

# AN ELDRITCH THING HAPPENED ON THE WAY TO THE FORUM

## A MODERN CALL OF CTHULHU ADVENTURE SET IN THE WORLD OF YOG-SOTHOTH.COM

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# Keeper's Introduction

The wind howls and shrieks. Ominous music writhes and worms its way to the forefront. As it climaxes, a hoarse cry pierces the storm, "Yog-Sothoth! Yog-Sothoth! Yog-Sothoth!" A fungal claw reaches for the stereo and turns up the volume as a familiar voice utters a friendly "Welcome to Yog Radio, a cthulhu podcast from Yog-Sothoth.com." The Mi-Go and its friends sit enraptured as they tune in to yet another episode of their favorite podcast after a weary day of mining deep under the hills of Vermont.

## The Horrible Truth

The Mi-Go have secretly been dwelling on Earth for many years. Over time, their attempts to disguise themselves in the human world have brought them closer and closer to our culture. In the past several decades, some of their attempts to blend in have been a little too successful. Now, a small band of Mi-Go has become addicted to Yog Radio and Yog-Sothoth.com. They've been following the cephalopodcast and its website almost religiously since it began in the mid 1990's.

In early May Hugh Swearingen, who goes by the alias Haunted1 on the Yog-Sothoth.com forums, discovered an inscribed stone tablet. Shortly after placing the artifact on his shelf he was visited in dreams by an eldritch deity known as Thubb'igb Adone. This powerful entity, which exists as an infectious thought, a mental parasite, slowly wormed its way into Haunted1's mind, teaching him a meme with which to infect the rest of the world.

Paul of Cthulhu, one of the hosts of Yog Radio, has recently been in contact with Haunted1 regarding an audio feature for the next Yog Radio. As usual, PoC only leaked a teaser to the Yoggies, saying that the audio feature might finally answer the question that has plagued Yog Radio since episode one, "How do you pronounce...?"

When the Mi-Go got this news, they got worried. Using their "visioning machine" they peered into the future and saw a world ravaged by a horrible eldritch deity. The audio file the Yog Radio hosts were about to unwittingly unleash on the world would summon Thubb'igb Adone and usher in an era of terror and despair.

The Mi-Go took immediate action and quickly kidnapped and replaced the hosts. Despite their best efforts, the switch was not perfect. In their haste, the Mi-Go failed to perfectly duplicate the minds of the Yog Radio crew. The differences are so subtle that only close observers or long-time fans would notice.

Haunted1 is now an unwilling cultist and worshipper of Thubb'igb Adone. He is slowly losing control of his thoughts to Thubb'igb Adone, and is growing more and more determined to bring the god to Earth. To do this, he needs the real hosts of Yog Radio back. And that's where the investigators come in.

The investigators are presented with a difficult choice. Will they restore the true hosts of Yog Radio and doom the world? Will they doom their favorite hosts to podfade out of existence and dwell forever in the void of a Mi-Go brain case in order to save humanity? Or can they convince the fanboy Mi-Go collectors to surrender their newest treasures and convince them the audio file will never see the light of day?

## Delta Green

Converting this scenario to a Delta Green setting should be fairly straightforward. Certain elements lend themselves easily to the DG setting, while others need only minor tweaking.

Yog-Sothoth.com is the kind of web-site that would interest many different watchdog agencies within Delta Green and other suitably conspiratorial secret government bodies. Instead of using the URamigo message to draw agents into the investigation, certain forum posts could contain key words that would raise flags for these monitoring organizations: PoC's Twitter post and the strange voicemail, for example. Agencies closely monitoring the site might even see the private message from URamigo and call investigators to look into it. Some agents might even currently be infiltrating the site, posing as common YSDC members. URamigo's blog may be flagged as low-priority, but is still on a watch list.

## Victory Conditions

The players can chalk this one up as a complete victory if they achieve both of the following goals:

1. Stop Haunted1 from distributing the Thubb'igb Adone audio file.
2. Rescue the Yog-Sothoth crew

If the investigators have thwarted Haunted1's plans, they can use that accomplishment as a bargaining chip when negotiating the release of the Mi-Go hostages.

If the Yog Radio crew gets rescued and Haunted1 has not been stopped, he will attempt to get in touch with PoC again, and the audio file will eventually end up on Yog Radio. From there the meme will spread rapidly and the world will be plunged into a new dark age of terror.

## New Skill: YSDC Mythos

This new skill represents an investigator's familiarity with and prominence in the Yog-Sothoth.com community and other Lovecraftiana web-sites. Investigators created specifically for this scenario should start with a base YSDC Mythos skill of 10%. At least one investigator should start with some YSDC Mythos.

## Suggested Skills

At the beginning of each scene there is a list of skills and associated clues. These are only suggestions; the Keeper should use their best judgment to determine when other skills are more appropriate.

## Investigator's Introduction

For players unfamiliar with Yog-Sothoth.com, the Keeper should provide Handout 1 on page 4 as an introduction to the website, podcast, and the Yoggie Hosts.

## The Investigation

The story begins as the investigators discover the fate of the Yog Radio crew. From there the investigation branches to uncovering the identity of URamigo and Haunted1, finding the location of the kidnapped hosts and a way to rescue them, and stopping the dissemination of the accursed audio file.

## News from a Friend

Mid-June 2008 is pleasantly warm and sunny. Despite forecasts of a sweltering, overbearing, humid heat-wave, the past week has been light and comfortable. The Yog-Sothoth.com (YSDC) forums are abuzz with talk of celebrations for the website's 10<sup>th</sup> anniversary.

There is also a lot of talk and speculation about the newest audio file in the YSDC downloads section. See "New Download" scene on page 5.

Still, amidst the excitement, no one bats an eye when Yog Radio 30 – the anniversary episode – isn't released on time. That is, until you receive a private message (PM) from a new YSDC user named "URamigo" (See Handout 2)

## Yog Radio Crew in danger

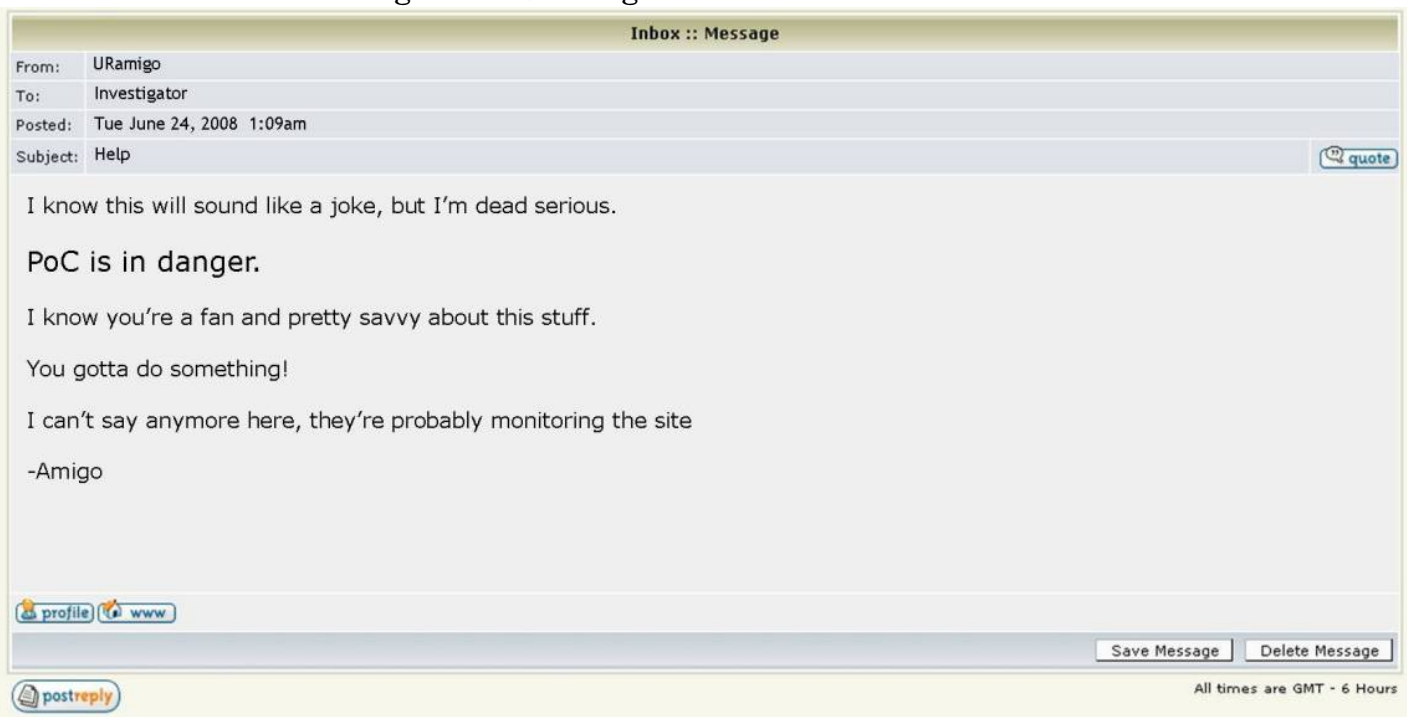
Scene Type: Investigation

Skills: YSDC Mythos, Computer Use – forum information  
YSDC Mythos, psychoanalysis – analyze private messages

Surely the first step investigators will take is to verify this allegation that the YR crew are in danger.

Surfing through the forum posts (Computer Use or YSDC Mythos) the investigators will notice that Paul "of Cthulhu" Maclean (PoC), Neil Young, and Finlay "Fin" Patterson have not posted for over two weeks. While this isn't surprising for Neil and Fin, it is startling to find PoC so absent on his own site. PoC's last Twitter update was just shortly before his last post and reads "prepping audio feature for Yog Radio 30 - will we finally answer the question "how to pronounce...?"

### Handout 2—Private message from URamigo



The screenshot shows an email interface titled "Inbox :: Message". The message details are as follows:

From:	URamigo
To:	Investigator
Posted:	Tue June 24, 2008 1:09am
Subject:	Help

The message body contains the following text:

I know this will sound like a joke, but I'm dead serious.

PoC is in danger.

I know you're a fan and pretty savvy about this stuff.

You gotta do something!

I can't say anymore here, they're probably monitoring the site

-Amigo

At the bottom of the message window, there are buttons for "profile", "www", "Save Message", and "Delete Message". A "quote" button is also visible on the right side of the message body. At the very bottom of the interface, there is a "postreply" button and a note that "All times are GMT - 6 Hours".

## What is Yog-Sothoth.com?

Yog-Sothoth.com or YSDC is an ENnie award-winning web site devoted to the Chaosium role playing game *The Call of Cthulhu*, the writings of H.P. Lovecraft, and RPG's in general. It began as a black-background web site on June 16<sup>th</sup>, 1998. Since then it has grown and developed until taking on its final form at the end of 2002.

In November of 2001, the second version of the site launched. The bright green background ushered in one of the most significant additions to the site: discussion forums. Other features also sprouted from the neon entity: interviews, downloads section, and a Call of Cthulhu product database. YSDC mutated into its current form on the last day of 2002. Later the site added a Players Directory to help users find other gamers in their area.

In order to defray costs, Yog-Sothoth.com implemented the YSDC Patron Scheme in September of 2006. This program allowed members to pay a small fee to gain access to select extras. As of May 2008, YSDC Patrons had access to over five gigabytes of extra audio materials – games, interviews, post-interview chats, seminars, etc – often leaked to patrons early before being released to the general public.

## What is Yog Radio?

Yog Radio is a podcast produced by Yog-Sothoth.com. The show covers a wide range of topics related to *The Call of Cthulhu*, Lovecraftiana, and gaming in general. The first show was released in September 2005, and June 2008 marked the release of their 30<sup>th</sup> episode.

Regular features on Yog Radio include The R'lyeh Report – an update from Chaosium – and interviews with important people in the world of the Cthulhu Mythos – the H.P. Lovecraft Historical Society, Dennis Detwiller, S.T. Joshi, and many others. Occasional listener-submitted features make their way onto Yog Radio in the form of readings of Lovecraft's stories, thoughts on being a Keeper for the Call of Cthulhu RPG, and story ideas for the game.

Ironically, the catch phrase for Yog Radio is “moving swiftly on,” despite the tendency of the hosts to indulge in witty, entertaining, and off-topic chat.

## Who are Yoggies?

The term “Yoggie” is loosely applied to anyone who posts on the Yog-Sothoth.com forums. More specifically it is used to refer to the hosts of Yog Radio: Paul “of Cthulhu” Maclean, Neil Young, and Fin Patterson.

### Paul “of Cthulhu” Maclean, AKA PoC

Paul is the administrator and mockingly self-proclaimed “dictator” of Yog-Sothoth.com as well as one of the hosts of Yog Radio. An archaeologist by training, he has held many interesting (and some not-so-interesting) jobs.

Like the other hosts of Yog Radio, Paul is a resident of Bradford, West Yorkshire, in the UK. He lives in a house affectionately dubbed “Innsmouth House” with his wife Helen and their two cats: Cathulhu and Yorath.

### Fin Patterson

Fin is another of the Yog Radio hosts. He's known for his dry sarcasm, his voice, and his uncanny ability to appear in nearly every audio game.

### Neil Young

Neil rounds out the trio of Yog Radio hosts. He is notorious for rolling poorly when it matters most leading to tragically regular deaths for his characters.

### Helen “Mrs. Of Cthulhu” Maclean, AKA Trillian

Helen is a prominent player in many of the YSDC audio games including Dark Continent, Masks of Nyarlathotep, and Horror on the Orient Express. She is also known for her strict policing of apostrophe and coaster use, and her exceptional knitting abilities.

Investigators might try sending private messages (PMs) or emails to Paul, Fin, and Neil. If they send emails or PM's to all three they will quickly discover something is not quite right. All three respond with nearly identical messages. An investigator in communication with only one of the hosts can make a YSDC Mythos check to notice subtly unsettling differences in the speech patterns of the host.

In playtests, investigators posted new threads on YSDC to try to draw out the Yog Radio hosts. Keepers should certainly allow this strategy to work, responding with out-of-character and atypical posts from the Yoggies. Later, when Haunted1 claims that the hosts have been kidnapped, the investigators may find themselves wondering, "if PoC didn't post that, who – or what – did?"

## New Download

Scene Type: NPC reaction, Investigation

Skills: Electronics, Track – origin of the call

Navigate, Spot Hidden, Photography – details of the Vermont hills map

Several members of a Mi-Go colony deep in the hills of Vermont have been listening to Yog Radio since episode one and lurking around the YSDC forum since it went up on the web. These three fun guys have become quite the secret YSDC fan club.

About a month ago, one of them boldly decided to call YSDC's Lovecraft Country Voicemail. The voicemail system is set up so that the Yog Radio hosts can get audio feedback from fans. Because of the odd nature of the voicemail left by one of the Mi-Go, PoC decided to post the audio file for YSDC patrons to enjoy.

Investigators with high YSDC mythos might be Community Patrons and have access to this odd voicemail. The audio begins with an informal voiceover by PoC. "We received a rather odd anonymous voicemail on the Lovecraft Country Voicemail box. I thought you might like to hear it, even if it's not going to go on Yog Radio. Enjoy."

The audio file begins with a rush of static that careful listening reveals to be wind in a cell-phone microphone. Then there is a faint buzzing, is that just poor reception or something more? Finally a voice speaks. It speaks in a calculated, emotionless monotone with awkward pauses and odd phrasing. The timbre is mechanical, as if the call were made on a cell phone with poor reception that was then relayed through too many circuits. "Hello Yog . . . Radio. I . . . like really . . . really like your show. . . . Interviews . . . the interviews are great and also . . . so are . . . other . . . the other features. Maintain . . . the good . . . work." SAN loss for the audio is

0/1 due to the unnatural, inhuman, voice.

Investigators can trace the call to a cell phone tower in the hills of Vermont. It gives them roughly a 50 mile radius to search. Looking on a map (printed or on the internet), there is an old worn out and nearly hidden trail that passes through the tower's reach. The path disappears into a patch of woods a couple miles from the tower itself. Hidden within these woods, invisible on the map, is the Moulin Maudit.

The voice itself is impossible to place. Even the best audio analyst can not determine what sort of machine or set of effects could distort a human voice like that. The pauses and repetitions, though awkward, do not feel rehearsed. Rather, they are like the pauses of someone unfamiliar with a language.

## URamigo

Scene Type: Investigation, NPC reactions

Skills: Computer Use – URamigo's occult affiliations, the name "Haunted1"

Occult, Library Use – "The Basement"

URamigo is the forum-name, or handle, for Aaron Samuels. Searching the web for URamigo or the name Aaron Samuels leads to an amateur occult website. Mr. Samuels is a novice member of a small group of pseudo-scholars specializing in the occult. This small, ineffectual, group purports to translate ancient forbidden texts, but so far has not found anything of significance.

However, as linked from his YSDC profile, Aaron's blog seems a stronger lead. In it there are several mentions of a person with the alias "Haunted1." In mid-may the two began meeting fairly regularly somewhere he calls "The Basement" to discuss a translation of certain Aramaic phrases for use in an audio feature for Yog Radio. Savvy investigators may recognize "The Basement" as the nickname given to Books of the Magi, a small but well-known occult bookstore tucked in the basement of a high-rise condo building in central London.

Aaron Samuels is a man in his mid-twenties. When he remembers to stand or sit straight, he is slightly taller than average. However, most people think he is heavier and shorter than he really is because of his near-constant stoop. Had the investigators met Samuels a few months ago they would have met a healthy, vivacious, sharp, clever man with a smile on his face. Now they see a stooped, pale, weathered man who rarely speaks above a whisper.

Mr. Samuels is happy to meet with the investigators. He wants to give them as much help as he can – which is very little – in the hopes of getting the Yoggie crew back sooner.

He does not take interrogation well. His frail body can hardly handle the stress and he will become physically ill if pressed too hard, making him completely unresponsive. However, friendly questioning might yield the following information:

A friend – Haunted1 – told him that he was in contact with PoC about an audio feature for Yog Radio.

Aaron will not give up the name of his friend unless he is reassured that the investigators will be gentle; Haunted1 is very unstable and Mr. Samuels does not want his friend to plunge deeper into madness.

Mr. Samuels does not know what this audio feature contains. He believes it is Haunted1's attempt to answer the ever-popular Yog-Radio question "how do you pronounce...?"

Mr. Samuels' friend was frustrated that he had not heard from PoC in a while about the audio feature for a long time. Something, call it a gut feeling, told Mr. Samuels that this meant PoC was in trouble.

Mr. Samuels does not have any contact information for Haunted1. He only receives occasional private messages through YSDC saying "meet me at The Basement at date/time."

Unless he feels that the investigators are suspicious of him and Haunted1 or that they pose a threat to the remaining threads of Haunted1's sanity, Mr. Samuels is willing to give a description of Haunted1. He describes his friend as follows: his arms are disproportionately long for his body, and he walks with a limp. He has thinning gray hair and bright glowing grey eyes.

URamigo does not have a copy of the audio file, nor does he know what it actually contains. Haunted1 did not trust him with this information.

## Meeting Haunted1

Scene Type: NPC Reaction

Skills: Persuade, Psychology – Keep Mr. Swearingen calm

If the investigators hang around The Basement long enough they are bound to run across Hugh Swearingen, AKA Haunted1. For Mr. Swearingen's stats and description see p. 14.

Hugh Swearingen is infected by Thubb'igb Adone and its meme. He is fighting against the growing influence of the eldritch being for control of his own mind. Keepers should play up Haunted1's infection by letting the meme take over as the interview becomes an interrogation, and having him suddenly respond in unusual ways, provide misleading information, and flee if things get too bad.

Keeping Mr. Swearingen calm is the key to getting information out of the madman. He does not have much useful information for the investigators. He will not talk about the audio file and, if pressed, he is likely to break. He claims that strange men came and kidnapped PoC and took him away. "They took him, but he's only the first! They're all in danger!" His descriptions of "Them" vary from men with skin like bubbles and blisters, to shiny space crabs, to dead things with rotten wings. He's telling the truth. At least, he thinks he is.

## An Urgent Invitation

Scene Type: Alternate NPC Reaction

This short scene can be used if the investigators are not based near Bradford or need a little nudge in that direction.

Helen finds out that Investigators have been in contact with URamigo and learns of the danger her husband is in. She asks the Investigators to meet her in Bradford to help her find out the truth about her husband and her friends' fate. Before they can arrive, the Mi-Go find out what she's up to and replace her before the Investigators can meet with her.

## What Are They?

The replacements for the Yoggies are Mi-Go creations. They are fungal, plant-like, things that have been subjected to certain specialized Mi-Go technologies that hide their true form under a fleshy human disguise. To give them a will and a mind, the Mi-Go attach a spare brain cylinder somewhere inconspicuous. They rewire and reprogram the brain as best they can to mimic the human they are trying to replace, but these duplicates are never quite perfect.

In combat, these creatures may vomit viscous goo at a target, attempting to slow it down, stick it to a wall, or suffocate it by covering its face. When in extreme danger, cornered, or when it has outlived its usefulness, the fungal doppelganger can self destruct, melting into a puddle of mossy ichor, leaving behind a rusting brain case. SAN loss for witnessing a Mi-Go duplicate dissolve is 1/1d4. Seeing the aftermath only costs 0/1 SAN.

# A Tour of Innsmouth House

Scene Type: Investigation

Skills: YSDC Mythos, Spot Hidden, Botany – spot inconsistencies

Medicine, Biology – wounds to Howard

Computer Use, Spot Hidden – PoC's computer and surrounding notes

After being invited to Bradford, the Investigators are contacted again by the recently replaced Mrs. of Cthulhu and invited to meet with her at Innsmouth House. The impostor tries to convince them that this is all a misunderstanding, she and her husband and their friends are all fine, but the physical evidence around the house betrays her lie.

If asked about the whereabouts of her husband, the false Helen explains that Paul is “on holiday.” She hands the investigators a confirmation letter from the Orient Express for round trip fare for one. Investigators who visit or call the Orient Express offices can find out that the confirmation letter is a forgery and that no such ticket was ever booked for PoC.

From the outside Innsmouth House appears normal. It is in fine condition: no outward signs of a haunting or possession or eldritch condition suggestive of an Innsmouth taint. The only odd thing a wary investigator might notice is that the mail hasn't been picked up for about two weeks. Inside, there are circular discolorations on the tables. Are they tentacle sucker-marks? Looking again, an investigator will quickly figure out that these are rings from beverages not placed on coasters. Characters with any ranks of YSDC Mythos will find it quite unnerving that Trillian is completely unbothered by the uncoastered beverages.

*The Sitting Room* – The fake Helen invites the investigators to sit with her for a while. She tries to keep the investigators here, not for suspicious reasons, simply because it is what a host does. Investigators will likely notice that the room is full of plants, as if Helen had dragged every last bit of greenery into this one room. Keenly perceptive investigators with psychology skills will notice that Helen seems much more at ease around the plants than anywhere else.

*The Study* – This is where Yog-Radio is recorded. Nothing seems to be missing, but everything is in a state of dreadful disarray. Some items are even damaged. Much of the recording equipment is scratched. A few microphone cords look like they've been snipped by scissors or wire cutters.

*The Dining Room* – This room looks like a minor tornado whirled through it. A DEX x5 roll, or a one-point athletics

spend, is needed to avoid slipping or tripping over the curious crushed debris scattered all over the floor and table. Close examination of the plastic remains reveals hundreds of dice of various shapes and sizes, all crushed or cracked.

The main focus of the room is the dining table. YSDC forum users will recognize the Styrofoam head “Howard” sitting in the middle of the table, though it looks much worse for wear than in the pictures posted on YSDC. There are cuts and scratches on it, and a deep twin gouges down the middle. It looks like the foam head was caught between a sharp pincer-like object: extra-large scissors perhaps? Players theorizing claws can try to confirm that it was indeed a large claw of some sort with an appropriate skill. YSDC Mythos indicates another oddity; Howard is the old head, where is the new one? Where is Phillips?

*Crafts Room* – Knitting needles, yarn, and half-finished knitting projects are strewn around the room. Almost all of the knitting needles are snapped in half except for one mismatched pair that are attached to a misshapen ugly sweater that sprawls across everything. It looks as if the knitter had finally figured out how to hold and use the needles without breaking them and was trying to make a sweater for someone 8' tall and grossly overweight.

*Bedroom* – The bed is bare: no covers, sheets, etc. In the corner is a duvet with several square patches cut out of it, all of which are stacked neatly next to a set of blank DVDs. Upon closer inspection an investigator will see that the patches are cut too roughly to have been made with any of the scissors in the craft bin – which all seem oddly untouched.

*Computer Room* – This room contains a work desk, bookshelves, and a Mac computer. It is currently up and running an audio-editing program. The audio file, however, is indecipherable. It sounds like a loud whirring buzz, like static, as if the file had been corrupted (see “How to Pronounce” on page 9). The internet browser is open, and amongst the flood of emails asking “where are you?” there are two in particular that stick out. One is a short email from Neil which reads “Paul, I made the reservations. Everything's set for us at the Moulin Maudit.” The other is an email exchange between Paul and Fin titled “Translation?” The last message is a response from Fin saying that he will get to work on translating “the audio file” soon. Next to the computer is a note “Audio help – Neil's flatmates?”

# Neil's House

Scene Type: NPC reaction, Action

Skills: YSDC Mythos, Psychoanalysis – notice inconsistencies  
Medicine, First Aid – Rescue roommates

The fake Neil is the best of all the Mi-Go replacements. He is friendly and funny and has the exact same speech patterns as the real Neil.

When the investigators arrive, the impostor welcomes them into his house. Immediately their nostrils are assailed with a toxic odor of ammonia and other strong chemicals. If asked about the smell, Fake Neil laughs and says “I was just cleaning the oven.” But the smell is too earthy to be oven cleaner; in reality it is a large stash of ammonia nitrate fertilizer in the basement. Investigators not holding their breath or breathing through a filter of some sort – shirt sleeve, handkerchief, etc – soon feel faint, dizzy, and will pass out unless they get some fresh air. The Mi-Go replacement for Neil, however, is completely unaffected by the noxious fumes.

An investigator with a keen eye will spot a pair of 10-sided dice showing a percentile roll of 06 sitting next to a character sheet for a popular role playing game. If asked, Neil is more than happy to roll the dice with the investigators. A YSDC Mythos check or simple statistical analysis exposes a major inconsistency even the Mi-Go couldn't correct; the impostor never fails a roll! They might also notice a vintage brochure for the Moulin Maudit.

Neil's housemates are being held in the basement slowly being assimilated by the fungal ichor used by the Mi-Go to create the replacements. However, since the false Neil lacks the proper Mi-Go technologies to successfully create new spies, the process is slowly killing them. One is already dead, and the other two must be rescued quickly in order to have a chance at recovery. SAN loss for the slime-covered roommates is 0/1d2. Fake Neil will not let the investigators into the basement without a fight and if questioned about the contents of the basement he will quickly escalate to violence.

# Rescued Roomies

Scene Type: Investigation, NPC reaction

Neil's housemates are immensely grateful for the rescue and can confirm any suspicions the investigators have about Neil. They talk about how bizarrely Neil had been behaving lately. How he seemed disinterested in gaming, both pen-and-paper RPGs and MMORPGs. One of them might even think that the fake Neil tried to kill them because they came too close to his secret.

If the investigators haven't seen PoC's note about going to Neil's housemates for help recovering the audio file, they will bring up the subject. The roommates either recently received a copy of the oddly-corrupted file from PoC or Neil, or can suggest that the investigators try to obtain a copy, or perhaps that they could hack into PoC's computer to retrieve the file.

With Neil gone, the roommates can return to their house, but will do so very reluctantly. From there, or anywhere else with a decent computer system, they can begin work recovering the corrupted audio file from Haunted1. Progress is slow, taking a day at least. Even then, the recovery is incomplete and spotty. See “How to pronounce... ?” on p. 9 for a description of the recovered file.

When the investigators return for the restored file, Neil's roommates will point out that it seems to be in a very strange language, “maybe Fin has a book that could help with a translation?”

# Fin's House

Scene Type: Investigation

Skills: YSDC Mythos, Psychoanalysis – notice inconsistencies  
Library Use – conduct research

Fin was the last to be replaced by the Mi-Go. When they replaced him they also nabbed his wife, Imogen. The investigators are in for a treat when they visit Fin's home.

As the investigators approach the walk, Fin walks out to greet them with a warm hearty handshake. He is the perfect host, offering food, refreshments, anything else he can help with. He never once makes a sarcastic remark, and all sarcasm or word-play seems wasted on him. Any investigator with even a smattering of YSDC Mythos will find this incredibly unsettling, as it does not mesh with what they know of Fin from the YSDC forums or Yog Radio or any of the voluminous collections of game audio featuring Fin.

The helpful impostor will, if asked, provide many volumes and tomes dealing with various occult themes. He makes his library quite available to the investigators. After all, the Mi-Go are sure that if the investigators are aware of the threat posed by Thubb'igb Adone, they will not come looking for the true Yog Radio hosts. The false Fin is in possession of a tome in ancient Aramaic that contains a wealth of information on Thubb'igb Adone. Most of it is legend and story, but several bits of useful information surface: Thubb exists more as a thought than a physical entity, it spreads by the repetition of certain patterns and sounds, victims infected by Thubb begin to hallucinate a world in which Thubb'igb Adone has a physical form and with enough infected people believing in his physical form he will become real.



# “How to Pronounce... ?”

## The Audio File

Scene Type: Investigation

Skills: Computer Use – restore file

Language: Aramaic – understand portions of file

The audio file as it is on PoC’s computer is corrupted. The cause is a virus inserted by a third party that discovered the file transfer in progress – one of the Mi-Go kidnapers. This advanced virus acts like a bookworm, slowly eating through all of the data, erasing it beyond recovery. If the investigators don’t act quickly, the file will simply cease to exist before they have a chance to look into it.

Even with the best of computer systems, recovery of the file is incomplete. Only bits and pieces come out clearly. The majority of the rest is a garble of incomprehensible sounds, static, and long silences.

Haunted1’s deep, raspy, voice introduces the file in English. He sounds at once tired – as if burdened with an oppressive weight – and at the same time excited and thrilled. Large portions of the introduction are missing. The next section is the same voice, this time speaking in Aramaic. From the fragments that are still intact investigators who understand Aramaic get the feeling this is an invocation or prayer of welcoming. The last 48 seconds of the file are almost completely corrupted. What little remains sounds like Haunted1, but now he is making inhuman and unnatural noises. It sounds almost as if he were swallowing and regurgitating his tongue. His voice is low and rough, like gravel crushed by gnashing teeth, and pronounced with a foul wind howling from malformed lungs. SAN loss is 1/1d4.

## Hunting Haunted1

Scene Type: NPC Reaction

Skills: Disguise, Sneak, Track – follow Haunted1

After the first meeting with the investigators, Haunted1 becomes increasingly paranoid. His hallucinations intensify and his behavior becomes more erratic; Thubb’igb Adone is using these twisted visions to control his first host. Mr. Swearingen will attempt to leave the country with his laptop containing the audio file. If he is not stopped, he will travel to Paris and from there will begin uploading the infectious Thubb meme onto various occult web-sites.

If the investigators have not already met with Haunted1, he will be largely unaware of their investigation. He will only know what URamigo tells him. The investigators would do

## Seeking Help – A Note for Keepers

Scene Type: Alternate

In one playtest session an investigator sent copies of the corrupted files to several of her friends and contacts. If the players try this, the Keeper should make a note and play up feelings of uncertainty, guilt, and anxiety as the investigators discover later that they may have inadvertently doomed humanity.

If the Keeper feels particularly mischievous, the Mi-Go may become aware of the investigators’ actions and take action to prevent further harm. This can create many interesting plot hooks to pursue in future gaming sessions: the Mi-Go start kidnapping the friends who received the file, the culpable investigator experiences a growing paranoia as she discovers she is being trailed by the Fungi from Yuggoth, the investigators must try to reclaim the distributed files, etc.

well, therefore, to keep to themselves any hunches that URamigo and Haunted1 are up to something evil. He will still frequent The Basement as usual, waiting eagerly for the next Yog Radio when his audio file will be played. Investigators looking for his address will need to persuade the shop owner to get a shipping address. Haunted1’s extreme paranoia is a recent development, and the shop’s files go back many years.

Haunted1 currently has the audio file stored in three forms. The original recording is still stored on his laptop. He also has copies of the file on several USB memory sticks around his house in envelopes, each labeled with a mailing address for various occult-related podcasts. The final form of the recording is the corrupted file that is slowly disintegrating in the ether of the internet in Haunted1’s and PoC’s email boxes. For more information on the full audio files see “Meme of Thubb’igb Adone” on page 12.

## Haunted1’s House

Scene: Investigation

Skills: Language: Latin – translate tablet

Spot Hidden, Conceal – Find the envelopes

Occult, Library Use – Haunted1’s bookshelf

Library Use, Psychoanalysis, Psychology – Recreate Haunted1’s “journal”

The Keeper should bear in mind that Haunted1 has only recently become so paranoid. He does not have tinfoil lining the walls, alarms on everything, or fifty locks on his doors. In fact, from the outside the place looks perfectly normal. Even the lawn is in good shape.

The front door opens onto a living room. There is a seating area along the South wall, lit by simple department-store floor lamps. To the East an ornate wood-trimmed arch opens onto the dining room where a large bay window with wilting potted flowers fills the Southern wall. On the opposite wall a doorway leads to a hallway with the bathroom and bedroom. On the East side of the room a swinging door leads to a long, narrow, kitchen with a backdoor to a small yard.

Haunted1's USB memory sticks with the recordings are stashed in small plain shipping envelopes. There are five in total. Two are in plain sight on the dining room table. A third is hidden at the bottom of his underwear drawer. The fourth is hidden under his mattress. The final envelope is mixed in with forty other envelopes in a large office supply box in the hall closet.

The laptop sits on a small writing desk in Haunted1's bedroom. Around it are scribbled notes and ramblings. Investigators taking their time and great care can assemble these fragments into a tragic diary of Mr. Swearingen's descent into madness starting from one night of restless sleep. In dreams he heard the vision of Thubb'igb Adone and tasted the sounds of the god's voice.

The bookshelf in the living room is fairly innocuous. Any third-rate Satanist, shamanist, pagan, or wiccan might have these books on their shelf. If an investigator is looking closely they will notice that what seemed to be a simple rock acting as a bookend is, in fact, a clay tablet. Pressed into the tablet in Latin are the words "Speaker of Thoughts / Make my eyes see."

## Moulin Maudit, Vermont

Scene Type: Investigation, Rescue, NPC reaction  
Skills: Sneaky skills to approach the cottage

The Moulin Maudit used to operate in the beautiful Vermont summers between 1908 and 1936. The owners, Jacque and Marie Pierlot, abandoned the quaint bed and breakfast when The Great Depression devastated the tourist trade in the region. After only a few years of disuse, the dirt road leading up to the small house was almost completely erased from the hills and the resort was forgotten.

This old worn down building is currently a beautiful prison for Paul of Cthulhu, Helen, Neil, Fin, and Imogen. Though they are free to roam the building and its immediate grounds, the Mi-Go carefully watch the hills and woods beyond the property line, preventing escape and intrusion.

The house itself is a small two-story cottage-style building. The paint is chipped and faded, and the shutters cling to the sides of the house with one desperate hinge. The front door opens onto a small hallway with reception desk. The hall used to have doors on either end. To the left an empty arch opens to a sitting room. To the right is a dining room, and beyond that is a kitchen. At the back of the sitting room are a flight of old steps, creaking their way up to the second floor. The second floor is simply a long hallway with doors into four bedrooms and a communal bathroom. The master bedroom, once home to Jacque and Marie Pierlot, is now occupied by the real hosts of Yog Radio.

## Mi-Go Fan Club Headquarters

The Mi-Go have set up their YSDC fan club headquarters in the wine cellar. There in the damp earthen room is at least one of every item ever for sale on Lovecraftiana, YSDC's online shop. There are printouts of YSDC photos. More disturbing are the framed pictures of the Yog Radio hosts going about their daily lives. The whole room exudes a strong feeling of voyeuristic alien stalkers. SAN loss 0/1.

## A Glimpse of the Future

In the far corner of the room is a small television. Aside from the coils of wires and alien technologies spliced to the back of the machine, the contraption almost looks like a vintage 1950's cabinet set. Two dials next to the screen operate the Mi-Go "viewing machine." The top is a simple on/off switch. When on the screen displays a place and time that can be adjusted with the second knob. To successfully change the image shown, the user must mentally focus on a desired place and time while turning the dial. It is this machine that allowed the Mi-Go to peer into the future and see the horror that Yog Radio would accidentally unleash. For more information about the Mi-Go Viewing Machine see page 12.

That future is exactly what the investigators see if they activate the machine. It begins first with a view of the recent past; the Keeper should describe a brief moment from the investigation thus far. The scenes that follow show the Yog Hosts returning to their normal lives. PoC returns to Haunted1's audio feature for Yog Radio 30. Shortly after, the screen flickers as images flash across rapidly. Each one individually makes no sense, but as a whole they give an impression of thousands of people listening to something. The flood of pictures slows and gradually reveals a world similar to our own, but horribly changed. The investigators are awash with synaesthetic sensations as they bear witness to the world as Thubb'igb Adone would have it. SAN loss for seeing these disturbingly voyeuristic and terrifyingly apocalyptic scenes is 1d4/1d6.

## Mi-Go Residents

Scene Type: NPC Reactions

The five Mi-Go residing at the Moulin Maudit have become overly enamored with the trappings of humanity. They wear, in a grotesquely distorted fashion, t-shirts bearing the cartoon tentacle and key logo from Yog-Sothoth.com. Two of them actively patrol the Moulin grounds while another is off mining. The other two are likely engaging in some farcical, yet incredibly disturbing, approximation of human behavior: trying to make sandwiches, watching television, listening to Yog Radio, etc.

If the investigators make their presence known or fail to sneak onto the premises, the Mi-Go will become hostile. The Mi-Go will use their freeze guns to stop the investigators, then collect their brains and put them in jars to be taken back to Yuggoth.

## Who's Who?

Scene Type: Alternate

If the Keeper wants to make things tricky for the would-be rescue party, the Mi-Go impostors return to Vermont from Bradford and have not dropped their disguises. Instead of one set of Yog Radio hosts, the investigators find two. It is up to them to figure out who they should rescue. One solution could involve using an investigator's YSDC Mythos knowledge to find inconsistencies in personalities. Another is to ask about interactions between the hosts and the investigators only the impostors would know about. There are many other ways to identify the true hosts and the Keeper and investigators should be ready to think quickly.

## Negotiations

Scene Type: NPC Reactions

Skills: Fast Talk, Persuade, Bargain – Negotiate with Mi-Go

The Mi-Go holding Paul, Fin, Neil, Helen, and Imogen, are convinced that by holding their human idols in captivity, Haunted1's audio will not find its way into the meme-web that is the internet. If the investigators can quickly convince the Mi-Go that the threat of the audio file becoming widely distributed has been averted, or that there are better ways to prevent the spread of Thubb'igb Adone's meme, they might be able to take the Yoggie crew back home safely.

However, the Mi-Go are determined to thwart Thubb'igb Adone's cultists by any means necessary. If they think that their situation has become hopeless, they will perform quick decapitations of the Yog Radio hosts as a last resort – placing their brains into the infamous Mi-Go cylinders to add to their collection.

## The End?

Scene Type: Epilogue

If the investigators rescued the Yog Radio crew without destroying the audio file or thwarting Haunted1, then the world is in for a hellish summer. PoC will release the purported "how do you pronounce...?" file in Yog Radio 31. All of the podcast listeners who hear the file will slowly become infected by Thubb'igb Adone's mind-warping meme. Shortly after, the newly infected will spread the meme through the internet, radio, and television to the rest of the world. Consensus reality will crumble under eldritch hallucinations and Thubb'igb Adone will usher in a new world of horror.

## Statistics:

### Thubb'igb Adone – Mental Parasite

Thubb'igb Adone is less of a physical monster than a mental parasite. It propagates like a meme. Once it becomes ingrained in its victim's mind, that person begins to see the world through a horrible new light. The hallucinations that Thubb induces slowly erode reality as the victim knows it. After spreading to enough people, cracks and rips begin to form in the fabric of reality and Thubb can then exist in the new, twisted, reality.

Thubb'igb Adone is rumored to be closely linked to the development of human language, though it is unclear whether he was spawned from our first language, or whether his infectious thoughts destroyed our common language. There are those who believe the Tower of Babel parable is a metaphor for the destructive powers of Thubb'igb Adone.

### Meme of Thubb'igb Adone

The complete audio files that contain Haunted1's summoning meme for Thubb'igb Adone are dangerous. At just over five minutes in length, and recorded with good quality audio, the files are easily and quickly absorbed. Their power is insidious. Hallucinations of Thubb'igb Adone's twisted reality do not take hold until days or weeks after listening. At first they are subtle: colors appear duller, certain words simply look odd on a page. Once the victim becomes aware of the hallucinations, the spiral quickens. Buildings and people look unfamiliar at best, and warped and twisted at worst. Synaesthesia – the confusion of sensory input – sets in soon after.

Haunted1 spends a minute introducing the “audio feature” in English. Then he begins the recitation of an Aramaic welcoming spell to Thubb'igb Adone.

The last 48 seconds of the audio file are the spell “Meme of Thubb'igb Adone.” It is not in any human language, but rather consists of tropes and bits of sounds that unlock the door to the listener's mind so that Thubb'igb Adone may enter and infect them. Simply knowing the spell instills a growing desire to cast the spell and infect others. To intone the spell, the caster must already be a victim of the spell afflicted with the presence of Thubb'igb Adone. Anyone hearing the spell immediately rolls to learn the spell. For game stats for the audio file and spell, see sidebar.

#### **The Meme—**

##### Audio File

SAN loss: 1/1d4 for audio file.

Losses from hallucinations vary at Keeper's whim.

Cthulhu Mythos: 1%

Spells: Meme of Thubb'igb Adone

Chance to learn spell: Incomplete audio – INT x1. Complete audio – INT x4.

##### Spell

SAN loss: 2    MP: 4

Casting time: approximately one minute

### Mi-Go Viewing Machine

The Mi-Go Viewing Machine is operated more through mental commands than by the actual adjusting of knobs and levels. No two versions of this machine are exactly alike, since they are built from whatever materials are available. The temporal and physical range of these machines is fairly limited, but varies with each unit. The amount of magic points invested to operate the machine increases the chances of successfully viewing a desired time and place by 10% per magic point. Keeper's should impose SAN losses as needed for horrific scenes viewed through the machine.

## Paul of Cthulhu

STR 12    CON 11    SIZ 15    INT 15  
POW 12    DEX 9    APP 10    SAN 60  
EDU 17    DB +1d4    HP 10 (Max: 13)  
SAN 56

### Skills:

Archaeology 55%                      Library use 35%  
Computer Use 30%                      History 25%  
Photography 25%                      Physics 20%  
Bargain 20%

## Helen

STR 8    CON 11    SIZ 8    INT 15  
POW 13    DEX 12    APP 14    SAN 65  
EDU 17    DB -1d4    HP 8 (Max: 10)  
Current SAN – 61

### Skills:

Anthropology 40%                      Archaeology 65%  
History 40%                              Art: Knitting 80%  
Own Language: English 95%    Persuade 30%

## Fake Helen

STR 10    CON 12    SIZ 9    INT 15  
POW 7    DEX 14    APP 11    SAN n/a  
EDU 17    DB +0    HP 11

### Notably “wrong” skills:

Art: Knitting 15%                      “Goo” Attack 25%  
Language: English 60% (uses apostrophes inappropriately)

## Neil

STR 11    CON 12    SIZ 13    INT 14  
POW 12    DEX 10    APP 13    SAN 70  
EDU 16    DB +0    HP 11 (Max: 13)  
Current SAN – 62

### Skills:

Anthropology 25%                      Archaeology 50%  
History 65%                              Library Use 45%  
Listen 35%                                Biology 20%  
Chemistry 20%                            Computer Use 40%  
Fast Talk 65%                            Navigate 30%  
Occult 45%                                Persuade 55%  
Physics 20%                                Psychology 45%  
Spot Hidden 35%                        Rifle 35%

## Fake Neil

STR 12    CON 12    SIZ 13    INT 14  
POW 8    DEX 14    APP 10    SAN n/a  
EDU 16    DB +1d4    HP 13

### Notably “wrong” skills:

Fast Talk 25%                              Occult 70%  
Computer Use 5%                            “Goo” Attack 30%

## Fin

STR 12    CON 11    SIZ 15    INT 15  
POW 10    DEX 9    APP 13    SAN 50  
EDU 17    DB +0    HP 12 (Max: 13)  
Current SAN – 49

### Skills:

Accounting 43%                            Anthropology 24%  
Archaeology 41%                            Art: Leathercraft 17%  
Bargain 11%                                Biology 16%  
Chemistry 18%                              Climb 51%  
Computer Use 23%                            Electrical Repair 18%  
Electronics 4%                              Fast Talk 13%  
First Aid 45%                                History 25%  
Library Use 42%                              Locksmith 7%  
Natural History 15%                            Navigate 17%  
Occult 28%                                    Physics 12%  
Pilot: Boat 7%                                Psychology 11%  
Ride 8%                                        Sword 22%  
Handgun 25%                                 Rifle 37%

## Fake Fin

STR 13    CON 11    SIZ 13    INT 15  
POW 9    DEX 12    APP 10\*    SAN n/a  
EDU 17    DB +1d4    HP 12

### Notably “wrong” skills:

All weapons skills are at base  
Library Use 10%                              Occult 5%  
“Goo” Attack 25%

\* The impostor can’t get Fin’s deep Yog Radio voice quite right

# Neil's Housemates

Initially the three housemates are trapped in the basement, slowly succumbing to the fungal ooze.

## Tom (Deceased)

### Dick

STR	5	CON	4	SIZ	12	INT	18
POW	13	DEX	4	APP	14	SAN	65
EDU	11	DB	+0				

#### Skills:

Language: Latin 30%      Chemistry 20%  
Geology 30%              History 40%  
Computer Use 50%

### Harry

STR	13	CON	9	SIZ	13	INT	15
POW	12	DEX	11	APP	11	SAN	60
EDU	10	DB	+0				

#### Skills:

Computer Use 70%      Electronics 50%  
Mechanical Repair 35%      Electrical Repair 35%

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## Hugh Swearingen, AKA "Haunted1"

Hugh Swearingen is a man in his late fifties. Though he is not tall, he is very lanky. His arms seem unnaturally long, but are really only a couple inches longer than average. He walks with a pronounced limp, nearly dragging his left foot behind him. Despite this apparent disability, he is surprisingly agile and strong.

Mr. Swearingen was visited in a dream by a repetition of cacophonous sounds that were the call of Thubb'igb Adone. Already weak from years of fruitless occult study, Hugh surrendered his will to the malign deity. Now, his vision tainted by the hallucinations of Thubb, Hugh Swearingen has taken on the alias Haunted1 and sees it as his duty to spread the Thubb meme across the world. He is not normally violent, but will defend his means of propagating the meme by any means necessary.

STR	12	CON	7	SIZ	13	INT	10
POW	13	DEX	12	APP	7	SAN	0
EDU	14	DB	+1d4				

#### Skills:

Computer Use 30%  
Fast Talk 30%  
Occult 45%  
Persuade 25%  
Cthulhu Mythos 5%

## Aaron Samuels, AKA "URamigo"

For a description of Aaron Samuels, see "URamigo" on page 5.

STR	9	CON	5	SIZ	13	INT	14
POW	13	DEX	14	APP	10	SAN	10
EDU	11	DB	+0				

#### Skills:

Computer Use 10%      Occult 15%  
Persuade 35%      Cthulhu Mythos 1%