

ANTENNA 8

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Complexity: 5

Tone: Creepypasta



PRESENTING THE MYSTERY

The local radio station ANTENNA 8 is in trouble: listeners hear strange voices and eerie noises throughout their broadcasts. Even the most devoted listeners have started to tune out; it's annoying at the best of times and can sometimes get outright creepy. Reports of strange paranormal phenomena linked to ANTENNA 8 listeners are on the rise. Companies have started pulling adverts, and legal trouble is brewing as well. Police are investigating the disappearance of a young man who told his mother he had been "called" on an ANTENNA 8 broadcast before vanishing into the countryside.

The station has hired Paranormal Inc. to uncover the source of the ethereal sounds and, ideally, stop the phenomenon.

Establishing Question: One of you has listened to ANTENNA 8 all your life—it's your favorite station, and it would be horrible if they had to close! Who is your favorite presenter, and what program do they host? (You can draw an NPC prompt from 6-10 of spades and use that person. Shuffle it back into the deck.)

Goal: ANTENNA 8 wants you to uncover the identity of the spirits haunting the station and find out what their intentions are.

Ideally, ANTENNA 8 would like the spirits removed to save the station. Failing that, ANTENNA 8 at least needs you to find a way to communicate with the ghosts and convince them to be less disruptive to its broadcasts.

Establishing Question: On the way to the radio station, you tune into ANTENNA 8.

What is on right now? Do you like it? Can you pick up any unusual noises in the broadcast? Draw a Paranormal Event card to establish something peculiar about the broadcast.



As you arrive at ANTENNA 8, you all hear one last word crackling behind the static, faint but unmistakable. What word did each of you hear?

You have the run of the place and can start your investigation by drawing a Location card.



LOCATION PROMPTS (HEARTS)

A TRANSMITTER STATION

The white and red steel skeleton of the transmission tower rises behind the main building. A muddy sunken lane leads up a small rise toward the tower through a thicket of brambles.

Paint the Scene: *The chain-link fence around the tower leaves enough room for a tiny wooden shed. The entire area looks disused, desolate. What unexpected abandoned item do you find in the shed?*

2 ROOFTOP SATELLITE DISHES

The satellite dishes on the flat-roofed station top seem to lean out into the howling wind as if straining to listen.

Paint the Scene: *You get a strange feeling of being exposed and feeling watched up here. Why do you breathe a sigh of relief anyway?*

3 RACK ROOM

A single lightbulb strains to illuminate the rows of shelves stacked with tangles of wire and machinery under dust covers.

Paint the Scene: *You have to squeeze past cardboard boxes stacked in the aisles and stuffed with old equipment to move around this cramped room. You almost jostle one apparatus from its shelf. It looks out of place and you are not sure what it is, but how would you describe it?*



4 LIVE STUDIO

The live studio is surprisingly roomy, with multiple mic stations spaced out to avoid interference. Each is surrounded by hundreds of dials and controllers and has its own desk.

Paint the Scene: *You wait patiently until the “On Air” sign outside switches off before entering. You’re surprised to find a personal rival in a guest seat! Who are they, and what could ANTENNA 8 have possibly interviewed them for?*

5 RECORDING STUDIO

A glass wall separates the recording booth—its walls covered in black foam—and the control room with its myriad audio consoles incomprehensible to the uninitiated.

Paint the Scene: *As you enter the control room, you get a chance to listen in on a radio play being recorded. Out of context, it’s bizarre! What does the play’s plot seem to be?*

6 GREEN ROOM

Flower-print sofas, old-fashioned upholstered chairs, and tiny coffee tables shedding their paint charmingly outfit the green room. It looks a bit like a garage sale, but it’s comfy all the same.

Paint the Scene: *Photos of former guests fill a photo wall. Who do you recognize?*

7 CONFERENCE ROOM AND OFFICES

A cluster of office boxes, separated by mobile pinboards, line the walls of this large room. At the center is a conference table sprouting a tangled mess of phones, power cables, and adapters.

Paint the Scene: *You overhear the tail-end of a conversation at the sputtering coffee machine in the corner. What was the topic of conversation?*



8 NEWS ROOM

This room looks like the nerve center of an intelligence agency. Multiple screens are mounted on the walls and on stands between desks, silently showing about a dozen news channels from around the world.

Paint the Scene: *Multiple people are clustered around one particular screen, ignoring the others. It's a little eerie, seeing them stand there shoulder to shoulder—not talking, just staring. What has them so captivated?*

9 RESTROOMS

The restrooms look more like what you might expect in a student bar. They're full of artsy graffiti, and hundreds of stickers are stuck on the mirrors. They are clean and well-maintained.

Paint the Scene: *The stickers seem to document cultural events in town spanning at least three decades, from amateur plays to rock concerts. Why does one stand out to you?*

10 CAFETERIA

This dingy linoleum and steel room reeks of corporate shame and seems to sap more energy than it restores.

Paint the Scene: *The boards above the serving counter advertise three meals of the day. Which one looks the least appetizing? Why does it sell the best anyway?*



PARANORMAL EVENT PROMPTS (DIAMONDS)

- A**
- Arcs of electricity block off part of the room.
 - You are lured by an intoxicating melody.
 - An ice-cold hand grips one of you by the neck and won't let go.

- 2**
- Whenever you aren't looking, every piece of wood around you inches closer.
 - You hear a continuous scream coming from a phone; shutting off the phone does not stop it.
 - Hundreds of feet of cassette tape form a web.

- 3**
- Neon green goo drips from your nose and forms a small humanoid, which dashes off.
 - You can no longer speak.
 - The rustle of autumn leaves fills the room.

- 4**
- All electronics in the room suddenly turn off.
 - Spiteful snickering follows you everywhere.
 - An apparition without hands or feet appears wearing a hunting cap.



- 5**
- A swarm of paper planes appears.
 - You hear the sound of someone sobbing and retching.
 - You see a raven with one white feather, which you now realize has been following you since your drive to ANTENNA 8.
- 6**
- All electronics in the room go haywire.
 - The static from a speaker becomes a rush of water.
 - Your skin itches as if wrapped in nettles.
- 7**
- All unsecured objects float to the ceiling; it's amazing how much clutter there is in a room!
 - You hear the cacophony of farm animals.
 - You smell the oppressive scent of ozone.
- 8**
- A microphone stand walks in and positions the mic in front of you; it gets agitated when you stop speaking into it.
 - You hear the radio in your head and can tune frequency by tilting back and forth.
 - You smell a nauseating stench.



- 9
- Cables tied into a grotesque, writhing knot appear.
 - You hear a conversation you had with a dead relative, distorted as if in a bad recording; only your relative's voice plays, not yours.
 - Time stops for everyone but you, then slowly creeps back to a normal pace.

- 10
- A whisper becomes a shout, and normal volume is deafening.
 - You hear a mechanical scream, shrill and incessant.
 - You smell the scent of a thousand treasured memories.



NPC PROMPTS (SPADES)

A Victoria Seawell, the janitor

Energetic. Unfazed. Good-humoured. Vicky is a beloved fixture of the station. She always has one earbud in and is connected to the smartphone in one of her overalls' many pockets. She hums along with the tunes of ANTENNA 8 and sometimes gets a faraway look on her face as she listens, growing oblivious to all around her.

Quote: *"Don't worry, me lad! Nothing a bit of the old elbow grease couldn't fix! You see, when I was your age, there was this- Oh... there was this- what? What were we talking about?"*

2 BEN TOWNSEND, THE DOGSBODY

Intense. Quiet. Constantly stares into your eyes. Ben started as an intern at ANTENNA 8, hoping to work his way up into an on-air job. Nobody seems to know what his actual job description is. Still, he obnoxiously tries to help out with any errands like driving reporters, rolling up cables, or serving in the cafeteria.

Quote: *"You couldn't use a cup of coffee or anything? Maybe a sausage roll from the cafeteria? Hey, you could put in a word for me with Caramel from that talk show!"*

3 CYNTHIA LAWRENCE, THE SOUND TECHNICIAN

Busy. Fidgety. Prone to accidents. She fiddles with spare equipment whenever she can, and has some odds and ends stashed in various nooks all over the station. Her hunt to record electronic voice phenomena in the station has become an unhealthy obsession.

Quote: *"Here, listen to this! Oops-a-daisy, let me respool that. Now can you hear it? That's... something, right? Right!?"*



4 **DARIA JANICEK, THE LEAD PRODUCER**

Harried. All business. An idea machine. Daria doesn't believe that ghosts are responsible for the disturbances at ANTENNA 8. She took over the position of veteran producer Theodora Simons a few months ago. She is exasperated with the doubt at ANTENNA 8 over whether she will be able to fill Theo's shoes.

Quote: *"All this ghost business is absolute BS! We could spend our time much more efficiently. But it did give me this new idea for a cook-along show: we'd just need a tent, a royal pardon, a medium, and a new boom mic..."*

5 **HAMISH ABERNATHY, MARKETING MANAGER**

Desperate. Sloppy. In over his head. Hamish is the cousin of some earl or another, and he affects aristocratic mannerisms. Nobody knows how he got his job. Hamish is panicking now that advertisers no longer swarm him with offers, and he would do anything to get them back. Anything.

Quote: *"Ah, you must be those investigators! Your company could use some advertisement, couldn't it? I have a contract on me, as it happens..."*

6 **KIM MCCORMICK, THE DJ**

Excited. Animated. An anecdote for everything. Kim is a fan favorite and always upbeat on air. Behind the scenes, however, she is barely holding it together. She can hear the voices whispering through her headphones whenever she's on air. She hasn't told anybody but is dying to get it out.

Quote: *"This reminds me of that time my grandpa haunted our family—haha! Well, you know, he didn't. Actually... he just hid in a bush outside and whispered into a baby monitor. But it was as creepy as this—at least! Hahaha..."*



7 MARY ANN ZHANG, THE PODCAST HOST

Astute. Inquisitive. Likes to joke. Mary Ann has done all sorts of podcast shows over the years, but most with a bent toward the macabre or weird: real crime, local legends, unsolved mysteries, and ancient aliens. She wants to seize the opportunity to do a show on ANTENNA 8's very own haunting, but Daria, the producer, is staunchly opposed.

Quote: *"Today, we're going to listen to some electronic voice phenomena! Phenomena? Anyway, it's going to be creepy. As always, listener discretion is advised!"*

8 JENNIFER JACKSON, THE VOICE ACTOR

Bold. Unbelievably broad grin. Strong opinions. Jennifer has made a name for herself in the voice acting business but still comes back to record for her home station regularly. She has difficulty adjusting to the most recent changes, however, including the old head producer Theo leaving and ghosts arriving.

Quote: *"I don't know what the heck is going on here today, but the new management needs to get their shit together and sort this out!"*

9 RON WAFFLE, THE LOCAL NEWS REPORTER

Desultory. Unruffled. Sardonic. Ron is an internet legend. Runaway cat, brawl at the retirement home, burned down chicken coop—no story is too mundane for him to cover. His shuffling and dejected reporting has resulted in more than one meme. He is oblivious to his fame.

Quote: *"So, ahem... the chickens... how shall I say? The chickens! They did not manage to put out the fire themselves?"*



JOHN CAMEL, THE TALK SHOW HOST

Engaging. Probing. All smiles. John has an unlikely set of connections; he had Oprah Winfrey on one time, for goodness sake! He never explained how he gets his stars, and people have learned not to ask.

Quote: *"Welcome, welcome. We haven't had a paranormal investigator on the show in months! You haven't held a seance for any famous people, by chance, have you? Oh well, leave your card and I'll surely get back to you! Bye for now!"*



CLUE PROMPTS (CLUBS)

- A** • A faded copy of a newspaper front page dated June 5, 1968
 - Static coming from a nearby speaker sounds like footsteps rustling through leaves
 - An internal memo covered in doodles
- 2** • Muddy footprints
 - An interview transcript with some letters circled furiously
 - A photo showing a shadow looming behind one of ANTENNA 8's hosts
- 3** • A note with a phone number
 - A whispered name
 - An empty envelope addressed to ANTENNA 8 and stamped in Mauritius
- 4** • A crumpled newspaper cutting
 - A sad song that pops into your head seems to hold a clue
 - A portable microphone, set to record, hidden in a corner
- 5** • An unsigned contract
 - A threatening letter
 - An underdeveloped photo



- 6**
- An autographed picture with the star's eyes poked out
 - A USB stick wrapped in a bloody sock
 - A portable radio tuned into static

- 7**
- An envelope full of shredded documents
 - A technical drawing of a novel audio device
 - An unspooled cassette

- 8**
- A crushed covert listening device
 - A faint whistling, like escaping air
 - A CD labelled with runes in sharpie

- 9**
- The draft of a news reading covered in red ink
 - A scratching sound from behind a wall
 - A shattered ANTENNA 8 mug

- 10**
- A cassette player running an empty tape
 - A matchbox with a blinking electronic chip inside beeping softly in irregular intervals
 - A torn headphone cable

