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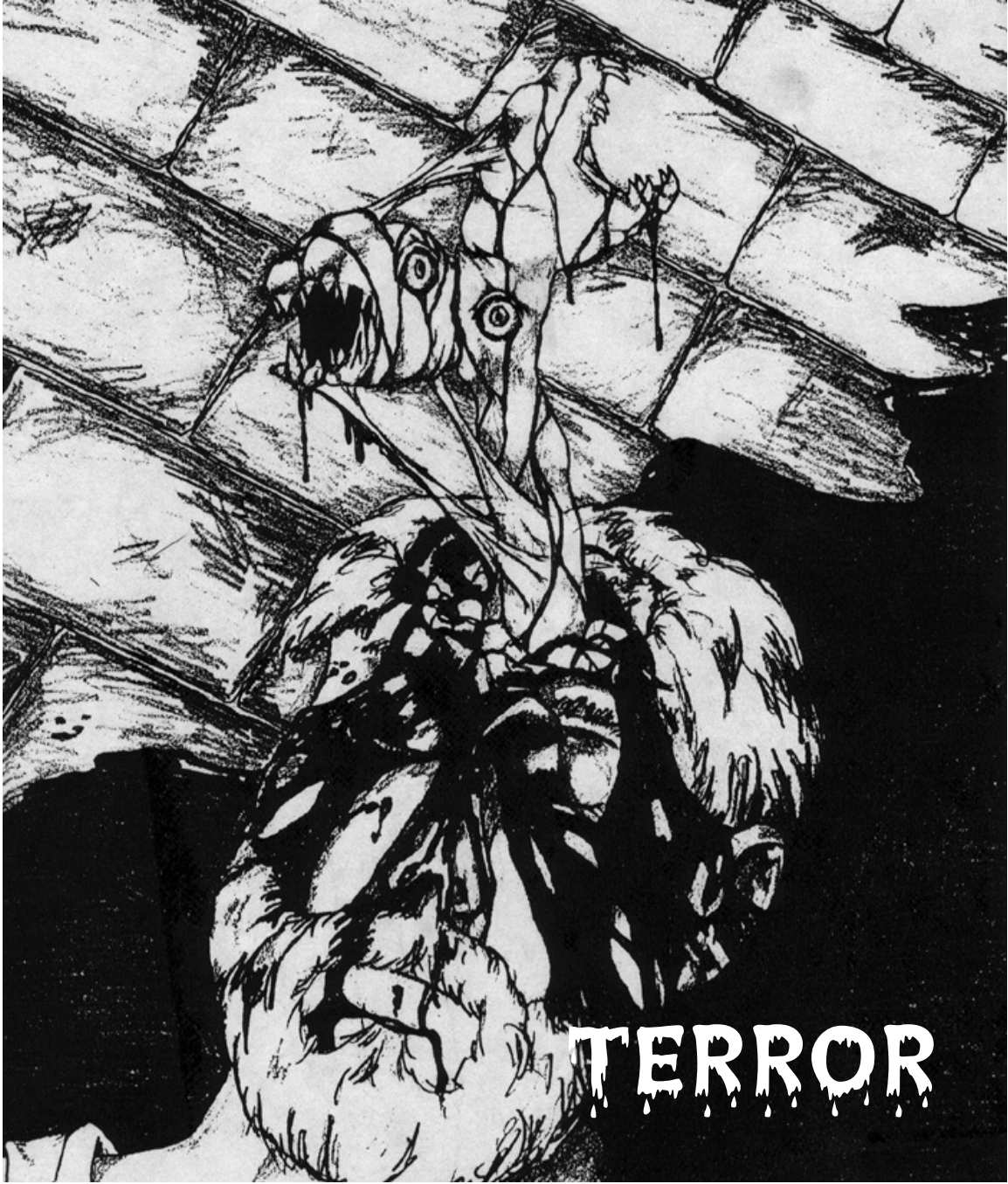


TERROR



**A CALL OF CTHULHU ADVENTURE
IN THE 1930s SOVIET UNION**





A Call of Cthulhu
Scenario

TERROR

By

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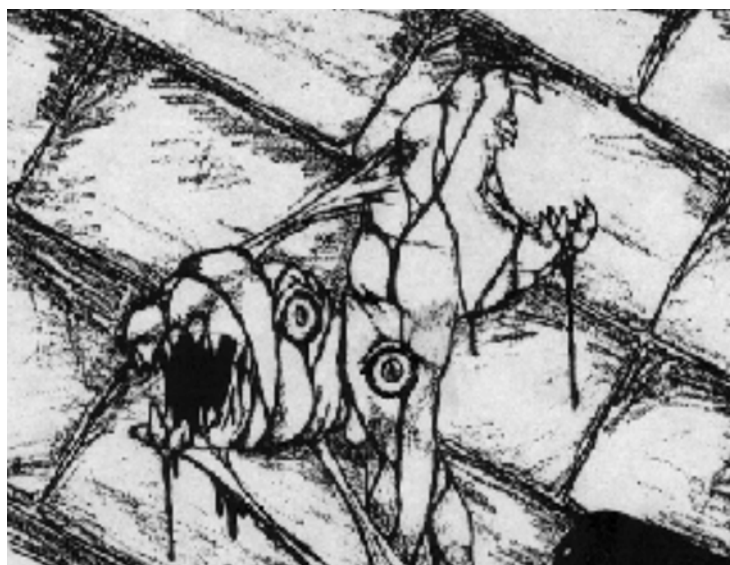
By

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Introduction

Terror is a one shot scenario for *Call of Cthulhu* set in the Soviet Union during the reign of Joseph Stalin. It begins in February 1932 and is centered in the frozen city of Moscow.

The scenario was originally run as part of the 1997 Cthulhu Masters tournament at Gen Con game fair in Milwaukee, WI. and was then revised for publication. This scenario uses the fifth edition *Call of Cthulhu* rules.

As a side note, it should be understood that Terror is unlike many *Call of Cthulhu* scenarios as it was designed to emphasize the atmosphere of Stalinist Russia and to sometimes pit the characters against each other within an environment of paranoia. Most of all, the Keeper must understand that the characters are human and should they decide to go after the amoral bad guys, the likelihood of them getting killed should be great. In Terror, smart players live although the futility of existence will be demonstrated when afterwards they are returned to prison.

A Note on Characters

The Scenario was designed for up to six characters but can be run with as few as four. The author advises any keepers to create special characters for this game as it is likely that one or more of the PC's will be terminated at some time. Characters should be educated and may have occupations in Engineering, Chemistry, Politics, Academia, Medicine, Law, or even murderous criminals. For this scenario we are introducing two new skills: Bureaucracy and Party Knowledge.

Bureaucracy (10%): The PC's knows the in's and out's of how to cut through the red tape of Soviet Bureaucracy; the right people to talk to, the right institution to go through, and the right forms to fill out.

Party Knowledge (10%): This skill represents knowledge of high ranking officials within the Communist Party and who has influence and connections within the Politburo.



Keeper Information

In the days before the revolution the Tsars would exile and imprison criminals in labor camps in Siberia. In 1908, a very powerful explosion occurred in the Tunguska region in Siberia flattening trees for miles around it. The blast was so powerful that it caused people to fall to the ground 300 miles away. The explosion was actually caused by a large meteor crashing into the swamp within the region.

Soon there were reports of a meteor found in the swamp and was causing strange things to happen to those who came into contact with it. The meteor was retrieved from the swamp and brought to a secured facility for testing. Most of the experiments were performed on prisoners by placing them in a secured room with the meteor and recording the results. Most of the prisoners went mad or mutated into some parody of a human being. These experiments continued for many years and destroyed many innocent lives.

The meteor itself is actually a larval outer god, within a strange dormancy phase. The action of its dreaming proto-brain creates waves of strange energy that alter all they touch, make men melt or transform, and drive the rare ones mad. In other words, it infects any living organism that comes in contact with it and transforms it into a “thing.” The “thing” has the ability to mutate itself into whatever it needs (tentacles, mouths, legs, etc...) to survive.

In 1912, a young Joseph Stalin (under the alias of Koba) was arrested and imprisoned by the Tsar for revolutionary activities. In time, Koba was also forced into the experiments with the meteor. However, he became the only seemingly unaffected prisoner and would sit and stare at the meteor as if in some kind of trance. What was actually happening was that Koba was communing with the meteor and growing stronger. When he was released from the prison Koba changed his name to Stalin, which means “man of steel.”

After the revolution, Stalin gained power through such subversive means as assassination and betrayal. Soon Stalin was the leader of the Party and in complete control. However, he had many enemies and knew it therefore he decided

to purge the members of the Party and rid himself of all of his enemies.

Stalin knew he could be the most powerful man in Russian (if not the entire world) but he began to long for the strength that the meteor provided him. He decided to write a top-secret order to the Transport Branch of the NKVD (the only branch of the government not implicated in the purge trials) to go to Tunguska and retrieve the meteor: using the purge trials as a convenient distraction to any prying eyes.

What follows is a time line of the events that transpired before the game begins:

January 13th: Stalin decides it’s time to get the Meteor and bring it to the Kremlin. He orders Molotov to take care of the details in the highest degree of secrecy.

January 16th: The train departs, making periodic stops as it heads east.

February 2nd: The train arrives in Krasnoyarsk, where a party meets it, ready to couple a very heavy car onto the train. Nikolai is ordered not to record the number of this car. Twenty-five other carloads of cargo are added to the train, and it departs directly for Moscow.

February 3rd – 5th: The train speeds back to Moscow. Along the way, proximity to its otherworldly cargo begins to affect the crew: they suffer headaches, strange rashes, and terrible dreams. These dreams prompt Nikolai to peek into the sealed car during a brief stop to water the train. What he sees terrifies him, and nearly drives him mad.

February 6th, 11 AM: The train arrives at the Moscow rail yard, where the crew disembarks. Nikolai confronts Potakov about the horror in the sealed car. Potakov assures him all will be well, that the authorities are coming for it to dispose of it tonight. He and Nikolai must see to it – they will come at 2 AM.

12 Noon: Nikolai goes home, confused, in pain from his burns, and psychologically shaken. He beats his wife, then breaks down, telling her something terrible was on the train...terrible. He begins to drink.

6 PM: Molitov's men come for Nikolai, saying that he is going to see Dr. Chervyakov. They've also rounded up the rest of the crew. Chervyakov examines them, tests them, and then gives them morphine for the pain. Nikolai does not go home: he wanders the streets of Moscow, drinking, and ends up staggering through the rail yard, babbling incoherently. Nikolai's rail worker buddies grab him and put him in a storeroom, where he sleeps it off. Nikolai finally awakens just after midnight, and meets Potakov to help with the unloading.

1:30 AM: A truck arrives at the station. The driver offers no explanation or authorization to the gate watchman, who is mystified. Potakov arrives shortly afterward, and tells the man to ask no questions.

February 7th, 2 AM: The unloading. A group of Molitov's goons get out of the truck, and unchain a group of labor camp workers who rode in the rear. Potakov and Nikolai arrive to help see to everything. The huge thing is laboriously removed from the car. Just as it comes to rest in the truck, it flares bright green, bathing all in its hideous energy. Some of the laborers die on the spot, some melt. One turns into a hideous creature, which rips Nikolai apart. The goons kill the creature, pile its remains in the back of the truck, execute all of the laborers still living, pile the corpses in the rail car, then move the car to the rear of the yard. Potakov is ordered to erase all official record of the existence of this car. Badly shaken by the experience, Potakov is happy to comply.

3 AM: Potakov takes the files about the train from his office, and goes home to edit them. Once home, he drinks himself into a stupor, trying to numb his anguish over Nikolai, the terror of what he saw, and the pain of some strange blisters that are beginning to form on his face and the backs of his hands.

5 AM: Molitov's goons gain entry to Potakov's apartment. They strip him, put him in the bathroom, shoot him, and then burn the files in his fireplace.

9 AM: Potakov doesn't show up for work. His colleagues are curious, but do nothing. Nikolai, having just finished a run, is not expected.

9 PM: A lone rail worker (Edvard Berger), taking a short cut home through the yard, is startled to find red ice under a rail car at the back of the yard. Opening the door, he is horrified to find about a dozen corpses, some in truly hideous states of dismemberment! He raises the alarm, and the police are called.

9:30 PM: Rubashov hears of the incident, and seizes control of the case. He sends in the investigators.

The game begins shortly after the meteor arrives in Moscow.

A NOTE ON THE "THING"

The main creature of this investigation is caused by being infected through contact with the meteor. It can affect all living tissue; even animals. Whoever is exposed to it will become one of the "things." Remember, this is an intelligent creature and should be played as such.

It has the ability to mutate into whatever it needs to be; i.e. if it needs a tentacle to get away it grows one, if it needs legs to climb a wall it grows them. Also, any part of it is a whole, meaning if you cut off its hand, the hand is a new thing and can grow whatever it needs. The only restriction is that the thing cannot be larger than it originally was to begin with. For example: a human sized thing cannot grow to the size of an elephant and a hand-sized thing cannot be larger than a hand.



The Interrogation

The main purpose of this section is to instill a sense of paranoia and fear into the players. Remember the world that the Characters live in is one of fear and suspicion and no one is exempt from it, not even Stalin himself.

Each player should be brought into the room and questioned on their loyalty to the Party and to the cause of Communism. Below are several questions to ask each player. These need not be asked in any particular order. If the player role-plays poorly, feel free to be a bit more threatening. If they are role-playing rather well, let them off a bit easier and with a small amount of peace of mind. However, the characters have already been accused as traitors to Mother Russia and it is important to remind them of this.

This should set the players up for what to expect during this round.

Questions:

- *What is your prisoner number?*
- *Do you know why you are here?*
- *Why did you betray the State?*
- *Will you confess to your crimes and pledge undying allegiance to Mother Russia?*
- *How could you be so selfish when the Party has provided everything you need?*
- Etc.

After all of the characters have been interrogated, they are all brought into a small tiled room with some lockers, overhead pipes, and very little else. They are seated against one wall with their hands tied behind their backs. In an adjoining room, the sounds of torture can be heard as well as the controlling voice of the interrogator. After this has gone on for a few minutes, the interrogation is ended with the sound of a single bullet. A few moments later, the body is dragged through the room and out the door.

Silence fills the room until a man in a dark trench coat enters the room and surveys the prisoners. The characters get an uneasy feeling that unseen eyes are also watching them.

After several seconds have passed, he begins to outline the situation:

"I am Comrade Rubashov of the Transport Branch of the NKVD. You have all been accused of treason against the state. The Evidence has been reviewed and the NKVD has passed summary judgement. Four hours ago, I personally signed the orders to execute all of you. As far as the world will ever know, you were all taken into the basement and shot twenty minutes before this meeting began.

I applaud you all for your strength of character and your sacrifice. All of the charges against you have been proven false. You may be asking yourselves, 'Then why the executions?' Well, something is happening, something of grave import to all of Russia. The NKVD itself can no longer be entirely trusted and the oppositionist conspiracy has infiltrated even the Inner Circle, blinding the eyes of State Security to the blow about to be struck.

Something is happening here in Moscow. I must learn what it is before it is too late. I need people I can trust and I have found them,. Before me are people no one will look for, people no one will question. Educated and skilled individuals. I am prepared to offer all of you false credentials as Special Agents of the NKVD, transport branch, and rebuild new lives for you at the conclusion of this affair. If you refuse, I am prepared to make sure all is in accord with the official record."

At this point Rubashov pulls out a pistol from his coat pocket and asks the characters if they are willing to accept his offer. If any of the characters refuse or try to cut a better deal, Rubashov will shoot them without a second thought. The odds are that the characters will accept.

Once the characters have decided what they are going to do, Rubashov will give them the details:

“A half hour ago, a lone rail worker named Edvard Berger was taking a short cut home through the rail yard. As he was walking, he noticed a red stain from beneath a boxcar. He then decided to investigate and looking inside the boxcar, he discovered the scene of a brutal murder. He then went to the authorities and that is how it came to me. Mr. Berger is being detained by the police for questioning at this time. This is where you come in. I want you to go and thoroughly investigate this situation, and then report your findings back to me. Due to the high sensitivity of this matter, you are to perform these duties with the utmost secrecy. Good luck.”

The Rail Yard

When the characters get to the rail yard, their main objective is to discover the remains of Nikolai Lakoba within boxcar 52861.

A hard snow is falling when the characters reach the rail yard. At this time of night, there are very few workers here and those that are here are trying to keep warm in the rail house. Looking out into the yard, the characters see thousands of box cars scattered throughout the yard.

WHAT THE WORKERS KNOW

To find the right car, the characters will have to begin by asking the yard workers for its location. As stated earlier, most of the workers are in the rail house trying to keep warm. The characters will find them inside huddled around a potbelly stove drinking coffee and talking about the days events. When the characters walk in, the men will become silent and try to answer as quickly as possible; remember the workers are very paranoid and unwilling to answer many questions. This situation gives the players a good opportunity for role-playing and interaction to set up the feel of the era.



If the characters ask around they will find several men who did see Comrade Lakoba around 7:30 PM, drunkenly staggering around the rail yard, mumbling the number 52861. When the workers saw him in this state, they brought him inside and put him in a storeroom to try to sleep it off.

Give the players a moment to try to decipher what this number could be, if it seems hopeless give the characters who work closely within the rail yard an **IDEA ROLL**. If the roll is successful, they realize that Nikolai could have been trying to locate a rail car whose numbering system relies on five digit numbers.

If asked if they know anything else, one worker will say that a mysterious truck arrived in the yard late last night, but Station Director Potakov told him not to worry about it and to put it out of his memory.

If the characters ask to see the Station Director (Yuri Potakov), the men will tell them that he didn't come in to work today, which is very unlike him. Some of the clerks tried to call but there was no answer.

If the characters ask about the blood under the boxcar, the workers give each other nervous glances and then look to the floor. An awkward silence follows and finally the characters hear a voice behind them saying, "*I can show you.*"

When they turn around, they see a young man between the age of 18 – 20 years old. He introduces himself as Osip Fedorov and then tells them that he saw Edvard looking in the car and then run back to the rail house. He was curious and decided to take a look himself. When he saw all of the blood, he knew he couldn't look inside, but he knows where it is.

THE BOXCAR

Osip leads the characters to the far end of the rail yard, looking more and more ill as they make their way through the snow. When they reach the far end, Osip declared that he cannot go any further because the sight of blood makes him sick. If the characters try to force him to go on, he will become violently ill, vomiting for several minutes. The most the characters can

expect is for Osip to point to a group of approximately fifty cars and say, "*It's over there.*"

When the characters begin to search for the car, reinforce the cold and snow that makes it difficult to search for the correct car. Many of the cars are coated in ice and snow which makes it even harder. Allow each character a **LUCK ROLL AT 1/2** (this represents fifteen minutes of searching). If they are successful, they find car 52861. If not, they can make another search attempt. If the characters stay out in the cold for more than an hour, they must take a break before frostbite sets in.

When the characters finally find the right boxcar, they will first see a large pool of bloody snow underneath the boxcar. A successful **SPOT HIDDEN** will allow them to see some strange red icicles protruding from under the closed door of the boxcar. With further inspection, it is realized that the ice is made of blood. If the characters look underneath the car, they will see hundreds of the same red icicles hanging from the bottom.

When the characters open the door, the first thing they see is that the floor of the boxcar is covered, and piled, with what appears to be frozen meat covered with a thick layer of red ice. With a closer inspection, the characters begin to make out features within the ice: faces, hands, feet, ears, hair, etc. (**San 0/1d4**)

When the characters bring a light source into the car, they will see what seems to be the remains of nearly twenty individuals, most of them in various states of death: some appear to be melted, shot, burned, and other mutilated with large gashes across their remains. With a successful **NATURAL HISTORY** or **BIOLOGY ROLL**, the character will discover that the claw marks could only come from a very large animal, perhaps a bear. **MEDICINE ROLLS** will tell the characters nothing of how this happened, only that some of the mutation could only have occurred on the cellular level.

With further investigation, the characters will see a fairly intact body leaning against the corner of the boxcar with a frozen cascade of blood covering its face. At first glance, it is quite

apparent that the victim's forehead has been crushed. The body is only wearing a tank style undershirt and work pant. The first thing the characters notice is the strange discoloration that cover the corpse's arms and hands. A closer look will show the formation of small pustules or blisters. A **MEDICINE ROLL** recognizes these as some sort of burns. If the characters are looking at the burns on his arms, allow a **SPOT HIDDEN ROLL** for them to notice the cotton ball taped to the inside right arm. He is also wearing a wedding ring.

For the characters to discover who this is, they will need to chip away the frozen blood that covers the body's face (**SAN 0/1d4**). As the ice is removed, the characters see a man in his mid-thirties with black hair and a full beard.

If the characters search his pockets, they will find several objects:

Keys – These are the keys to his apartment.

A small vial of morphine – a **BUREAUCRACY ROLL** will show this as being Government Issue. However, it does not say where it came from, or who issued it.

His identification papers – These identify him as Nikolai Lokoba, a train engineer for the past 14 years. The papers also give his living address.

If the characters wish to search the rest of the bodies in the boxcar, it will take them several hours to chip away the ice to get even one body out of its frozen prison. Non of the other bodies have identification papers. However, a **SPOT HIDDEN ROLL** will allow the characters to see several homemade tattoos through the ice – they tend to be a very political nature, and an **IDEA ROLL** will allow the characters to remember several of the inmates tattooing each other with similar images while they were in prison.

THE FILES

The characters may now want to find out where this boxcar came from. To do so, they would have to search through the files of the station. Any of the workers will allow the characters into the file room. This room is filled with receiving and shipping rosters, cargo

records, and crew assignments all tucked away in several filing cabinets. The characters should state what they are looking for and then they are allowed a **LIBRARY USE ROLL**. If successful, they find that all of the papers on that particular car and its crew (including Nikolai) are noticeably absent.

The characters now have several options as to what to do next: If they wish to make a visit to Yuri Potakov, go to Episode 3. If they wish to visit the home of Nikolai Lakoba, go to Episode 4. If they wish to search for the missing papers, go to Episode 5. If they wish to find out where the morphine came from, it will be very difficult to discover; they can try, but getting through the red tape to get the information may prove to be a waste of time without the clues discovered later within the game.

THE BODY

Yuri Potakov lives in one of Moscow's finest apartment buildings. This was once the home of the Tsar's closest advisors, but since the revolution, it has been transformed into the apartments of some of the Party's highest officials.

The characters will discover, at the rail yard, that Station Director Potakov lives in apartment 3C.

As the characters climb the wide spiral staircase that leads them into the top floors of the apartment building, the characters notice that there seems to be very little life here. Perhaps the residents are all at the central committee observing the trials or maybe they have all been put on trial and just disappeared.

Some of the doors to the apartments are wide open and give the characters glimpses within: some hold opulent furniture long covered with canvas drop cloths, and others show windows open with large mounds of snow gathering inside. It is very important to emphasize the eerie emptiness of the building.

After the long climb, the characters walk down a long hall with a single window at the far end. Towards the middle of the hall, they find the apartment they are looking for.



APARTMENT 3C

The door to the apartment is locked and can only be opened with a successful **MECHANICAL REPAIR ROLL** or by beating a **STRENGTH 15** on a **RESISTANCE ROLL**. The door opens into a medium size living room. To the right is the door to the master bedroom and to the left are the doors to the kitchen and bathroom.

The Living Room

This room is well furnished with a sofa, a reading chair, a phonograph, a fireplace, a telephone, a small desk, and a large Persian rug.

When the characters look around ask them where they are looking and then have them make the appropriate roll:

Sofa – an empty bottle of vodka has rolled under it.

Reading Chair – in the ashtray, next to the chair, is the butt of a cigarette whose ash has burned down the full length.

Phonograph – a recording of Tchaikovsky's "The Nutcracker Suite" sits here with the needle at the center.

Fireplace – if the characters make a **SPOT HIDDEN ROLL**, they will see some small edges of burned paper within the ashes. The ashes are still warm.

Telephone – a **SPOT HIDDEN ROLL** will allow the characters to notice that the chord has been cut near the wall. Closer inspection, and a second **SPOT HIDDEN ROLL**, will show that it was cut with some sort of clippers rather than a knife; due to the way it was squeezed.

Small Desk – at first glance it is easy to see that this desk has been previously searched and then hastily put back in order. If the characters search through the desk they will discover a faded photograph of a younger Joseph Stalin and another man. Any character making a **PARTY KNOWLEDGE ROLL**, will recognize this man as Yuri Potakov; the Station Director of the rail yard.

Persian Rug – Any character examining the rug and making a **SPOT HIDDEN ROLL** will discover a small, dark brown stain on the carpet. Though none of it can be lifted from the rug, it has a very tar-ish feel to it.

The Window – Any character making a successful **SPOT HIDDEN ROLL** will notice a black sedan parked across the street with two dark figures inside watching the apartment complex.

The Bedroom

When the characters enter the bedroom, they discover that it has already been thoroughly searched and ransacked. A large king sized bed dominates the room; when looking at the bed, the characters may notice that one of the pillows is missing. A **SPOT HIDDEN ROLL** will reveal more of the dark brown stains on the bedclothes. Thrown into one corner is a pile of dirty clothes with many brown stains, very similar to those on the rugs and bedclothes and several small rips in the fabric. There seems to be nothing else of interest in this room.

The Kitchen

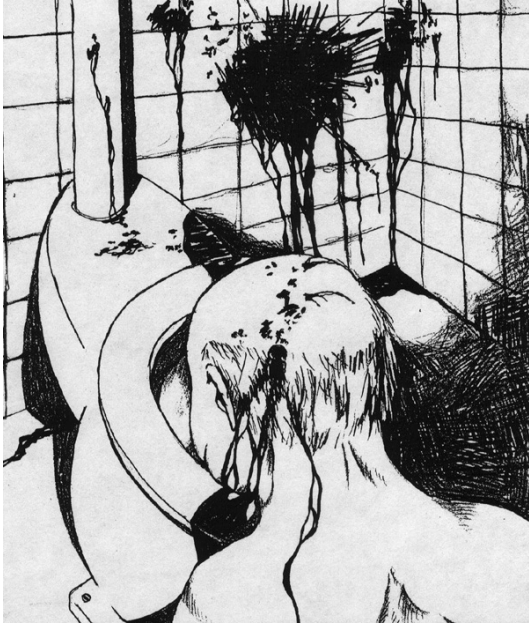
This appears to be a very standard kitchen. The only objects of interest in this room are the seven empty bottles of vodka. A **SPOT HIDDEN ROLL** on the bottles will reveal liquid still in the bottom. This suggests the vodka had been drunk in very quick succession.

The Bathroom

When the characters try to open the door, they first find it very difficult due to a large weight pressing up against the opposite side. The door simply takes a bit of elbow grease to get it open. When they do finally get it open, the naked dead body of Yuri Potakov falls backwards out at their feet followed by a cloud of feathers.

Yuri's body lies face up on the floor with his lower half still within the bathroom. In his right hand he holds a small pistol. Next to the toilet is a large down pillow that has a large hole through it and feathers billowing out. The toilet is full of blood and vomit (which smells like sour vodka). The tile behind the toilet is splattered with blood.

If any character examines the pistol, a **KNOW ROLL** will allow the characters to realize how illegal it is to own one. If a **SPOT HIDDEN ROLL** is made on the gun, they will find powder residue on the end of the barrel. A **KNOW ROLL** will tell the character that it had to be fired at very close range for this much powder build up.



An examination of the pillow will show spattered blood near one of the holes and small burns around the other.

Close examination of Yuri will show that he has been shot in the skull; there is one hole between his eyes and one in the rear of the skull (**SAN 0/1d2**). At first glance, this seems to be a suicide, but a successful **MEDICINE ROLL** will show that Yuri was executed and shot in the back of the head. If anyone examines the entry wound in the back of the skull, and makes a **SPOT HIDDEN ROLL**, they will find several feathers lodged deep within the skull cavity. This is due to the impromptu silencer the assassins made from a pillow.

When the characters look at the rest of his body, they will see dark brown stains on his hands and forearms surrounded by a redness of the skin. A **MEDICINE ROLL** will tell that these are chemical burns. At this point, anyone making a **CHEMISTRY ROLL** will recognize this substance as *CREOSOTE*, a preserving

compound used on railroad ties. The stains are very similar to those found on the carpet and the pile of clothes.

As for the rest of Yuri's body, the characters will notice a discoloration on Yuri's shoulders with small pustules and blisters forming. A **MEDICINE ROLL** will show pooling of blood in his knees, crotch, and arms, as well as rigor mortise (stiffening of limbs) and post-mortem lividity (the blood in the extremities has clotted) this will suggest that the body has been sitting here for at least 6 – 8 hours. However, the true sign as to how long the body has been there is revealed when the mass of maggots begin to surface after the body has been disturbed (**SAN 0/1d2**); a second **MEDICINE ROLL** will tell that the body has been here for at least 12 hours. And, yet, it is February.

As hard as the characters search, there seems to be no evidence of the killer anywhere; which suggests this person was a professional.

If the characters decide to question the neighbors, they will be hard pressed to find anyone in the building, though there are a few tenants left. Those in the building will be found to be very tight lipped and uncooperative due to the purge going on at this time.

NIKOLAI'S APARTMENT

In this section, the characters will talk with Nikolai's wife about what happened to him.

Using the address given in Nikolai's papers, the characters can easily find the institutional style apartment building. Once inside, the characters can make their way up the long sterile steps that lead to the fifth floor. As they enter the hall, they can hear the noises of several families living in very close quarters: a baby crying, laughter, and a balalaika being played softly.

Soon they find the door they are looking for and knock. A woman answers the door; it is Lupov Lakoba. She has a black eye and split lip. She looks as if she has recently been in a pretty bad fight. At first glance she seems nervous. If the characters make a **PSYCHOLOGY ROLL**, they will be able to tell that she is very paranoid; seeming on the edge of a nervous breakdown.



When she sees the characters, she will become very nervous; as if anticipating horrible news. The only way for the characters to get any information out of her is to try to console her. This is a very good opportunity for role-play, and will set the mood for this episode. If one of the characters take her aside and talk with her, then she will invite the characters into the apartment and will begin to answer questions.

Written down are her responses to questions the characters will most likely ask:

On the subject of her husband's death: She has no idea but is glad the bastard is dead.

How she got the bruises: Her husband had a tendency to get very drunk and beat her for no reason.

When was the last time she saw her husband: Last night around 6 p.m.

If asked about the morphine: She states that her husband never used the stuff but he could have gotten it from the Doctor.

If asked about the discoloration on Nikolai's body: She noticed them after his last run. All she knows is that they were very painful and caused her husband to drink in excess to dull the pain. He was also experiencing terrible headaches and horrible nightmares.

If asked about Nikolai's last run: She has no idea where the destination was and when she did ask, he beat her with a fire poker.

If pressed about what happened last night, she will tell the whole story:

Nikolai returned home from work around a quarter to seven and was already drunk. When he got home, he opened another bottle of vodka and drank it all with an hour. She began making him dinner at seven, and a half and hour later they sat down to eat. When she asked him how his day was, he flew into a rage and beat her for nearly an hour. After he beat her, he broke down in tears babbling nonsense like, *'It's horrible...it's so horrible. I can't believe they moved it...'*

Later, there was a knock at the door and Nikolai answered it. Two official looking men then forced their way into the apartment and started

quietly asking Nikolai some questions. They told him that he was to go with them and everything would be fine. Nikolai then turned to Lupov and hold her that he would be back very late – he has something to take care of in the yard that night. As they were leaving she asked where they were taking him. All they said was, *'To see Dr. Chervyakov'*. That was the last she saw of her husband.

If the characters look around the apartment, they will find very little. One item of interest is Nikolai's coat, which hangs near the door. If it is searched, the characters will find some papers. These are the last orders he was given. They seem to be of the highest authority, and this is **PLAYER HANDOUT 1**. It reads:

“By highest authority of the Kremlin. The chosen rail crew is to deliver a shipment of supplies to Krasnoyarsk and return with a load awaiting you there. The crew is to make the entire trip. This may seem unusual, but it is for matters of security. The only stops allowed on the trip are to refuel and re-supply the crew. The cargo from Krasnoyarsk is to be in Moscow by Feb. 7, 1938. Sighed Yuri Potakov, Chief Administrator and Director of the central station.”

Any characters looking out the window or standing near one are allowed a **SPOT HIDDEN ROLL** to see the black sedan with two men inside parked in front of the apartment building. And **IDEA ROLL** will tell the characters that this is not the NKVD.

If the characters try to confront the men, they will speed away into the night. At this point, it is up to the characters to decide what to do. No matter what they decide, the characters should not confront the two men in the sedan. They must get away.

Whatever happens the rest of the night, the next morning as the characters are driving by the river, they will see three policemen pulling the body of Lupov Lakoba out of the frozen river (**SAN 1/1d4**).

TRAIN INFORMATION

In this episode, the characters follow the lead of the missing papers to the Headquarters of the Transport Department where the characters discover a deeper conspiracy.

When the characters discover that all of the documentation of the rail car is missing from the main station, they can attempt a **BUREAUCRACY ROLL** to realize that there would be duplicate orders available within the main offices of the Transport Department.

TRANSPORT DEPARTMENT HEADQUARTERS

The Transport Department building is a large gray box situated near the Kremlin. When the characters first enter, there is a large reception area and an information desk/checkpoint guarded by a large woman dressed in shades of gray. A heavy wooden door sits behind the desk with the sign “Authorized Personnel Only” painted on it. Getting past the woman requires a **BUREAUCRACY ROLL** or **FAST TALK ROLL** explaining why they are here and what their business is. If successful, she will let the characters pass after she calls ahead to the division they wish to visit.

Once they get past the front desk, they are allowed inside the main file rooms. This area is a chasm filled with endless rows of file cabinets, thousands of little boxes full of unknown secrets, and tended by broken, little people who never see the light of day. The room is absolutely silent; so much so, that the clerks shuffling back and forth between the stacks of bureaucracy make no sound.

At the entrance to the chamber, a small, gray man whose nameplate reads “Alexei Rykov, Records Director”, stops the characters. He will first ask their business and what it is they are looking for. The play of this section could go in two directions at this point: either the characters could use their muscle as NKVD to get by (in which case, they would need to make a **PERSUADE ROLL**) or they could try to get by using the standard methods of the State (in

which case, they would make a **BUREAUCRACY ROLL**). If they try to muscle their way through, Alexei will let them by, but after they have left on their search, he will try to contact someone at the NKVD to inquire about these thugs. If they use standard bureaucracy, Alexei will let them go about their business unhindered.

Once the characters have gotten past, they will be able to begin their search for the duplicate records. They must make an initial **LIBRARY USE ROLL** to discover the approximate location of the papers. Once this is done, they may make several **LIBRARY USE ROLLS** to find each individual document. As a side note, each roll constitutes one hour of searching.

The information found:

Worker assignments: A paper is found that shows who the four men crew was on the run to Krasnoyarsk.

Engineer: Nikolai Lakoba

Fireman: Isaak Babel

Brakeman: Boris Efimov

Conductor: Mikhail Kalinin

Any character reading this can make a **KNOW ROLL** to see the unusual nature of the assignment. In most cases, the crews will haul a train from one district point to the next and then the crew will be replaced by another. In this case, the same crew made the entire trip. This document was authorized by a senior official named M. Vyshinsky.

Engine and freight assignments: This document will show that engine #46 was assigned to Nikolai Lakoba and was to haul 53 cars (the numbers of each of the cars are listed) to Krasnoyarsk. On the return trip, engine #46 only hauled 26 cars (the numbers are listed for only 25 cars). With this document is also the amount of coal used on the journey and the return trip. An **ACCOUNTING ROLL** will show that engine #46 used almost twice as much coal on the way back as it did on the way there. This accounts for the enormous amount of weight the train was pulling on the return trip. This



document was authorized by a senior official named M. Vyshinsky.

Shipping invoices: The document shows exactly what was taken to Krasnoyarsk and what came back. Each car number has its freight written next to it. On the main trip, the train was filled with oil, coal, grain, and various other goods. On the return trip, the train was carrying gravel, iron ore, and livestock. There is no indication as to what was in the missing car. This document was authorized by a senior official named M. Vyshinsky.

Once the characters discover the names of all of the crew members they may wish to go back to the rail yard to find them.

BACK TO THE RAIL YARD

It is still snowing heavily when the characters reach the rail yard again and the place is bustling with the activity of cargo coming in and being shipped to parts unknown.

If the characters ask any of the workers where they might find the crew members, the workers will tell them that it is very common for crews to have a few days off after very long runs. They don't expect to see them for several days.

If the characters wish to look around the yard or the offices they may be able to discover some more information; primarily in the lockers of the rail workers.

The locker room – The main station building also houses lockers for the rail crews as well as a bunk house for stopovers. If the characters search through the lockers of the crew, they will find some information:

Nikolai Lakoba – A change of clothes and a picture of his wife.

Isaak Babel – A change of clothes and a copy of the same papers found in Nikolai's house.

Boris Efimov- A change of clothes, a copy of the same papers found in

Nikolai's house, a vial of morphine similar to the one found on Nikolai's body, and several clumps of hair.

Mikhail Kalinin – Empty.

When the characters finally leave the building, they are all allowed a **SPOT HIDDEN ROLL**. If successful, they notice the same black sedan they saw outside of the Lakoba residence. A thin man with a black mustache rolls down the window, looks directly at the characters, gives a signal for the driver, and the car speeds into the snow. Any character catching a glimpse of this man and making a **PARTY KNOWLEDGE ROLL** will recognize this man as V.M. Molotov; one of Stalin's closest henchmen.

The characters have several options at this point. They could try to find the rest of the train crew: if so, go to Episode 6. They could track down the livestock that was on the train: if so, go to Episode 7. They could try to contact Dr. Chervyakov: if so, go to Episode 8. It is up to the players to decide what to do.

The Missing Crew

MIKHAIL KALININ

If the characters decide to find the residence of Mikhail Kalinin, they can find it within the employee records at the Rail Station. Mikhail lives in a rundown apartment complex near the river.

When they reach his apartment, the characters will find the door open and the place thoroughly searched. There is no sign of Mikhail, and they will discover that his coat and winter boots are missing.

BORIS EFIMOV

The home of Boris Efimov can be discovered through the records at the rail yard. Boris lives in an older apartment building near the steel mill.

When the characters reach the door, they are allowed to make a **LISTEN ROLL**. If successful, they will hear a slurping sound emanating from within the apartment. There is also the overwhelming stench of rotting meat. If the characters knock, the slurping will cease and the sound of small movements can be heard.

The door is locked and must be picked with a **MECHANICAL REPAIR ROLL**, or can be broken down with a **RESISTANCE ROLL: STRENGTH 13**.

Once the characters gain entry into the apartment, they are greeted with a gruesome sight. Several bodies litter the floor; two seem to be NKVD agents and a young woman (all seem to have had their skulls smashed in). In the middle of the carnage, sits Boris Efimov holding the limp body of his young daughter, her skull crushed, brains scooped out, and presently being eaten by her father. A bloody claw hammer sits next to him. A **SANITY ROLL (1/1d8)** must be made for seeing this grizzly scene.

After the initial shock is taken, Boris looks up at the characters and asks, "*Why?*" as a single tear rolls down his cheek. At that moment, he begins to convulse as three tentacles burst from

his chest and mouth, and a vertical maw filled with jagged teeth opens from the top of his ribcage to his sternum. It immediately moves to attack:



METEOR THING

STR 15 CON 10 SIZ 12
 INT 8 POW 10 DEX 16
 Move 12 HPs 11

Weapons: Tentacles (3) 60% damage 1d4 & grapple (STR vs. STR to break free). Mouth 40% damage 1d6 (the character must have been grappled first for this to occur).

Armor: The thing only takes minimum damage from all weapons. Fire, Acid, and Electricity do full damage.

Sanity Loss: 1/1d10.

After the combat is complete the characters may search the apartment. The NKVD men have no identification on them and both are carrying pistols (three rounds have been fired in each gun). The woman was Boris' wife. There is nothing else of interest here.

If the characters wish to ask any of the other residents, they will find that many of the apartments are empty. The tenants of the

apartments that are occupied have all been slaughtered and eaten by the upstairs neighbor (SAN 1/1D6).

ISAKK BABLE

Isaak Bable's apartment is easy enough to find if the characters search through the employee records. He lives in a smaller complex very near to the rail yard. There is no manager to the place, and when the characters reach Isaak's apartment, they will find the door locked. They can try to pick it with a successful **MECHANICAL REPAIR ROLL**. Even if successful, the door will still not open; the attempt will tell the characters that the lock has already been picked and has been broken. Only by breaking down the door will the characters gain access (the door has a **STRENGTH of 13** on the resistance table).

Once the characters gain access, they will quickly come to the realization that the apartment has already been thoroughly searched. If the characters wander into his back bedroom, they will find the corpse of Isaak hung from a pipe in the ceiling with a stool knocked over beneath him.

M. VYSHINSKY

The only way that the characters can try to find M. Vyshinsky is to call to the Central Offices of the Transport Department. Once connected, it will require a **BUREAUCRACY ROLL** to get any information. A secretary will answer the phone and inform the characters that Mr. Vyshinsky has been missing for the past few days. If a successful **LISTEN ROLL** is made, the character will hear "*Who is that you are talking to? Give me that telephone!*" A man will get on the phone and introduce himself as an officer of the police force and demand to know why the characters are interested in the whereabouts of M. Vyshinsky. A smart character would hang up the phone but if the character is still trying to get information, they may attempt a **FAST TALK**. If successful, the officer will tell the characters that they have been looking for M. Vyshinsky for questioning and thought he may show up at the Transport Department. That is all the officer will reveal.

THE SLAUGHTERHOUSE

If the characters decide to follow-up on what happened to the livestock that traveled with the train, the obvious place to look is the Moscow slaughterhouse. The complex is not too far from the rail yard, but is still well outside the city due to the stench that surrounds it.

When the characters first enter the slaughterhouse, they must make a **CON x 3 ROLL** or become physically ill due to the smell. After they regain their composure, they can find the foreman and ask him for any information.

They will find him on the killing floor standing in two inches of blood. The sights and sounds of the slaughterhouse can be a bit unnerving for the uninitiated. It doesn't cost and SAN, but it is very disturbing.

The foreman's name is Konni Zilliacus; a barrel chested man with longish brown hair. If asked about the livestock that can in on February 6th, he will tell them that it has already been processed and shipped for sale. The idea of mutated meat will cause the characters to make a **SAN ROLL 1/1d4**. Let the question go unanswered: "*What will happen to anyone who eats this meat?*"

DR. CHERVYAKOV

Finding the Doctor could be a lot more trouble than the characters think it will. Dr. Chervyakov is not a medical doctor, but rather a scientist who works for the government (primarily Stalin).

It is possible for the characters to start tracking down any doctor they can find. Allow them to visit hospitals, psyche-wards, clinics, etc. Eventually, they will come to the realization the Dr. Chervyakov is not a medical doctor.

When the name of Chervyakov is brought up, any character with a science background is allowed a **KNOW ROLL**. If successful, they remember that name associated with questionable practices and experiments. An **IDEA ROLL** will allow the characters to realize that they may be able to discover more on the doctor at the People's Scientific Institute. A second possibility is to go to the NKVD files

stored at the Kremlin itself. This way is much more risky, but clever characters may be able to get in and out quickly.

PEOPLE'S SCIENTIFIC INSTITUTE

This is a large cement building in a late art deco style. Inside, there is a large exhibit room and stairways leading up and down. Upstairs are several lecture halls, laboratories, and reception rooms. Downstairs are records of all scientists.

A beautiful clerk sits at a registration desk and first asks the characters for their credentials to be down here. Any character with a science background is allowed to make a **CREDIT RATING**. If successful, she will let them by without incident. A **FAST TALK ROLL** combined with a bribe of a few rubles will also get the characters in. NKVD muscling will let them by, but could bring unwanted attention.

Once inside, the characters can make **LIBRARY USE ROLLS** to try and locate any information of Dr. Chervyakov. If it is successful, the characters discover his file and the following information:

1. He was educated at Oxford.
2. During the reign of the Tsar, he was a science officer at a prison in the Tunguska region of Siberia.
3. He spearheaded an "unsuccessful" expedition into the swamps surrounding Tunguska in late June of 1908. A **HISTORY ROLL** will remind the characters of the explosion in early June 1908.

Only biographical information is given – there is no clue as to his current whereabouts.

THE NKVD FILES IN THE KREMLIN

The characters must be reminded that even though Rubashov gave them NKVD credentials, they are false, and will be identified as fakes under close scrutiny.

If the characters decided to go to the Kremlin itself, they will first need to make a

successful **BUREAUCRACY ROLL** to get inside. If it fails, the characters are allowed a **FAST TALK ROLL** with a small bribe to help sweeten the deal. If neither of these work, the characters will be detained and questioned.

Once inside the walls, characters find themselves in the main courtyard of the fortress with a very large entourage of officials walking toward them. As the entourage closes the distance, the characters see the man leading the group and recognize him as Joseph Stalin himself. As he passes, he looks directly at the characters, almost looking directly inside of them. As he looks at them, they realize that there is something unholy about the man and must make a **SAN ROLL 0/1d2**. Soon the group passes, and the characters are left to their own devices.

Once the characters reach the central offices of the NKVD, they will be directed to the file room in the basement with a successful **BUREAUCRACY, PERSUADE ROLL**, or **FAST TALK ROLL** and bribe. Otherwise, they will be turned away.

If they make it down into the file room, they will find a lonely clerk named Osip Mandelshtam who takes his job very seriously. When asked to see a file, the characters will be told they can only be given small bits of information. If the characters make a successful **PERSUADE** or **FAST TALK ROLL** and a small bribe, Osip will let them go and search for the information themselves. Otherwise, Osip will retrieve the file.

If the characters get by Osip, they are allowed a **LIBRARY USE ROLL** to find the file of Dr. Chervyakov. If successful, the characters find the lengthy file of the doctor. It would take several hours to read the entire document. To find out anything, the character must make an **OWN LANGUAGE (RUSSIAN) ROLL** for each piece of information. The information is as follows:

1. The address of Dr. Chervyakov happens to be his private laboratory.
2. He is being given secret funds for several top-secret experiments.

3. One of the experiments is called “The effects of the Tunguska Syndrome.”

4. He was appointed and installed by V.M. Molotov. All of the documents have been personally signed by Molotov himself.

If the characters spend more than one-half hour here, they will begin to draw attention to themselves. Eventually, a high ranking NKVD agent will wander in and ask to see their authorization for being here. If they show him their credentials, he will immediately recognize them as false and have them arrested.

When the characters leave the file room, Molotov will pass them in the hall, alone. He will glance in their direction, and go about his business. If the characters try to assault him in any way, several NKVD agents will surround them and immediately take them to prison and the game will be over. However, if one person does it, the same fate will apply and the game can continue minus the one of two stupid enough to assault high ranking Party officials.

THE LABORATORY OF DR. CHERVYAKOV

The building that holds the doctor’s lab sits within an industrial part of the city. It is an old brick building with large frosted windows. As the characters stand before it, they are allowed a **LISTEN ROLL**. If successful, they hear what seems to be a party on the second floor.

The door opens to a long stairway leading up to a wooden door with a frosted glass window in it. The party sounds grow louder and a bit stranger; filled with strange howls, chirping, and loud music. A strange smell fills the air – part formaldehyde and rot.

The door is unlocked and has “Dr. Victor Chervyakov, Biological Research” painted on the window.

When the characters walk in, they will see two large tables covered with beakers, Bunsen burners, and Erlenmeyer flasks. Around the walls are several covered cages with the sounds of strange animals (the party noise) coming from within. If any character makes a **SPOT HIDDEN ROLL** when looking at the cages,

they will see a nametag from one of them peeking out under the cover: it reads “M. Kalinin”.

In the far corner, there seems to be an enclosed office with the door cracked open. Near the office door is a metal cabinet with the word “Flammable” written on it in large red letters; this cabinet holds several containers of very flammable chemicals in glass jars.

As the characters look around, they will see many different medical tools; including scalpels, syringes, bone saws, rib splitters, etc. If they make a **SPOT HIDDEN ROLL**, they will see several vials of morphine similar to the ones found on Nikolai Lakoba and Boris Efimov.

Across the room, working at a table, is Dr. Chervyakov. He wears a surgical apron that is covered with blood. At this moment, he is inserting two long electrodes attached to a large battery into the writhing body of a headless monkey (**SAN 0/1d2**). As he performs this inhumane act, he talks to it as if it was his own child. “*There, there, it will all be over soon. If you don’t quit wiggling it will just last longer!*”

The characters will need to get his attention before he will even look up. When he does see them, he will turn off the music, wipe his hands, and ask “*Do you have another batch of test subjects for me to diagnose?*” At this point, the characters may be a bit confused as Dr. Chervyakov has mistaken them for another group of Molotov’s goons. If the characters make a **FAST TALK ROLL** telling him why they’re here, he will simply nod saying, “*Da, da, here are my latest findings.*” He will then hand the characters a file with the words “For Molotov Only” printed on the cover.

If the characters miss the fast talk roll, he will become very suspicious and ask them why they’re here. At that time, he will slowly move toward the cages, intent on letting loose the “things” within. If he is at all threatened, he will immediately begin to let the “things” out to attack the characters.

The characters may be able to ask him several questions before he becomes paranoid enough to let out the beasts.



Below are his answers to the most common questions the characters may ask the doctor. Remember, the doctor is quite insane and may talk a lot of gibberish:

The Rail Workers: The rail workers were sent to see him due to the rash on their skin as well as the severe headaches they were getting. To be honest, they had all contracted some sort of “mania.”

The Morphine: This was to help with the pain of the “rash” as well as the headaches. Of course it’s a bit much, but it does the trick.

Did he have anything to do with the death of Nikolai Lakoba: He is genuinely upset to hear about this. He was certain he would see him again.

Working at the prison: He worked there before the revolution. He was actually

hired to treat inmates for any illness or injury they may have gotten while on the job.

Why would Nikolai be sent to Tunguska: He will say that perhaps he went to get

peat moss for fuel. The characters are allowed a **PSYCHOLOGY ROLL** to detect his suspicion and his lie.

What kind of work is he doing: He’s improving standard medical procedures and creating new medical technology. He is very secretive about his work.

Did anything strange happen while he was in Tunguska: If and when this question is asked, Chervyakov will throw open the cages and let loose the monsters while crying out, “*Nothing happened there! It was nothing!*”

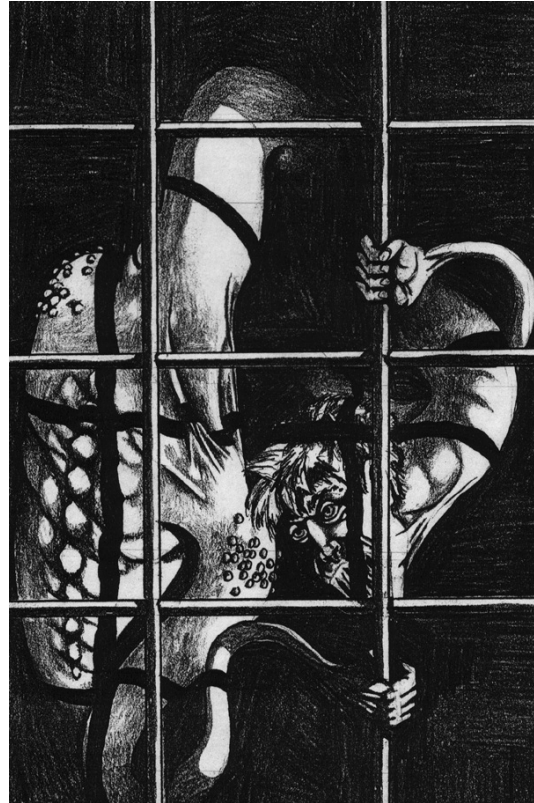
The first creature released is the one labeled M. Kalinin. When it burst out of its cage, the characters must first make a **SAN ROLL 1/d10**. The creature is the grotesque doppelganger of Mikhail Kalinin. At this point, it has two tentacles where his arms should be, and his head now resides on the end of an eight-foot long neck.

To see what kind of action it takes, roll a **d10**.

1 – 3 It attacks Chervyakov.

4 – 9 It attacks one of the characters counting from left to right.

10 It lets out another thing from one of the cages.



KALININ METEOR THING

STR 15 CON 10 SIZ 12
 INT 8 POW 10 DEX 16
 Move 12 HPs 11

Weapons: Tentacles (2) 60% damage 1d4 & grapple (STR vs. STR to break free). Mouth 40% damage 1d6.

Armor: The Thing only takes minimum damage from all weapons. Fire, Acid, and Electricity do full damage.

Sanity Loss: 1/1d10

If the Kalinin thing does not attack Dr. Chervyakov, he will let loose one of the Baboon things as well. The Baboon thing presently has one long tentacle where its head should be and its hands have been replaced with two long, bony hooks.

BABOON THING

STR 15 CON 10 SIZ 12
 INT 8 POW 10 DEX 16
 Move 12 HPs 11

Weapons: Tentacles (1) 60% damage 1d4 & grapple (STR vs. STR to break free). Hooks (2) 40% damage 1d6.

Armor: The Thing only takes minimum damage from all weapons. Fire, Acid, and Electricity do full damage.

Sanity Loss: 1/1d10

After 6 rounds of combat, Dr. Chervyakov will attempt to escape by climbing out the window. It will take him two rounds to accomplish this. If the characters don't kill him, he will jump from the second story to the alley below. When the characters look to see what happened, they will find no trace of him, and only hear crazed laughter echoing through the streets.

After the battle is over, the characters will have time to look around the lab.

On the table that Dr. Chervyakov was working at, sits a large lead box with a padlock on it (the key is on a string around the doctor's neck). When the box is opened, the characters discover a shining black rock that seems to have the same look as obsidian. This is a chunk of the meteor that fell on the Tunguska region in 1908. Just by opening the box, the air seems to be charged with some sort of energy. The rock itself is about six inches around and weighs about 100 pounds.

If a character touches it, they must make a **POWER ROLL VS. A POWER OF 18** on the resistance table. If successful, the character manages to pull away before anything happens. If they fail the roll, the character seems to go into a deep trance. They are about to become

one of the things. This is basically punishment for not heeding the warning signs already given to them. Give the character **PLAYER HANDOUT 2**:

As you grab the meteor, you feel a burning sensation within your veins and your heart begins to pound within your chest. Suddenly, there is a presence making itself know within your mind. It is dreaming and awaits its own rebirth. It will give power to the one who communes with it.

You are no more. The spirit of the meteor has infected you. You can change your physical nature in any way you need; whether it means a tentacle or two, a mouth on the back of your skull, or to separate your hand to escape destruction, you will decide. Your only purpose is to protect the secret of the meteor and the meteor itself. Stop any who try to destroy it. You now have several new abilities to use at your will:

Disguise: *You have the ability to change yourself into any living thing you choose (even a perfect likeness of someone you know). However,*

a full transformation takes a full five rounds to complete.

Weapons: *Tentacles 60% damage 1d4, Bite 40% damage 1d6.*

Armor: *You only take minimum damage from all weapons. Fire, Acid, and Electricity do full damage.*

Even though you have these new assets, your greatest weapon is secrecy. Hide your identity and secretly try to dispose of those that would dispose you.

The character that touches the meteor will be unconscious for only a moment. They awaken suddenly as if they had just had a nightmare. The character seems to be fine except for the slight discoloration on the hand they used to touch the meteorite.

DR. CHERNYAKOV'S OFFICE

This room also serves as the doctor's home. There is a small cot against one wall with clothes stuffed underneath. There is nothing hidden here. The rest of the office contains a large desk covered with papers, a filing cabinet, and a large metal locker.

The Desk – The desk is covered with papers. If the characters try to study them, they will find it is mostly nonsense. If they spend at least a half an hour reading them and make an **OWN LANGUAGE (RUSSIAN) ROLL**, they will see that in one of the margins the doctor wrote “*It's coming here! My rock is coming back to me!*” This is the only point of interest on the desk.

The Filing Cabinet – There is no method to the way the files are organized. To find each bit of information, the characters must make separate **LIBRARY USE ROLLS**:

1. They find a picture of Dr. Chervyakov and another scientist standing in a swamp next to a large black rock. If the characters make a **NATURAL HISTORY ROLL**, they will remember that the Tunguska region (when not frozen) is a very large swamp.

2. They find a very large file filled with names of prisoners who were at the prison. If the characters make an **OWN LANGUAGE (RUSSIAN) ROLL** at **ONE-HALF**, a **PARTY HISTORY ROLL** at **ONE-HALF**, and spend an hour reading through the papers, they will spot the name “I.V. Dzhugashvili”. They will recognize this as Stalin's birth name.

3. The characters find a reel of film stock. If watched, it will show prisoners being put into a room with a large (6' 0”) black rock. In every situation, the prisoner either becomes insane and finds a way to mutilate themselves (clawing out their eyes, beating their skull against the wall, breaking the chair, and using the pieces to gouge large holes in their flesh, etc.) or they touch it and begin to mutate into “things”. Viewing this film costs the watcher **1/1d8 SAN**. If the characters watch the file or examine the film stock thoroughly, they will discover a splice.

The Metal Locker – The only things of interest in the locker are the film projector and a human head in a large glass jar. With a closer look, the characters realize that this is the second doctor from the photograph.

When the characters finally leave the doctor's laboratory, they find a small note on the windshield of their car, **PLAYER HANDOUT 3**. It reads:

“Time is very short. Meet me at the rail yard as soon as possible. Be sure

you are not followed. M.V.”

If the characters follow this advice, they will rush back to the rail yard to meet with the missing crewman.

RETURN TO THE RAIL YARD

In this episode, the characters rush to meet with M. Vyshinsky at the rail yard.

A light snow falls as the characters speed past the fence that surrounds the rail yard. As they drive through, all characters are allowed a **SPOT HIDDEN ROLL** to notice the silhouette of a man standing on the platform.



As the characters approach, they are allowed a **PARTY KNOWLEDGE ROLL** to recognize

the man as Misha Vyshinsky; one of Molotov's assistants and a member of the Central Committee. A successful **PSYCHOLOGY ROLL** tells the characters that he is very nervous and constantly looking over his shoulder.

As the characters approach, Vyshinsky speaks:

“Thank you for coming, comrades. This has been on my conscience for far too long, and the truth must be told somehow. I know you have been following the trail of the meteor and the horror that it has brought with it.” He looks around to make sure no one is hiding in the shadows, and hands them a valise. “Stalin brought the thing here. He wants to be close to it: he has foreseen the end of history, and now power is all that matters. He intends to reshape the world as the stone reshaped him, and I was there to assist him in this madness. The end is nigh...”

A sudden shot rings out as the front of Vyshinsky's head explodes in a mass of brain tissue and blood. Any character standing directly in front of him must make a **SAN ROLL (0/1d4)**.

As Vyshinsky falls to the ground, the characters see Molotov thirty feet behind him, holding a smoking pistol: four NKVD agents holding machine guns surround him. Molotov then looks toward the characters and says, *“Kill them.”*

The only means of escape for the characters is to jump off the platform and run into the rail yard. The massive amount of cars in the yard tends to make it a labyrinth. Each character must make four consecutive **LUCK ROLLS** to find their way through the yard (if characters pair up, they may both make rolls and take the higher roll).

If the characters miss a roll, they turn a corner and some face to face with one of the NKVD thugs (see stats below).

If a character rolls a 98 or above, they find themselves in the path of a moving boxcar. They are allowed a **DODGE ROLL** to escape, or they take **8d6 damage**.

4 NKVD THUGS

Damage bonus: +1d4

Weapons: Submachine gun 15% damage 1d10+2 (see rules for automatic

Weapons), Fist/Punch 40% damage 1d3+db (all)

STR	CON	SIZ	DEX	POW	HP
13	15	15	16	12	15
12	14	14	10	11	14
14	15	15	13	10	15
12	16	14	10	11	15

As the chase is going on, the characters can hear Molotov speaking as he hunts them down: *“Come out, comrades. The will of Stalin is the good of the Party – it will not be denied.”*

Eventually, the characters should escape and congregate near the yard. When they open the valise, they will find several items.

1. Stalin's medical record from the prison. A **MEDICINE ROLL** will reveal that he actually became both physically and mentally stronger with exposure to the meteor.
2. The cut film stock showing Stalin in the room with the meteor. He sits motionless; seemingly unaffected.
3. Several photographs of Stalin with the meteor.



At this point, the characters have discovered what is going on and it is time to report back to Rubashov.

FINALE: GIVING THE REPORT

The characters find their way back to the Transport Branch of the NKVD. There they find Rubashov in his office. Presumably, they hand over all of the files to him, giving some explanation. He reads through it, stunned.

Then he motions to the dark adjoining office. Nikita Kruschev enters, and reads through the files. He turns pale and lights a cigarette. After a few moments, he speaks:

“Madness.” he says. “This is...madness. A madness which has consumed us all. An interesting story, comrades. Provocative. Horrifying. But, in the end...a story. A story that will remain untold.”

Kruschev puts the file in the fire, along with the film.

“For the good of the people, for the good of the Party, for the good of the very cosmos...none of this ever happened. There was no stone that fell from the heavens, full of hideous power. No train that carried it to Moscow, no string of murders to hide the deed. Potakov, Vyshinsky, Chervyakov, Lakoba...they do not exist. They never did exist. For the good of the State, they can not ever have existed. You, comrades, also do not exist. The truth? The Party makes the truth. We are the Party, and so we make the truth. In so doing, are we not, then, gods?”

As the papers burn, the players can almost feel history dying around them; and as the smoke rises to the ceiling, several officers of the NKVD enter the room and drag the characters away.

The End



Terror

Handout 1

By Highest Authority of the Kremlin.

The chosen rail crew is to deliver a shipment of supplies to Krasnoyarsk and return with a load awaiting you there. The crew is to make the entire trip. This may seem unusual but it is for matters of state security. The only stops allowed on the trip are to refuel and re-supply the crew. The cargo from Krasnoyarsk is to be in Moscow by Feb. 7, 1938.

Signed,

Yuri Potakov

Chief Administrator and Director
of the Central Station.

Handout 2

As you grab the meteor, you feel a burning sensation within your veins and your heart begins to pound within your chest. Suddenly, there is a presence making itself know within your mind. It is dreaming and awaits its own rebirth. It will give power to the one who communes with it.

You are no more. The spirit of the meteor has infected you. You can change your physical nature in any way you need; whether it means a tentacle or two, a mouth on the back of your skull, or to separate your hand to escape destruction, you will decide. Your only purpose is to protect the secret of the meteor and the meteor itself. Stop any who try to destroy it. You now have several new abilities to use at your will:

Disguise: You have the ability to change yourself into any living thing you choose (even a perfect likeness of someone you know). However, a full transformation takes a full five rounds to complete.

Weapons: Tentacles 60% damage 1d4.
Bite 40% damage 1d6.

Armor: You only take minimum damage from all weapons. Fire, Acid, and Electricity do full damage.

Even though you have these new assets, your greatest weapon is secrecy. Hide your identity and secretly try to dispose of those that would dispose you.



Handout 3

Time is very short. Meet me at the rail yard as soon as possible. Be sure you are not followed.

M.V.

TERROR

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***Terror* is a one-session scenario for *Call of Cthulhu* set in the Soviet Union during the reign of Joseph Stalin. It begins in February 1932 and is centered in the frozen city of Moscow.**

***Terror* is designed to emphasize the atmosphere of Stalinist Russia, and to pit the investigators against each other within an environment of paranoia.**



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