22/8	45/22/9
46/23/9	47/23/9	48/24/9	49/24/9	50/25/10
51/25/10	52/26/10	53/26/10	54/27/10	55/27/11
56/28/11	57/28/11	58/29/11	59/29/11	60/30/12
61/30/12	62/31/12	63/31/12	64/32/12	65/32/13
66/33/13	67/33/13	68/34/13	69/34/13	70/35/14
71/35/14	72/36/14	73/36/14	74/37/14	75/37/15
76/38/15	77/38/15	78/39/15	79/39/15	80/40/16
81/40/16	82/41/16	83/41/16	84/42/16	85/42/17
86/43/17	87/43/17	88/44/17	89/44/17	90/45/18
91/45/18	92/46/18	93/46/18	94/47/18	95/47/19
96/48/19	97/48/19	98/49/19	99/49/19	100/50/20

Each tome has a value that denotes the number of Cthulhu Mythos skill points that are gained when a character reads the book. In seventh edition, the total amount of points remains unchanged, but it is divided in to two values, the first for an initial reading, the second for a full reading. To figure the two values, simply divide the Cthulhu Mythos value of the tome by three and round down; this is the amount of points gained for an initial reading. The remainder of the points are those gained for a full reading.

For example: The Eltdown Shards (in 7th edition) has a Cthulhu Mythos value of 3/8 (3% for an initial reading and 8% for a full study reading). For 6th edition, add these points together for the tome's Cthulhu Mythos of 11%.





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COLD HARVEST

Roleplaying During the Great Purges of Stalin's Russia

All is not well at Krasivyi Oktabyr-3, a collective farm hidden away in the wilds of central Russia. A fall-off in production has come to the attention of the Soviet authorities and communications are down. No one has a clue as to what is happening out there.

Despite the ravages of the Russian winter, someone must be sent to uncover the reasons for the slackening production and to deal with the situation. Vigilance is key, as there may be anti-Soviet agitators at work. Trust no one!

Cold Harvest is a *Call of Cthulhu* scenario set at the height of Stalin's Russia in the late 1930s. Players take on the role of NKVD agents from the People's Commissariat For Internal Affairs, tasked with investigating strange happenings at Krasivyi Oktabyr-3.

Cold Harvest has been designed to be playable by one Keeper and one player, as well as for groups of between two to six players. Eight pre-generated investigators are included, allowing players to choose from a range of characters. Directions are also provided as to the role and duties of an NKVD officer, allowing players to quickly understand the motivations and responsibilities of their characters.

Throughout the scenario, guidance and roleplaying tips are provided for the Keeper, as well as advice for using other published Soviet-era scenarios with *Cold Harvest* to form a larger campaign set against the backdrop of Communist Russia.

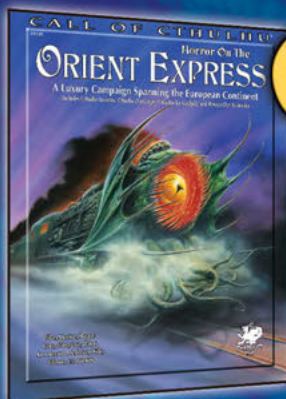
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