

SHADE OF YOG-SOTHOTH

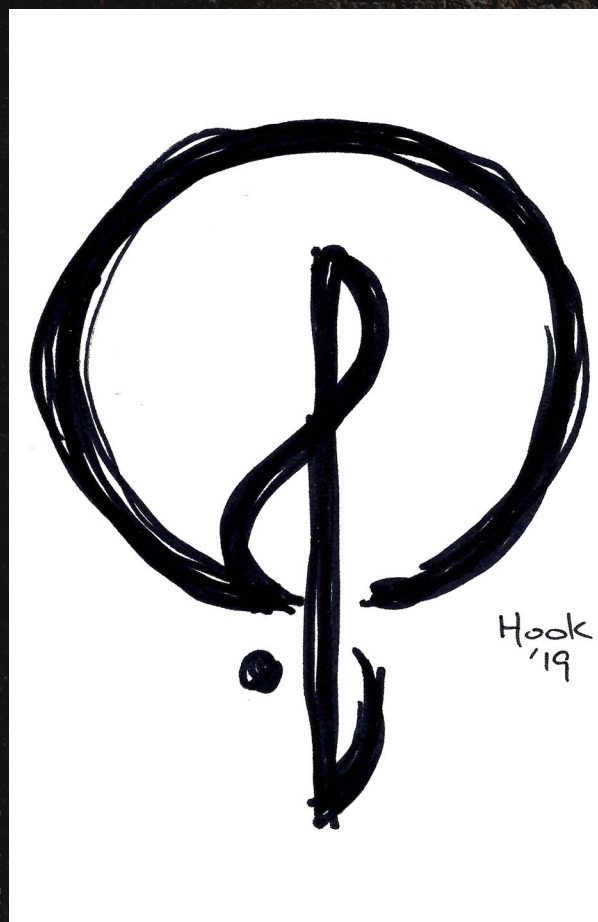


Jon Hook

SHADE OF YOG-SOTHOTH

The shade of Yog-Sothoth is a psychic parasite that consumes and replaces the personality of the attached victim. Through the Tether Shade of Yog-Sothoth ritual spell, a wizard is able to summon a fraction of Yog-Sothoth's essence and anchor it to a victim's shadow. Once the victim's shadow has been infused with the essence of Yog-Sothoth, it begins the process of consuming the victim's personality. The shade's ultimate goal is to fully replace the victim's personality with its own; thus converting the victim into a loyal servant of Yog-Sothoth.

The shade is a menacing presence that swells in size and opacity as it devours the victim's personality. The shade is not able to physically interact with the three-dimensional world; it is still the victim's shadow, so it must go where the victim goes, but it is an independent creature with a silhouette that is similar to the victim – but not the victim's actual shadow. The victim can feel the shade's growing strength of power as his own stamina wanes; the victim can sense his impending demise at the hands of the shade. If the attached victim dies



Glyph of Yog-Sothoth

SPELL: TETHER SHADE OF YOG-SOTHOTH

- **Cost:** 10 magic points; 5 POW; 5 Sanity points
- **Casting time:** 3 days
- **Category:** Banishment or Control

A fraction of Yog-Sothoth's essence in the form of a pitch-black shade is tethered to a victim's shadow; the shade becomes the victim's shadow.

This ritual spell takes three days to complete, but most of that time is spent preparing the victim to have the shade anchored to their shadow. The victim must be starved for during the entirety of the ritual and branded with Yog-Sothoth's glyph. It is during dusk of the third day that the wizard completes the ritual and casts the spell. The final phase of the spell takes one hour to complete. Upon completion, the sentient shade of Yog-Sothoth is attached to the victim's shadow (see the **Shade of Yog-Sothoth** creature listing).

Beginning with the next evening, the shade permanently drains 5 POW from the attached victim. The POW drain is the precursor to ultimately usurping control of the victim's personality and body; effectively killing the victim and replacing his personality with that of the shade. If successful, the victim eventually becomes a Yog-Sothoth cultist.

Deeper magic: in rare cases, the shade can interact with the physical world. This rare shade is impossibly cold, so cold that it burns anyone other than the attached victim. Such a shade inflicts 2D6 freezer burn damage.

Alternate names: *Will of the Gate, The Coveting Rival, The Void Parasite.*

before the shade can consume the victim's personality, then the shade drifts towards the nearest shadow so that it can attach itself to that new victim.

The creature statistics listed below pertain to the shade only. Once the shade has usurped the victim's personality with its own it assumes the victim's physical characteristics, but the shade's INT and POW replace the victim's previous mental characteristics.

Shade of Yog-Sothoth, *personality parasite*

char.	ave.	roll
STR	—	(n/a)
CON	—	(n/a)
SIZ	—	(n/a)
INT	117	(5D6+6) × 5
POW	130	(4D6+12) × 5
DEX	—	(n/a)

Average Hit Points: n/a

Average Damage Bonus: none

Average Build: n/a

Average Magic Points: 26

Move: n/a

Combat

Attacks per round: 1

Shades can only make attacks in the physical world if it has successfully dominated its attached victim. Shades cannot directly interact with the physical world, nor can they be directly affected by objects from the physical world. While controlling the attached victim through a Dominate spell, the shade has the same fighting and dodging skills as the attached victim.

Consume Personality (mnvr): if the attached victim has lost at least 15 SAN due to the shade's fatigue ability, then the shade may attempt to usurp control of the victim by consuming the victim's personality. With a Hard POW roll, the shade begins consuming the victim's personality; the process takes ten minutes to complete. During which time, the shade is vulnerable to physical attacks directed against the attached victim. Unless the shade is destroyed by magic prior to this maneuver, the death of the attached victim also kills the shade. The shade may only attempt this maneuver once per day at dusk.

Fighting n/a

Dodge n/a

Fatigue: the shade is able to permanently drain 5 POW per night from the victim. Each evening, as the victim sleeps, the shade and victim must make an opposed POW roll. If the shade wins POW roll, then the victim loses 1D3 Sanity. Once the victim has lost at least 15 SAN due to fatigue, then the shade may attempt to consume the victim's personality, (see fighting maneuver below).



Shade of Yog-Sothoth

Armor: the shade is immune to all physical attacks, including physical attacks by magical weapons. Direct sunlight temporarily weakens the shade, but it does not destroy it because it is able to hide behind the attached victim. The candlepower of flashlights is far too weak to affect the shade. A weakened shade is not able to cast the Dominate spell. The shade is also vulnerable to a few specific spells. Investigators may be able to glean how to defeat a shade of Yog-Sothoth with a successful Cthulhu Mythos skill roll, or they may discover information about the shade's vulnerabilities in some Mythos tomes, like *De Vermis Mysteriis*. The shade of Yog-Sothoth can be destroyed or expelled from the attached victim by any of the following spells: Elder Sign, Return Servitor, and Tether Shade of Yog-Sothoth.

Spells: Dominate (as shade, and only against the attached victim); the usurping shade has a 99% chance to know Tether Shade of Yog-Sothoth, and 1D6 additional spells as selected by the Keeper.

Sanity Loss: 0/1D4 Sanity points to see a shade of Yog-Sothoth.

SCENARIO HOOKS

- There has been a recent series of missing person cases, and a close friend of the investigators seems to be the latest victim. An insane cultist for Yog-Sothoth is kidnapping people for the sole purpose of converting them into new cultists by performing the Tether Shade of Yog-Sothoth spell on each victim. It is a tedious and time-consuming task, but well worth it in his eyes. Just as the investigators commit themselves to finding their friend, he returns home tortured and starving. He recounts a wild tale of a demon being stitched to his soul, and he begs his friends, the investigators to help rid him of the curse that is his new shadow.
- A woman infused with the shade of Yog-Sothoth is making plans to summon Yog-Sothoth, but she is concerned about interference from the investigators, (their reputation precedes them). So, she attempts to lay a trap for one of the investigators in order to convert him into a new cultist for her cause. Can the investigators find their companion before it's too late?
- An asylum inmate was able to convince an elderly relative to bring him a copy of De Vermiis Mysteriis from his ancestral home. The inmate plans to cast Tether Shade of Yog-Sothoth on himself in order to gain the power needed to overthrow the asylum and turn all its residents into his slaves. Unfortunately, one of the investigators is currently recuperating from a harrowing experience in the asylum.

CREDITS

WRITING

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INTERIOR ART

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COVER & LAYOUTS

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This work is dedicated to one of the great masters, Robert Bloch. The Shade of Yog-Sothoth was heavily influenced by Bloch's amazing public domain short story, Black Bargain; a fun and creepy yarn.

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