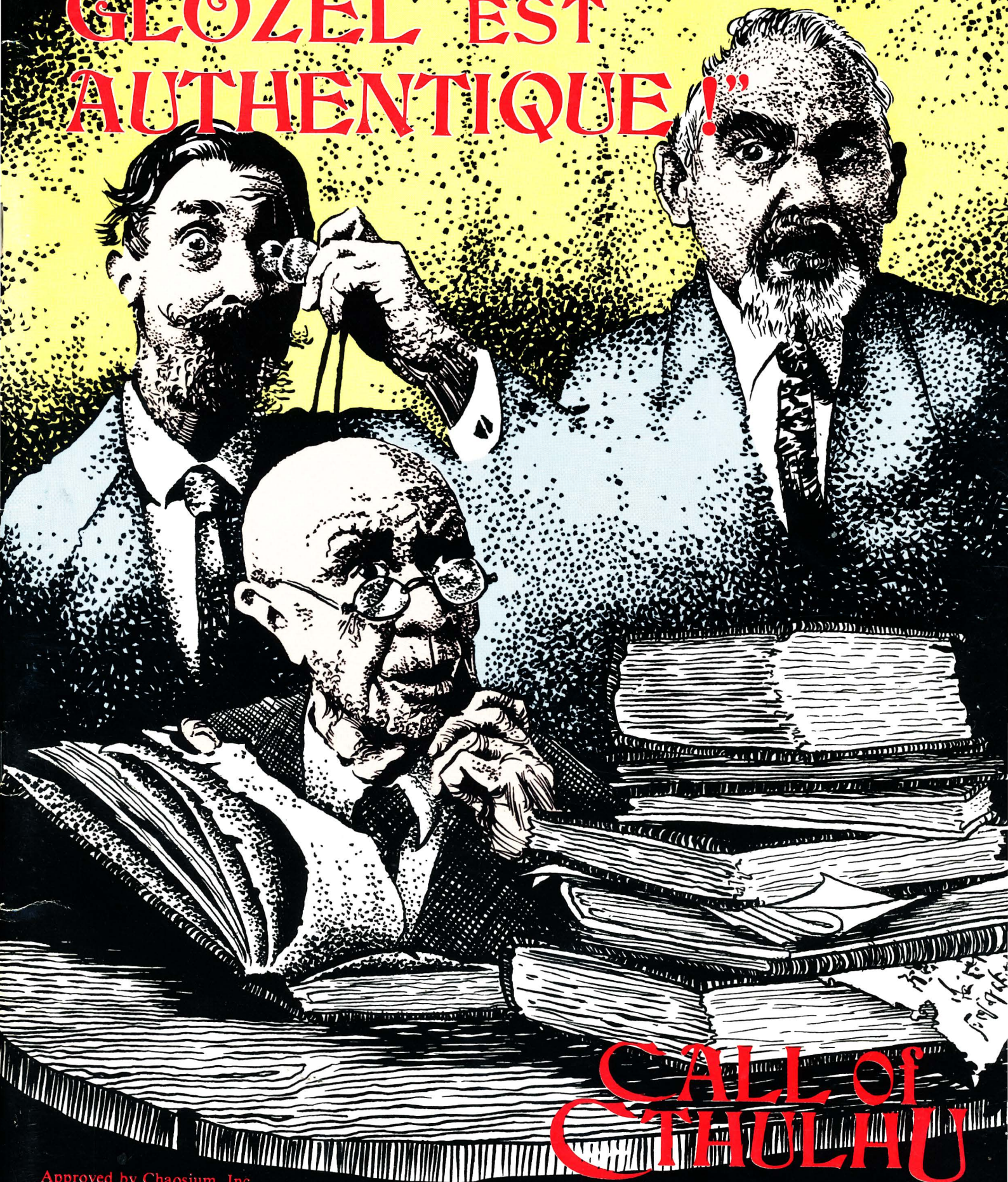


Theatre Of the Mind Enterprises, Inc. presents

"GLOZEL EST  
AUTHENTIQUE!"



CALL of  
CTHULHU

ADVENTURE

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This volume is designed specifically for use with CALL OF CTHULHU, Chaosium, Inc.'s fantasy role playing game of the macabre.

Two scenarios steeped in the tradition of H. P. Lovecraft await the Keeper of Arcane Knowledge.

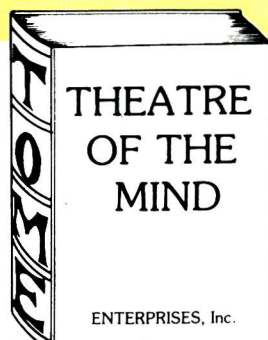
## **GLOZEL EST AUTHENTIQUE**

leads the adventurers to France where they will try to solve a puzzling archeological enigma. Strange secret societies watch their every move. The outcome will be totally unexpected.

## ***Secrets of the Kremlin***

probes the depths of the ancient citadel and the mysteries of the early Czars. What hidden truth can be crafted by the Bolsheviks and translated into the terror of today?

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**GLOZEL EST AUTHENTIQUE**

***Secrets of the  
Kremlin***

**A TOME presentation**

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Any rules changes, additions, or suggestions contained herein are not considered official addenda to the **Call of Cthulhu** game system. They are optional rules that may be used at the whim of the individual Keeper, or, if essential to correct play of a scenario, may be restricted to that scenario only, at the Keeper's pleasure.

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"Is this the region, this the soil, the clime,"  
Said then the lost archangel, "this the seat  
That we must change for Heaven?  
This mournful gloom for that celestial light?  
Receive thy new possessor, one who brings  
A mind not to be changed by place or time.  
The mind is its own place, and in itself  
Can make a Heaven of Hell, a Hell of Heaven."

Paradise Lost

---



# GLOZEL EST AUTHENTIQUE



*Telle est la conclusion des savants  
qui viennent d'y pratiquer des fouilles*

[DE NOTRE ENVOYE SPECIAL]

VICHY, 15 avril — *Par telephone.*  
— Le comite d'etudes glozellen a  
termine vendredi ses fouilles dans le  
champ les morts.

Cette derniere journee, qui a  
amene d'interessantes decouvertes,

fut marquee par un curieux incident.  
Devancant leurs collegues quatre  
membres du comite s'etaient, des  
sept heures du matin, achemines  
vers le champ des morts et s'etaient  
mis au travail avec la collaboration

## 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.

Although loosely based on historical facts, the primary purpose of the information presented here 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 a series of adventures 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 Keeper's discretion. Use this story in any way you see fit. Purchasers of this work are urged to photocopy the various pages contained in this volume and hand them out at appropriate times. Of course permission is given to photocopy any sections for personal use only.

## BACKGROUND

Questions about the origin of writing have always fascinated historians. The standard answer given is that the ancient bureaucrats of Sumer developed writing around 3,500 B.C. due to the need to keep records for a rapidly growing urban civilization. Writing enabled them to distribute property and food in an organized manner. The idea then spread to the Egyptians who with a different style (hieroglyphs) accomplished the same tasks. The words you are currently reading are in the Latin alphabet which comes to us from the Phoenicians via the Greeks.

But was Sumer first? Curious markings have been found from time to time on stones dating as far back as 10,000 B.C. The megaliths that dot Europe suggest that astronomical observations were carried on for long periods. This is hard to imagine without records of some sort. It has been estimated that mankind has possessed sufficient intelligence to invent writing since about 35,000 B.C. It seems unlikely no one thought of writing before Sumer. Or have we simply not recognized the writing for what it is?



This controversial question entered the twentieth century full-blown. In perhaps the most bizarre archeological enigma posed to modern day investigators, a cache of unusual artifacts, including tablets of undeciphered writing, was uncovered at Glozel, France, near Vichy. It became an affair of high scandal, with experts on either side of the Channel asserting or denying fraud.

Glozel was never excavated by a professional archeologist. In March, 1924, a M. Junot discovered the site near Glozel in a field named the Champs des Morts. Some three hundred objects were unearthed, a mixture of pottery, carved bones, engraved tablets and various tools. Some were certainly ancient as in the case of the polished stone axe, while others seemed only a couple of hundred years old. The vast majority of the items were of a completely unknown origin. Puzzling features included the absence of coins or other everyday objects. Furthermore, the original cache was buried in isolation from other finds.

Pleased with his initial discoveries, M. Junot continued his excavations at Glozel. However, it was only when a Rasputin-like character named M. Georges joined him at the site in July of that year as his assistant did anything unusual appear. In an affidavit given to the French Academy's commission later, one professor wrote that it was only after Georges' appearance that Junot "begin to produce strange things which didn't fit in at all with what had been found before."

The above statement contradicts the statements of the approximately 40 witnesses who stated in court depositions that they had seen at least one inscribed tablet before the appearance of Georges. The tablets must therefore be genuine, or Junot himself was forging them.

The situation is further complicated by additional factors. The director of the Musee de l'Homme, Prof. Etienne Dubois had heard of Junot's find and sent him books and documents which, in the words of one scientist investigating the site, "had the effect of launching him on a career of organized forgery." M. Junot bitterly denied the accusation.

Regretably, M. Junot never had the opportunity to defend his findings. He was hit by a train in December, 1926, while in Paris

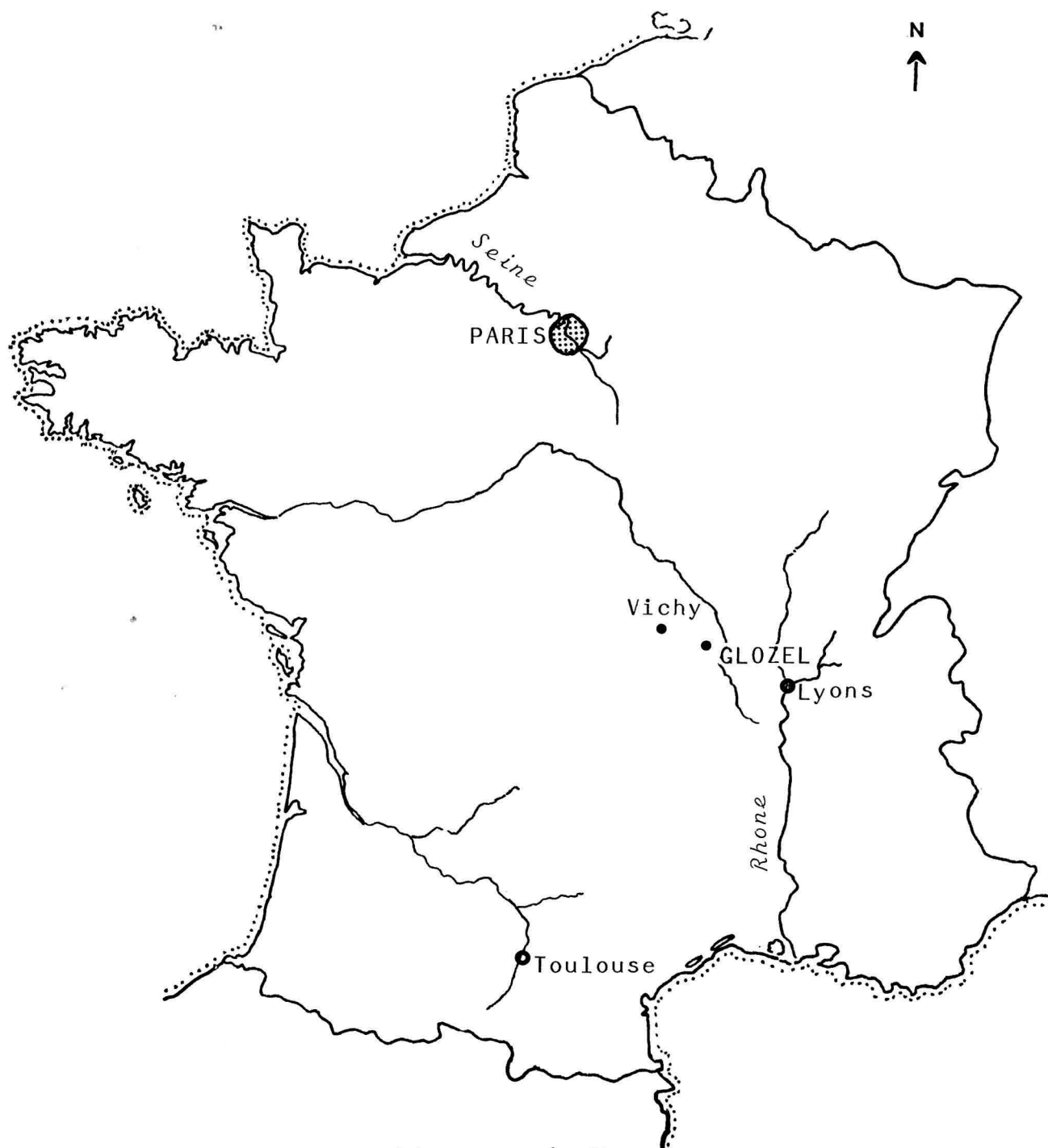
doing research. The burden of defending the Glozel artifacts fell to his assistant, M. Georges, and to those members of the scientific community who were convinced of the find's validity. Generally the issue polarized along national lines, with French experts asserting that Glozel was authentic and the parsimonious British denying the validity of the find.

In 1927, a commission was formed by the Bureau of the International Institute of Anthropology to settle the question. A team of eight archeologists was sent to investigate the site. In November of that year, they spent four days at Glozel and came to the unanimous conclusion that most of the objects found were fakes. The commission found that much of the field had been dug up in the preceding three years by various important personages (including the King of Rumania). They chose a spot to dig surrounded by photographers and reporters and refused to answer any questions. They failed to discover any Glozel artifacts on the first day of the dig because, wrote one member, "the hoaxers had not time to furnish our hole with the necessary finds; indeed they did not know that first day where we were going to dig. But on the second day finds began to appear, typical Glozelian objects. We found a little round piece of bone with scratches of Glozelian characters on it, and then we found one of the famous tablets. These tablets of clay were not big, but they were quite soft, and had on them extraordinary scratches in which Phoenician letters alternated with various meaningless signs – the whole making up what were referred to as inscriptions."

Other factors that disturbed the commission were the apparent signs that the ground had been tampered with the night before. However, M. Georges had been allowed to make the final shovel thrust that dug out the above-mentioned tablet. Most observers felt sure that this was proof of the authenticity of the site. Despite this fact, the commission issued its negative view. Scientists everywhere rejoiced. O.G.S. Grawford, editor of 'Antiquity' wrote, "after a short but gay life it is dead. On the field of battle lie the corpses of several learned reputations... We shall not refer again to Glozel – unless greatly provoked."

This was not, however, the last word on the subject. In 1928 a French Commission headed by Prof. Dubois reexamined the site and





Map of France

came to the opposite conclusion. "Glozel," he stated, "est authentique!" He found several objects in undisturbed soil. The most significant find was a clay tablet with inscriptions that bore a fingerprint. This was found not to be that of M. Georges or any of his friends.

**Keeper's Note:** The above material should be photocopied and presented to each of the Players. Because of their scholarly interest in the topic, they would each be familiar with the material. Keepers may wish to withhold certain facts and allow players to discover them.



Templar Seal

#### SCENE ONE: The Academy

During the winter of 1928-29, each of the players will have received the following telegram:

YOU ARE CORDIALLY INVITED TO BECOME A MEMBER OF THE NEW COMMISSION TO INVESTIGATE THE GLOZEL SITE STOP THIS EXPEDITION WILL BE SPONSORED BY THE FRENCH ACADEMY STOP EXPENSES WILL BE PAID STOP BY ACCEPTING YOU AGREE TO THE FOLLOWING CONDITIONS... PLEASE WIRE ACCEPTANCE OF OFFER AND MEET WITH US IN PARIS NO LATER THAN MAY 15, 1929 STOP

(SIGNED) PROF. LEFEBVRE  
PRESIDENT D'ACADEMIE FRANCAIS

Glozel, ah yes, the alleged site of man's first attempts at writing. Of course I'll go. What an opportunity!

It's a beautiful spring day, the kind that visitors to France write about. "Mon amis, welcome to Paris," exclaims a pleasant middle-aged man to your group. Prof. Lefebvre and the other distinguished savants personally greet each of you in turn. "I can't say how pleased I am that each of you has decided to become a member of the Second Glozel Commission. I don't believe any of you have ever met before, so why don't you acquaint yourselves."

**Keeper's Note:** At this stage, the pre-generated characters can be assigned by the Keeper to the players or players can create their own.

"As each of you are aware," he continues, "it was important to the academic integrity of the Commission that your group be composed of non-French experts in this field. The First Commission received lots of criticism during our first study of Glozel for that very fact. Also, since the French Academy is sponsoring this dig, it is important that no one affiliated with it take part.

"Each of you have agreed by coming here to abide by the conditions contained in our telegram. I'll go over them again. First, you agreed to approach the Glozel artifacts from an unbiased viewpoint. Secondly, any reports you choose to submit will be first published by us. Thirdly, you do not give any interviews or wild stories to the press. There are too many passions that may flare if less than official sources of information are allowed to be published. The issue has torn apart the Academy itself. I hope that your findings will heal the rift.

"Gentlemen, science requires that an end be put to the question. You have become a member of a new independent commission to investigate the Glozel site. I know that you will live up to the challenge!"

"The Commission's task as I see it is to establish once and for all the truth behind the Glozel artifacts. Sufficient monies have been appropriated to finance your activities for up to a year, although I suppose most of you will wish to return to your universities for autumn classes.



# PLAN DU MÉTROPOLITAIN DE PARIS

Lignes en exploitation  
Lignes en construction  
Lignes en projet

Echelle de 1:50,000

Chiffres indiquant les Arrondissements 1 à 20

- 1 - Place de l'Europe à la Place de la Nation.
- 2 - Place de l'Europe à la Place d'Italie, et à la Gare du Nord.
- 3 - Avenue de l'Europe à la Place de la Nation.
- 4 - Avenue d'Orléans à la Place de la Nation.
- 5 - Gare du Nord à la Place d'Italie et à la Place de la Nation.
- 6 - Place d'Italie à la Place de la Nation.
- 7 - Place de la Nation à la Place de la Nation.
- 8 - l'Opéra à l'Est (1<sup>er</sup> Arrondissement)

Distances des lignes en mètres



The professor motions to another man, who stands up and introduces himself as Prof. Victor Sarbon. "I was a member of the First Commission. We dug up a number of the so-called 'artifacts' during our stay in 1928. Some are on display in the Musee de l'Homme. You may wish to view them before departing for Glozel. In fact, you may wish to read up on the findings of the various study groups before leaving. Arrangements have been made for your stay at Glozel. The inn will serve as your accommodations. A three month rental for your rooms has been paid in advance. You are free to extend your stay, although like me, you will quickly discover the fraud of Glozel..."

"Etienne," says Sarbon, "as I've told you before, it's a fraud, a fake! You know we found footprints around the site. And the mayor, didn't you see the greed in his eyes? Already Glozel is a tourist trap! You can even buy Glozel souvenir tablets inscribed with strange markings. Mon Dieu! And they call this science..."

"It is not a fraud!" exclaims a small dapper man jumping to his feet. "Victor, you with your own eyes saw the tablets we removed from the field. How can you say that! You are prejudicing these people before they've even begun. It's intolerable! It's, it's..."

"Gentlemen, gentlemen," soothes Prof. Lefebvre, "calm yourselves. These distinguished savants will undoubtedly settle your disagreements to both your satisfaction. Please be of good humor, at least in front of guests." Turning to the players he chuckles and says, "You see of course how some have come to hold strong feelings on the subject. Fear not scorn and seek only truth!"

The interview over, the players are free to seek the attractions of Paris.

**Keeper's Note:** The players should spend some time in Paris. Any background material withheld from them should be made available now. Players may wish to make use of Paris' fine libraries and should see the Glozel exhibit in the Musee de l'Homme.

## 1.2 Paris

Glozel artifacts are currently on display in the Musee de l'Homme. If the players wish to do any research, Paris boasts three of finest libraries extant. The Bibliotheque National, Marazin and Ste. Genevieve libraries offer numerous books on many topics. The rare books section will not be available, of course, to just anyone. Considerable influence will be required to gain access to these books.

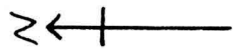
If the Players do visit the Musee de l'Homme, the Glozel artifacts on display will consist of three tablets with writing, a stone axe, several incomplete pots with strange patterns and unknown fragments of other items. The Keeper can show the Players the illustrations of the tablets. The display is behind heavy glass and the room is patrolled by an armed guard, one of the few to be so. If asked, the guard will state there was an attempted burglary of the Glozel display by person(s) unknown. Nothing, however, was disturbed. The guard really knows nothing more. The Players are free to examine the artifacts at the museum. They may not remove them from the premises. They are all "authentique." See Appendix 3 for rules to determine this.

### Map Key

1. Champ des Morts
2. The Castle Ruins
3. The Mayor's House
4. The Church of the Saviour
5. The Inn
6. The Shed with the Statue
7. The Butcher Shop
8. Georges' Tent
9. Altar of Shub-Niggurath



Keeper's Map of Glozel 8



1

9

7

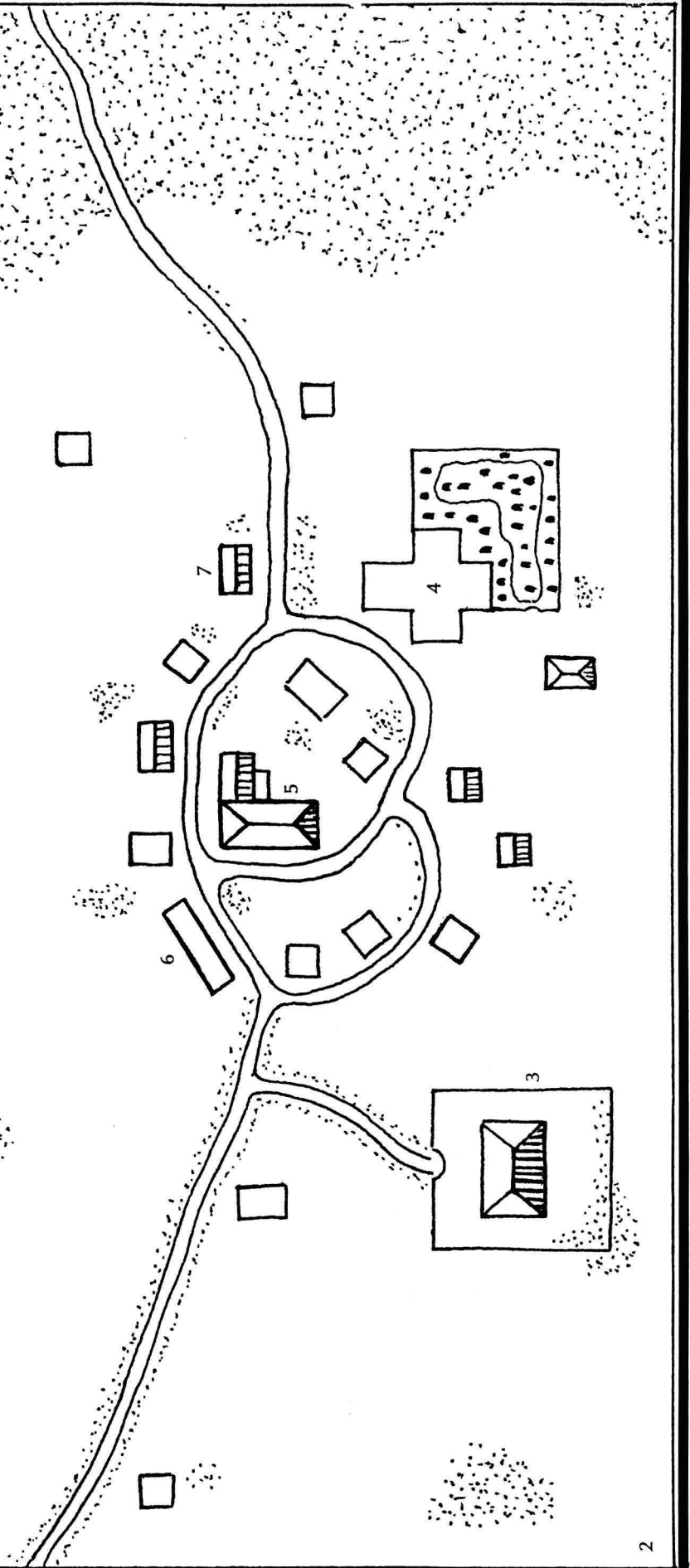
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6

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2





Generally, Players will be able to research any topic listed in Appendix 2. Due to Victor Sarbon's connections, he will be well-informed of any places they visit. There is a 50% chance he will learn any specific topics that they have been pursuing. Should he think they are learning too much he will try to eliminate them through "accidents." The attempt will come as a complete surprise the first time and the player selected must make a luck roll to avoid being seriously injured or killed. The Keeper should disguise the murder attempt by stating the equivalent of, "You tripped in front of a delivery truck," or "You stumbled down a flight of stairs. Not your lucky day, is it?" There is a 10% + INT chance of remembering being shoved or pushed. Players who recall the incident successfully cannot be surprised again this way. Prof. Sarbon will not try and push HIS luck however. No more than 2 attempts will be made on the party, and the attacks will be directed against those suspected of knowing the most.

While in Paris, the players can order any special equipment they want. Automatic weapons, explosives, etc. will be unavailable. However most anything else can be obtained. If something is unavailable in Paris, one can be sure it is not available in France!

### 1.3 Nicholle Junot

If any of the Players attempt to visit the niece (she has no telephone), they will be noticed by the Templar organization that keeps a watch on her house. Since Prof. Sarbon will give physical descriptions of the Players to his minions, the Players will almost certainly be recognized by day. There is a 50% chance they will be spotted by night. If any Player makes a 1 x POW roll (D100) he will have a "hunch" that someone is watching them. A successful Spot Hidden roll will reveal a blind beggar living in the streets.

If questioned, the beggar will whine and say his name is Jacques. He fought in the Great War and lost his eyesight in a gas attack. If pressed he will name a unit. He will ask the Players to buy his pencils, and will moan about his current reduced state. He will deny spying on the party if asked and will state he has been begging in this area for nearly two years. Residents of the area will testify to this if questioned.



**Keeper's Note:** Jacques is a follower of the Templars. He is very clever and will not voluntarily give away the fact he can see. He will not fall for the trick of flashing a match in his face. He has instructions to keep a watch on Junot's niece, and inform the Order if anyone unusual approaches her. He has concealed upon his body (Spot Hidden Roll to discover - 20% the insignia of the Templars). Jacques will deny knowing what it is, claiming he has never seen it. Someone threw it in his money cup once. Being a fanatic, Jacques will take a lot of punishment before talking, and will then lie if possible stating that he is not really blind but running a scam, "OK you caught me, now let me go." Extracting anything from Jacques will be difficult. Jacques does not know Sarbon's name, nor his contact's.

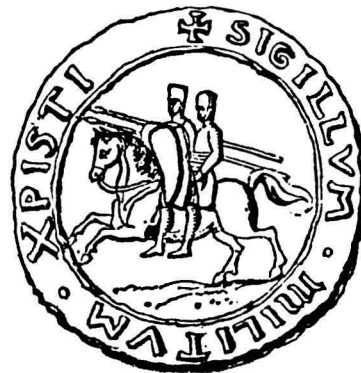
Junot's niece Nicholle lives in a small apartment above a candy store on the Left Bank of Paris. If the Players make a Spot Hidden Roll they will notice new locks. She works in the candy store. She is generally ignorant of archeology and the Glozel mystery and will not know any of the Players by name.

Unless her confidence has been won (see App. 2) she will be polite but reveal nothing of interest to the Players. If asked if she feels watched her eyes will widen and she will say, yes she does. Furthermore, she will reveal that her apartment had been broken into and ransacked. Some money was stolen but nothing else. She will point to the new locks on the doors as evidence of her worries. Nicholle will not reveal the existence of the diary unless her confidence has been fully won. The diary has been very well hidden (i.e. the Players will not find it without her cooperation). She will tell the players what she can of Junot's last night with her. She does not suspect he was murdered and will be interested to hear details if the idea is broached.

If Jacques spots the Players leaving Nicholle's house with an obvious package or bundle, he will alert Prof. Sarbon. The Prof. will hold a reception for the Players during which their hotel room will be ransacked for the bundle. Any valuables will be stolen disguising the true purpose of the break-in. No clues will be left beyond that a burglary has been committed by a person or persons unknown.

If the Players peruse the diary, they will learn all the facts in appendix 2.3 in the general and restricted categories either directly or from indirect clues in the diary. It will take two days to assimilate the contents of the book. The last entry is a rather cryptic rhyme:

Two men on a horse  
Worship the Source



## SCENE TWO: Glozel

Glozel is a pleasant little village nestled on a low hill. Located in southeastern France, near Vichy, it requires a two day journey to get there. One day is spent going to Vichy by rail. From there, Players must either rent a car or travel by wagon to Glozel. This should also take a day.

The land about Glozel is intensely cultivated. Most of the land has been cleared for farming but woods exist to the East of Town. The soil is rich and bountiful. In addition to standard crops, the land supports extensive vineyards. Glozel lies atop a low rise. To the north is the Champs des Morts. Further north is the Vichy-Lyon highway. To the southwest, atop another low rise, are the foundations of a medieval castle, barely noticeable if viewed from eye level, but starkly contrasting if seen from above. Through the center of town runs an unpaved road, connecting Glozel with other villages and eventually with the main highway. After spending a short time in town, Players will notice that there are extremely few males of the age 30-40.

The houses are of standard quality, nothing extravagant. The largest structure is the town inn, the Rue de Lyon, a three story building dating back to the 1770's. The next largest house is that of Mayor Arnaud, a picturesque two-story structure. It has a lovely garden and orchard enclosed by a wall. In general, most residences are single cottages. The few shops are two-story, with the owner living above his store. Most of the people remain farmers. Almost all are Roman Catholics. Glozel has both a village priest, Fr. Montegarde, and a small stone church where he lives. In general Glozel can be considered a self-sufficient village, slightly off the usual path.

## 2.1 Specific Points of Interest

1. The Champs des Morts – This field lies to the north of Glozel. It was once heavily cultivated, but most farming has ceased due to pressure from the mayor and French government officials who consider it an historical monument. The field has several wooded areas and is criss-crossed with trenches and pits that have been dug since the discovery. The field is becoming overgrown with weeds and light vegetation.

**Keeper's Note:** M. Georges is currently camping out in the field, continuing his excavations. His tent is located in one of the woods. He will not introduce himself but Players will most likely learn of his presence in town or notice his campfire at night.

2. The Castle Ruins – Off the map to the southwest lies the foundation outline of a ruined castle dating back to the 14th century. The villagers do not know its name or history. To them it is simply "the castle." There are no myths or legends connected with the place. If the players attempt to explore the ruins, they will simply find an outline of foundation stones. Excavations, if begun, will turn up a typical collection of medieval artifacts and a Templar insignia.

**Keeper's Note:** Three of the villagers do know the history of the castle, although none will reveal it. Once a Templar stronghold, it was razed to the ground during the suppression of the Order (these facts can be established by researching the history of the area). Should the insignia be discovered and brought to the attention of any of the three cultists, an attempt will be made to lure the possessor of the insignia to his death in Rennes' inn's cellar.

3. The Mayor's House – The Mayor, Henri Arnaud, occupies a two-story stone house near the center of town. The mayor operates a part-time souvenir stand out of his home. He will undoubtedly try to use his wits to influence the Players' opinion of Glozel. He will hold a party or reception of some sort. Refer to the interior diagram for a layout of his house.

**Keeper's Note:** The mayor is unaware of the Templar cultists that operate out of his town. Like all the residents, he is an unknowing participant in the cult's activities. He is very persuasive, insisting that the artifacts are real. Arnaud sees the find as a chance to put Glozel "on the map." If the players seem pro-Glozel in his eyes, he will do favors for them, even letting them stay in his home for a while.

## Map Key

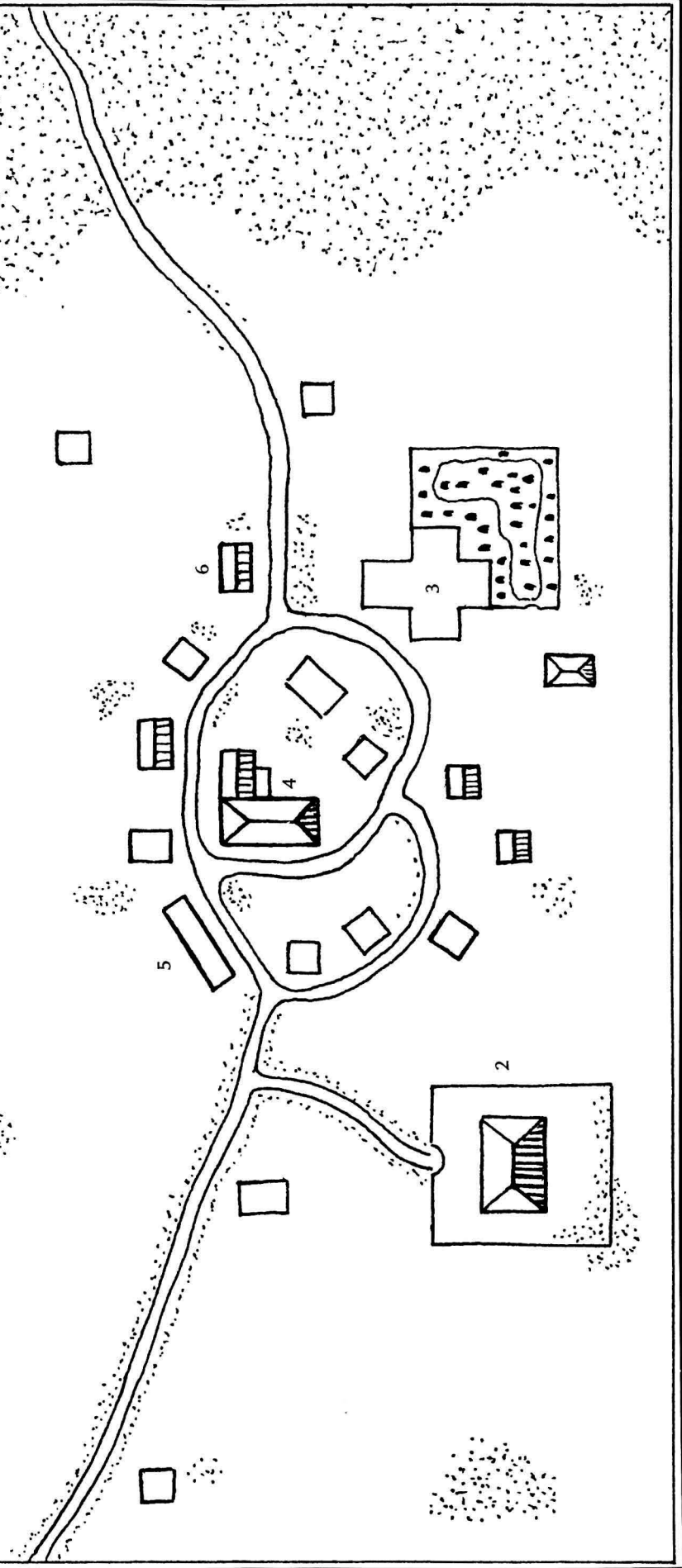
1. Champs des Morts
2. The Mayor's House
3. The Church of the Saviour
4. The Inn
5. The Shed
6. The Butcher Shop



# Players' Map of Glozel



1



4. The Church of the Saviour – This is a modest stone chapel staffed by Father Montegarde. Services are held every Sunday. Most of the residents of Glozel attend. Inside the church are all the trappings of an ordinary church and a few modestly furnished rooms for Fr. Montegarde's use. The church contains records of the village (births, deaths etc.) dating back to 1814. Fr. Montegarde will allow the Players to peruse them but there are 30 man-days worth of material to plow through. The records may not be removed from the premises. Outside the church is a graveyard with several stone monuments. There is nothing unusual to be read there. Permission will not be given to exhume bodies or begin excavations about the church. If Players climb the bell tower, they will be able to make out the outline of the castle foundation to the southwest. Fr. Montegarde is 90% likely to be near or in the church at any time and always on Sundays.

**Keeper's Note:** Fr. Montegarde is one of the three active Templars that continue their worship of Shub-Niggurath at Glozel. As such, he is extremely dangerous. Like all cultists, he conceals the insignia of the Templars on his body. He serves as high priest during Shub-Niggurath ceremonies. A powerful orator, he has cast a subtle spell over his congregation over the years. Anyone attending services has a 5% chance per week of attendance of falling under the spell. This assumes the listener speaks French at 100%. For every 20% less than 100%, reduce the effect of the spell by 1%. Example: A character speaks French at the 35% level. There is a cumulative 2% chance per week of attending services of falling under the spell. Characters who do not speak French will be unaffected. The effect of the spell is to implant a suggestion of wild freedom from rules and mores. When the church bell is rung on a night with a new moon, the villages cavort out onto the streets and assemble about the church. From there they will dance wildly into the woods to the east of town. A disgusting ceremony will take place and then the crowd will disperse to their homes. They will awake in the morning, exhausted, yet curiously refreshed. They will remember nothing of the ceremony. Any players caught by the spell will attend the ceremony too, although they may be plagued with nightmares the first few times.

Underneath Fr. Montegarde's bed in the chapel is a trapdoor leading down to a secret cellar. There are two cells (used for holding sacrifices) that are very soundproof. In addition, there is another secret door at the end of the passageway behind which are a poor copy of the Al-Azif in Arabic and Montegarde's vestments for the Outer Gods ceremony. The book has the following statistics:

+ to	Spell	SAN
Knowledge	Mult.	Loss
12%	x3	2D8

The cells will contain one or two occupants (3% cumulative chance per day after the last ceremony). These will be drifters or strangers but not people likely to be missed.

5. The Inn – The Rue d'Lyon is the largest structure in Glozel. It does not have electricity, but does possess the only telephone in Glozel. The inn is three stories tall with the guest rooms on the second and third floors. The innkeeper, M. Rennes, boasts he possesses the finest winecellar around. It is indeed well-stocked. Down in the basement are endless racks of bottles and barrels of fermenting wine. The inn serves as a social center for Glozel.

**Keeper's Note:** M. Rennes is another of the primary cultists operating at Glozel. Like the other two, Fr. Montegarde and Depardieu, he is single. He does not attend church. The innkeeper will attempt to keep abreast of the efforts of the Glozel Commission and pump them for information.

In the wine cellar, there is a Gate on the earthen north wall. The Gate can only be activated by any of the three cultists. A Dark Young (see Call of Cthulhu rulebook for stats.) can come through the Gate and exit but cannot leave the cellar. If any Players learn too much, the cultists may lure them individually to the cellar on the pretext of "inspecting the selection." This is a very deadly trap and any non-player characters caught by it will need a Luck roll just to get out a scream. The Dark Young will leave no traces of its passage. The cellar will contain an overpowering stench of a grave and several wine barrels



may be smashed or disturbed. The victim will be gone without a trace.

**6. The Statue** – A large half-finished statue of a French soldier lies in a shed awaiting completion. If questioned, people will say a World War I monument to the dead of Glozel is being planned. The statue is slowly being carved by the blacksmith, Pierre. It is scheduled to be completed soon. Pierre will corroborate the story.

**Keeper's Note:** If the Players investigate the statue closely, and make a Spot Hidden Roll, they will be able to tell that the statue is weathered, i.e., has been there a while. In truth, it has not been worked on for a long time, although most people believe otherwise. This deception has been arranged in case anyone manages to stumble across the altar in the woods and wonder what it is for. This will be claimed to be the pedestal for the statue.

**7. The Butcher Shop** – Run by a cheerful, heavyset man, the butcher shop contains meats of every kind. The proprietor is M. Depardieu, who has, as he will assert, lived in Glozel all his life. He is very much in support of the artifacts being real; it will

be good for business, he says. The butcher shop comprises the entire lower floor of a two-story house. M. Depardieu lives above the shop by himself.

**Keeper's Note:** M. Depardieu is the third of the cultists active at Glozel. Like Rennes, he too does not attend church. In one of his rooms above the shop are the tools and supplies used in turning out the fake artifacts. If caught, he will confess to the fraud claiming he only "wished to place Glozel on the map." This is, of course, false. The cult wishes to really discredit the find by appearing to have the citizens enthusiastically falsify the evidence.

**8. Georges' Tent** – M. Georges is spending the summer at Glozel excavating for artifacts. He will avoid the Players unless any show themselves to be enthusiastic supporters of Glozel. If the cultists fail to acquire any sacrifices for their ceremonies, there is a 50% chance he will be seized instead. Georges has already dug up some artifacts and stores them in his tent. Roll randomly on the artifact tables in appendix 3 to determine which ones he has.



9. Altar of Shub-Niggurath - This is a low circular stone disk set in the earth. It is heavily weathered. It rests in the middle of a small clearing in the woods. Investigation around the clearing will reveal an enormous pile of bones, mostly animal but some human as well. There is no physical danger present but any player touching the stone will have a horrible nightmare that night (Roll ID6 for loss of SAN). The dream consist of being ritually sacrificed by hooded cultists. If inquiries are made about the altar, the players will be told that it is to be the pedestal for the war memorial being planned.

## 2.2 Life in Glozel

Since it is likely the players will spend at least a few weeks at Glozel, the following panorama of life in Glozel is presented as a guide for the Keeper.

### Monday through Friday

5 am -- The town begins to stir. Farmers start their daily chores.  
6 am -- The inn begins serving breakfast.  
7:30 am -- Children leave for school at the schoolhouse.  
8-12 noon -- Women wash clothes, farmers perform their chores etc.  
12-1 pm -- Lunch.  
1-3 pm -- School recommences for the younger students. Older students help their families on the farm.  
5 pm -- Work ceases, people come in from the fields for dinner.  
6 pm -- The inn begins serving Dinner.  
7-9 pm -- People congregate at the inn for entertainment or visit other people. Children play. Courting couples take long walks.  
10 pm -- The Town shuts down, most citizens are asleep early to meet the next day.

### Saturday

This is much like any other day with the following exceptions:

Around noon -- The mail wagon arrives and unloads at the inn. Rennes serves as village postmaster.

6-9 pm -- Grand party at the inn. Much wine-tasting and arguing over what the Glozel finds will mean to the village.

### Sunday

7 am -- The inn is open for Sunday breakfast.

9 am-12 noon -- Church services at the chapel. Weddings, burials, etc., if applicable.

12-5 pm -- General social activities, games; once a month a fair is held with inhabitants of other villages coming.

6 pm -- Sunday

### Random Events Chart (roll every day)

#### Monday - Friday

01-60% Nothing  
61-85% Reporter/Tourists  
86-88% Birth(s)  
89-90% Death (natural causes)  
91-95% Traveling Peddler  
96-97% Minor Crime (theft, vandalism)  
98-99% Accidental Injury of an NPC  
100% Keeper Discretion (should be unusual)

#### Saturday

01-75% Roll again on the Monday-Friday chart  
76-80% Marriage  
81-90% Traveling Peddler  
91-95% Social Affair at NPC's house  
96-100 Roll again twice

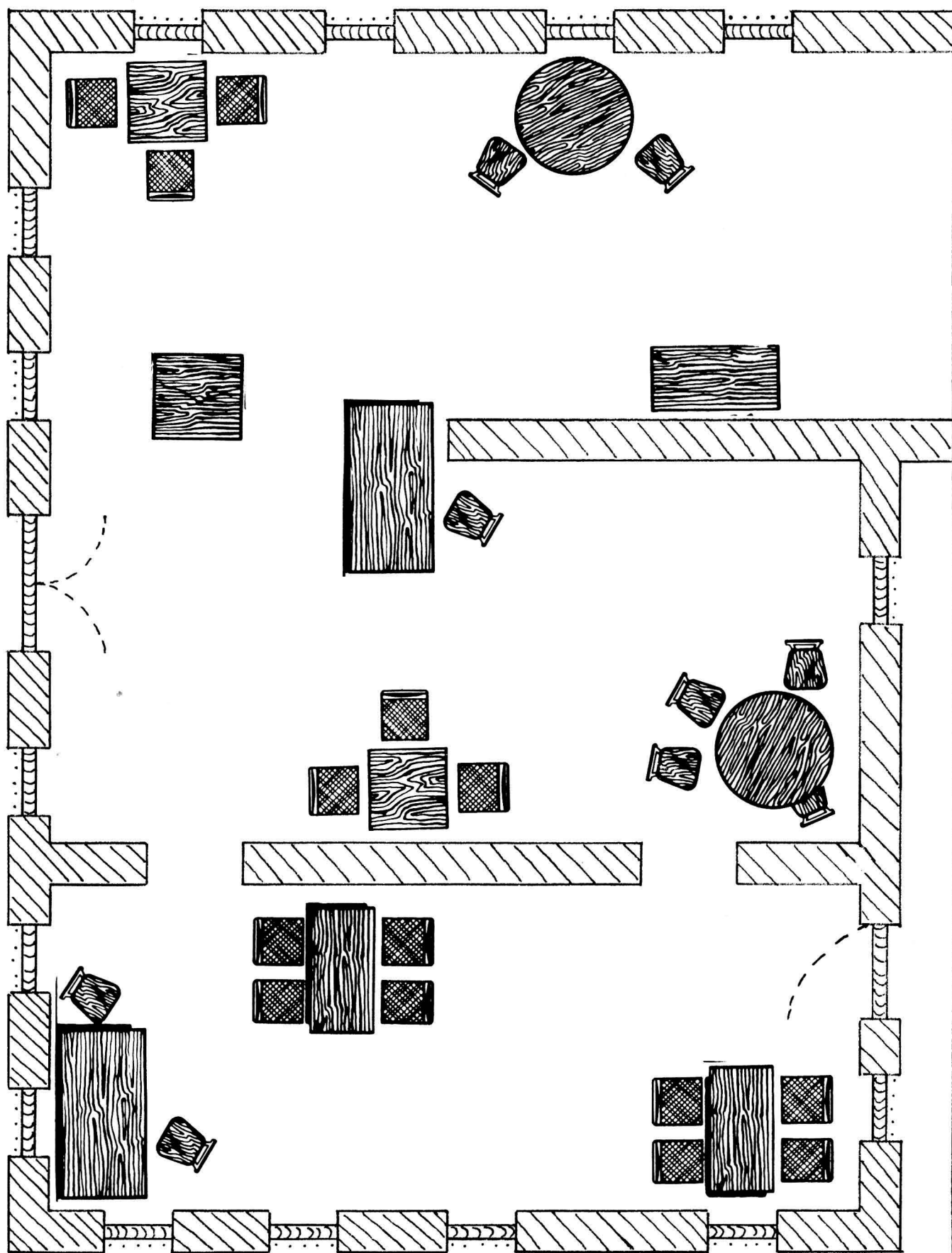
#### Sunday

01-90% Nothing  
91-100% Keeper's Choice (something unusual)

### Special Events

#### Every New Moon

The ceremony of Shub-Niggurath is held every new moon (refer to the Call of Cthulhu rulebook) at the altar. It is essential that any people not under the spell not be allowed to witness the proceedings. Rennes will either drug the Players' food or have a fake telegram sent from Dubois or Lefebvre asking the Players as a group to return to Paris as he has news that will interest them. In any event, the Players will be unable to witness the first ceremony. Witnessing subsequent ceremonies depends on how clever they are.



First Floor of the Inn

During the ceremony, a Dark Young will be summoned to act as proxy for Shub-Niggurath and will slay any non-cultist present not under Montegarde's spell.

#### The Framing of M. Georges.

If an opportunity presents itself, the cultists will transfer all their fake artifacts and supplies for making them into the tent of M. Georges. They will then confess "for the honour of the town" that they have discovered the fraud themselves and guide the Players to the tent. Players may draw the wrong conclusion from this little scene.

### 2.3 The Secret of Glozel

In 770 B.C. a Phoenician trading party pushed up the Rhone river, establishing several trading posts with the local inhabitants. Glozel was such a site. When it was abandoned in 743 B.C., the locals who missed the access to Phoenician trade goods resorted to sympathetic magic to bring them back. Tablets with a mixture of Phoenician letters and magical signs were made. An analogy to the cargo cults of the South

Pacific can be made (although this is unknown in 1929), possibly garnering extra kudos for any Players who figure it out. Failure to bring back the traders eventually caused the activity to peter out.

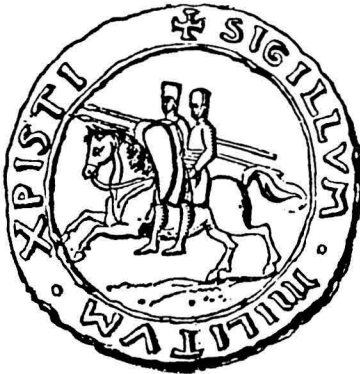
Time passed and the culture died out and Glozel was forgotten until the Middle Ages. There the Templar cult established itself. A castle was built and a strong presence was maintained. The castle was sacked in 1308 A.D. after the discovery of the true nature of the Order. A few cultists survived the arrests and the suppression and carried on their secret practices.

Whether it was by coincidence or by the hands of unseen powers, Michael Junot stumbled across the rich history of Glozel. His initial investigations, although flawed in their conclusions, attracted attention to the area. The cultists, eager to stop all this publicity, hit upon the idea of discrediting the claim by manufacturing false artifacts. Unfortunately, this backfired by creating controversy. Rage, hope and despair have crossed the cultists' minds as each succeeding expedition has declared the site a fraud, only to be contradicted by the next.





Montegarde counsels patience. Rennes is an advocate of the violent solution. Depardieu remains undecided. Each will attempt to act in concert with the others, although Rennes may seize the chance to eliminate a nosy scientist with the trap in his cellar. None will betray the others, although each will lie and accuse non-members of the Order of being such.



## APPENDICES

### Appendix One: Characters

#### 1.1 Player Characters

Simple characters are provided for use with this scenario below. If the Players wish to use their own characters for playing or roll up their own, the Keeper must ensure that certain skills are present. All characters must have an emphasis on Archeology, Anthropology, Linguistics, and/or Photography. Education scores should be high to very high as these characters represent professors or graduate students. At least two characters should have a working knowledge of French to facilitate communications. Remember the villagers have a strong anti-German bias, and any characters hailing from Germany, despite their impressive credentials, will be subject to feelings of hatred.

1) Prof. Johnathon Miller -- (Miskatonic University)

STR: 12      INT: 15      EDU: 21  
CON: 11      DEX: 10      CHA: 9  
POW: 11

Skills: Archeology 80%, Speak English 100%, Speak French 35%, Library Use 55%, Debate 45%, History 20%, Anthropology 20%

Weapon Skills: Normal

Notes: Distinguished American authority on prehistoric European cultures.

2) Prof. Edward Grayheath -- (Oxford University)

STR: 11      INT: 16      EDU: 21  
CON: 12      DEX: 13      CHA: 11  
POW: 9

Skills: Anthropology 80%, History 45%, Debate 65%, Speak English 100%, Speak French 25%, Archeology 15%

Weapon Skills: Normal

Notes: One of the few remaining British scientists who has an open mind on the subject.

3) Prof. Gunther Svenson -- (University of Copenhagen)

STR: 14      INT: 14      EDU: 20  
CON: 14      DEX: 10      CHA: 12  
POW: 12

Skills: Linguistics 80%, Anthropology 35%, Library Use 50%, Speak Danish 100%, Speak German 50%, Speak French 20%.

Weapon Skills: Fist 50%, Kick 35%

Notes: European expert on ancient civilizations.

4) Prof. Henri d'Ourney -- (University of Berne)

STR: 9      INT: 15      EDU: 21  
CON: 10      DEX: 13      CHA: 11  
POW: 13

Skills: Archeology 75%, History 45%, Library Use 35%, Speak French 100%, Speak German 45%, Speak English 20%, Drive 50%.

Weapons Skills: Normal

Notes: Can be controlled by the Keeper as a non-player character.

5) Prof. Micheal Artois -- (Brussels Institute for Advanced Studies)

STR: 10      INT: 14      EDU: 21  
CON: 11      DEX: 12      CHA: 13  
POW: 12

Skills: Linguistics 65%, Archeology 45%, Debate 75%, Bargain 50%, Library Use 35%, Photography 50%, Speak French 100%, Speak English 25%

Weapons Skills: Normal

Notes: A small man with a big temper, full of slashing wit and sarcasm. An expert in his field none the less.

6) Prof. Albert Dortmund -- (University of Munich)

STR: 12      INT: 15      EDU: 20  
CON: 12      DEX: 11      CHA: 12  
POW: 11

Skills: Anthropology 65%, Library Use 45%, Debate 55%, Speak German 100%, Speak English 25%, Speak French 10%, History 30%

Weapon Skills: Fist 45%, Kick 30%, Rifle 65%, Knife 45%

Notes: Dortmund can be played as a Keeper controlled character. He is fond of wine and is the only member of the commission young enough to have served during the Great War.

## 1.2 Non-Player Characters

All the statistics for the non-player characters the players are likely to meet are reproduced on the next page. Remember that these are real people too and will be clever in dealing with the players.

### Principal Inhabitants of Glozel.

Mayor Henri Arnaud  
Fr. Montegarde (priest)  
M. Rennes (innkeeper)  
Guillame Donlas (farmer)  
Nicholai Mouton (farmer)  
Henri Duval  
Marie Duval  
Francois Moncey  
Pierre Gerand (Blacksmith)  
Rene Blanc  
Josephine Rennes (niece of M. Rennes)  
Etienne Canard  
Henri Brienne (oldest inhabitant)  
Michael d'Aubrey  
Hugh Vandamme (chef at the inn)  
Joseph Depardieu (butcher)

## Appendix Two: Research

Below are topics of interest that the Players may wish to research. Each topic is divided into two or more sections, labeled general, restricted or Keeper's information. The Keeper should photocopy the material and hand out the sections as the need arises. The facts contained in each section may be handled as follows:

\*) General information represents facts that are readily available to the players. Unless exceptionally dull ( $\text{INT}+\text{EDU}=15$  or less) it should take no more than a day in a library or speaking with knowledgeable persons to learn this information. Characters who are exceptionally well read ( $\text{INT}+\text{EDU}=33+$ ) might know this information already (Keeper's discretion).

\*) Restricted information represents knowledge that can be learned after exhaustive research, or close personal contact with specific individuals for a period of time necessary to win their confidence. As a rule it shall take a minimum of 40  $-(\text{INT}+\text{EDU})$  days to research a topic at a large library and 50  $-(2 \times \text{CHA})$  days to extract information from a specific individual. Debate, Oratory and Bargain skills will subtract 1 day per 10 points in each skill.

\*) Keeper's information are truths that would require years to ferret out, given access to great libraries with primary source materials, sworn friendships, and friends in high places. It should not be possible for the Players to discover any of these facts during the course of the scenario without recourse to supernatural aid.

Remember that the level of excitement and drama in this scenario can be controlled by the amount of information accessible to Players. As Keeper, you will be able to set the pace of events. If the Players appear to be wildly off track, introduce a letter from a mysterious patron containing facts to set them aright. The Right Hand, a secret society introduced in earlier TOME publications, is ideal. This will add to the onion skin and open pathways to new adventures.

NAME: Prof. Victor Sarbon STR: 14 INT: 18 EDU: 21 CON: 14 DEX: 14 CHR: 17 POW: 17 SKILLS: Archeology 85%, Anthropology 85%, Occult 75%, Speak French 100%, Speak English 25%, Debate 75%, Oratory 30%, Credit 80%, Cthulhu Mythos 40% WEAPON SKILLS: Knife 85%, Kick 60%, +1D6 Damage NOTES: One of the principal cultists of Shub-Niggurath. Has access to the restricted rare books section of the Bibliotheque National. Spells: Call Shub-Niggurath, Contact Shub-Niggurath, Voorish Sign.

NAME: Prof. Etienne Dubois STR: 10 INT: 16 EDU: 21 CON: 10 DEX: 11 CHR: 12 POW: 8 SKILLS: Anthropology 90%, Archeology 50%, Linguistics 65%, Debate 75%, Oratory 40%, Credit 50%, Speak French 100%, Speak English 50% WEAPON SKILLS: Normal NOTES: Head curator of the Musee de l'Homme. An easily excited man.

NAME: Nicholle Junot STR: 9 INT: 13 EDU: 12 CON: 10 DEX: 11 CHR: 14 POW: 12 SKILLS: Bargain 70%, Accounting 60%, Sing 50%, First Aid 55%, Speak French 100%, Credit 25% WEAPON SKILLS: Normal NOTES: Wary of strangers, but forms strong bonds with close friends.

NAME: Nicholai Georges STR: 12 INT: 16 EDU: 11 CON: 16 DEX: 12 CHR: 18 POW: 16 SKILLS: Archeology 20%, Fast Talk 80%, Bargain 75%, Debate 65%, Oratory 90%, Hide 60%, Credit 00%, Speak French 100% WEAPON SKILLS: Normal NOTES: Extremely charismatic, failure of any character to roll less than his/her (INT x 4) on D100 means that character is well disposed towards Georges.

NAME: Henri Arnaud STR: 11 INT: 13 EDU: 12 CON: 11 DEX: 10 CHR: 13 POW: 11 SKILLS: Debate 50%, Bargain 60%, Oratory 45%, Psychology 25%, Accounting 50%, Speak French 100% Wine Tasting 60% WEAPON SKILLS: Normal, possesses a 20 gauge shotgun. NOTES: Mayor of Glozel, determined to earn some money from the Glozel find.

NAME: Fr. Montegarde STR: 11 INT: 15 EDU: 16 CON: 13 DEX: 12 CHR: 15 POW: 16 SKILLS: Oratory 55%, Psychology 35%, Hide 60%, Move Quietly 65%, Speak Latin 80%, Speak English 25%, Speak French 100%, Cthulhu Mythos 35% WEAPON SKILLS: Normal, carries a small knife concealed on body. NOTES: Montegarde is the primary cultist at Glozel officiating at ceremonies. He knows the following spells: Call Shub-Niggurath, Contact Shub-Niggurath, Open Gate.

NAME: Monsieur Rennes STR: 13 INT: 14 EDU: 10 CON: 14 DEX: 10 CHR: 12 POW: 14 SKILLS: Accounting 60%, Bargain 50%, Psychology 20%, Wine Tasting 65%, Hide 75%, Speak French 100% Credit 30%, Move Quietly 65%, Cthulhu Mythos 15% WEAPON SKILLS: Normal, possesses a 20 gauge shotgun, a knife and an axe. NOTES: Owner of the inn, one of the three primary cultists at Glozel. Knows the spells Contact Shub-Niggurath and Open Gate. Rennes always prefers to be addressed as "Monsieur Rennes."

NAME: Joeseeph Depardieu STR: 14 INT: 12 EDU: 10 CON: 15 DEX: 11 CHR: 12 POW: 11 SKILLS: Butchering 70%, Accounting 35%, Speak French 100%, Wine Tasting 55%, Bargain 40%, Credit 30%, Cthulhu Mythos 20% WEAPON SKILLS: Knife 35%, Axe 60%, + 1D6 Damage NOTES: The town butcher, Depardieu is one of the three cultists at Glozel. Short and stout. The fake artifacts are currently being manufactured above his shop. He knows the spells Contact Shub-Niggurath and Open Gate.

NAME: Francois Moncey STR: 12 INT: 14 EDU: 14 CON: 10 DEX: 10 CHR: 10 POW: 11 SKILLS: Archeology 15%, History 50%, Oratory 15%, Wine Tasting 25%, Law 20%, Teaching 50%, Speak French 100% WEAPON SKILLS: Normal NOTES: Schoolteacher for the community, Francois is interested in the Glozel mystery and has done some digging himself.

NAME: Josephine Rennes STR: 9 INT: 10 EDU: 12 CON: 11 DEX: 10 CHR: 14 POW: 10 SKILLS: Cooking 75%, Sewing 80% Cleaning 60%, Drawing 60%, Speak French 100% WEAPON SKILLS: Normal NOTES: Niece of M. Rennes. She works in the inn. She is unaware of his activities and her participation in them. Attractive and uninterested in the Glozel mystery.



## 2.1 Prof. Etienne Dubois

### General Information

A distinguished French scholar, Dubois is the foremost "establishment" figure to defend the Glozel artifacts. This willingness to speak in behalf of Glozel undoubtedly stems from the professor's excavations in 1928. While Dubois is internationally respected for his previous archeological works, current opinion holds that he has been deceived in the matter of Glozel. Most scholars genuinely admire him and are willing to "forgive and forget." He is a member of the French Academy's First Glozel Commission and can be contacted at the University of Paris or through the Academy.

### Restricted Information

Dubois is sincerely convinced of the validity of the Glozel site. He found several artifacts during his private excavation in 1928 including tablets with writing. He suspects that someone is "salting" the site with fakes although he is unsure why. The quality of the fakes is so bad that no one could be fooled. It therefore cannot be either a publicity stunt or an attempt to attract tourists. The professor remains puzzled on this point.

### Keeper's Information

There is none beyond the facts above.

## 2.2 Nicholai Georges

### General Information

A Frenchman about age 35. Location of birth is uncertain. No apparent formal schooling. Georges showed up at Glozel in July of 1924 and with his commanding personality quickly insinuated himself into Junot's diggings. He is a fervent advocate of the authenticity of the artifacts and has defended Junot's and his findings in journals and the media. Georges did not seem too unhappy over the death of Junot. He is widely regarded as being the "evil genius" behind the entire affair and has been savagely attacked in academic circles. Present source of employment is unknown. He returns to Glozel every year searching for additional proof.

### Restricted Information

Georges' life has been sprinkled with shady deals and confidence games. A French police report describes his career as "typical of those who frequent lower cafe society." People who know him say he possesses an imposing personality. No one is sure why he defends the Glozel artifacts so vigorously. Most speculation centers on his trying to derive some sort of personal gain from the find. No conclusive proof has been turned up that he is the perpetrator of the fraud. Georges had a good alibi for the death of Junot and has been cleared by the police. He is ignorant of Junot's diary but will recall the niece from memory if pressed.

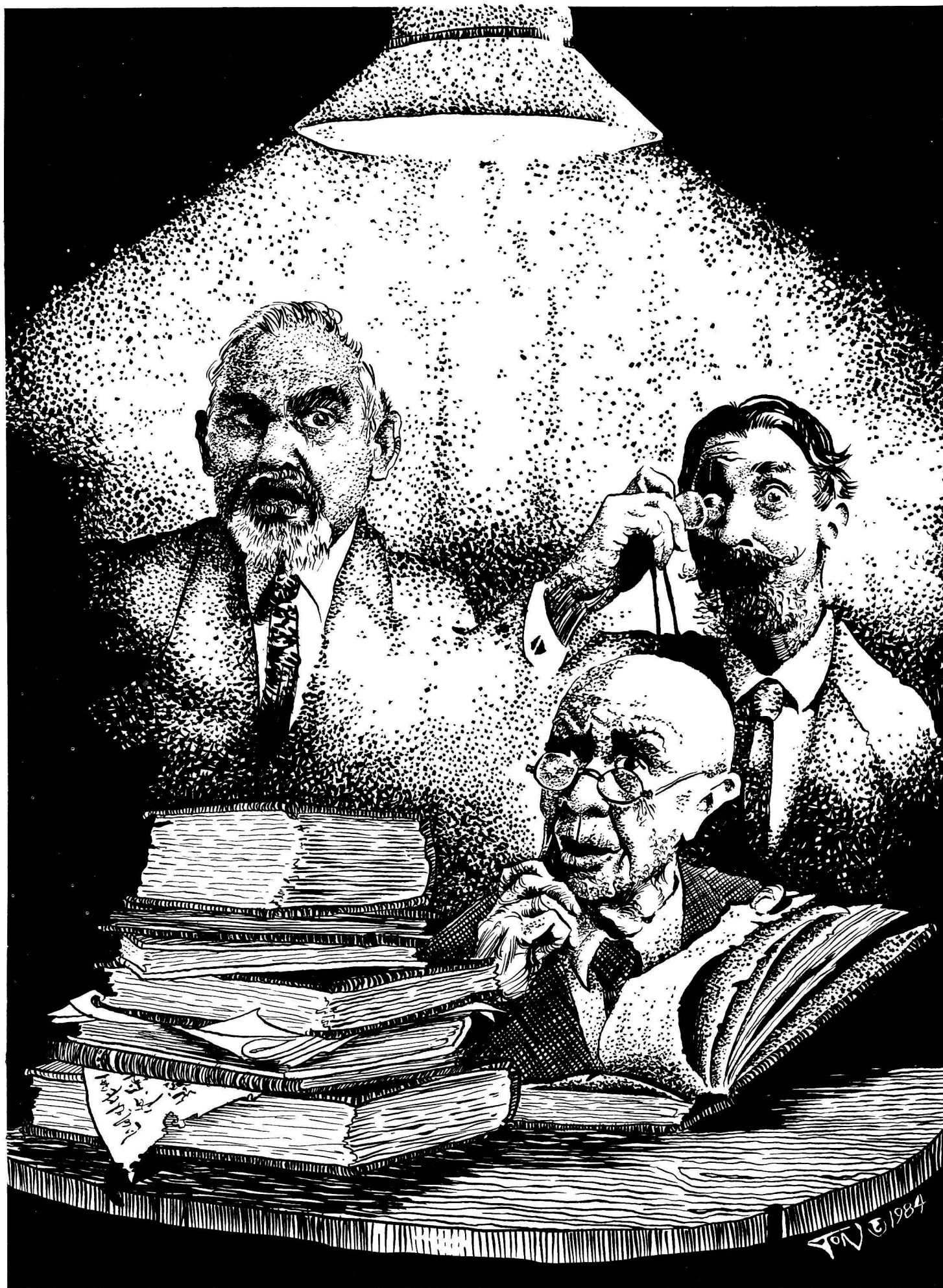
### Keeper's Information

Georges is innocent of fraud at Glozel. Despite an intense desire to usurp Junot's work and gain credit for the find, Georges is honest to the extent it promotes his interests. He is innocent of any wrongdoing in Junot's death although he was delighted when it occurred. He believes all the credit will fall on him if the artifacts of Glozel turn out to be real. This would be a personal vindication for his life. Georges too suspects that someone is "salting" the site with phoney artifacts and often camps out in the Champs des Morts trying to catch the person(s) responsible. Georges is secretive by nature and will not reveal what he knows to Players unless he becomes terrified of the Templar conspiracy, but will warn the Players if pressed, that "odd things happen here at Glozel." He will not divulge any additional information.

## 2.3) Michael Junot

### General Information

Part scholar, part crank best sums up this strange man's personality. Born near Sedan in 1875, Junot was fortunate enough to inherit money to pursue his hobbies. A dedicated amateur archeologist, he helped Schliemann excavate Troy and was present with Wooley at Ur in Mesopotamia in 1910. His contributions to science were marred by his extravagant claims of lost achievements by previous civilizations. He was an acknowledged practicing occultist. He admitted in an interview that his decision to dig at Glozel was based on swinging a pendulum



above a map of France. He was superstitious and secretive by nature. He rarely set his ideas down on paper and no published papers by him are known.

His greatest and most controversial claim involved his findings at Glozel. "Here," he stated, "were the first recorded writings of mankind." Junot raged against his critics who doubted the validity of his findings. M. Georges, who later joined him as his assistant recorded that, "...shortly before his death Junot confided to me that this discovery would kill him. I attributed the outburst to stress and overwork...perhaps he was prescient."

Junot was accidentally run over by a train in the Paris station on Dec. 5, 1926. He had no immediate family and is survived by a niece who lives in Paris.

#### Restricted Information

M. Junot died under what the French police called "mysterious circumstances." It seemed unlikely that anyone could fall into the path of an oncoming train at the Paris station. The last person to see him alive was his niece with whom he had dinner the night of the 5th. His niece stated that he seemed agitated that night and made several wild statements during dinner. "He shouted that he was being followed...that his assistant was stealing all the credit for his discovery...the artifacts of Glozel were real...and that two men on a horse was the most significant of his discoveries!"

His assistant denied any knowledge of hounding Junot to his death and provided an alibi for the night he died.

#### Keeper's Information

Junot had through amazing good luck discovered genuine examples of ancient writing at Glozel. Although he erred in believing them far older than they actually were, the artifacts are real, dating from about 700-800 B.C. The small band of Templar cultists alarmed by the attention being given the town, conspired to have the site sprinkled with fraudulent artifacts. They hoped to bring scorn upon the so-called "findings" and cause the world to lose interest in the site. Some of the inhabitants still carry on the activities of the Templars and secretly practice its abominable worship. Junot began to suspect something was going on and started quietly investigating

the locals. He was on to something when he was murdered by the Templar organization. Unbeknownst to all save his niece, he entrusted her with his diary before departing to catch his fatal train. She did not reveal the existence of the diary to the police and will not do so to the Players unless they win her trust completely. This could take a long time. Her house is under watch by the Templars and any visitors will be noted and possibly followed/assaulted.

#### 2.4 Prof. Victor Sarbon

##### General Information

Acknowledged authority on prehistoric cultures, member of the French Academy, and professor of Anthropology at the University of Paris. Sarbon has an outgoing personality and strong personal charisma. Born near Ameins in 1890, Victor is about 6'2" with dark hair and a full-length beard. He is one of the few French scientists who believes Glozel is an outright fake and has published articles detailing his views. He has quarreled with Prof. Dubois over the evidence of Glozel and feels that the "mystery" behind the artifacts is as simple as the locals developing a tourist attraction. He makes no secrets about his views. "Glozel est authentique? Non!"

##### Restricted Information

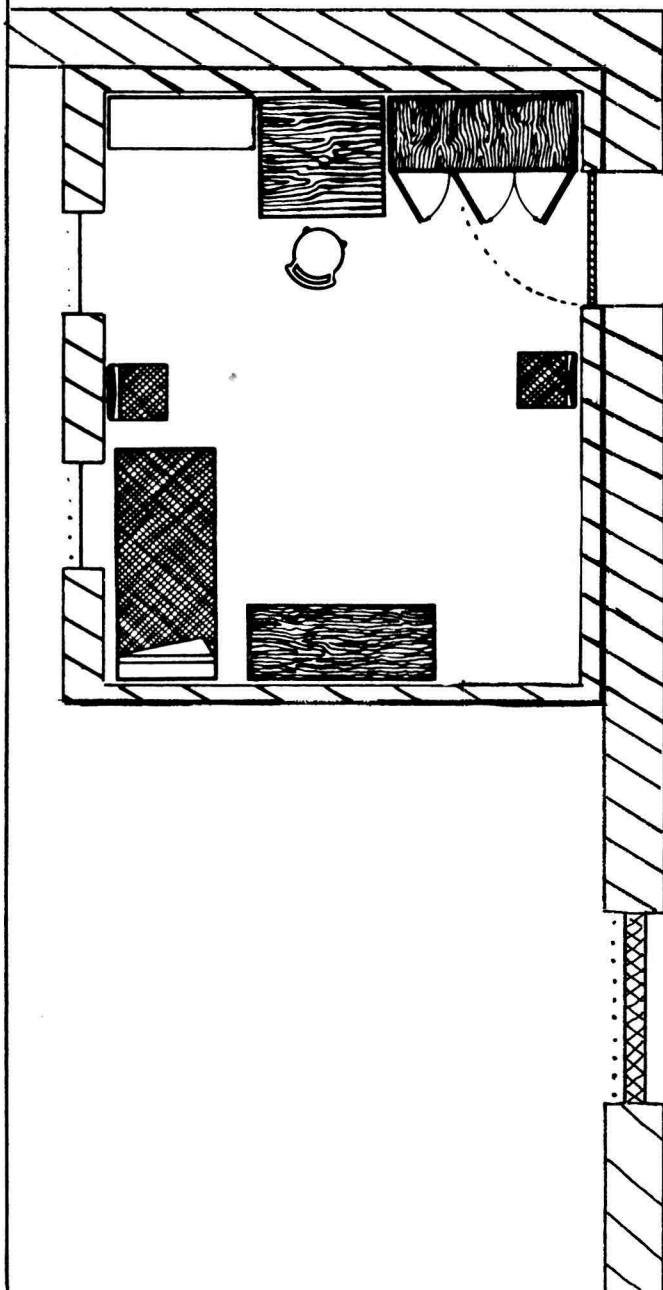
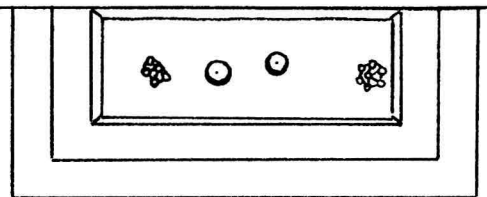
Prof. Sarbon holds an impeccable academic record, having traveled widely in Europe, Africa and Australia. He has excellent connections with all the rare book sections of Paris' libraries including the Bibliotheque National.

##### Keeper's Information

Sarbon is one of the primary leaders of the modern day Templar Order. As such, his cover is excellently maintained and under no circumstances will he reveal his true nature. He has friends in the French legislative and judicial spheres who will smooth over any difficulties he gets into. Sarbon is clever, dangerous and fanatical and wishes to discredit the Glozel discoveries. He will always act through agents (who do not know him) and never personally risk exposure. His house contains no clues of his cult. His connections are quite extensive and the Keeper is justified in allowing him to procure things and make plans beyond his apparent means.



# Church Floorplan





## 2.5 Knights Templars

### General Information

The Templars were a military religious order first established around 1118 A.D. in the Middle East. The founder, Hughes de Payen of Troyes and eight other knights banded together to protect pilgrims on their way to Jerusalem. They initially called themselves the 'milice du Christ' but ultimately derived their name from their headquarters which was thought to be built atop Solomon's Temple, hence 'Templars.' The original group ostensibly accepted no other candidates for nine years. Papal sanction was obtained in 1128 A.D. and the Order quickly grew. Its chief power base was in the Latin kingdoms established by the First Crusade. Large donations of land and money allowed it to become the decisive voice in political matters. This led to the disaster at Hattin, July 4, 1187 A.D. where the armies of the Latin kingdoms were destroyed by Saladin. The fall of the various kingdoms after Hattin wiped out the gains of the First Crusade. From then, the power base shifted principally to the west where the Templars established themselves as bankers to the various governments.

Their independence, financial activities and enormous wealth made the Templars objects of hatred from both secular authorities and the clergy. In 1307 A.D. the Templars were charged with heresy and immorality by a former Templar, Squin de Flexian, who had been expelled from the Order for the offense of heresy. Shortly before this, Phillip IV of France had been forced to take refuge in the Templars' headquarters in Paris to protect himself from an enraged mob. This humiliation, combined with the large amount of wealth visible in the building, caused Phillip to wish the destruction of the Order.

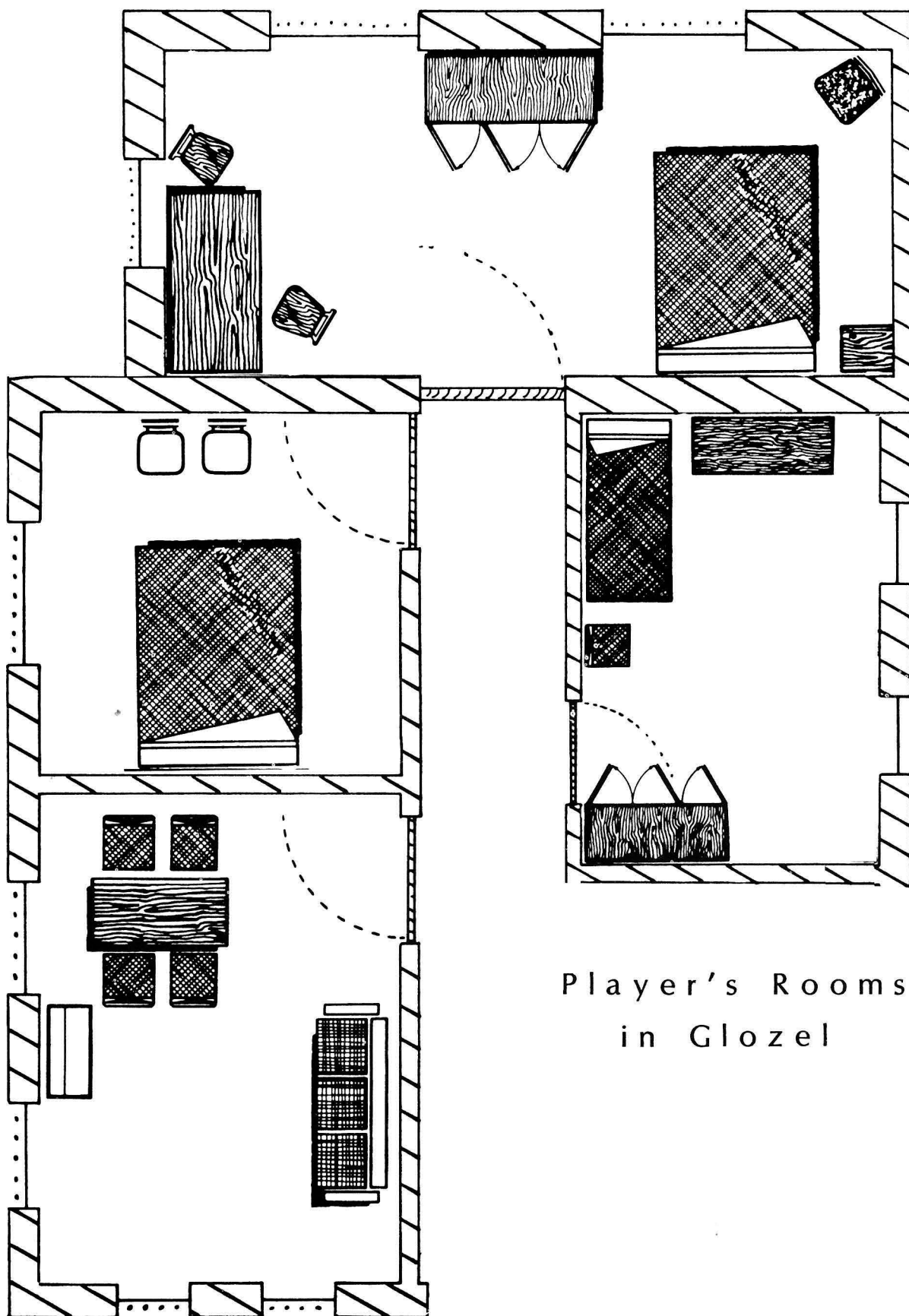
He struck on Friday, Oct. 13th, 1307. All Templars within his reach were arrested, imprisoned and tortured. Strange confessions were extracted and the Order was accused of devil worship and other abominations. Phillip was determined to eradicate all traces of the Order and seize their treasure. He failed in the latter objective but his persistent bullying of Pope Clement V resulted in a papal edict. This edict, promulgated in 1312, established neither the Templars' guilt nor their innocence. The Order was simply dissolved. The Grand Master of the Order, Jacques de Molay, was slowly burned to death in 1314. All Templar property in France was seized and Phillip tried very hard to get his fellow monarchs in England, Germany and Spain to do likewise.

Popular legend recounts that as Jacques de Molay was being burned alive, he called upon Clement V and Phillip IV to join him in less than a year. In any event, they both did, Clement dying from apparent dysentery and Phillip under circumstances that remain mysterious to this day. It is well known, however, that during their stay in the Middle East, the Templars learned first hand knowledge of poisons from the the Cult of Assassins.

Several groups today claim descent from the Templars including Theosophists and other occult wisdom groups. Rotary clubs in Britain have adopted the name "Templars" and a De Molay Society exists in the United States, probably unaware of how its name derives.

### Restricted Knowledge

There is a void of first hand accounts of the Templars during their first years. The first chronicler to write of them, Guillaume de Tyre, did so some 50 years after the establishment of the Order. There are no records that they ever protected any pilgrim successfully. Furthermore the Comte d'Artois became a Templar in 1120, a mere two years after the supposed founding of Order and seven years before they were to accept another member. Huyes de Payen came from Troyes and it was at Troyes in 1128 where the group was officially recognized by the church. Troyes had had a reputation as a center for Kabalist and esoteric magic since 1070 A.D. In 1104 A.D., the Comte de Champagne, Huyes de Payen's liege lord, met with high ranking nobles, one of whom had just returned from the



Player's Rooms  
in Glozel



Middle East. He then himself departed for the Middle East, staying 4 years, returning in 1108 A.D. It is possible that the Comte established the Templar Order himself, appointing his vassel Huyes to head the Order while he acted as an advisor.

When the Templars were broken in 1307, several curious incidents occurred. There is evidence of a tip-off. Jacques de Molay had time to order many of the Order's books and documents burned. He issued an official decree stressing that no information regarding the Templars' customs or rituals be released. Furthermore, the night before the arrests it seems the Order's treasures were shipped out of Paris to locations unknown. There is no indication that the Order resisted Phillip IV when they were arrested. They submitted passively, as if under instructions to do so.

Confessions extracted from the captured Templars ranged from the absurd to the bizarre. By far the strangest claim was that they had repudiated their Christian heritage and fell to worshipping a devil named Baphomet. The claims made against the Templars were not without reason. In 1208, Pope Innocent III censured the Templars publicly for "Causing their churches to be thrown open for Mass to be said every day with loud ringing of bells, bearing the cross of Christ on their breasts but not caring to follow his doctrines which forbid giving offence to the little ones who believe in him. Following the doctrines of demons...and thus they themselves, being captive to the devil cease not to make captive the souls of the faithful, seeking to make alive those whom they knew to be dead..."

Baphomet derives from the Arabic word Abufihamet which translates best as "source."

#### Keeper's Information

Shortly after the capture of Jerusalem in 1099 during the First Crusade, the original Al Azif written by Abd-al-Hazerd was discovered by certain knowledgeable persons. The book, the bane of civilization, was recognized for its worth and word was passed back to the Comte de Champagne (an occultist). At a council in 1104, the Comte decided to see the text personally and study it, doing so for four years. It's corruptive influence overcame him and the Comte turned to the worship of the Great Old Ones. Re-

turning home, not wishing to chance the destruction of the book, he gave instructions for it to be protected by a special group, the Templars, masquerading as a religious order! The Comte began the systematic worship of Shub-Niggurath (The Source of all things) and began establishing small cults throughout southeast France. The Templars grew powerful, but the secret "inner workings" of the temple were restricted to a very few. Most members were duped into Outer God worship through drugs (picked up in the Middle East) and magic.

The disaster at Hattin in 1187 meant an end to the Order's power in the Levant. A critical decision was made to move the book to the West and this was accomplished just before the fall of Jerusalem later in 1187, shifting the gravity of the cult to southern France. Cult activities reached a high point shortly after 1200. The Pope was forced to declare the Albigensian Crusade, resulting in much of the population being put to the sword. The crusade lasted some 40 years. To say the region took a while to recover is an understatement. At the time, the outbreaks of what was heresy to the Pope were not traceable to the Templars but gradually the link was discovered (see Innocent III's quoted declaration). Phillip IV's brief stay at the Paris headquarters convinced him something had to be done. With the aid of the Pope he began the suppression of the Templars.

But the worship of Shub-Niggurath lives on to this very day...at Glozel.

The cult survived its persecution in France by maintaining a very low profile. Modern-day members still carefully conceal the Templar insignia on their person.

#### 2.6 Phillip IV

##### General Knowledge

Phillip IV - Surnamed "the Fair," he was born in 1268 at Fontainebleau. He succeeded to the throne in 1285 and began a ruthless campaign to shift the balance of power in favor of the royalty. Royal Courts, finance and authority began to dominate the older feudalism. A standing army was created. Always short of money, he extended taxation to the clergy, a policy which brought him into sharp conflict with Pope Boniface VIII. He had the Pope arrested



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in 1302. Shortly after Benedict XI's death in 1305, Phillip secured the election of a friendly bishop Clement V, who promptly revoked all previous papal injunctions against Phillip.

In 1306, coveting the wealth of the Templars, he began to move against the Order. Although the Templars were technically an order of the church, Phillip had the members of the order arrested for heresy in 1307 and tortured until confessions were obtained. The Pope, Clement V, obligingly declared the order dissolved in 1313. All the Templar leaders were executed shortly thereafter.

The words brutal, vain, greedy and treacherous best describe Phillip the Fair, but he laid the foundation for the strong kingdom to follow.

#### Restricted Information

It would appear that Phillip IV possessed few moral scruples. Both Boniface VIII and his successor, Benedict XI died in what can only be deliberate poisonings by Phillip's agents. This of course cleared the way for the ascension of Phillip's favored candidate, Clement V.

Phillip's move against the Templars seems to stem from a humiliating experience when he was forced to hide in their Paris headquarters during a mob riot. Undoubtedly, he saw much of their wealth and grew covetous. His strike against them was masterful; on Oct. 13, 1307 his men simultaneously arrested much of the Order. It does not appear from the records that he gained their wealth, however. Despite his best efforts, the Templars led a continued existence outside France.

#### Keeper's Information

Phillip's hatred of the Templars does indeed stem from the humiliating experience described above. But it was a hatred growing not from envy, but fear. Phillip discovered evidence of demon worship while hiding in the temple. With the resolution of a king, he was determined to eradicate the Order. Much of his fanaticism was spurred by fear and fear alone. For reasons of state and public protection, he could not give too much away. Fortunately the Pope was extremely responsive to the problem and the

two collaborated to suppress the menace. History condemns Phillip for his supposed pettiness and greed, but actually owes him a measure of thanks.

#### 2.7 Clement V

##### General Knowledge

Clement V — Born Bertrand de Got, he was the archbishop of Bordeaux. Essentially beholden to Phillip IV for his elevation to the papacy in 1305, he moved the papacy from Rome to Avignon, France. It remained there for the next seventy years earning the name of the "Babylonian captivity." He voided all of Boniface VIII's measures against Phillip and was barely able to avoid having Boniface condemned as a heretic at Phillip's urgings. He also showed great weakness in dealing with the Templars. The Council of Vienne (1311-1313) was called to investigate charges against the Templars but adjourned without declaring innocence or guilt. The Templars were brutally suppressed, and because of his acquiescence, Clement must be considered historically as a weak Pope.

##### Restricted Information

Great scorn is usually attached to the period known as the Babylonian captivity. It is widely assured that Clement moved the papacy to Avignon because his support was dependent upon the French king, Phillip. However, it seems that Clement moved to Avignon to be, in his words, "closer to the center of things," and his successors for the next seventy years thought so too. It would also appear from surviving documents that Clement adjourned the Council of Vienne quickly because initial testimony overwhelmingly pointed to a verdict, and that further revelations were inadvisable.

##### Keepers Knowledge

As Pope, Clement was well aware of heretical practices going on in southern France. The Albigensian Crusade was less than a century old and it was felt many had escaped justice. His decision to relocate was understandable. Phillip's initial revelation concerning what he had discovered about the Templars chilled him to the soul. While appearing to stay above the accusations and trials (remember the Templars were a religious order sworn to serve under the Pope) he secretly encouraged Phillip to suppress



the Order as thoroughly as possible. When the resulting outcry called for a formal investigation, he initiated the Council of Vienne. Accepting history's condemnation for appearing to hold an unjust trial, he undoubtedly contributed to the infinite good of mankind.

## 2.8 The Champs des Morts

### General Knowledge

Champs des Morts - Translated into English it bears the curious name 'Field of Death'. Locals have no idea why it is so, it seems to be a name handed down from time immemorial. The name is analogous to the Dead Man's Curve, found throughout the United States. Perhaps someone died there long ago, perhaps not. The locals will attach no significance to the name.

### Restrictive Information

Heresy proceedings during the 16th century revealed a large number of human remains buried in the field. Horrified officials promptly dubbed the area the "Champ des Morts." The name has stuck. Officials proceeded secretly against the suspected heretics. Information on this topic can be found in Lyon with access to old public court records and possible official letters dating from the period.

### Keeper's Information

The remains were what was left after Shub-Niggurath worship. Obviously, the official actions were ineffective. The cult continues to practice the worship of Shub-Niggurath.

## 2.9 Glozel in History

### General Information

Glozel has no particular reason to be remembered. Like many areas in southeastern France, it was first occupied by the Celts, then the Romans and finally the Franks (from where the name 'France' is derived from). In medieval times it lay in the Duchy of Burgandy, an independent fiefdom that paid tribute to the kings of France. The Duchy was formally incorporated into France in 1477. The Glozel area was fortunate to miss most of the horrors of the Albigensian Crusade (c. 1200-1240 A.D.) which happened to the southwest.

Glozel was not spared when religious wars erupted in France. The area was sacked and combed out thoroughly. Thousands were persecuted for their beliefs and killed. After this debilitating experience Glozel dropped out of sight for a little over 300 years.

During the Great War, the inhabitants of Glozel suffered heavily. Nearly all the young males perished or were maimed during the 4 years of battle. Bitterness still persists against the Germans. The shortage of men to work the farms, stabilize the community, etc. has caused the area to decline economically.

### Restricted Information

In the Bibliotheque National is a curious document written in a half French, half Latin script (Latin + French / 2 = % chance to read) by the Bishop of Lyon in 1588. Addressed to Henry III of Valois, the author begs Henry for troops to suppress the Protestants and to put down in his words "...a much greater evil. For I have recently learned that there are some who actively worship the Hoofed One, the Black Devil himself. Much of the youth about the land are said to be in his service..."

If the players obtain French Army records (Roll D100 vs. Debate + French/2), an interesting fact will develop: It would seem that soldiers coming from Glozel had a higher absolute casualty rate than any other town in France.

### Keeper's Information

The Bishop of Lyon had his story somewhat garbled. The worship being carried on is that of Shub-Niggurath, the Black Goat with a Thousand Young. The good bishop made a perfectly natural but erroneous conclusion that the activities going on were those of a more traditional pattern.

Soldiers from Glozel, having learned the truths of Shub-Niggurath subconsciously while under the spell of Fr. Montegarde had no fear of death. Hence, the high casualty rate.

### Appendix Three: Archeology

Archeological techniques at this time rely heavily on the pick and shovel. Should players wish to begin excavations in the Champs des Morts, the proper procedure digging crisscross trenches and mapping the finds. Due to the shortage of labor at Glozel, the players will have to either dig themselves or bring in outside workmen from neighboring towns. This can be a deliberate policy if the players suspect the villagers of fraud and wish to preserve the integrity of their study.

In the years subsequent to the find the field has been heavily dug up. Numerous depressions mark the spots where shallow pits were started and then abandoned. The Players are free to begin anywhere in the field. The villagers will express unhappiness if the center of town is dug up or if some aspect of town life is disturbed by the Players' actions. Digging entails a small risk of personal injury. There is a 5% chance per year of any character hurting himself 1 or 2 pts. this applies only to those that are digging.

Once any dig has begun, there is a 10% chance of finding artifacts of interest on the first day. Digs elsewhere will never produce a Glozel artifact on the first day. On the second and subsequent days of the dig, the players will always find fraudulent Glozel artifacts (of a crude and obvious nature) although a 10% chance exists of discovering authentic artifacts. However, the fakes will only be present if the opportunity to salt the site unobserved at night exists. If the Players keep a visible watch on their dig, no salting of the site will occur. Should the Players keep an unobtrusive watch on the site, or seed the ground with plaster to detect footprints, there is a 20% chance of spotting an intruder entering or determined an intruder has entered the site.

Generally, the quality of the fakes can be approximated with percentage dice (D100). The higher the roll, the better the fake. For a Player to spot a fake, he must roll less than his (Archeology skill - the % quality of the fake) on D100. A higher roll indicates uncertainty. A Critical Success will always unmask a fraud. Genuine Glozel artifacts are, of course, real.

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If an object is found at Glozel roll on the table below to determine what is found. Note that extraordinary objects cannot be faked by the cultists.

Table 1. Type of Object

01 - 70	Common Object
71 - 95	Rare Object
96 - 00	Extraordinary Object

Table 2. Common Objects

01 - 20	Broken Tablets With Writing
21 - 30	Stone Tools
31 - 40	Scrapers
41 - 50	Spear Points
51 - 60	Stone Beads
61 - 65	Small Carved Stone Head
66 - 75	Broken Pottery
76 - 80	Bone Comb
81 - 90	Animal Teeth/Bones
91 - 00	Keeper's Choice

Table 3. Rare Objects

01 - 12	Human Bones (gnawed or smashed)
13 - 24	Complete Pots
25 - 36	Complete Tablets
37 - 48	Millstone
49 - 58	Metal Fishhook
59 - 68	Wooden Tools
69 - 78	Clay Balls
79 - 88	Animal Statues
89 - 00	Keeper's Choice

Table 4. Extraordinary Objects

01 - 20	Jewelry
21 - 40	Bronze Phoenecian Spearpoint
31 - 60	Tablets Containing Phoenecian Letters Only
61 - 80	Phoenecian Coins
81 - 90	Building Foundation (This may be found only once per game. It is the remains of the trading post that was established at Glozel.
91 - 00	Keeper's Choice

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# 1929

## JANUARY

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

## FEBRUARY

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28		

## MARCH

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

## APRIL

S	M	T	W	T	F	S
31	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

## MAY

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

## JUNE

S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29

## JULY

S	M	T	W	T	F	S
30	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

## AUGUST

S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

## SEPTEMBER

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

## OCTOBER

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

## NOVEMBER

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

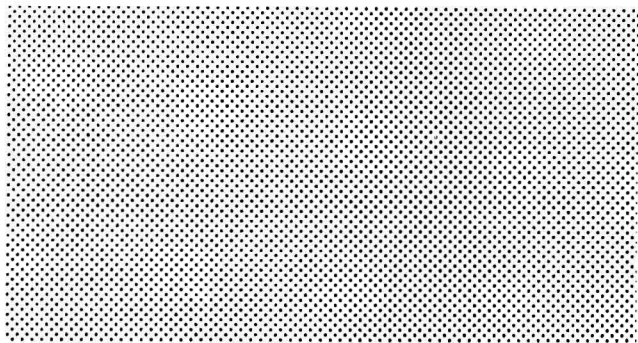
## DECEMBER

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

## Calendar Notes

The Moon has a period of rotation equal to 27.73 days. This also equals the time for it to orbit the Earth once. Because of this, the Moon always presents the same surface to an observer on Earth. The new moon is still present in the sky, only you can't see it due to the sun's light illuminating the other side. The surface facing the observer is dark.

In the game new moons can occur every 28 days for simplicity or in the pattern 28-28-28-27 days (Keeper's discretion). It is recommended as a plot device that the new moon be adjusted to have occurred before the Player's arrival in Glozel. This will give them some time to dig and perhaps notice something unusual.



It is recommended that Players keep a log for their finds. The logbook will serve as a record of their activities and they may begin to deduce a pattern from their finds. It would undoubtedly serve as the principal source document if the Players publish their findings. If stolen or destroyed, the Players will have to reconstruct their findings from memory, a source of doubtful accuracy if challenged academically.

### Appendix Four: The Press

Glozel is a media sensation in France (the print on the cover of this volume is a reproduction of an actual newspaper story). Victor Sarbon has secretly leaked the story

to the press that the Players are coming to investigate the mystery of Glozel. They will be the target of repeated requests for interviews and photo-sessions. Generally there are two locals for reporters to frequent to catch the Players, Paris and Glozel.

Paris: There is a 50% chance per day that one of the Players will be contacted for an interview. There is a 25% chance that the reporter will be a foreign correspondent based in Paris. French correspondents will of course always speak French and many know smatterings of other languages as well. Foreign correspondents will speak anywhere from 50% to 100% French and their own native tongue as well.

Glozel: There is a 25% chance of a reporter turning up. Only 10% of those reporters will be foreign correspondents.

Reporters tend to be looking for a story. Any comments that assert the validity of the Glozel find will be played up. Negative views will be played down or ignored. Of course, Players have agreed not to talk to the press. They can leak information, but risk detection. Language problems may prove a difficulty in communicating one's views to the reporter. Players may be misquoted or have their opinions completely distorted if both the Player and the reporter have a low language skill. Players who are rude to the press may be vilified in print. Characters who make snide remarks about the gullibility of French scientists and the French public will almost certainly be attacked in print.

As a general rule, French reporters will be less friendly towards English and German Player characters and warmer to Americans. Foreign correspondents will be friendly to those of their nationality and neutral to others.

### ADVICE TO KEEPERS

Presentation of this material lies in your hands. It should be apparent by now that the mystery of Glozel's strange artifacts merely serves as the Maguffin to lure the Players into an adventure. The secret of the Templars should not immediately be introduced. Indeed it is possible that the central plot is never encountered. It would be a good adventure simply for the Players to investigate the Glozel mystery, and render a conclusion on the topic. The Templars are



perfectly served by having the Glozel artifacts declared a fraud. They are not inclined to reveal themselves for a premature ending of the scenario. Note too that the villagers will not take kindly to the Players revealing the inhabitant's role in Shub-Niggurath worship. Showing them photographs of their participation will upset them to no end.

Because of these problems, the Keeper can run Glozel est Authentique as an introductory adventure for beginning Players. They may be left somewhat mystified, but a satisfactory conclusion can be reached by determining the fraud behind the artifact.

### Continuing the Onion Skin

Glozel est Authentique provides plenty of opportunities to continue the adventure. The correspondence in the church basement indicates that other Templar cells exist continuing the worship of Shub-Niggurath. Should the conspiracy be exposed and should any of the three cultists escape, the Players will have made implacable enemies of the cult. They undoubtedly will be watched and attempts will be made on their lives (surreptitiously, of course). If the Players take up the challenge of battling the cultists, they may eventually come upon the fabled Al-Azif itself! What a maddening thought!



## NOTES:

# ***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 Keeper's 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 attache 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 attache, 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.

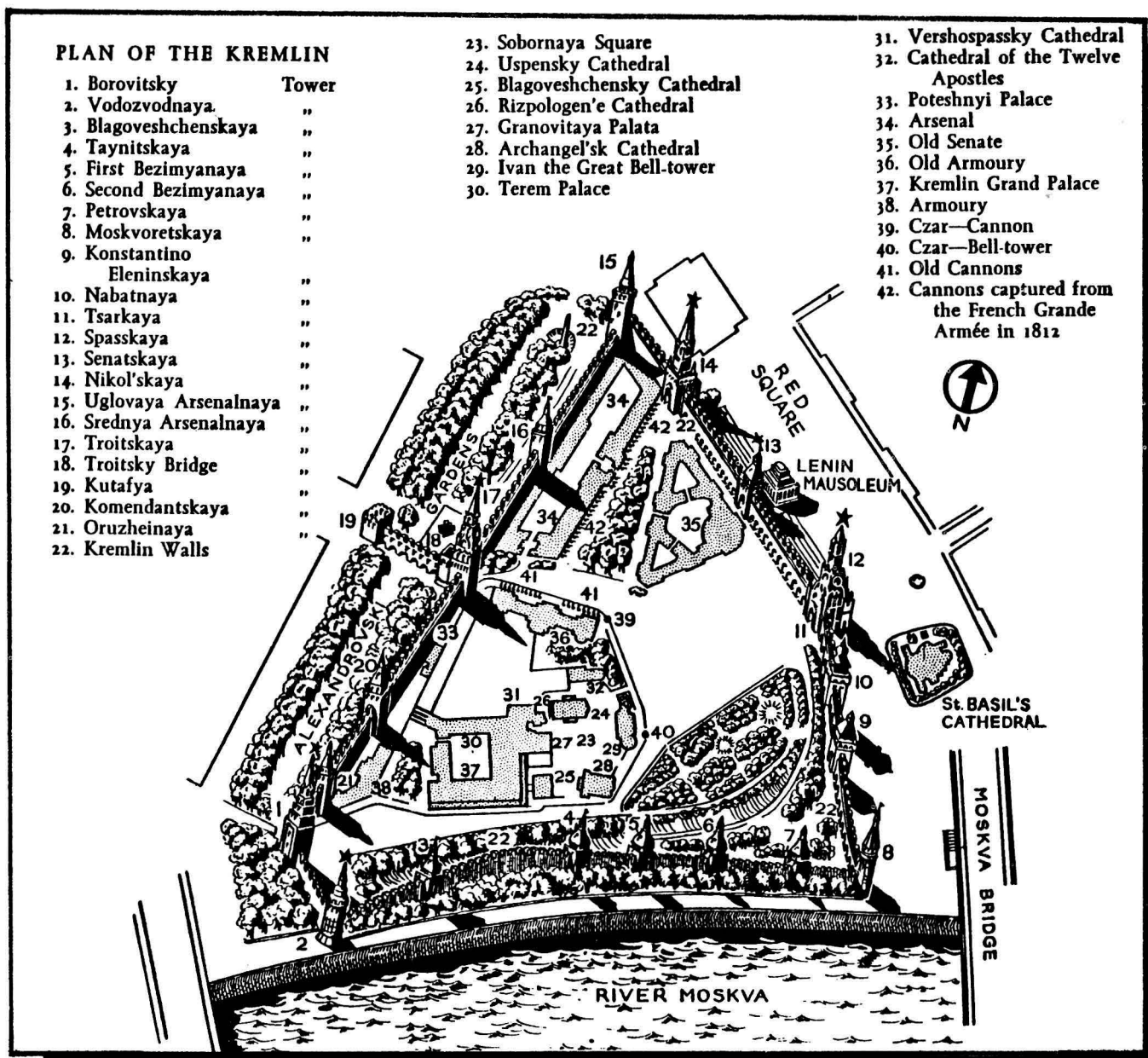
The most significant of the discoveries in these tunnels was of the half-legendary, so-called "Lost Library of Ivan the Terrible." This small chamber contained the rarest of the books and manuscripts evacuated from Constantinople during its fall to the Turks in 1453. Included in this trove was a copy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

## 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 zig-zag, 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. "We're 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, he'd wished he'd 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 he'd 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 half-shouted 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.

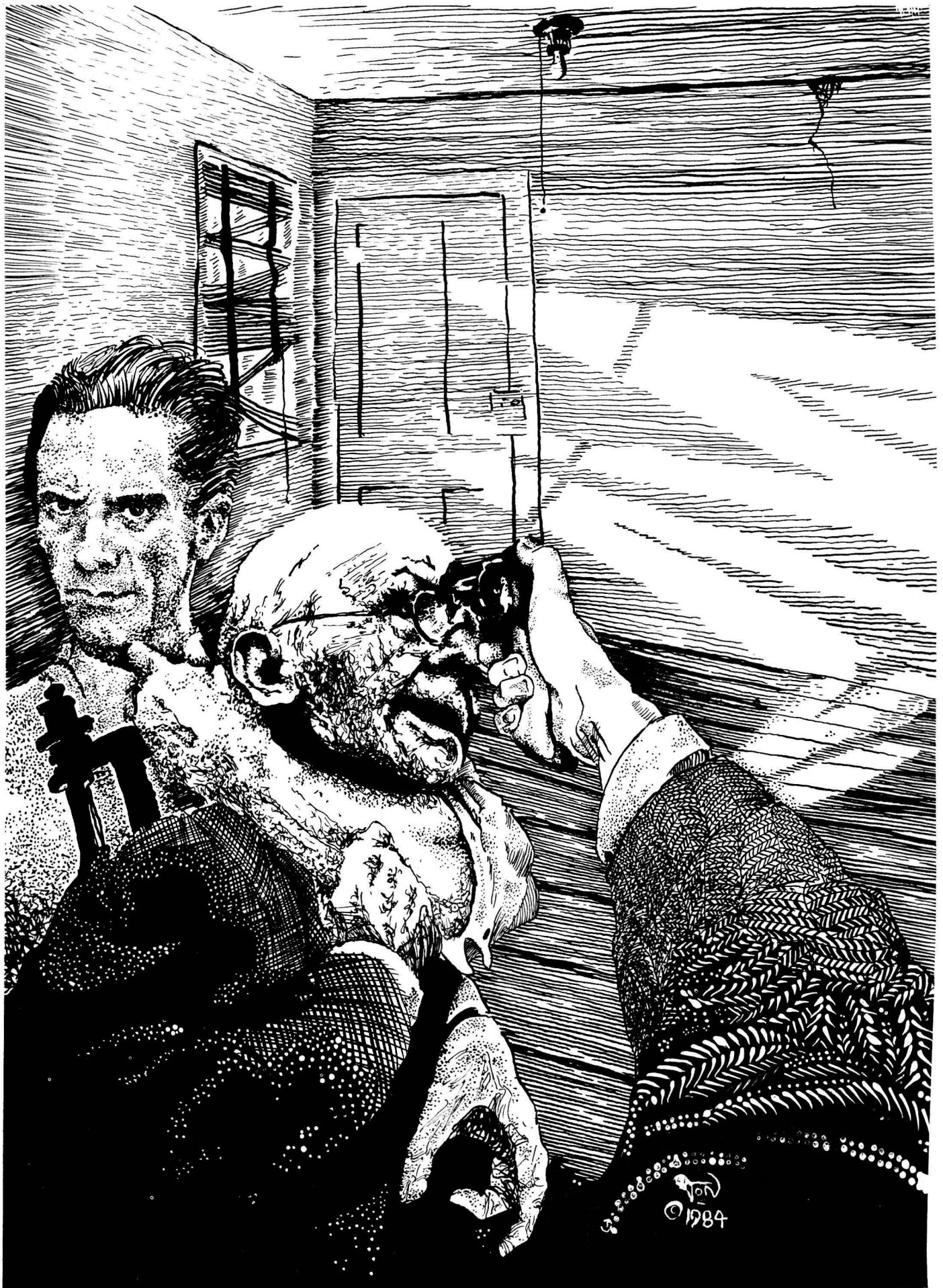
An immensely pragmatic man above all else, Stalin put his scientists to work on finding practical applications for the discovery. He instructed a team of chemists under the leadership of the ex-pharmacist Genrikh Yagoda (soon to head the entire Soviet secret police) to work on synthesizing solvents, 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 emigre in Berlin.

## POTAPOV

The children were out again.

Though Berlin was full of Russian emigres (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.



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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" alley 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 emigre 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 emigres 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 emigre 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 Keeper's 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 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 New York 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.

### **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 TIMES** of London, October 20, 1930

### **BLIND WAR VETERANS VANISH FROM MOSCOW STREETS**

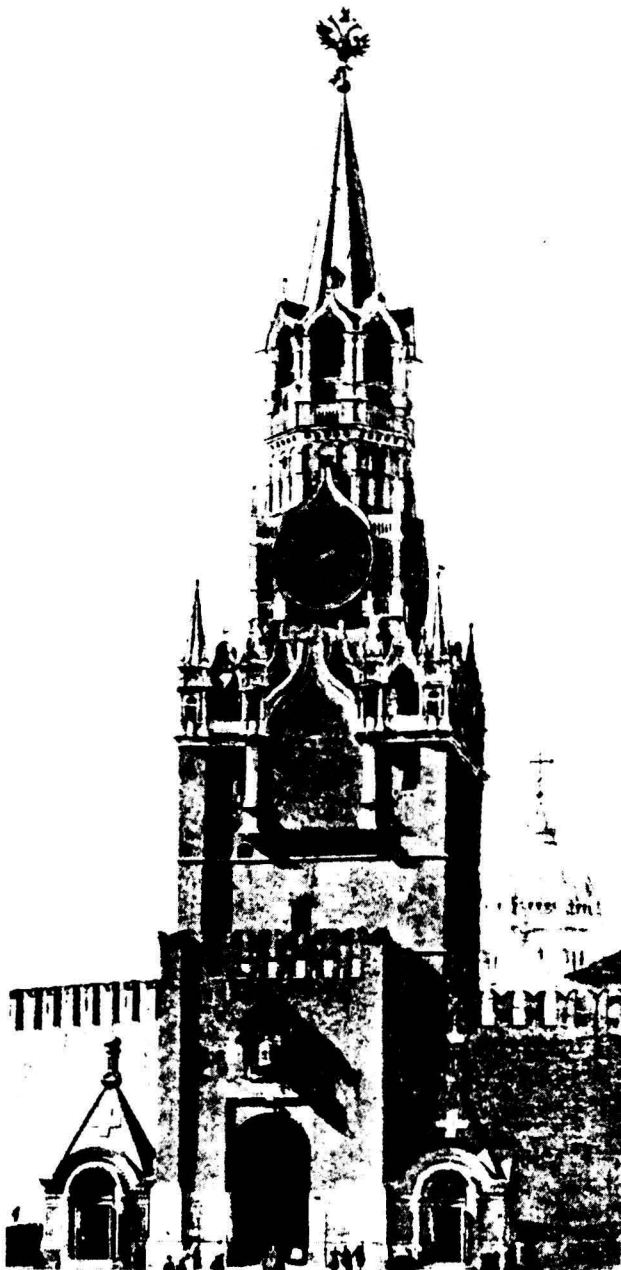
Moscow, Oct. 17: In Moscow, where formerly a number of blinded veterans from the Great and Civil wars could be seen begging on the streets, these unfortunates seem to have latterly disappeared without any explanation. It is commonly believed that the government has either established a new convalescent 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.



The Players' stay in Berlin will be otherwise uneventful.

### **ADDITIONAL INVESTIGATION**

The Berlin police will know and care little about the kidnaping. Kidnapings and assassinations of Russian emigres are nothing new, and the police would really rather not be bothered. They will 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, it's 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 more. 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 kidnaping, though they are glad to be rid of him. His landlord, who lives 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.

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 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 dieties 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 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 kidnaping 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.

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).

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.

#### 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 patients; 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 kidnaped. 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.

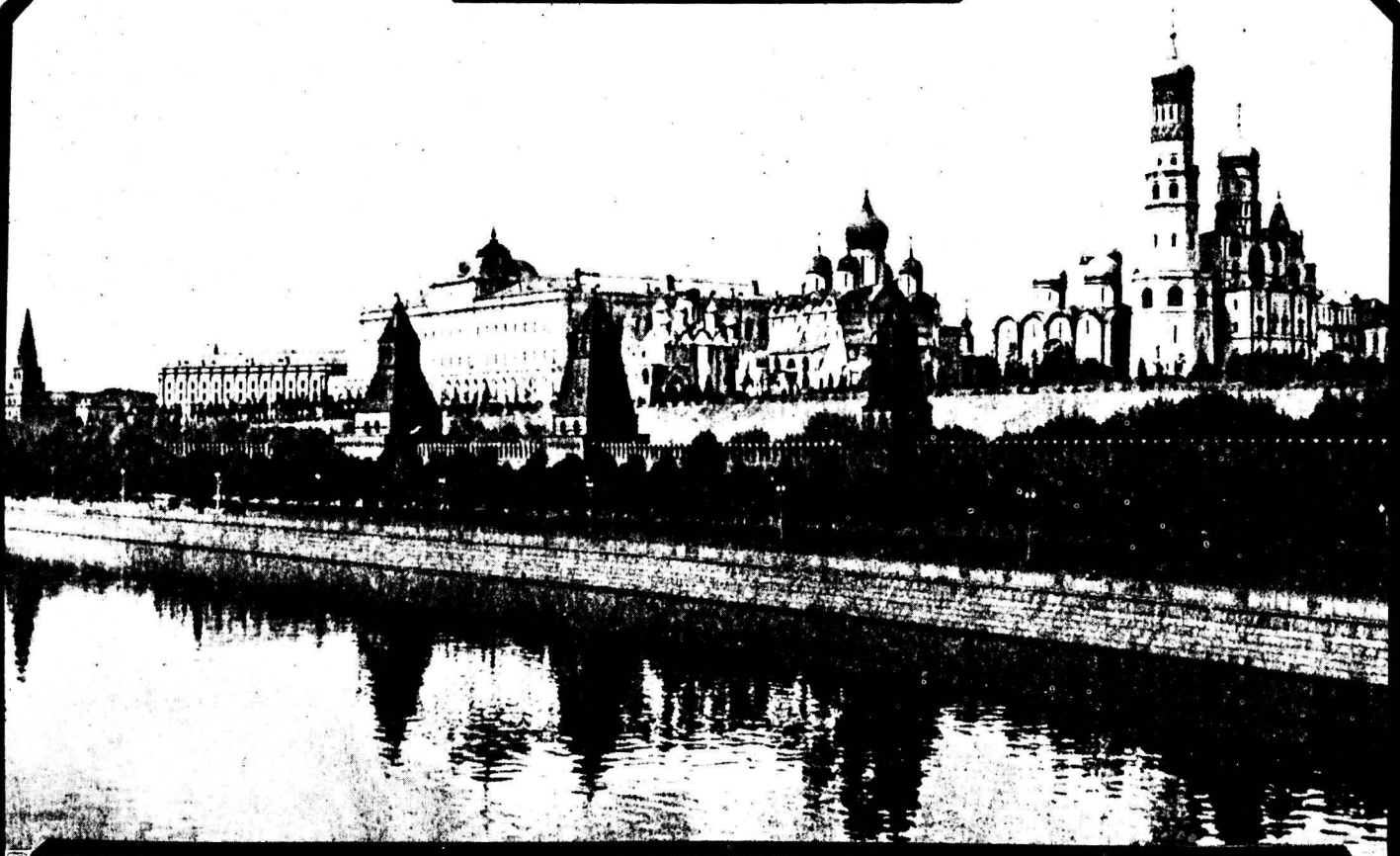
He distrusts the Players, even if they have Nikolai with them: he will see their appearance as another form of psychological torture. He will not speak to them at all until they say the word "Nodens" to him. After they say it, he will give them a brief rundown of what he knows, omitting only the secret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

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 Kremlins, 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 Dolguruky, 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 Redeemer's) 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.



## 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 pock-marking 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 in 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 flame throwers, 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 other's 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.

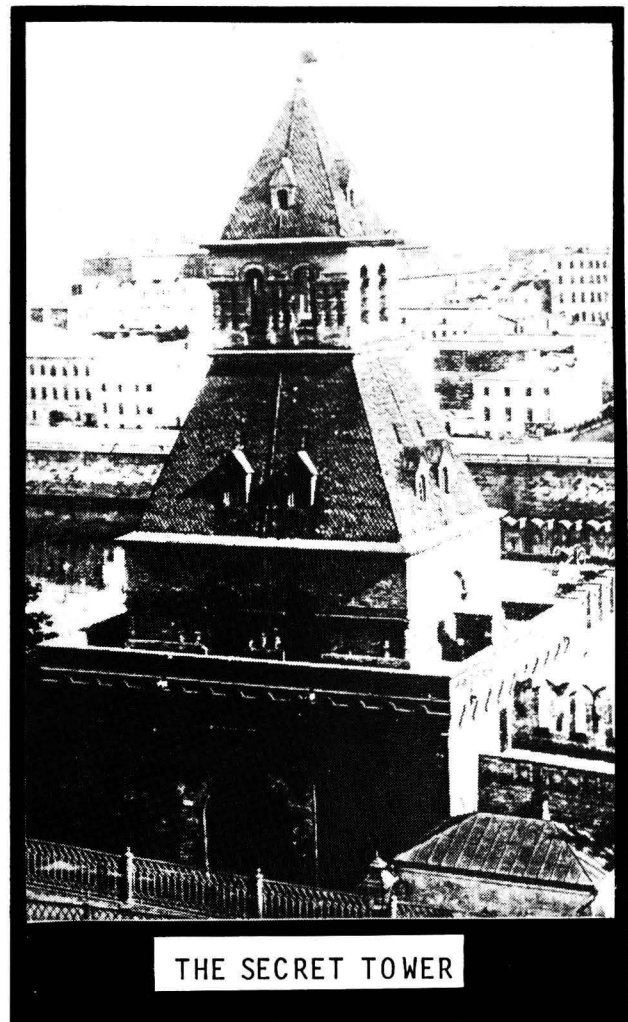
The Players will never hear from Walter again. Potapov will disappear once the train reaches Warsaw. They will never see him again. Cults like the Nodens Brotherhood want little to do with the waking world, and this includes making good on their debts.

## 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 above-ground 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. Keeper's 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.

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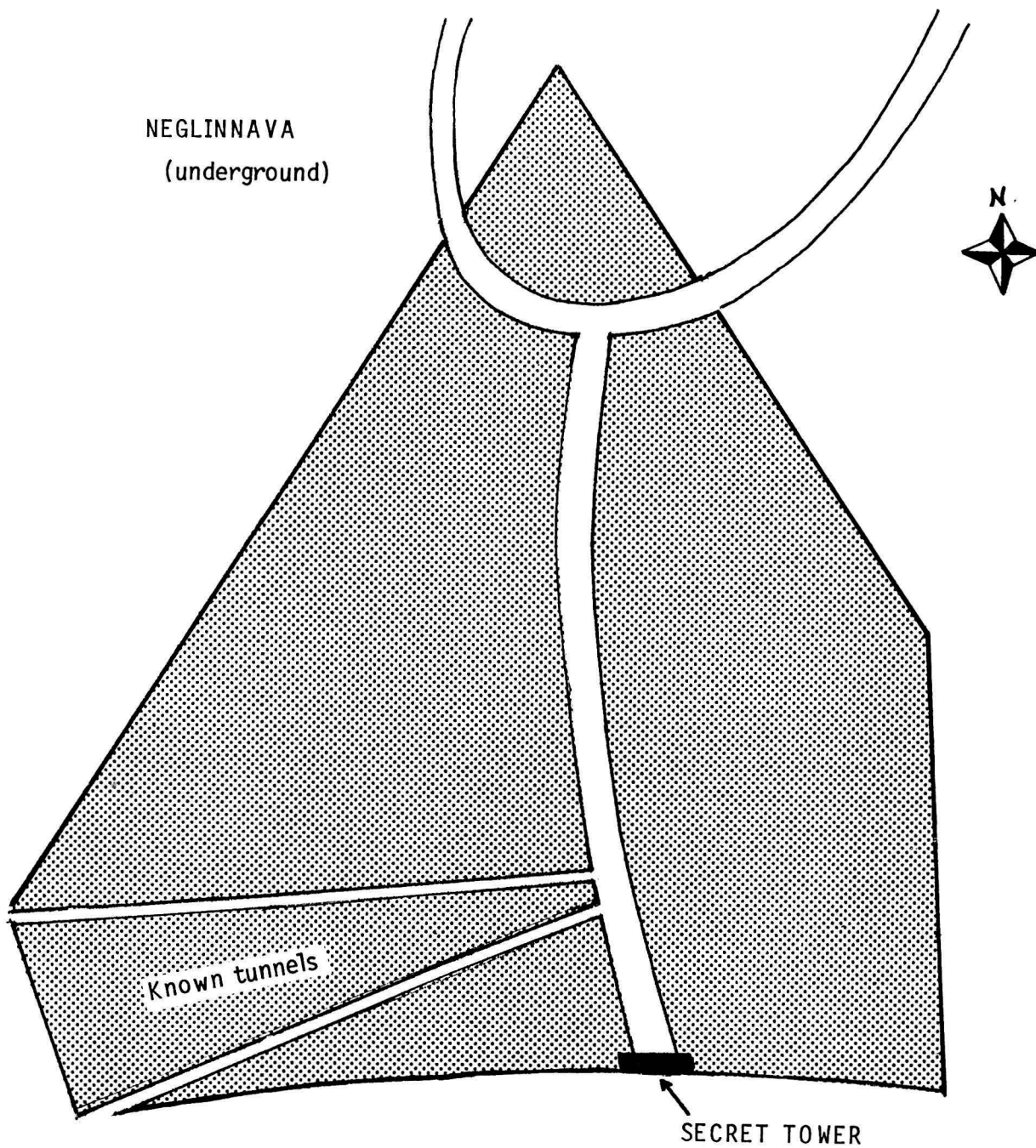
**NAME:** Evgeny Potapov **STR:** 10 **INT:** 17 **EDU:** 18 **CON:** 13 **DEX:** 10 **CHR:** 8 **POW:** 16 **SIZ:** 10  
**SKILLS:** Speak Russian 100%, Speak English 80%, Speak German 70%, Architecture 90%, Cthulhu Mythos 25%, History 65% **WEAPON SKILLS:** Normal **NOTES:** Knows the spell Contact 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:**

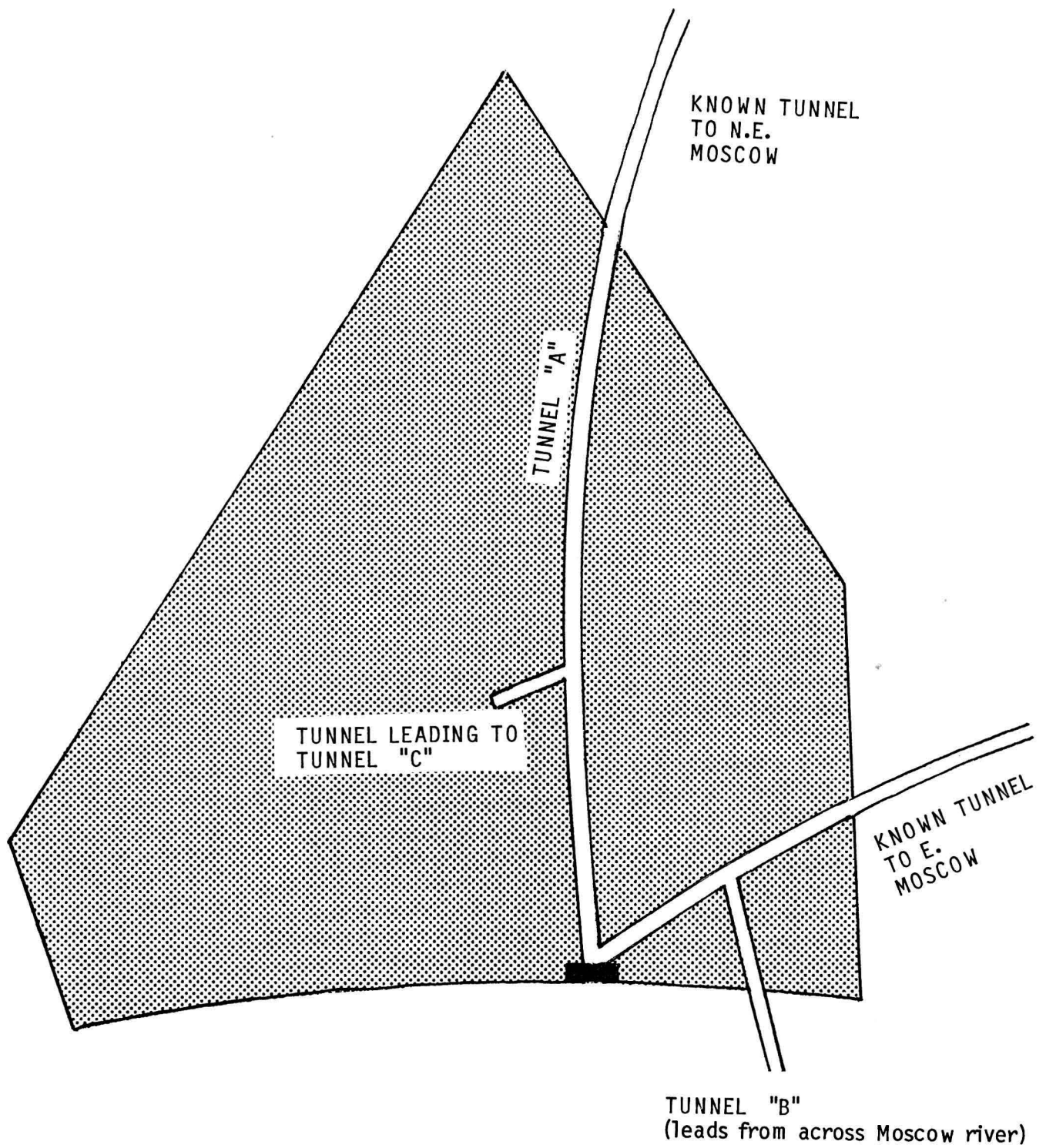




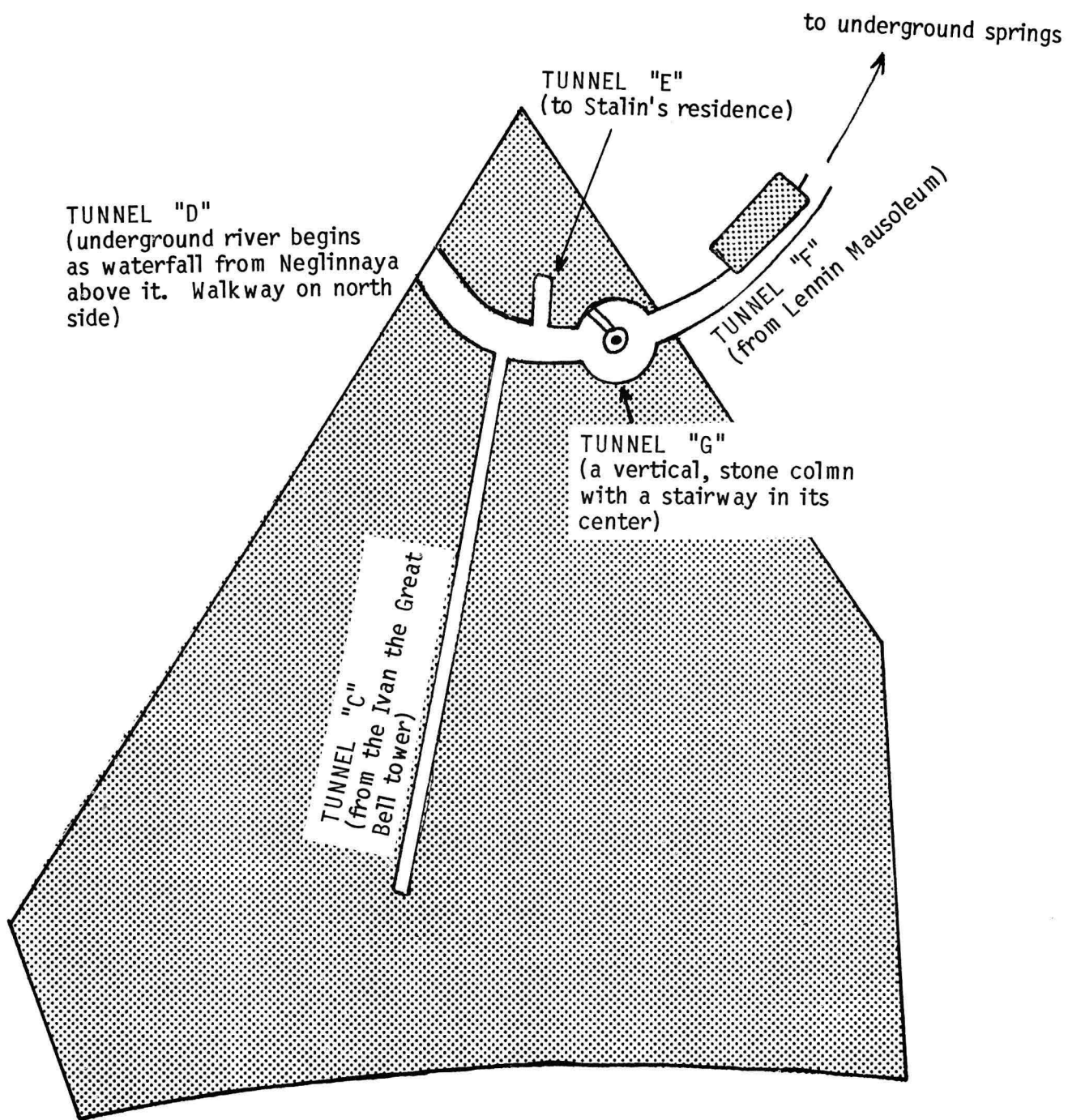
UNDERGROUND KREMLIN

Level One

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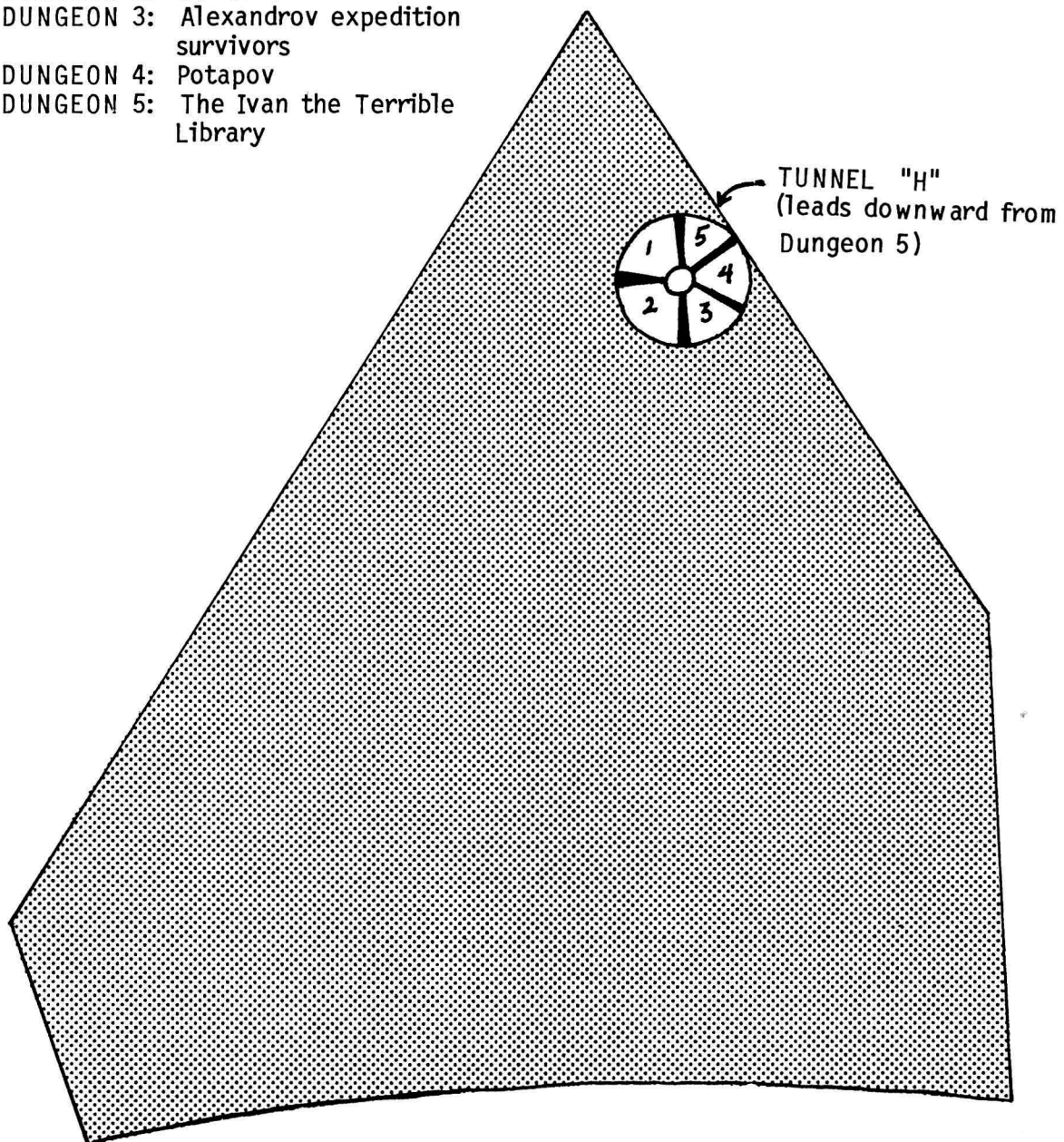


Level Two



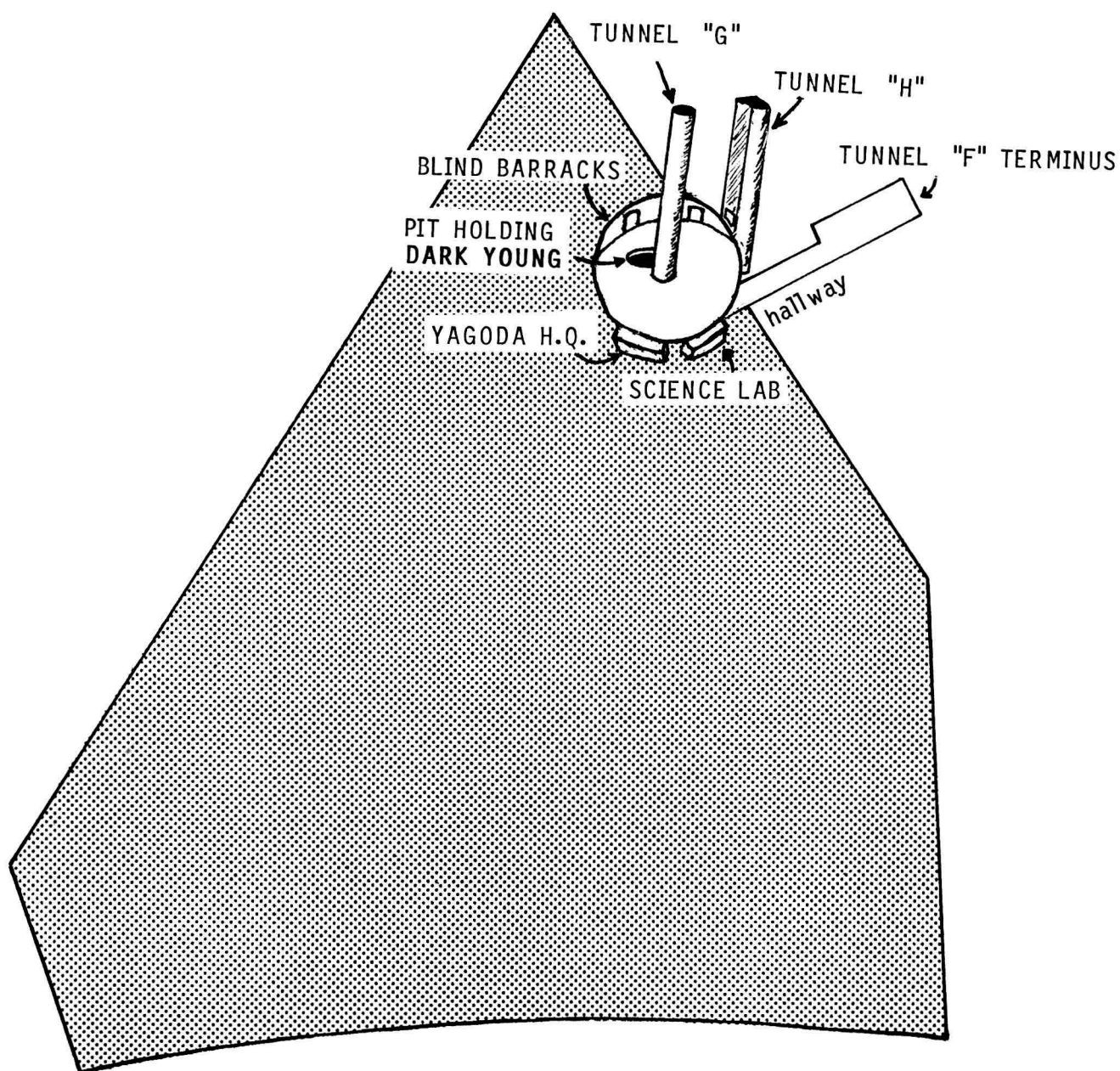
Level Three

DUNGEON 1: Mental patients  
DUNGEON 2: Samsonov  
DUNGEON 3: Alexandrov expedition  
survivors  
DUNGEON 4: Potapov  
DUNGEON 5: The Ivan the Terrible  
Library



Level Four

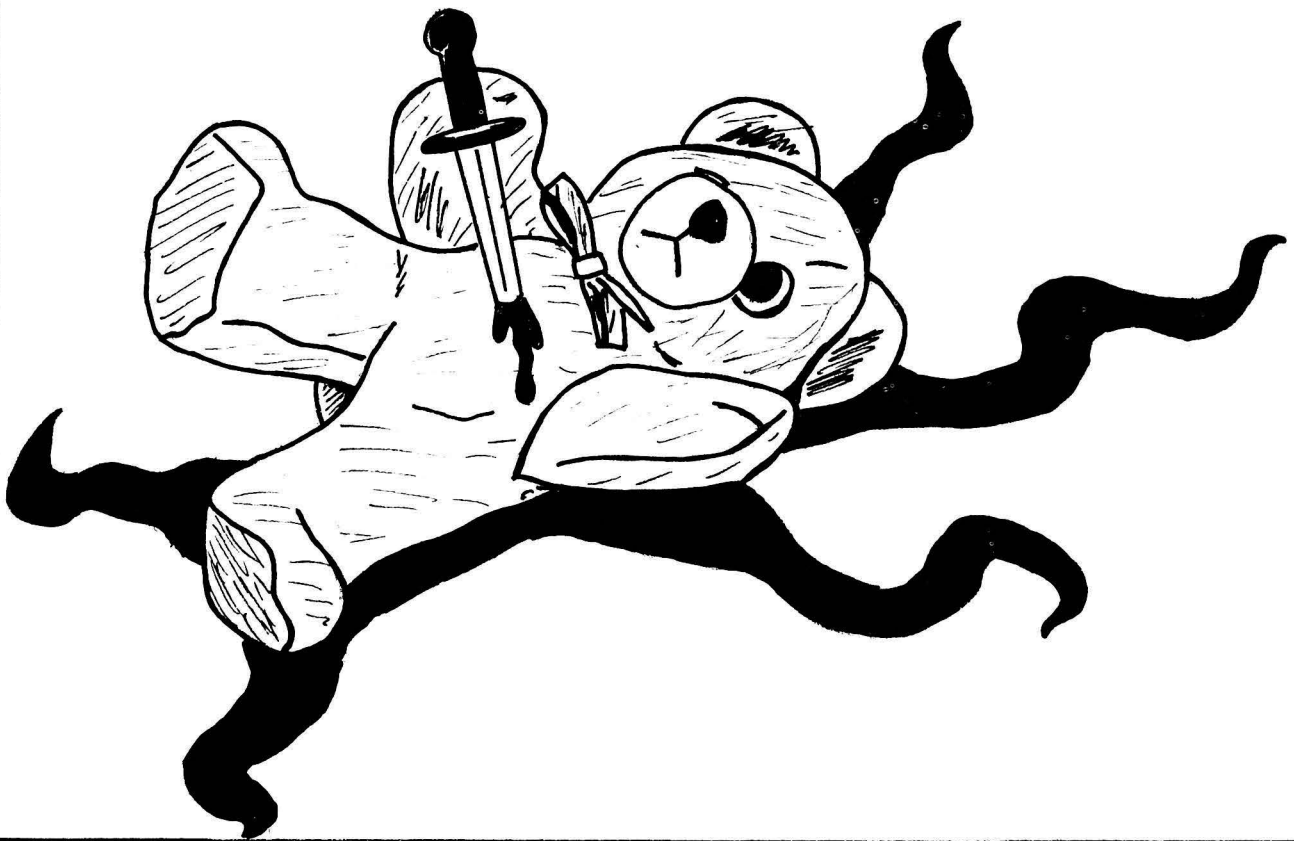




Level Five

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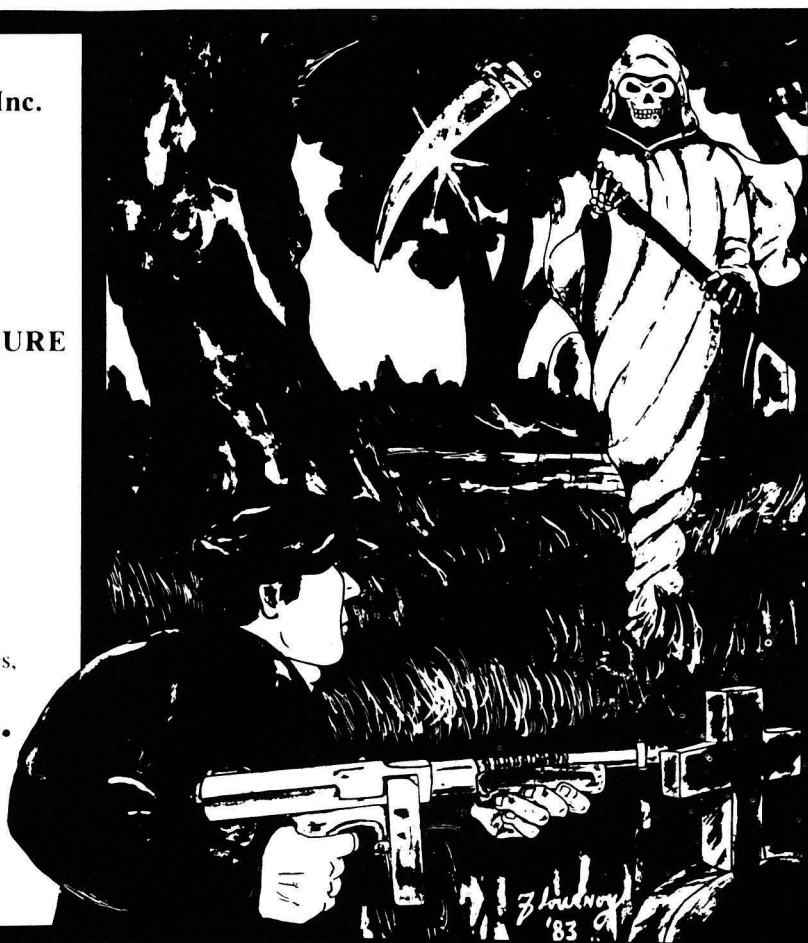
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