

Secrets of the Kremlin

by E.S. Erkes



INTRODUCTION

The material presented in this story is designed specifically for use with "Call of Cthulhu, Chaosium Inc's fantasy role-playing game of the macabre, based on the works of H. P. Lovecraft, by permission of Arkham House.

The primary purpose of the information presented here, although it is loosely based on historical facts, is dramatic and any similarity of events or the major characters to persons alive or dead is purely coincidental.

This story is designed to allow the Keeper of Arcane Knowledge (Keeper) to stage an adventure for the Players. Narrative descriptions and specific time lines mesh easily together to form a living backdrop against which the Players will act out their drama. Ultimate presentation, however, is entirely at the Keepers discretion. Use this story in any way you see fit. Keepers are urged to photocopy the various pages contained in this story and hand them out at appropriate times.

BACKGROUND

Alexei Samsonov, who had achieved the rank of Major in the Red Army and would soon reach Colonel, sat relaxing in a small, private beerhall; in spite of its size it was the finest in all Berlin. The two men at the table with him were also officers, but they wore the uniform of the German Reichswehr. They had been drinking freely. They were not talking about their work. They were in too pleasant a mind to talk about their work, and it was forbidden anyway. The two men in Reichswehr uniforms asked him playfully to describe the girl they had seen on the Alexanderplatz, using Ancient Greek, and Samsonov replied that he would be glad to do so, but that he would first have to decline a certain noun in all its forms; he did not see his adjutant behind him until the man whispered in his ear.

"Immediately?" said Samsonov out loud, in Russian. Several people in the hall, hearing the word in the unfamiliar language, turned to look at him.

"Da," said the adjutant impassively.

When Samsonov reached his room another attaché was there, and handed him the cabled message. For all its importance, the order had not even been coded: RETURN TO MOSCOW IMMEDIATELY, it said. He glanced at the upper right corner of the message, where its point of origin was imprinted in neat black letters, and knew that there could be no mistake.

"Draft a message for our hosts," he said to the attaché, and tottered slightly, putting a hand to the heavy table before him to steady himself. He felt the drunkenness leave him like a spirit. Why did they want him? He searched his mind for failures, for improprieties - he

found none. The cable had struck him like a hammer blow in the night. Unexpected stories begin unexpectedly.

THE TUNNELS

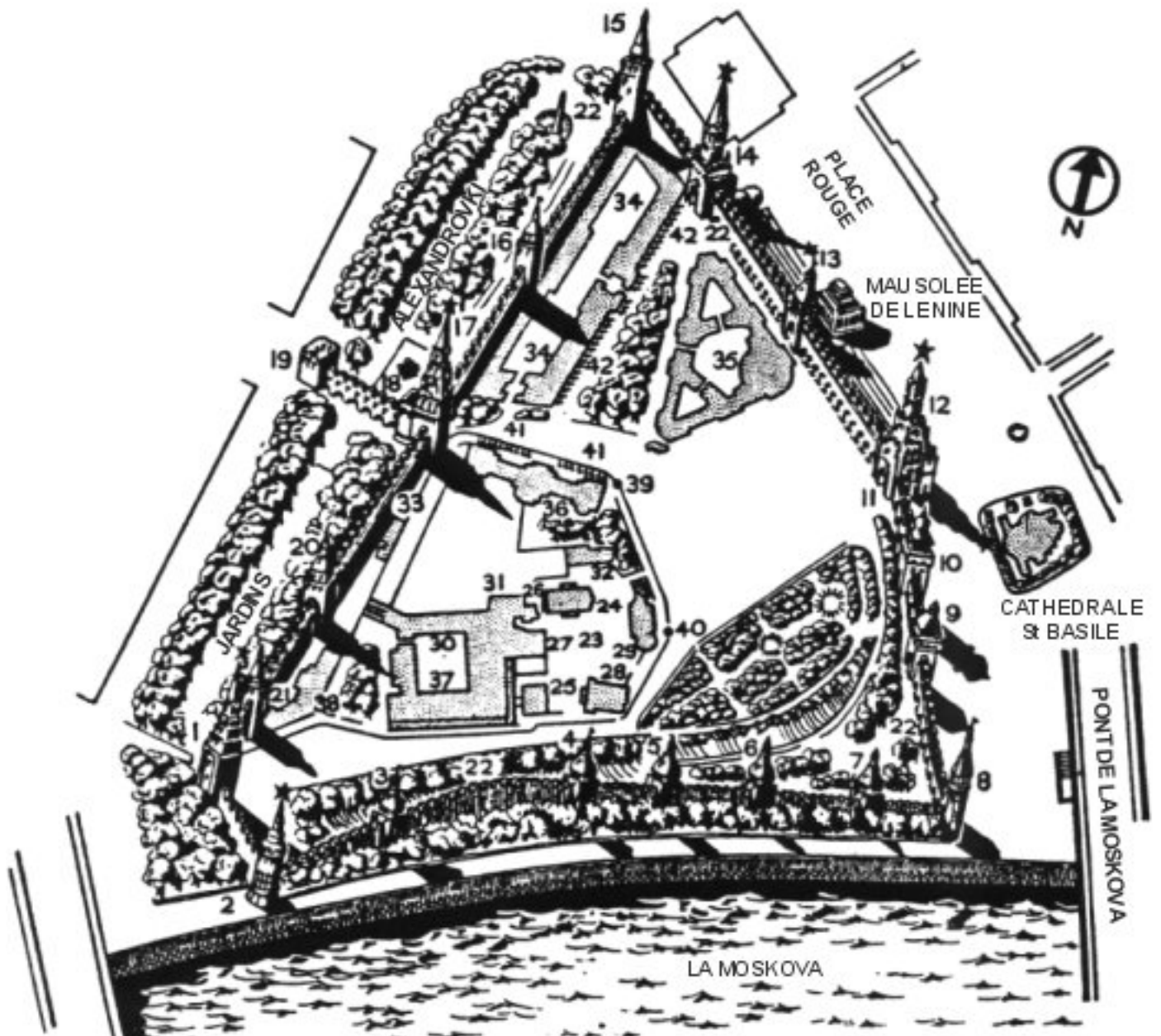
The real beginning of the story had occurred about half a year earlier, when Soviet construction workers were excavating a portion of Red Square for the permanent Lenin mausoleum. Almost immediately after his death in 1924, Lenin had been interred in a temporary wooden structure on the square; Soviet planners had the intention of constructing a permanent stone mausoleum for him on the site, and work began in the late summer of 1928. During the digging for the foundation of the monument, in September of that year, workers came upon a network of secret tunnels running beneath the Square, extending deep into the earth even under the Kremlin. Although many such underground passages had been known to exist, this network was entirely new to the modern world; these tunnels, and the chambers that adjoined them, were significantly deeper and more remote than any other known Kremlin passages. They had been unseen, as far as anyone could determine, since the late 1500s. They dated from the era of Ivan IV ("the Terrible"). They had been sealed up after Ivan's death, for reasons unknown.

The most significant of the discoveries in these tunnels was of the half-legendary, so-called "Lost Library of Ivan the Terrible." This small chamber contained the rarest of the books and manuscripts evacuated from Constantinople during its fall to the Turks in 1453. Included in this trove was a copy of the Necronomicon in its Greek translation.

Josef Stalin, at that time consolidating his absolute rule over the Soviet Union, immediately recognized the value of the book; he had heard whispers of it in the superstitious backcountry of his native Georgia. He had all the archeologists who had discovered the book while cataloguing the library shot; the entire construction team that had found the tunnels was sent en masse to concentration camps north of the Arctic Circle. He needed someone to translate the book into Russian. Stalin would have preferred that the book be translated into Georgian, his first language, so that the translation could not be understood by the native Russians around him; but he did not trust the scholars of his native land. Nor did he trust any other scholars, and when someone in his secret police mentioned a Red Army officer who was fluent in Greek, Stalin ordered the man brought to the Kremlin immediately. The officer, Alexei Samsonov, was working with the German Reichswehr in Berlin on a secret training mission. Stalin had him replaced, and installed Samsonov in an office in the Kremlin, where he worked on the translation. Stalin, characteristically, intended to have Samsonov shot after he completed the work, but circumstances intervened: The officer translated a significant portion of the book before losing his mind.

PLAN OF THE KREMLIN

- | | | |
|----------------------------------|--------------------------------|---|
| 1. Borovitsky Tower | 16. Srednya Arsenalnaya Tower | 31. Vershospassky Cathedral |
| 2. Vodozvodnaya Tower | 17. Troitskaya Tower | 32. Cathedral of the Twelve Apostles |
| 3. Blagoveshchenskaya Tower | 18. Troitsky Bridge Tower | 33. Poteshnyi Palace |
| 4. Taynitskaya Tower | 19. Kutafya Tower | 34. Arsenal |
| 5. First Bezimyanaya Tower | 20. Komendantskaya Tower | 35. Old Senate |
| 6. Second Bezimyanaya Tower | 21. Oruzheinaya Tower | 36. Old Armoury |
| 7. Petrovskaya Tower | 22. Kremlin Walls | 37. Kremlin Grand Palace |
| 8. Moskvoretskaya Tower | 23. Sobornaya Square | 38. Armoury |
| 9. Konstantino Eleninskaya Tower | 24. Uspensky Cathedral | 39. Czar-Cannon |
| 10. Nabatnaya Tower | 25. Blagoveshchensky Cathedral | 40. Czar-Bell-tower |
| 11. Tsarkaya Tower | 26. Rizpologen'e Cathedral | 41. Old Cannons |
| 12. Spasskaya Tower | 27. Granovitaya Palata | 42. Cannons captured from the French Grande Armée in 1812 |
| 13. Senatskaya Tower | 28. Archangel'sk Cathedral | |
| 14. Nikol'kaya Tower | 29. Ivan the Great Bell-tower | |
| 15. Uglovaya Arsenalnaya Tower | 30. Terem Palace | |



ALEKSANDROV

There seemed to be only one type of weather up here: driving snowstorm. Aleksandrov looked back again, but all he could see was the forms of several men straining to pull thick chains. The withering snow cut off vision at a point a few feet beyond the men, so that Aleksandrov could not see what was on the other end of the chains. He was grateful.

The men had been working without a break for hours, but Aleksandrov did not want to stop now. Nor did the men. The heavy physical labor took all their energy, and they did not have to think about what they were doing, and what they were doing it with. They were actually on a downhill slope, not particularly steep, and they could have let their burden simply roll on down the mountain. But they did not. The image of whatever it was they had chained up being out of control for any length of time was more than they could bear; And so, more from general agreement than any order or policy, they had been dragging the thing on a zigzag, sideways course down the mountain, like a slalom skiing run. The men worked on. Someone called to him.

He turned around. One of the soldiers was running up to him. "The pass," was all he said.

Aleksandrov brought his binoculars up, peered down the mountain, and saw nothing; the snow covered the lenses right away. "Where?" he said, and spat snow.

"Right there," the man said, pointing directly below. "Were right on top of it and didn't even know. It's a few hundred yards down the mountain." There was a panicked jubilation in the voice.

The pass. From there it was only a few miles to the foot of the mountain where the trucks were waiting, and from there only a hundred miles to the railway spur that would take this thing to Moscow. Then they could have it, if they wanted it so badly. So badly that they couldn't wait for better weather. Aleksandrov had turned them down - flatly, he had thought - until they made it clear that this was not an order that could be turned down. A direct command from the Big Man, they said. Otherwise, it was "nine grams," they said, and one of them held up the bullet for emphasis. More than a few times on this mission, held wished held allowed himself to be shot. But now its completion was in sight.

"Hold up, men," he said. He had someone - in this endless mass of white, he no longer thought of names - bring out the radio. He had to tell somebody, to let them know that held succeeded. At the higher altitudes, the radio had been useless - whether because of the storm, or the mountain, or, as Aleksandrov had suspected but not told anyone, some sort of interference from the thing itself, he did not know. The soldier set up the radio. The storm was



worse than ever - he could see nothing. Surprisingly, he reached the contact station immediately.

He waited for a second, and then halfshouted into the sender:

"We have it."

And that was all. He held the sender tightly, gripping it like a trophy.

As he was waiting for a reply, he felt his right foot get entangled with one of the cords from the radio. But when he looked down to shake it loose, he saw that it was not a cord. He screamed, and wished they had shot him.

THE DARK YOUNG

Stalin read the Russian Necronomicon with great interest. Although there was little of it he could understand, he knew, as always, what he was looking for. Eventually he found it. There was only one reference in the book to the current territory of the USSR: An area in the Pamir Mountains, near the Chinese border, was mentioned in connection with the worship of Shub-Niggurath . Stalin dispatched an expedition to the Pamirs, led by the famed Soviet mountaineer Vladimir Aleksandrov. After great loss of life and sanity - Aleksandrov himself was killed - the expedition captured a Dark Young of Shub-Niggurath .

The Dark Young - with its mouthed ropy tentacles, its unearthly physiological configuration, its ungodly secretions - was impossible to sanely look at for long. For most people, that is, but not Stalin, who looked upon everything - even cosmic horrors - with a view to what personal political advantages it would have for him. Stalin, using a secret entrance in the rear of the newly-built Lenin Mausoleum, had the thing lowered to the largest of the newfound "Ivan" rooms, where it was to be kept until all its secrets had been extracted from it. For the survivors of the expedition, Stalin had only one reward; they were imprisoned in another sub-Kremlin dungeon, in case they might reveal something else of importance about the creature.

An immensely pragmatic man above all else, Stalin put his scientists to work on finding practical applications for the discovery. He instructed a team of chemists under the leadership of the ex-pharmacist Genrikh Yagoda (soon to head the entire Soviet secret police) to work on synthesizing solvents, acids, and poisons from the unusual secretions from the monster's skin. When problems appeared, Stalin would apply the most brutal and direct solutions. When the creature showed a definite taste for human flesh and grew listless without it, Stalin had the population of several insane asylums transported to dungeons beneath the Kremlin to serve as a ready food supply. When ordinary secret police and Red Army personnel could not guard it without going insane from the sight of it, Stalin had blind Army veterans brought in to do the task. Stalin moved chemists and other personnel who could not be

replaced into areas where they could not see the Dark Young.

As the work progressed Stalin remained characteristically unsatisfied. He saw it as his destiny that he should come upon the private, secret tunnels of Ivan the Terrible, whom he had already taken as a virtual role-model. He was convinced, however, that Ivan's tunnels held even greater secrets, in chambers and passageways as yet undiscovered. He brought in various Soviet authorities on the underground Kremlin, but none could help. They were all shot. Then Stalin learned that the greatest living scholar on the subterranean Kremlin was one Evgeny Potapov, a former professor at Moscow University in Tsarist days. Potapov now lived as an émigré in Berlin.

POTAPOV

The children were out again.

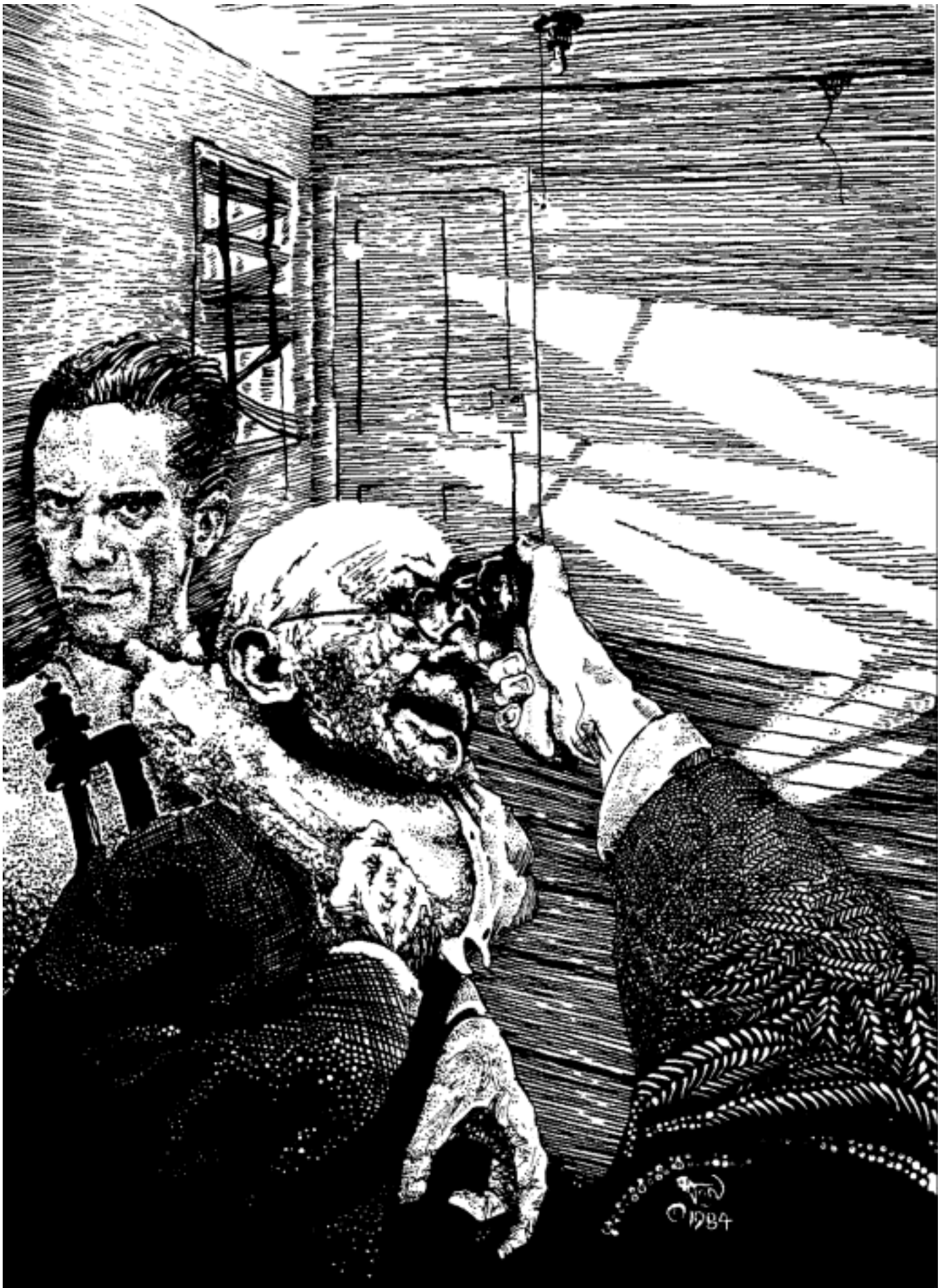
Though Berlin was full of Russian émigrés (but not as full as it once was), he was the only one on his street. Potapov often despised his fellow expatriates with their pointless, endless political arguments, their insipid fantasies of the future. He lived apart from them by choice. Potapov rarely regretted it; this was one of those times.

He saw them, gathering at the mouth of an already darkened alley. They had not yet seen him, but he knew there was no way to avoid them. Turning around so abruptly would surely attract their attention. "Their" ally was at a point roughly perpendicular to his apartment and where he was now. Potapov quickened his pace, hoping they wouldn't notice until he was close to his front door. But as usual, luck was not with him.

He was striding forward, looking straight ahead, when he heard the first shout of "Russ," elongated contemptuously as Roooooos. This was their main derisive term for him and they yelled it gleefully, as if he were supposed to be aggrieved by being called what he was, a Russian. What sort of people were these?

Here they were in front of him already, screeching and howling. For children of such an allegedly civilized race, they were dressed in little more than rags. They spoke to him in their ugly Berlin dialect, still indecipherable to him after a decade. How he hated them.

"Go back to your mothers," he said to them in German, but the thickness of his accent set them off again. "Roooooos, Roooooos," they chirped. They had not physically attacked him - yet. That he attributed only to their age; the oldest in the group could not be more than eleven. But they followed him, jumping to within inches of him, screaming in his ear. He waved them away with a sweep of the hand, but they came right back. "Roooooooooooooos!"



Finally he reached his door. They all gathered in a semicircle at the bottom of his steps. Their chanting, though, had lost most of its force; already they were beginning to lose interest. Potapov swung the door outward and turned around to curse them lustily in Russian. Then he slammed the door as a fusillade of rocks hit against it. He sighed heavily, and felt his heart galloping within him. An arm grabbed him around the neck.

How did they get in? came his first thought, followed by, as he felt the strength in the arm, Have they gotten their older brothers to help them? The apartment was fully dark. Another pair of arms got his legs. Potapov pushed free of the arm around his neck for a second, long enough to croak, "Go to hell," in Russian at them.

"Spasibo," came a voice in unaccented Russian. Thank you.

Then he really became afraid.

SCENE ONE: February 21, 1931.

The Players will have received the following note:

Services required of an investigative nature.
Some travel required.
Confidentiality absolutely necessary. RSVP if interested.

The note is anonymous, and the responding address is a post office box in London. The Players will be assumed to have responded favorably, and, after being wired the money for transportation to London, will meet for the first time in a flat there on the above date. The Players will have been contacted separately. If they have not been on previous adventures together, they will not know each other except possibly by reputation.

The Players will all be working journalists or will at least have journalistic credentials. The trip to London will not be unusual for them. At least one of the Players must speak Russian at 80% or better.

In the London flat they will meet a curt, reedy Englishman named Walter. He will use no other name. He will give out no personal information, and he will absolutely not give any information on whom he represents. He will give the Players \$200 as a retainer now; at the completion of the mission, they will be paid \$1000.00. Walter will consent to putting the money in an escrow account if any of the Players insist. Walter has no intention of paying the \$1000, so this is the only way that the Players can get paid. Walter, of course, will not bring it up.

Walter will ask the Players to investigate the disappearance of one Evgeny Potapov, an émigré Russian professor of History and Architecture, formerly of Moscow University. Potapov had been living in

Berlin for over a decade, after leaving Russia in 1919. He disappeared from Berlin on December 10, 1930.

Walter will stress, however, that there will be no point in investigating the disappearance in Berlin. Walter already knows for a fact that Potapov was kidnapped by the Soviet secret police. Walter is certain that Potapov is being held in Moscow. While kidnappings of émigrés are nothing new for the GPU (as the Soviet secret police was then known), this case seems very different. In all known episodes of such GPU terror, the victims were either killed or taken to Moscow's infamous Lubyanka prison; Potapov, however, is believed to be incarcerated inside the Kremlin complex itself. It appears likely that Josef Stalin himself has taken a personal interest in this case. The Players, therefore, must conduct their investigation within the walls of the Kremlin.

The Russian-speaking player will know (no Knowledge roll needed) that tourism is officially discouraged in the Soviet Union, and that the Soviet authorities almost never allow foreigners into the Kremlin. Walter will reveal that an international conference of journalists is to be held in Moscow in April – two months from now. The conference will run from 11:00 AM Moscow time on Monday, April 15, to April 19th. This is apparently a grand propaganda move by Stalin to improve his image in the world press. For the Players, this conference will be an opportunity to get inside the Kremlin, for it will be held in the Grand Kremlin Palace. Nearly a thousand journalists from all over the world will be invited, and this will form a perfect cover for the Players during their investigation.

In order to carry out the investigation, the Players will first have to get assigned to the conference by a major periodical (newspaper or magazine). The Players will stay at the Hotel Rossiya during their time in Moscow, and they will travel into the fortress by bus every day. The conference will be announced within a week, so the Players are to maintain strict secrecy about the conference until the announcement. As soon as it is made, the Players should wire their periodical of choice for accreditation.

Walter will keep the question-and-answer period to a minimum; he will explain that they will be contacted by an associate of his in Moscow, at the Hotel Rossiya. All specific questions should be asked of this associate. Walter will give no physical description or name for the associate, but tells the Players that they will know him by the password "Nodens." Their contact in Moscow will use this password.

The Players' mission, then, will be to enter the Kremlin in the guise of journalists and find out what precisely happened to Potapov, using the assistance of Walter's Muscovite accomplice. Specific questions Walter wants answered are: What does Stalin want from Potapov? What has Potapov told them? Does Potapov know of any experiments taking place inside the

Kremlin? If it is possible, Walter wants the Players to bring Potapov back, but this is not required.

Walter also has a key to a safe deposit box at the Berliner Stadtbank in Potapov's name. Walter has no idea what is in the box, but thinks it may help the Players in their investigation. If asked why he or any of his associates have not obtained the box, Walter will evade the question. If pressed, he will say that his men are too well known for them to be of use in this mission. Walter will also give that as a reason for using the Players as investigators in the first place. Since the only way that foreigners can legally enter the USSR is the Berlin-Warsaw-Moscow railway, a stopover in Berlin is on their way. And, since the Players are unknown as agents, they can obtain the box with no difficulty.

A NOTE ON ROLE-PLAYING THE CHARACTER OF WALTER

The Keeper should role-play Walter with the intention of giving the Players the impression that he is a member of the British Secret Service, and that this is a simple espionage/intelligence-gathering mission. The Keeper, as Walter, might intentionally let it slip that he and his associates are in "the Service"; he should use the term "intelligence" often, stressing that the Players are to provide him with the "raw intelligence" that he needs. Walter needs to do this because he is fearful of frightening the Players off by telling them of the true supernatural aspects of their investigation. Walter might occasionally refer to "the other side," but only in such a way that it suggests that the other side is the Soviet intelligence service.

ACCREDITATION

Players must roll for accreditation. They must each choose the publication they want to be accredited from, and then roll their POW. If successful, the Player is thus duly accredited by that periodical. If unsuccessful, the Player must choose another publication and continue to roll until he does roll his POW or better, requiring a new publication with each new roll. The only Players exempt from this rule are newspaper reporters presently employed full time on the staff of a daily newspaper; they are automatically accredited. Players may be sent by a wide variety of publications, but Russian émigré journals and radical right-wing publications are unacceptable to the Soviet authorities, and Players sent by them will not be able to enter the USSR. Also, the Keepers discretion should be used to determine which periodicals have the interest and financial ability to send a reporter all the way to Moscow; obviously, no small-town paper from Dunwich or Arkham would be able to afford this.

LIBRARY USE

Any good library in London or Berlin will reveal, with a successful Library Use roll, that:



Nodens is the name of an obscure Romano-Celtic god. No supernatural connotations in the present day.

Potapov's story is as Walter tells it. The only new thing the Players will learn about him was that his means of living since his arrival in Berlin are obscure. If Walter is asked about it, he will say he doesn't know.

SCENE TWO: Berlin

The Players will arrive in Berlin early on the 12th of April. The train for Moscow will depart on the morning of the 13th, and will arrive on the evening of the 14th. The Players will have made arrangements to stay at the Stadthof Hotel there.

The Players will go to the Stadtbank and get the contents of the box without incident. The contents:

1) A Times of London article on the disappearance of blind war veterans from Moscow.

2) A Pravda article (in Russian) eulogizing a Soviet mountaineer. The Russian-speaking player will have to translate it for the others.

3) A letter (in German) on Reichswehr stationery describing the sudden recall of a Soviet officer named Alexei. The Players will have to translate it somehow.

4) A New York Times article on construction in the Kremlin.

5) An international Herald Tribune report on the alleged Soviet conquest of mental illness.

THE TIMES of London. October 20, 1930

BLIND WAR VETERANS VANISH FROM MOSCOW STREETS

Moscow, Oct. 17: In Moscow, where formerly a number of blinded veterans from the Great and Civil wars could be seen begging on the streets, these unfortunates seem to have latterly disappeared without any explanation. It is commonly believed that the government has either established a new convalescent home for them, or simply dispersed them to other cities far away from the capital. It appears too soon to tell which of these disparate alternatives the Soviet government has chosen.

PRAVDA October 3, 1930

ALEKSANDROV DIES HERO'S DEATH

The heroic Soviet mountaineer V. P. Aleksandrov, was killed recently in an avalanche while attempting to climb Mt. Murad in the Pamirs. Several of this party were also killed. The surviving members of the expedition were rescued by the efforts of the glorious Red Army. Several Red Army soldiers also lost their lives in the effort. The entire Soviet nation mourns the loss of these heroes. Mt. Murad will be renamed Mt. Stalin in their honor.

DEUTSCHES REICHSWEHR

Ernst,

Have you heard that our great friend Alexei has to return to his homeland? The Soviet Government says that he has to leave immediately. They will give no reason, and Alexei will say nothing about it. I don't believe that we'll see his like again. How many Soviet officers can discuss Hellenic culture, or speak ancient and medieval Greek?

Franz

The New fork TIMES, July 8, 1928

CONSTRUCTION DUE IN THE KREMLIN

Moscow, July 6: Construction is expected to begin within the week in various parts of the Moscow Kremlin.

Some of the older structures are expected to be extensively restored. In addition, site selection for the planned mausoleum for Lenine is to begin around the same time.

The International Herald Tribune, December 8, 1930

REDS PROCLAIM VICTORY OVER MENTAL ILLNESS

Moscow, Dec. 5: The Soviet Academy of Sciences announced today that Soviet medicine had made great strides in the treatment of psychological disorders in the years since the Revolution. A press release from the Academy says that "Using socialistic methods, Soviet physicians have all but eliminated psychological disorders from the list of problems confronting our country."

The Players stay in Berlin will be otherwise uneventful.

ADDITIONAL INVESTIGATION

The Berlin police will know and care little about the kidnapping. Kidnappings and assassinations of Russian émigrés are nothing new, and the police would really rather not be bothered. They wit only know the superficial details of the crime, and will have no leads. "Why bother? they will say, "His own people got him, the Russians. White, Red, its all the same to us."

The Russian community in Berlin will be convinced that it is the GPU's work, but will not know anything snore. Potapov always kept aloof from them.

Potapov lived at 5201 Blumenstrasse in the Wedding section of Berlin. His German neighbors all disliked him, and know nothing about the kidnapping, though they are glad to be rid of him. His landlord, who tires two houses away, will know little about him. Potapov's apartment will be almost intact, and will offer no clues for the investigators.

At any of the better Berlin libraries, a successful Library Use roll will reveal that:

Aleksandrov was the premier Soviet mountaineer.

The Lenin Mausoleum was completed without incident.

Inquiries to the individual newspapers will get no results, except for the Times of London. A query there will reveal that the reporter who filed that story was expelled from the USSR the day after its publication. The reporter did not know why he was kicked out.

capture him - he will jump off the train, even if it is moving, before anyone can catch him.

SCENE THREE: Moscow

The Players will arrive at the Moscow Central Train Station on the evening of the 14th. Under a heavy Red Army guard, they and the other journalists will disembark and be taken on buses to the Hotel Rossiya. At the hotel, hundreds of journalists will be milling about in the lobby. The Keeper should emphasize the confused, chaotic nature of the scene. There will also be a number of native Russians in the crowd. Among them:

Yuri Katkov. He will come up to the Players at some point and say that he wants to defect. He will produce a false foreign passport and will say that he only needs a space in the train when the Players leave. He is sincere, but appears suspicious.

Sasha. A common criminal. He will tell the Players that in exchange for hard Western currency (dollars, pounds, francs), he can get them anything - virtually anything - they want. He will use only the name Sasha. He can obtain certain weapons, but can supply no knowledge on the interior of the Kremlin. He is what he says he is.

Tatiana Arbatova. She is a female GPU agent and will attempt to gain the Players' trust. She knows nothing of the Players' real intentions, but is only one of dozens of agents assigned to the task. She is young and attractive. Like Sasha, she will offer various Soviet goods - furs, icons, etc. - in exchange for hard currency. If the Players reveal any of their true mission to her and then let her out of their sight, they will all be arrested by the GPU within one hour if they are in the hotel.

While the Players are checking in, they will hear a voice behind them say, rather loudly, the word "Nodens." When they turn around, a man in the crowd behind them will wave them over the side. He is old and calls himself Ivan.

TWO CULTS

Of the many cults that grew up from the ancient human followings of the deities of the Cthulhu Mythos, perhaps the most bitterly opposed are the Nodens Brotherhood, which worships the generally benign Elder God Nodens, and its rival group which worships the Outer God Shub-Niggurath ; the latter cult has a name, but it cannot be accurately pronounced by the human larynx.

Walter is a member of the Nodens Brotherhood. He has enlisted the Players in this mission because the members of his order cannot tolerate the presence of the thing that lies beneath the Kremlin: A Dark Young of Shub-Niggurath . Walter and his fellows have been



The Reichswehr and other official sources in Germany will claim that the letter is a forgery. (The cooperation between the German and Soviet armed forces at this time was supposed to be secret).

THE TRAIN FROM BERLIN TO MOSCOW

The Keeper, at his discretion, may emphasize the trip as much or as little as he wants. The train will make lengthy stops at Warsaw and at the Soviet border. From the Soviet border the train will run nonstop to Moscow. During the journey the Players will be watched by a thick-bearded man, tall and stooped, with almost opaque glasses. He has an odd walk. He will follow the Players around. If the Players enter his sleeping car they will find a pair of pants with stilt-shoes in them, the kind used to make midgets appear to be of normal height. The Players will not be able to

aroused to action by the sudden disturbance in the ancient equilibrium; Stalin's seizure of a Dark Young may alter the balance between the two cults in some unforeseen way, and unleash unimaginable horrors loose upon the world.

Potapov is also a member of the Nodens cult. Potapov's expertise on the Kremlin is no accident, for the cultists, long before the capture of the Dark Young, sensed an ancient evil heritage about the fortress, and accumulated knowledge about it; in this sense the kidnapping of Potapov is not a coincidence, though Stalin and his minions in any case know nothing about either cult.

The rival Shub-Niggurath cult also has a great interest in turn of events. They resent the capture of the creature as a blasphemy; but they are unused to moving about in the normal world. They are unsure how to get the Dark Young back. They are not as expert in the lore of the Kremlin as their rivals are. Their members include the bearded man on the train, who is also the man who calls himself Ivan.

The reason the Nodens Brotherhood uses the name "Nodens" as a password is that members of the Shub-Niggurath cult are unable to let the word pass their lips. "Ivan" got around that stricture by paying an ordinary Russian to pronounce the word while the Players' backs were turned.

IVAN

He will be cold, laconic, and unfriendly. He will detail to the Players the location of a secret entrance to the underground Kremlin, inside the Bell Tower of Ivan the Great. During the lunch breaks in the conference, the Players and the other journalists will be able to visit some of the other sights of the Kremlin, and they will have to sneak away into the secret entrance, unseen, during this time. They will be required to rejoin the other journalists at the close of the conference for the day, at about 5:00 PM. All investigation will have to be handled in this way. Ivan says he will meet with the Players again tomorrow evening. Ivan will answer no other questions.

THE CONFERENCE

At 7:30 the next morning, the Players along with the other journalists will be taken by bus through the gates of the Spassky Tower and into the Kremlin. The conference will begin at 8:00 with a keynote address by the General Secretary of the Soviet Communist Party, Josef Stalin, entitled "The Struggle Against Reformism in the Field of Progressive journalism." This is a rare appearance by the leader of the Soviet Union, and the speech will be simultaneously translated into all the different languages of the journalists. The speech, though, is incredibly dull and tedious. Stalin is a wooden, uninspired speaker with a thick Georgian accent that makes it occasionally difficult for Russian-speaking players to understand him. Many in the hall

in the Grand Kremlin Palace will fall asleep. Unfortunately for the gathered journalists, most of the speeches they will hear this week are in this vein. When 11:30 AM finally comes, it is a great relief. The Players should make their way to the Bell Tower immediately.

At the Bell Tower, the Players, at Ivan's instructions, should assemble behind a large pillar in the northwest corner of the building's interior. There they will find a special latch recessed in a part of the wall; they may have to pull aside a wooden windowsill to reach it. This will loosen a portion of the wall enough that it will swing inward if pushed hard. Beyond this entrance, the Players will find a black tunnel stretching down into emptiness (see Appendix for Level 3, Tunnel C).

RETURNING TO THE HOTEL ROSSIYA

As soon as the Players get off the bus from the Kremlin, they will be met by a man who calls himself Nikolai. He is about three feet tall, and very nearly hairless. The first thing he will say to them is an insistent "Nodens." He will be horrified to learn that someone else has given the Players the password. He will ask, "Did he say it directly to you? Did you see him say the word?" When the Players tell him they did not, he will be even more horrified. He will ask them for a description of Ivan.

THE SITUATION

Ivan and his group, the Shub-Niggurath cult, are trying to get the Players to work for them. They want the Players to get information for them, so they had hoped to assassinate Nikolai and substitute Ivan. Nikolai, however, escaped the murder attempt, and managed to get to the Players a day late; The Players are now in a dilemma: Whom should they trust? Ivan had already gone so far as to try to discredit Nikolai with the incident on the train, where he tried to make it appear as if someone Nikolai's size were following them.

NIKOLAI

Nikolai knows all about the entrance to the lower Kremlin in the Bell Tower. But, he says, this way is too risky; there is another entrance, he says, a better and safer one. Across the Moscow River a group of cobblestones in a back alley is actually a trapdoor leading to a way into the underground Kremlin. He will describe its location (behind the Lenin Purchasing Building) and its configuration. He will also describe the way to get from Tunnel A to Tunnel C as in Appendices, Level 2. Nikolai will not, however, go with the Players into the tunnels. He will absolutely refuse to go. If the Players threaten to bring him along by force, he will be obviously terrified, but he will not say what he is terrified of. If the Players do bring him along by force, he will pass out at a point somewhere in the first twenty feet of the first tunnel. Nikolai is afraid of the presence of the Dark Young in these tunnels, but he will not say that.

Ivan will be following the Players when they go to the new entrance. He will enter the tunnel after them. His immediate goal will be to kill Nikolai, which he will do with his knife if he finds him. Since he now knows another entrance to the underground Kremlin, he no longer needs the Players; prior to this, the only Kremlin entrance he knew was inside the fortress itself, in the

Bell Tower. Since Ivan was not able to penetrate the security of the Kremlin walls, he had to rely on the Players. Now that he no longer needs them, he will try to kill them one by one with his knife. If the Players have left Nikolai anywhere, Ivan will murder him first, and then go after the Players. Only a critical Listen roll will enable the Players to detect his presence.

The Kremlin in the early twentieth century



"Kremlin" is a translation of a similar Russian word meaning "fortress." Many of the older Russian towns have their own Kremfins, but none are as famous as the one in Moscow.

The Moscow Kremlin stands in a roughly triangular shape on 69 acres above the Moscow River. It was originally bordered on all three sides by water: The Moscow River on the south, the Neglinnaya River on the west, and a moat between the two rivers on the east, where present-day Red Square is located.

The first Kremlin walls were wooden and were built in the 12th century by Prince Yuri Dolguroky, the founder of Moscow. By the end of the 13th century they had been replaced by the brick walls, dotted at irregular intervals with towers, that stand today. Most of the prominent Kremlin towers were built at the end of the 15th century by Italian architects imported by Tsars Ivan III and Vasili III. The basic "look" of the Kremlin has not changed since 1533.

The exterior Kremlin towers range in height from 56 feet to 268 feet. There are 20 towers, 5 of which contain gates to the interior fortress. The most famous of the towers is the Spassky (Savior's or Redeemers) Tower, which is also the main entrance. The Kremlin walls vary in height from about 11 feet on the south side to about 60 feet on the east side. They are from 12 to 16 feet thick.

THE BELL TOWER OF IVAN THE GREAT

This structure was built in the early 16th century. It stands in Cathedral Square in the heart of the interior Kremlin. It is surmounted by a huge single gold cupola with an Orthodox cross atop it.

INHABITANTS OF THE LOWER TUNNELS

Dungeon 1 - Contained here are the former inhabitants of the various insane asylums of the Moscow area. All sorts of mentally ill men are here, thrown into one large cell, the largest of the five on this level. Some are raving, others are quite lucid. All seem to have, in one sense or another, an awareness of what they are here for. The Keeper should emphasize the horror of this scene. The Players will get no solid new information from any of these unfortunates.

Dungeon 2 - contains Alexei Samsonov. His eyes are gone, having been torn out by Alexei himself - only red sockets remain. The Players will get no sense of torment from him as they have from the mental patient; Samsonov is simply relieved to not have to translate the Necronomicon any more. The Players will learn absolutely nothing from him: Alexei no longer speaks in words, though he may hum a bit.

Dungeon 3 - contains the survivors of the Aleksandrov expedition. They are mostly insane. The Players can get some inkling of what is being kept in these tunnels, but at a severe cost: Sanity rolls are required for every 2 minutes of conversation with one of these men, with a 1 point loss of SAN if a roll is failed.

Dungeon 4 - contains Potapov. He is very nearly paralyzed by fear from being in these tunnels; thereby, the information the Players can obtain from him is limited. Potapov, as the clippings he collected show, was following the course of events, but he never expected to be kidnapped. Even after several months, he is still reeling. He is obviously suffering from intermittent torture. He has not yet, though, told his torturers the one major secret that he still knows: about the lower chamber.

He distrusts the Players, even if they have Nikolai with them: he will see their appearance as another form of psychological torture. He will not speak to them at all until they say the word "Nodens" to him. After they say it, he will give them a brief rundown of what he knows, omitting only the secret of the lower chamber, which he only has suspicions of himself.

If Ivan is in the area, he will immediately try to attack Potapov.

Dungeon 5 - is not really a dungeon at all, but a library, the recently discovered library of Ivan the Terrible. The room has an incredibly musty smell. Most of the books are undisturbed, with the dust of centuries still on them. One of the opened books is the original Greek Necronomicon.

Potapov, if he is with the players, will be stunned when he enters this room. Until now, he has only heard rumors of the chamber's existence. But he will know where to go in the room. One of the walls here will not be covered with books. It contains nothing but three reliefs carved in stone. The reliefs are of three famous

buildings: St. Peter's Basilica in Rome, The St. Sophia Cathedral in Constantinople, and St. Basil's Cathedral in Red Square in Moscow. The connotations will be obvious to the Russian-speaking player, and possibly to the others: The Russian Tsars' obsession with the concept of Moscow as the so-called "Third Rome." The third relief, St. Basil's, contains a hidden stud in its center. When pushed, part of the wall will open up into a narrow tunnel leading downward. This is Tunnel H. If Potapov is not with the Players, he will have told them about the opening. If the Players have not spoken with Potapov at all upon entering this room, they will have to rely on a Spot Hidden Roll.

A NOTE ON STALIN

If the Players ascent Tunnel E, there is a small chance they will meet with Stalin if they exit from the Tunnel into the room. Stalin will be in the study from about 11:00 PM to about 3:00 AM every night, and if the Players enter the room at this time they will encounter him. He will be shorter, heavier, and greyer than his photographs suggest, with severe pockmarking in the face. His left arm is noticeably shorter than his right. He will be chain-smoking.

The evidence we have indicates that Stalin, in spite of everything, was a physical coward who lived in constant fear of assassination. If the Players come upon him unexpectedly, he will instantly summon the Kremlin guard by pressing a button. They will arrive, heavily armed, in a minute. The Keeper should be conscious of not changing known history too much, and should not let free shooting or a hostage situation develop. Stalin should be allowed to run away.

If Players enter the study at other times, it will be deserted. If they start to explore the other rooms, they may encounter:

Nadezhda Stalina, Stalin's wife. She is an attractive woman with chestnut-brown hair, quite a bit younger than Stalin. She will be frightened if the Players find her, and she will say she is only a maid. The Players will not know if this is true or not, because no photographs of her have been published.

Vassily Stalin, six, and Svetlana Stalina, five, Stalin's children. They will not be afraid of the Players at all.

THE LOWEST ROOM

This is the oddest - and ultimately most horrifying - of the chambers is the underground Kremlin. The room is large and ancient, but is cluttered with a good bit of new construction. On the north side of the strangely shaped room are the barracks for the blind men who guard the Dark Young. The South side is divided between the office of Genrikh Yagoda, the project supervisor, and a laboratory for the chemists who work there. The laboratory is tightly sealed up so the chemists, who have little tolerance for the sight of the Dark Young, do not go insane.

In the center of the room is a pit newly carved into the mortar floor. In it the Dark Young has been installed. It is about 10 yards tall, waving its horrible mouthed tentacles in the air. The Players, probably watching from Tunnel H, will have their vision blocked by the stairs of Tunnel G. If the Players ever see the Dark Young fully, they will require Sanity Rolls, with a loss of 1D20 SAN if they fail. As it is, with only the smell - like opened graves - and the horrible sounds it makes apparent to them. The Players will have to check Sanity every five minutes, with a loss of 1 Sanity point for every failure.

The Dark Young is surrounded by a guard of five or six blind men at all times. They have flamethrowers, and will fire blasts of flame in the direction of the creature. They shoot intermittently, and in no particular order. The Dark Young is kept in check by the flames; it makes no real effort to move out of its pit. It does, however, secrete a large amount of greenish-black ichor from both its tentacles and its trunk, and the pit hisses evilly from the stuff.

After the keynote address at the Grand Kremlin Palace, Stalin will devote much of his time to the Dark Young business; when the Players view the scene in the lowest room, there is a 15% chance that Stalin will be there. Stalin is possessed of such a great force of will that he can look openly upon the Dark Young with no loss in Sanity. There is a 75% chance that Genrikh Yagoda will be there. Yagoda, a thin, cruel-looking man, can also look upon the Dark Young with no ill effects. When Yagoda and Stalin are speaking, the Players, with a successful Listen Roll, will hear snatches of conversation, like the Russian words for "synthesize," "poisons," "chemical," "secretions," and "corrodant." The room will smell in general of gasoline fumes, human stink, and, most prominently, the Dark Young. Note: If Potapov is not with the Players or has not described to them in advance what is in this room, the Players can only guess as to what is in the pit. Potapov himself will only be able to sight this room for a few minutes without losing his sanity.

THE FINAL SECRET

The ultimate secret of the lowest tunnel dates from the time of Ivan the Terrible, who had this huge spherical cavity carved into the bedrock beneath the Kremlin. He had a narrow tunnel (Tunnel H) built so he could look down into this room. What did he see there?

The insane monarch, who was knowledgeable in all the black arts, wanted to amuse himself in a blasphemous way. He lured a Shoggoth into the lowest room, and amused himself as the victims of his tyranny would be fed to it. After his death, the princes and boyars of the realm were horrified by the presence of this abomination beneath their capital. They had the Shoggoth covered by mortar and the room half-filled with it. Then they sealed up the only known entrance to the system of tunnels.

The Shoggoth, of course, was not killed. It remained alive in a sort of ghastly half-sentience, awaiting just such a turn of events as initiated by Stalin. When the Dark Young was placed into the pit, it and the Shoggoth immediately sensed each others nearness, and both beings began to secrete corrodants to destroy the mortar and to free themselves. The Shoggoth is frozen in mortar directly below the Dark Young's pit; each day they secrete more corrodants.

This process will culminate at 10:00 in the morning on Friday, April 17, 1931. The mortar confining the Shoggoth beneath will crack. The Shoggoth will shrug off the rest of the stone and be revealed in all its obscene integrity. The Dark Young will also be freed, and to observers, in their last moments of sanity and life, it will look as if an adult had come to claim a lost child; the truth will be withheld from these unfortunates. The two monsters will ascend Tunnel F, where they will make their way to Tunnel D and the underground waterway, from which they will journey back to their unknown abodes.

Stalin and Yagoda will not be present when the Shoggoth breaks free. The event will take them completely by surprise, though. The conference will be immediately halted because, officially, of an "earthquake" in the Moscow area.

For the Players, if they are anywhere in the Kremlin above ground level, they will hear the action as a deep, low, rumbling sound far under the earth. If they have Potapov with them, he will finally explain the story of the Shoggoth, which he knew as a rumor. If Potapov is not with them, the event will forever remain a mystery. If they are watching from Tunnel H, Sanity Rolls are required, with a 3D10 loss if failed. Potapov, if he is with them, will instantly die of fright. They will see the Shoggoth rear up from the ground, ravenously crushing and killing. If they are anywhere else on Level Five, they will have no chance of survival.

ESCAPING

The Players surprisingly, will have no trouble escaping from the USSR. With the help of forged passports from Sasha, they can smuggle Potapov out. They could even get Yuri Katkov out without much difficulty. Buses will rush them to Moscow Central, and they will be whisked, with the other journalists, out of Russia. By this point, the Soviet authorities just want to get it over with. The world press will call the conference a "colossal debacle," and Stalin will have the head of the Soviet Press Ministry shot in response.

The Players will never hear from Walter again. Potapov will disappear once the train reaches Warsaw. They will never see him again. Cults like the Nodens Brotherhood want little to do with the waking world, and this includes making good on their debts.

THE UNDERGROUND KREMLIN: TUNNELS, CHAMBERS, AND WATERWAYS

Level One: Known tunnels and waterways. This level's most distinctive feature is the Neglinnaya River, paved over and diverted in the 15th century to run underneath the Kremlin. It eventually runs into a canal in eastern Moscow. At a point underneath the northern part of the Kremlin part of the waterway branches off and flows directly south, underneath the Secret Tower, and into the Moscow River. The waterways have stone walkways on each side. Single tunnels lead from each of the Beklemishev, Water, and Forest Towers to the southern branch. There is little chance for the Players to enter into this tunnel system. They may theoretically come up from the tunnel beneath the Secret Tower, but this area is heavily guarded.



Level Two: Known and Unknown Tunnels. Directly below the Secret Tower, two tunnels known to the Soviet authorities originate. One travels north, beneath a part of Red Square, and terminates in a part of northeast Moscow. It is completely sealed up at that point. It runs for about three miles. The other tunnel beginning at the Secret Tower runs to the eastern portion of the city for two miles before it, too, is sealed up. Unknown to the Soviets are Tunnels A and B.

Tunnel A is a short passageway leading from the northeast tunnel to Tunnel C below. It can be opened by twisting a certain rock on the top of the tunnel. Tunnel A will go downward at a steep angle, but will be relatively easy to descend and climb because of its uneven terrain. Nikolai will show the Players its existence, but Ivan knows nothing of it. Tunnel B can be entered at a point across the Moscow River and intersects with the eastern tunnel underneath the southeast part of the Kremlin. The door from Tunnel B to the east tunnel is tightly hinged, so if it is not propped open, it will close, and cannot be entered from the other side. Note: The point below the Secret Tower where the two known tunnels on this level meet is not guarded; but directly above it, where the southern diversion of the Neglinnaya passes under this Tower, there is a force of four armed guards. The area with the guards is lighted, but the lower area where the Players will be moving around is not. The two areas are connected by a short straight-up-and-down tunnel with a steel ladder. From below the Players can see the guards on the level above. Because of the rushing water near them, it is very unlikely that the guards could hear the movements of the Players.

Level Three: Newly-Discovered and Unknown Tunnels. The Players will be traveling down Tunnel C, which ends at this level. It goes down from the Ivan the Great Bell Tower, with stone steps carved in it. It descends from the Bell Tower at a steep angle until it intersects with Tunnel A (no door or covering separates the two tunnels). After that it is level for a while; then it comes to a stone door that can be pushed up into a groove above it and propped there. The Players will know it's a door by the cracks of light ringing it. The door opens onto Tunnel D, which is yet another underground river formed by diverting the Neglinnaya. Water runoff from the Neglinnaya is piped down two levels and forms a new canal directly paralleling the one above it. A walkway runs along the north side of this canal. A salient feature of this waterway: Tunnel E, which ascends up to the aboveground Kremlin. It opens into Stalin's study, which is most notable for having a telephone switchboard for the whole Kremlin, enabling Stalin to listen in on any conversation on any phone in the entire fortress. This is a newly-built tunnel. A little further east Tunnel D widens to accommodate a stone "Island" with a little wooden bridge to it from the walkway. In the middle of the 'Island' is a spiral stone staircase, leading downward. This is Tunnel G. Further east on this canal is a large opening into Tunnel F, which goes both up and down from there. Upwards, it opens inside the New Lenin Mausoleum. This is a possible exit for the Players, since the Mausoleum opens onto Red Square. The Players can escape through a back door if it is nighttime. This tunnel was the opening discovered by the Soviet construction team. Downwards, it goes to level five. It is a very wide tunnel, and has a large stone staircase down it. The Tunnel D canal eventually, after some miles, merges into other underground springs.

Level Four: Dungeons. This level consists of the five dungeon rooms described elsewhere. The four true dungeons have metal doors with one barred window. They are all locked. The library door is wooden, and locked, without a window of any kind. The five rooms are in a circle around Tunnel G, which opens onto this floor and continues downwards.

Note: Guards. Guards make regular patrols of levels three and four. Keepers discretion.

Level Five: The Lowest Room. This room is huge and curious. Its walls are solid rock, but its floor is of a rough, uneven mortar. The roof of the room is like a dome, and it looks like its natural shape is spherical; the floor looks like it was poured on haphazardly. Much of the room on the sides are covered by barracks and laboratories. In the center is a pit dug into the mortar with the Dark Young in it; the pit is about 10 feet deep, and holds about a third of the Dark Young. The rest of the room is as described elsewhere. A large hallway from Tunnel F leads into the east side of this room.

Tunnel H opens onto the top of the "dome" of the room. Though cramped, the Players can watch the room, which is well-lighted, through this opening. It is not visible from the room.

NAME: **Evgeny Potapov**

STR: 10 INT: 17 EDU: 18 CON: 13

DEX: 10 CHR: 8 POW: 16 SIZ: 10

SKILLS: Speak Russian 100%, Speak English 80%,
Speak German 70%, Architecture 90%, Cthulhu
Mythos 25%, History 65%

WEAPON SKILLS: Normal

NOTES: Knows the spell Contact Nodens

NAME: **Ivan**

STR: 14 INT: 15 EDU: 17 CON: 17

DEX: 14 CHR: 5 POW: 17 SIZ: 12

SKILLS: Speak Russian 100%, Speak English 70%,
Fast Talk 80%, Cthulhu Mythos 20%

WEAPON SKILLS: Knife 80%, +1D6 Damage

NOTES: Knows the spell Contact Shub-Niggurath

NAME: **Nikolai**

STR: 8 INT: 13 EDU: 15 CON: 11

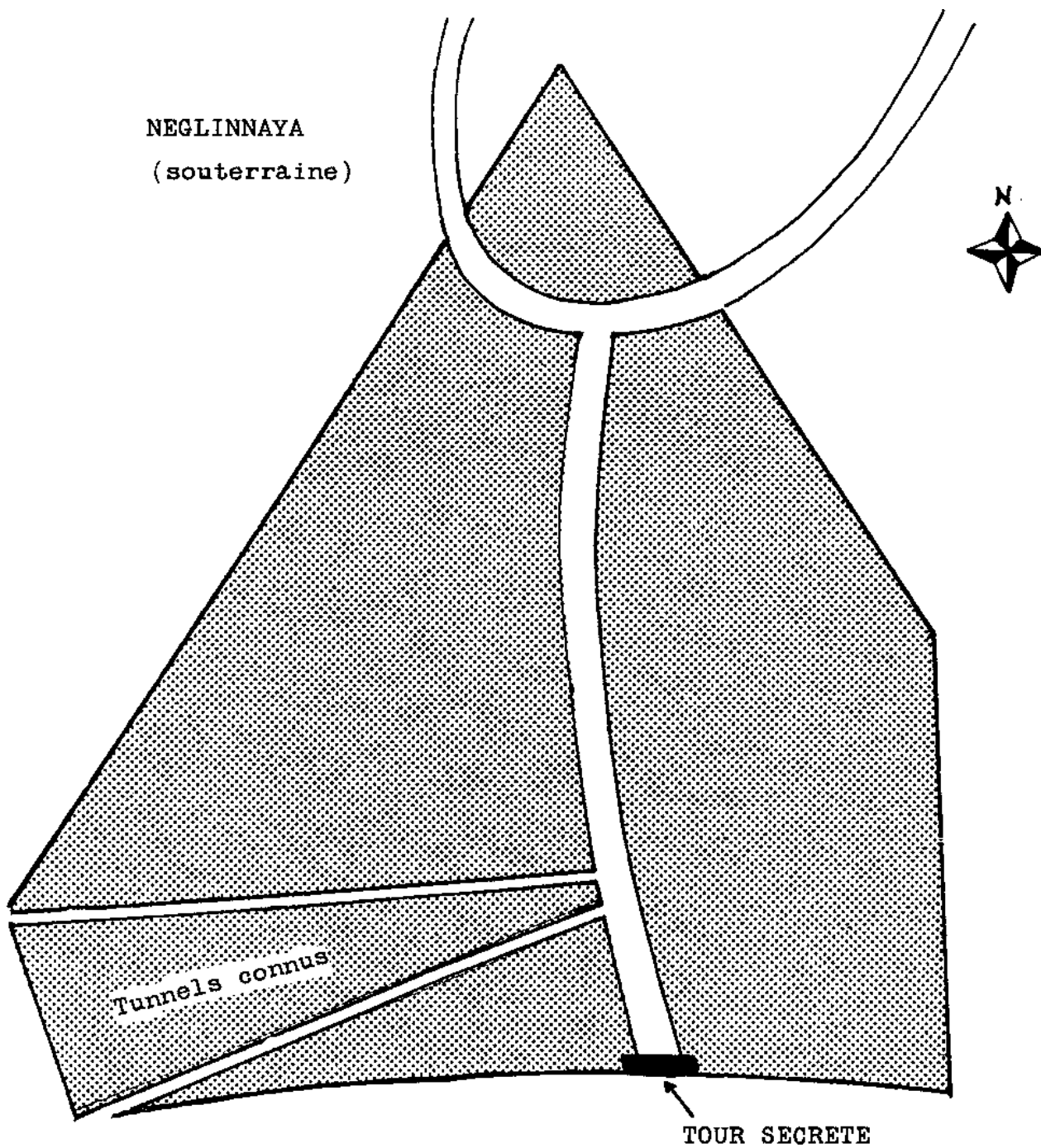
DEX: 14 CHR: 12 POW: 10 SIZ: 4

SKILLS: Speak Russian 100%, Speak English 60%,
Cthulhu Mythos 15%

WEAPON SKILLS: Normal, -1D6 Damage

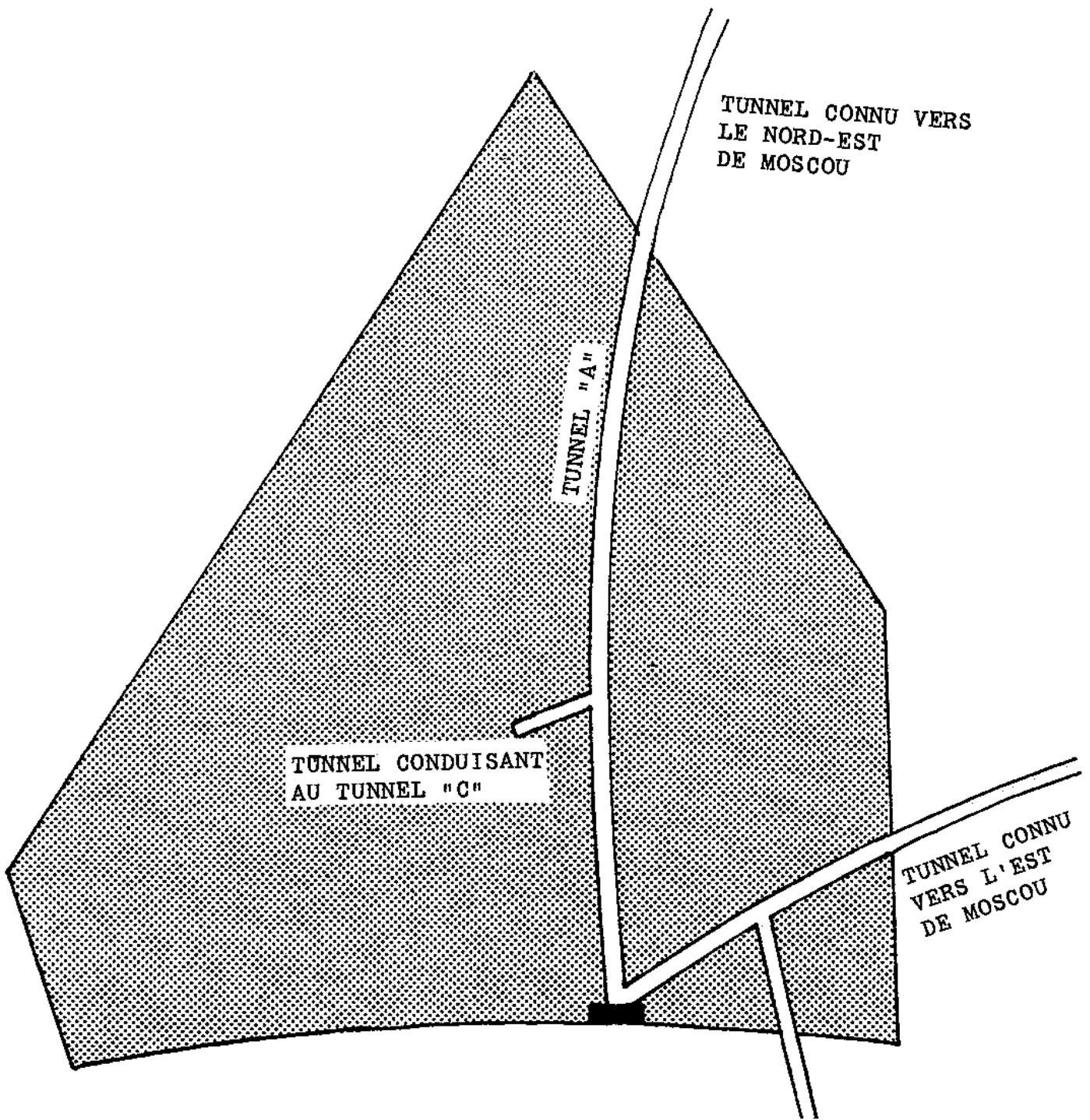
NOTES: Knows the spell Contact Nodens

NOTES:



LE KRELIM SOUTERRAIN

Niveau Un



TUNNEL CONNU VERS
LE NORD-EST
DE MOSCOU

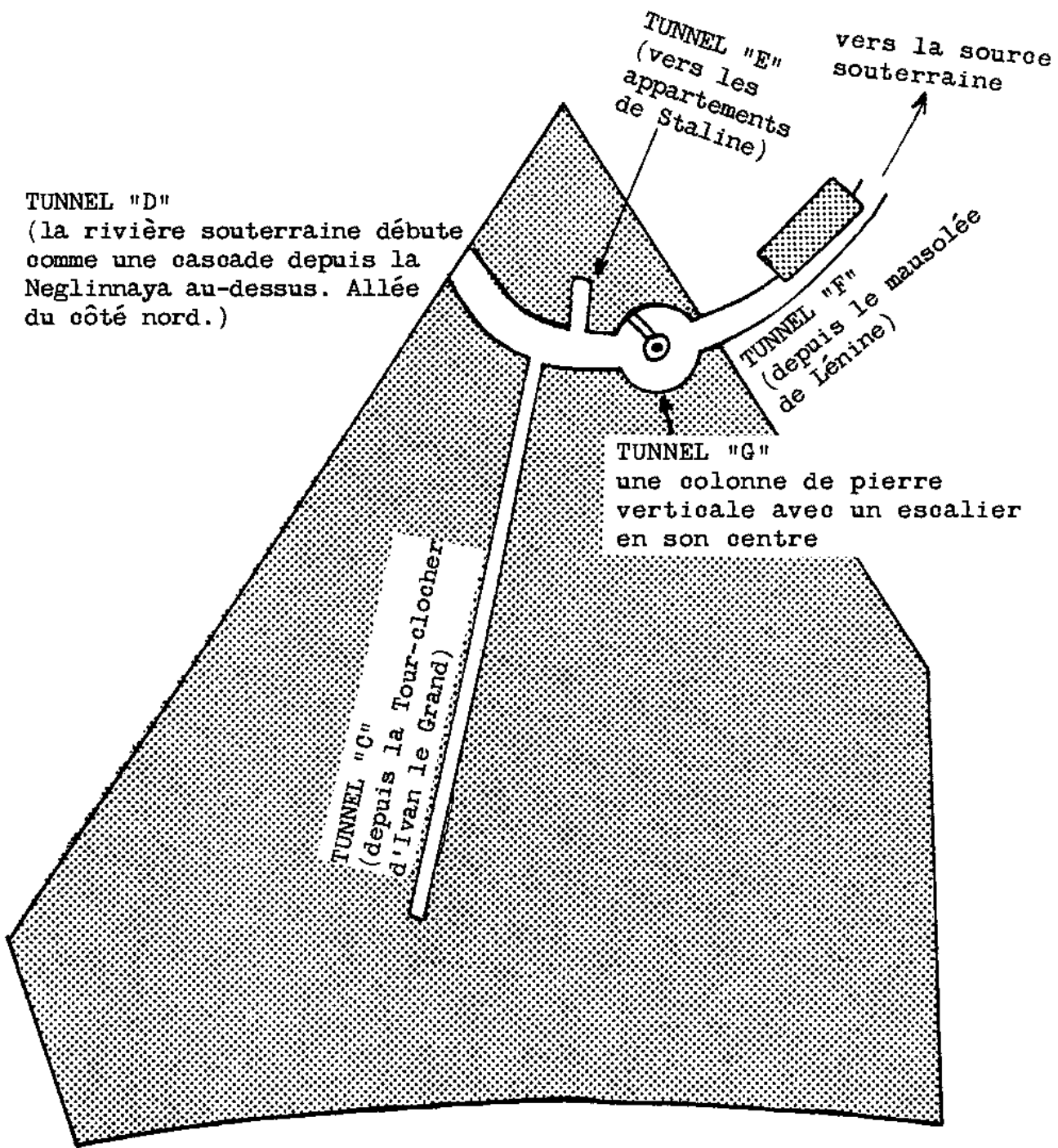
TUNNEL "A"

TUNNEL CONDUISANT
AU TUNNEL "C"

TUNNEL CONNU
VERS L'EST
DE MOSCOU

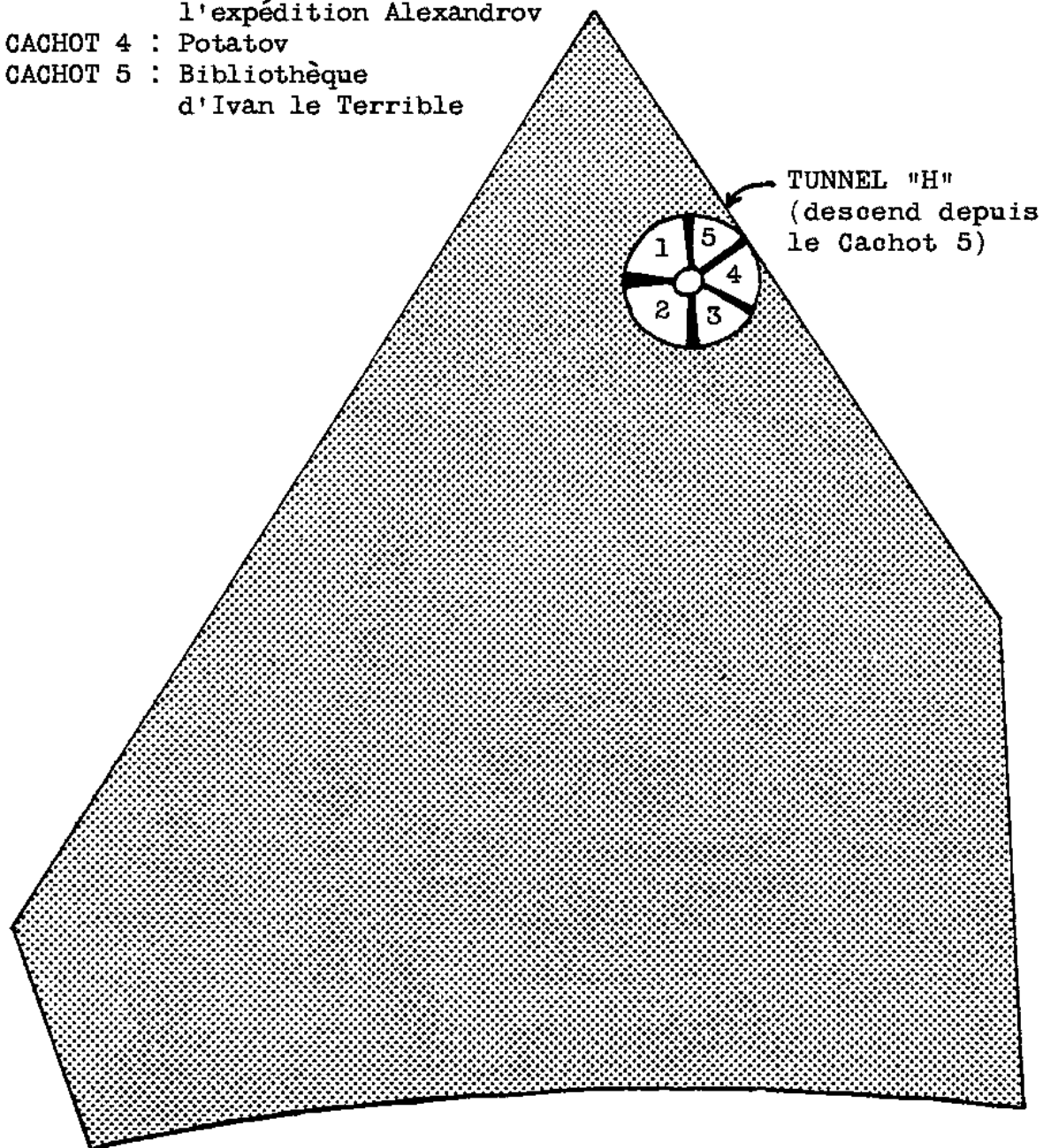
TUNNEL "B"
(conduit de l'autre côté de la Moskova)

Niveau Deux

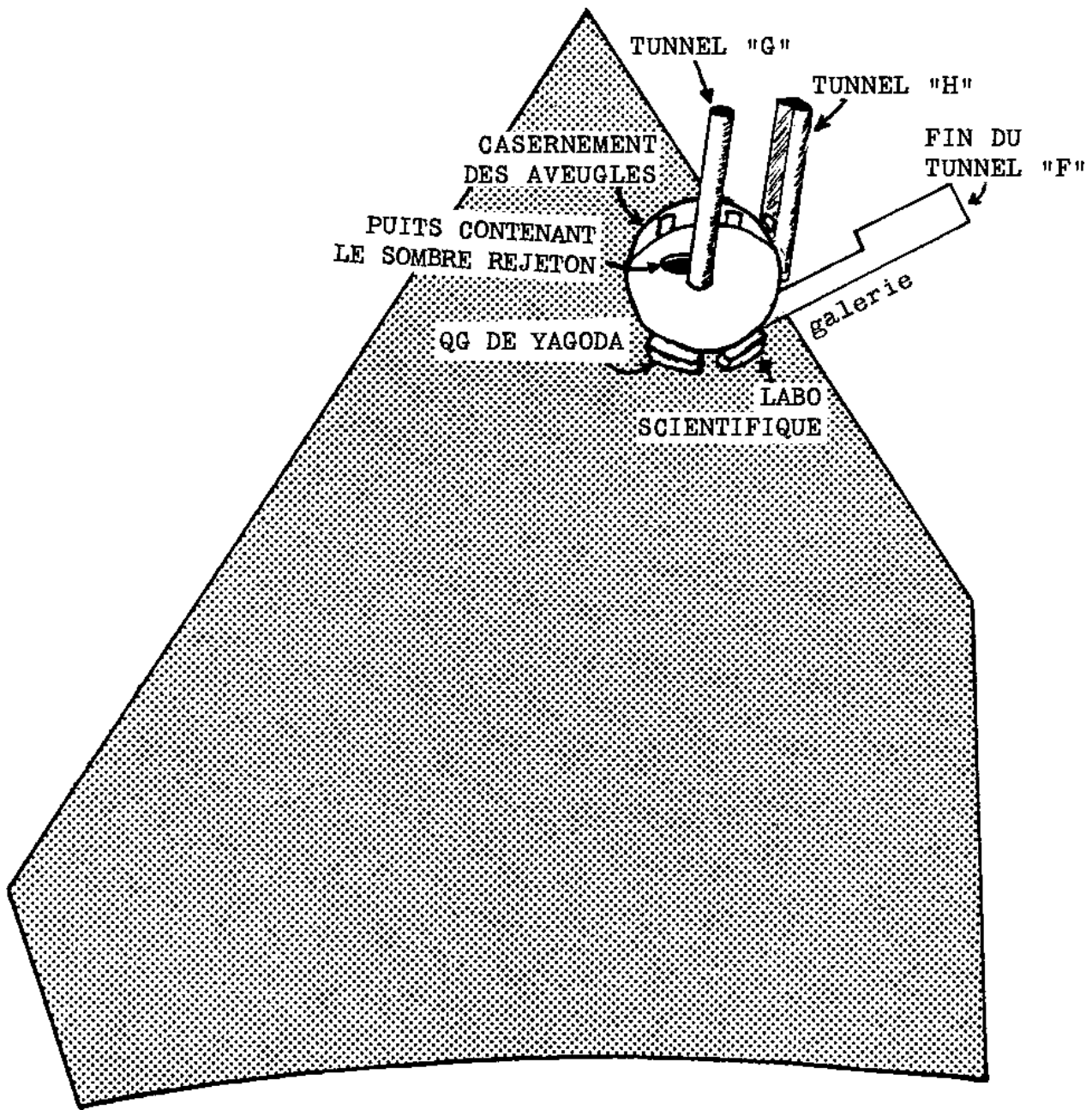


Niveau Trois

- CACHOT 1 : malades mentaux
- CACHOT 2 : Samsonov
- CACHOT 3 : survivants de
l'expédition Alexandrov
- CACHOT 4 : Potatov
- CACHOT 5 : Bibliothèque
d'Ivan le Terrible



Niveau Quatre



Niveau Cinq