TRIBAL DANCE by Linden Dunham

Tribal Dance is a modern day Call of Cthulhu scenario for 3-6 experienced investigators. The scenario is set in the imaginary Gloucestershire town of Brichester which provides the location for much of Ramsey Campbell's mythos fiction.

A New Investigation

The investigators are contacted on Monday by Nick Harlow, the owner of a small recording studio in Brichester. Last Saturday night his studio was broken into and Rob Grover, his sound engineer and business partner, was murdered. Both the break in and the attack on Grover appear completely motiveless. Nothing was taken from Grover or the studio.

A veteran of the 70's rock scene with numerous drug busts to his credit, Harlow doesn't trust the police to find his partner's killer. He wants the investigators to look into the matter and bring Grover's murderer to book.

Harlow can supply some information about the circumstances of Grover's death: Grover spent most of Saturday working on a 12" single by Doctor Psychotrop, a local DJ. The record was supposed to have been finished on Friday but had been delayed due to Psychotrop's perfectionist approach and insistence on adding some extra samples halfway through the recording process. Grover agreed to work Saturday as a favour to Psychotrop, whose music he liked, thus ensuring the single would be ready for the DJ's spot at a local club the following Friday. Psychotrop left the studio with 50 pressings of the single at 10.30pm. Grover stayed behind to tidy up and was killed around thirty minutes later. Having been called upon to identify Grover's body Harlow can testify as to the grievous nature of the wounds inflicted on his former partner: "It looked like someone had carved Rob up with a butcher knife. The bloke who did it must be a real psycho."

Keeper's Notes

Grover was killed by a Byakee which was summoned to Earth by a sampled Tcho-Tcho tribal chant in the record he was producing. Dr Psychotrop (real name Paul Sanderson) had obtained a tape recording of Tcho-Tcho tribesmen worshipping Hastur the Unspeakable made in 1978 by a Brichester University anthropology expedition. Sanderson listened to only a part of the tape but quickly decided that its eerie chanting and manic drumming were just what he needed to add authenticity to his latest vinyl opus, a dance single entitled "Tribal Rhythm". He and Grover sampled a couple of sections of the tape at random without bothering to listen to it all the way through. Unfortunately the "cleaned up" sampled segments contain the operative incantations from the Call Hastur spell. Playing the finished record in the studio was sufficient to attract the attention of one of Hastur's Byakee servitors. By the time the creature arrived at the studio Sanderson had already left, taking his newly pressed records with him. The Byakee quickly ascertained that Grover was not a cultist, killed him, and destroyed the master tape of "Tribal Rhythm" to prevent any more unwarranted summonings before returning to Aldebaran.

Sanderson, meanwhile, intends to premiere "Tribal Rhythm" at the climax of his DJ slot at The Glasshouse night club on Friday night. Playing the record in the presence of a large crowd, many of whom are in a trance like state due to constant dancing and/or ecstasy consumption, will be sufficient to attract Hastur to Earth. The Great Old One will manifest itself inside the Glasshouse causing widespread death and insanity amongst the assembled clubbers.

The investigators have until Friday night to find out how Grover died and to prevent the summoning of He Who Cannot be Named.

Crime Scene

Harlow's studio is situated on the edge of Lower Brichester in an former industrial area. It occupies most of the basement of an old factory. Various unsavoury characters can be see hanging around outside drinking from cider bottles and cans of strong lager. One or more of them will try and cadge some change off the investigators.

The police have finished their examination of the studio and the investigators are free to inspect the area where Grover died. Initial findings are as follows:

1.) The door to the studio has been torn off its hinges suggesting that the killer possessed abnormal strength.

2.) The studio carpet is spotted with dried blood although not excessively so. An investigator who makes an Idea roll will find this strange given Harlow's description of the wounds inflicted on Grover by his killer. Grover should have bled a lot more.

3.) Investigators who succeed in a Spot Hidden roll will find a small clump of fur in the middle of one of the bloodstains. Subsequent analysis of the fur either by a laboratory or by a suitably equipped investigator making a Zoology roll will reveal that the fur comes from no known animal.

4.) Most of the recording equipment is undamaged although one tape deck has been smashed. Harlow explains that this deck would hold the master

tape of the recording on which Grover had been working prior to his death. Harlow believes that the police have taken the tape as evidence.

As the investigators are leaving the studio they are approached by one of the neighbourhood winos. He has deduced that the investigators have come about "the murder." He claims to be a witness and for a couple of quid he will tell them what he saw on the night of the killing. Anyone handing over money will be treated to a rambling monologue describing how a dragon flew down from the night sky and forced its way into the studio: "It was there for a about five minutes and I could hear it roaring and that poor lad screaming and the it came out again and it had blood all over its claws and teeth. Then it just flew away into the sky." The wino's tale is largely true although over embellished. At one point he will claim the creature was breathing fire and had bright red glowing eyes.

The Police

The enquiry into Grover's death is being led by Detective Inspector Stone of Brichester police. He will initially be resistant to the idea of amateurs horning in on his investigation. However, there are several aspects of the case which bother him and he will agree to share information with the investigators if they can convince him that they have something worthwhile to contribute. The inspector is susceptible to Oratory, Fast Talk and possibly Law rolls but not bribes.

Stone informs the investigators that Grover was killed by trauma and massive blood loss after apparently being attacked by a wild animal. His body exhibits several wounds which were made by large claws. The neck region also contains two puncture wounds from which blood was drained. The pathologist has been unable to identify what sort of animal could inflict such wounds.

Stone has worked in Brichester long enough to accept the existence of the supernatural. He believes that he is dealing with some kind of vampire because of the puncture wounds and the great strength needed to tear the studio door off its hinges. He has not shared this suspicion with any of his colleagues but will confide in any investigator who seems receptive to the idea that there may be an occult aspect to Grover's killing. Stone's vampire theory is of course a red herring but the inspector's open mindedness towards the supernatural makes him a potentially valuable ally. He can use his police powers to obtain evidence that the investigators may have trouble acquiring on their own.

Stone has the DAT cassette taken from the master tape deck. He does not believe that it has any value as evidence and will hand it over to the

investigators if they ask for it. The cassette casing is cracked and fistfuls of tape ribbon have been pulled free. Attempting to repair the tape requires a Mechanical Repair roll at half the usual chance (one per hour allowed). A roll of 80% or higher results in the destruction of the tape and its contents. A successful repair enables the investigators to listen to Dr Psychotrop's "Tribal Rhythm," with attendant after effects (see **Tribal Rhythms** below).

Sanderson

Harlow tells the investigators that Sanderson is "a nutcase. Thinks he's Aleister Crowley or something. He used to be in some industrial outfit back in the eighties, Flesh Wound they were called. He's into dance music now. Nick used to like that stuff. Can't stand it myself."

Harlow can give the investigators Sanderson's address from his business records.

Sanderson lives in the Mercy Hill area of Brichester in a detached red brick Victorian house set well back from the road. A sign in the overgrown front garden welcomes visitors to the Church of Higher Consciousness. Suspicious investigators may wonder if they are dealing with a cult...

The amount of information the investigators obtain from Sanderson will depend on how he is approached: If they turn up at his door accusing him of killing Grover and being in league with Cthulhu he will flat out refuse to talk to them. Reasonable investigators will be admitted into the house and taken into to the library to conduct their interview. The interior of the house is dark and gloomy with the scent of joss sticks not quite masking the smell of marijuana. The investigators catch sight of several people in a rooms off the hall lounging on bean bags staring vacantly into space or holding desultory conversations with one another.

The library is a former dining room lined with shelves full of books on esoteric subjects such as the occult, ufology, new age, drugs, anthropology and ancient history. Just as Sanderson is about to start talking to the investigators the phone rings and he excuses himself. The investigators now have five minutes to look around the library.

A close inspection of the bookshelves reveals the presence of some minor Cthulhoid texts; Frazer's "The Golden Bough" and the "Witch Cult in Western Europe" as well as an ultra rare copy of Roland Franklyn's "We Pass From View." On one bookshelf there is a pile of tapes of the type used in reel to reel recorders. The top tape has two labels stuck to it. One is printed and reads "Property of Brichester University Library," the other is hand written in faded biro and reads "tchau-tchau ritual. Anthrop dept exped, Malaysia 1978." Investigators with Cthulhu mythos skill should make an Idea roll to realise that tchau-tchau is a corruption of tcho-tcho, a notorious tribe of Old One worshipping savages. The remaining tapes also have library stickers and handwritten descriptions but seem fairly innocuous being recordings of rites, ceremonies and chants of tribal cultures unconnected with Cthulhoid activity.

There is also a box of records in one corner of the room. The records are all in identical black sleeves and bear a label reading "Dr Psychotrop's Tribal Rhythm."

Investigators who try and eavesdrop in on Sanderson's telephone conversation must make a Listen roll. Even then they only a catch a few words: "Yeah, the record's all finished...Think there'll be plenty of stuff for me?...Great...Should be a good night then...Yeah, see you Friday Steve."

When Sanderson returns to the room he makes it clear that he has nothing to tell the investigators beyond what he told the police. He left the studio at 10.30pm, well before Grover was supposed to have been killed.

If guestioned about the Church of Higher Consciousness Sanderson will tell the investigators that it is a loose collective of like minded individuals, all of whom are interested in exploring altered or heightened states of perception in an effort to reach a state of enlightenment. Sanderson will become vague at this point resorting to pseudo-mystical mumbo jumbo. However, he freely admits that the church's activities involve the use of drugs, as well as meditation techniques and anything else a church member might feel like trying. Sanderson's particular interest is the creation and exploration of trance states via a combination of drugs and rhythmic, percussive music. He claims that this is a common practice in many native cultures. Sanderson wants to create a modern, urban version of the same technique and believes that with his latest record he has achieved this. He claims to have successfully married modern dance beats with authentic sampled tribal chants and claims that the resulting fusion is a new type of music which he terms Tribaltronic. If guizzed about the source of the tribal chants Sanderson tells the investigators that one of his church members works at Brichester University library and has access to various recordings made by the anthropology department.

If requested to play his new record Sanderson will refuse saying that the investigators will have to wait until the premiere at the Glasshouse on Friday night. If the investigators push the matter he will rapidly lose

his temper and accuse them of having come to spy on him and plagiarise his musical ideas. He demands that the investigators leave his house and begins pushing them towards the door. Sensible investigators will beat a retreat at this point. If they stay to fight a number of church members equal to the number of investigators will join in on Sanderson's side. The investigators will probably win the ensuing brawl but they risk being arrested as a neighbour will call the police who will arrive in 1D4+2 minutes. Sanderson may also persuade his old Flesh Wound colleague Steven Adams (see **Research - Flesh Wound** below) to pay the investigators a visit and administer a revenge beating. If the investigators take any of Sanderson's property e.g. his mythos books or copies of Tribal Rhythm then they can definitely count on Adams and/or his thuggish minions being sent to recover the stolen items.

Research

Flesh Wound: Brichester Library contains back issues of the local and national music press both of which contain references to Sanderson and his old band. Investigators who succeed in a Library roll (one per two hours allowed) obtain the following information: Flesh Wound were a four piece Brichester band consisting of Paul Sanderson (vocals/tapes/keyboards), Laura Kelly (guitar), Michael Watson (bass/tapes) and Steven Adams (drums and percussion) who gained some notoriety for their extreme live shows which involved, amongst other things, throwing offal over the audience, screening footage of war atrocities, and provoking at least one small scale riot. Flesh Wound recorded on the local Dum-Dum label from 1982 to 1988 and made three records in that period described variously as "a painful sub-Throbbing Gristle drone", "an unpalatable combination of pipe-clanging music and childishly obscene lyrics", and even less charitably "crap." Their fourth, and last, recording was "The Franklyn Tapes" a cassette only album based on the life of the 1960's Brichester mystic and his book "We Pass From View." Released in 1989 it was derided as "A ridiculous would be occult concept album unworthy of even the most hare brained death metal band." Flesh Wound split up soon afterwards. Sanderson continued his musical career, jumping onto the dance music bandwagon and releasing several singles on his own Higher Consciousness label. These solo efforts were generally written off as being derivative of other more popular acts.

Of the remaining members of Flesh Wound Laura Kelly and Michael Watson are married with children and living in a new built suburb on the edge of Brichester. They can be located with a Library roll and a fifteen minute search of the telephone directory. Having settled into comfortable domesticity they now consider the antics they used to get up to in Flesh Wound as just a bit of youthful fun. They regard Sanderson as a harmless acid casualty despite his obsession with the paranormal. They are more wary of Adams whom they recall as being "a thug with a drum kit. Most of the trouble at Flesh Wound gigs was down to him." The last the Watsons heard Adams was involved in the drug trade.

Steven Adams is harder to track down. Streetwise investigators i.e. those with previous experience as a police officer, crime reporter, criminal lawyer or similar profession will have heard of him if they make a Know roll. Investigators who specifically research the Glasshouse nightclub (Library roll required, one per two hours allowed) will also come across his name in some recent local newspaper articles. Adams is the owner of the Glasshouse which is located in central Brichester. The club is a well known trouble spot and has a reputation as a drug den. Adams claims to be doing all he can to reduce the drugs problem at the club but comments by the police make it clear they are unconvinced. Any investigator who listened in to Sanderson's telephone conversation shouldn't need to make an Idea roll to realise that Adams is the "Steve" Sanderson was talking to. In the event that the investigators decide to pay Adams a visit refer to **The Glasshouse** below.

Brichester University Library: The investigators will have been led here by the tapes in Sanderson's house. There is a 30% chance of Sanderson's contact, Mark Howard, being on duty when they visit. Howard isn't particularly tough and can be strong armed into giving details of his relationship with Sanderson. Howard isn't a true church member. He latched on to Sanderson as a good source of ecstasy and acid. He procures books and other library materials in which the guru is interested in return for free drugs. His last "assignment" was obtaining a range of tapes from the library's anthropology archive. The tapes were of "natives singing, that kind of thing." Howard specifically recalls taking a reel to reel tape from the back of the cabinet where all the other tapes. "It looked like it had just been chucked in the back and forgotten about. I reckoned it would be up Paul's street to I took it."

Howard has no information about the origin of the tape and suggests that the investigators talk to someone in the anthropology department.

If Howard isn't at work the investigators will have to speak to the senior librarian. He is unaware of the arrangement between Sanderson and Howard and will be mystified at the amount of material missing from the anthropology archive. The librarian remembers the university expedition to Malaysia in 1978. "A dreadful business. One man dead and another left stark raving mad." He suggests that the investigators talk to Professor Douglas in the anthropology department if they require further details.

Brichester University Anthropology Department: The investigators are seen by Professor Douglas in his office. He will be curious as to why they are

interested in the ill fated 1978 expedition. He will give short shrift to anyone claiming the expedition has somehow unleashed a hideous supernatural force. "You people are even crazier than Lewis was," he shouts as he shuts his office door in the investigators' faces.

Clever investigators will employ a more subtle approach, pretending to be or fellow academics interested in the expedition's findings or employing some other subterfuge to persuade the professor to tell what he knows:

In 1978 Douglas was a student at Brichester University . He and five other students accompanied Professor Richard Hill, the University's then chair of anthropology, to Malaysia to observe the customs of a tribe living in the country's interior. The expedition found the tribesmen hospitable and welcoming although it soon became apparent that they were not on friendly terms with everyone. The tribesmen had an intense dislike and fear of their neighbours, the tchau-tchaus, who lived further up in the mountains. The tchau-tchaus it was claimed were evil and worshipped a demon whose name could not be spoken aloud (Cthulhu mythos roll required to recognise this as a reference to Hastur the Unspeakable). One student, Colin Lewis, suggested that the tchau-tchaus might be more interesting subjects than the local tribe and proposed mounting sending a party to contact them. This was vetoed by Professor Hill on the grounds that it was too dangerous and might antagonise the expedition's hosts.

The expedition proceeded satisfactorily for three weeks until one evening when Lewis and his friend, Matthew Stewart, were found to be missing along with a tape recorder. A search of their tent uncovered a note saying that a villager had told them that night was a major ceremonial occasion for the tchau-tchaus. Lewis and Stewart had gone into the mountains to watch the tchua-tchaus worship and hopefully obtain a recording for posterity. Nine hours later Lewis returned to camp cut and bruised and gibbering incoherently about the "tentacled mass that floats in the air." In his hands Lewis clutched the smashed remains of the tape recorder. When examined the tape inside the recorder was found to be intact. Upon playing the tape it became apparent that Lewis and Stewart had observed and recorded a native ceremony of some sort, had been discovered and forced to flee for their lives. Only Lewis made it back. Stewart's body was found the next day on a trail leading into the mountains. It had been extensively mutilated as if by some wild creature although there was surprisingly little blood, around (Stewart was killed by a Byakee which drank most of his blood before tearing him to pieces). Lewis never recovered from his ordeal and on returning to Britain was confined to the mental health unit at Mercy Hill hospital.

Professor Douglas recalls that the tape made by Lewis and Stewart was quite disturbing. "Lots of chanting and drumming going on. If you listen to

Lewis's comments on the tape it's clear that he believed that he was witnessing the summoning of some unworldly creature. Poor devil, he was completely deluded. Stewart as well, of course." Douglas doesn't know what happened to the tape but he will be unsurprised to learn that it fetched up in the university library. The expedition came home in some disarray and most of its research data was dumped wherever convenient without ever being collated or published.

Mercy Hill Hospital: The hospital won't be keen on releasing Colin Lewis's details to investigators without good reason. Again subterfuge may be necessary along with Fast Talk or Oratory rolls. Alternatively, the investigators could call upon Inspector Stone to assist them in getting the information they require.

Eventually, the investigators are told that Colin Lewis was discharged in 1992 following the closure of the mental health unit. His last known address is Flat 1, 10 Park Road, Lower Brichester.

Lewis's Story: 10 Park Road is a formerly impressive Victorian house knocked into smaller units. Flat 1 is the basement flat. A haggard middle aged man opens answers the door in response to the investigators' knock. Speaking in a quiet monotone he admits to being Colin Lewis. He will make no move to invite the investigators into his home although he will allow them once they suggest going inside. The interior of the flat is filthy. The floor is covered with a layer of rotting food and rubbish. A thick film of dirt coats every surface. The smell is unbelievable. It will be obvious to the investigators that Lewis is incapable of looking after himself.

Despite his evidently precarious mental state Lewis agrees to answer any questions that the investigators might have about what he saw in Malaysia. His version of events is similar to Professor Douglas's but he maintains that he saw the tchau-tchaus summon their god "down from of space." The god was massive with long tentacles that writhed in time to the natives chanting. Stewart screamed when he saw the creature and the natives heard him. "That's when we ran, " says Lewis. "The natives sent some kind of flying creature after us. It caught Matt, but I got away."

If Lewis is told that the tape he made has been sampled and incorporated into a record his lucid period abruptly ends as he begins to scream at the investigators: "Don't you see? It'll bring the god down from space again! You must stop it! Stop it coming down from space..." He tails off muttering, "Down from space," over and over again. Compassionate investigators will try and obtain some medical assistance for Lewis at this point. Callous ones will just leave him to his demons. In any event there's nothing else to be learned here.

The Glasshouse

The Club: The Glasshouse is an old factory building that has been converted into a nightclub with a flat above the main premises. The club get its name from the large panels of frosted glass set into the building's flat roof. Steven Adams bought the building three years ago using capital raised from drug dealing and his old band mate Sanderson who is a silent partner in the business. Sanderson's name appears on the club's business records but he takes no part in its day to day running. Adams originally intended to "go legit" and get out of the narcotics trade altogether. However, the burgeoning dance scene with its accompanying demand for drugs offered the opportunity to make far more money than just running a club by itself would. Adams adopted on the practice of allowing only a select number of approved drug dealers into his club. In return for a percentage of their takings and drugs (with all of the latter being passed on to Sanderson) Adams offers the dealers a secure base from which to sell together with a ready made market. Rogue dealers are kept out by Lenny and Terence, the bouncers.

Day Time: If the investigators visit the Glasshouse during the day they find the club locked up. Knocking on the door for about five minutes will eventually produce a response from Adams. He pokes his head out of a window in the flat above the club. Once he has ascertained that they are not the police Adams tells the investigators to "get lost." An Oratory or Fast Talk roll is required to persuade him to come down and talk to the investigators. When he finally appears Adams will insist on talking to the investigators on the doorstep of the club. Investigators who succeed in a Spot Hidden roll will notice the bulge of a handgun in the front of Adams's jacket. This may dissuade investigators from insisting that they go inside to talk. Adams will not use the gun unless physically attacked. His response to any lesser threat is just to slam the door in the investigators' faces.

Adams will be extremely defensive when questioned. He will admit to a business arrangement with Sanderson but not much else. He will strenuously deny any allegations of criminal activity at the club. Investigators who argue for the necessity of cancelling Sanderson's DJ spot to prevent the release of an evil supernatural force will be dismissed as lunatics.

Night Time: Investigators visiting the club in the evening will find easy enough to gain entry although Lenny and Terence are adept at spotting concealed weapons which may cause some investigators problems. The club is relatively quiet in the early part of the week with Adams putting on themed nights to drum up trade. These are student night (Monday), rock night (Tuesday) and over-thirties night (Wednesday - also known locally as "grab a granny night"). There is little illegal activity at the club during these evenings. The local dealers tend to wait until the more popular Thursday, Friday and Saturday nights when a horde of young clubbers descend on the Glasshouse.

Adams can usually be seen in the club during the evening. He emerges from his back office after the main doors have shut to see how business is going. Investigators have the option of approaching him then if they wish. It should be noted that any sudden move towards their boss runs the risk of provoking a response from Lenny and/or Terence. If the investigators do talk to Adams his responses will be the same as described previously although he will be more sure of himself as he has his hired muscle to back him up.

The Summoning

At nine o'clock on Friday evening Sanderson takes up his usual position behind the club's sound system. He plays a selection of current dance hits until half-eleven when the club begins to fill up as the pubs shut. Towards twelve the tempo begins to pick up as Sanderson plays records with much harder and faster beats than the preceding chart fodder. At midnight Sanderson suddenly announces "and now here it is: The latest Tribaltronic sounds from your very own Dr Psychotrop." The opening beats of Tribal Rhythm fill the dance floor.

Any investigators present should realise that it is imperative that Sanderson is stopped from playing the record. If the investigators fail to act then He Who Cannot be Named will be summoned: The activity on the dance floor takes on a frenzied quality with many of the dancers seeming to be in a state of rapture. Some mouth the words of the chant along with the record while others throw their hands ecstatically in the air. As the record ends around a dozen of the of the dancers collapse to the ground seemingly exhausted. Hastur has leached away their life energy (in game terms all of their magic points) to enable it to travel from Aldebaran. Due to the lack of several key components in the summoning spell (see **Tribal Rhythms** below) Hastur is unable to fully manifest itself. Instead it possesses Sanderson. The DJ's body swells and expands becoming bloated and monstrous. The transformation takes place with an obscene slurping noise. All those witnessing the transformation lose 1D10 SAN (1 pt if SAN roll made).

The creature's first act is to smash the sound system's record deck with a single blow of one massive fist. It then jumps down onto the dance floor where it throws people aside like rag dolls as it makes for the nearest exit. 1D10+2 people are killed in the ensuing panic stricken stampede. If allowed to escape the creature disappears into the night, never to be seen again?

The authorities will try to suppress any accounts of Sanderson's transformation blaming them on the drug addled imaginations of the club's patrons. The deaths at the club will be blamed on inadequate safety precautions. The Glasshouse will be closed down and Steven Adams prosecuted.

Ending the Adventure

Ideally the investigators should figure out that Grover was killed by a mythos creature summoned by the record he was working on. They should then realise that the record itself presents a further danger and must be destroyed to prevent further summonings. How the investigators accomplish this is up to them. A last minute intervention in the Glasshouse battling Adams and his cohorts will appeal to action minded investigators although it should be noted that Sanderson still has 49 copies of Tribal Rhythm back at his house. More prudent types may like to take action before then, perhaps by trying to reason with Sanderson. Sly investigators may decide to steal the existing copies of the record either when visiting the Temple of Higher Consciousness or by returning later to burgle the premises.

Even if Hastur is brought to Earth the scenario can continue with the investigators trying to discover how he was summoned and then attempting to hunt down the avatar which has been released onto the streets of Brichester. The avatar will have its own plans: It may attempt to found a Hastur cult in modern Britain. Alternatively, it may want to locate the remaining pressings of Sanderson's record either to destroy them or utilise them for its own purposes. The record could be of use in assisting Hastur to tap into the "youth market" and recruit young people into its cult.

SAN Rewards

Discovering the cause of Grover's death	1D6
Destroying all copies of Tribal Rhythm	. 1D8
Preventing the summoning of He Who Cannot be Named	.1D20
OR	
Destroying the avatar of He Who Cannot Be Named	1D10

Tribal Rhythms

There are two audio recordings that may come into the investigators' possession during the course of this scenario. Listening to them can help the investigators solve the mystery of Grover's murder but there are hazards associated with each.

Lewis and Stewart's tape: This recording is very much as described by Professor Douglas. The quality is not particularly good, much of it sounds distant with only the occasional interjection by Lewis and Stewart sounding close to the mike. Nonetheless eerie chanting, whistles and drumming are audible at many points and Lewis and Stewart's commentary is disturbing enough in itself. At one point Lewis exclaims "A human sacrifice!" followed by "What are those things and what in the name of God are they doing to him!"

Towards the end of the tape Lewis says "There's something forming over the altar, some kind of cloud. My God! it's alive! The tentacles..." This is followed by a piercing scream of terror and Lewis saying "Shut up, they'll hear you! Too late, Here they come! Run for it Matt!" The tape abruptly ends at this point.

Anyone listening to the tape all the way through must make a SAN roll or lose 1D3 SAN. A listener who makes a Cthulhu Mythos roll will realise that the tape is a recording of a summoning of a Great Old One compete with attendant servitors. The tape's quality makes it impossible to be more specific but investigators should eventually be in a position to make an educated guess as to which entity is involved. The tape's poor quality also means that it is relatively harmless. A small SAN loss is the only danger to the listener.

Dr Pychotrop's Tribal Rhythm: A fairly undistinguished dance record with a middle section composed of tribal chanting sampled from Lewis and Stewart's tape. The chanting is clearer than on the source tape having been "cleaned up" in the studio during recording. Investigators who make a Cthulhu Mythos roll will recognise the chant as belonging to a Great Old One summoning ritual (the name of the Great Old One should be given if the investigator rolls a critical success). Investigators who make a subsequent Idea roll will realise that the chant is audible enough to be effective in summoning a mythos entity.

If the record is played all the way through there is a 75% chance of a Byakee being summoned. The creature will arrive within 2D10 minutes. Irritated by the summoning, the Byakee will try to smash the record and any equipment used to play it. As noted previously, playing Tribal Rhythm in a suitably charged atmosphere may attract the attention of He Who Cannot be Named (50% chance or Keeper's discretion). The Great Old One will materialise within 1d6 minutes. The likely lack of ritual paraphernalia such as standing stones and Byakee attendants will mean that Hastur will be unable fully manifest itself at the summoning site. Instead it will possess the person nearest to the record when it was played, or else appear in non-corporeal form.

Important NPCs

Name: Paul Sanderson Sex: Male

Age: 35

 STR: 9
 DEX: 15 INT: 13
 Idea: 65
 Dam Bonus: Nil

 CON: 10
 APP: 15
 POW: 14
 Luck: 70
 Hit Points: 12

 SIZ: 14
 SAN: 60
 EDU: 14
 Know: 70

Skills: Archaeology 36%, Astronomy 13%, Bargain 36%, Chemistry 35%, Cthulhu Mythos 03%, Drive Auto 45%, Fast Talk 43%, Library Use 35%, Occult 46%, Oratory 41%, Pharmacy 23%, Play: Keyboard 54%, Sing 43%

Notes: Sanderson is the only child of doting, and wealthy, parents who conceived him late in life. When his parents died Sanderson inherited all of their property and money. This legacy has funded his largely unsuccessful music career and the Church of Higher Consciousness. If Adams hadn't approached him with idea of investing in The Glasshouse he would certainly have squandered all of his money on various crackpot projects by now. The club provides him with a decent income, plentiful drugs and a platform from which to inflict his music on the world at large.

Sanderson likes to portray the Church as a serious organisation which is genuinely seeking cosmic enlightenment. He will become vague if questioned about the exact nature of enlightenment or the practicalities of achieving it. In truth, Sanderson just adopts whatever ideas appeal to him at a particular time and then discards them once something else catches his interest. All of these enthusiasms have some paranormal element. Thus Sanderson has taken a past interest in ufology, esp, and satanism amongst others. At the moment his main fixation is tribal mysticism. The rest of the church are a rag bag mixture of drug users, hangers on and the occasional true believer. The church is far too loosely structured to be considered a cult.

Sanderson is a fool but he is not evil. If the investigators can prove to him that his new record has the power to summon monsters he will be genuinely appalled and will agree to the destruction of all copies of "Tribal Rhythm". Sanderson is aware of the Cthulhu Mythos but his knowledge derives from skimming Roland Franklyn's "We Pass From View" which he regards as a normal occult text. Thus he is familiar with the name Eihort and Franklyn's theories of reincarnation but is ignorant of the wider mythos. He will be surprised and fascinated to learn that there are other Great Old Ones with their own cults. This discovery may lead him to become a student of the mythos if he survives the scenario.

Sanderson is tall and thin with unruly fair hair. He wears wire rimmed glasses which give him a studious look. He speaks with an affected languid drawl which many people find irritating. His lowered SAN is due to his Cthulhu Mythos knowledge and prodigious consumption of psychedelic drugs.

Name: Steven Adams Sex: Male Age: 35

STR: 13DEX: 13INT: 15Idea: 85Dam Bonus: 1D4CON: 16APP: 11POW: 14Luck: 70Hit Points: 15SIZ: 14SAN: 70EDU: 11Know: 55

Skills: Accounting 50%, Bargain 45%, Chemistry 32%, Debate 45%, Dodge 33%, Drive Auto 54%, Fast Talk 56%, Fist/Punch 54%, Jump 41%, Listen 53%, Pharmacy 31%, Pistol 46%, Play: Drums 60%, Sneak 63%, Spot Hidden 52%, Throw 45%

Notes: Adams has matured since his Flesh Wound days. He no longer indulges in acts of mindless aggression preferring to channel his energies into making money, firstly as a drug dealer and more recently as a night club owner. He is still capable of violence though and investigators should be wary of provoking him. He owns a 9mm automatic pistol which he will not hesitate to use if he feels threatened. Adams has no time for Sanderson's pseudo-mystical beliefs but feels some residual loyalty to him for helping to finance his business. He shares the club's profits equally with his partner and doesn't try to cheat him. He is also not adverse to doing Sanderson a favour if asked e.g. intervening on his behalf if the investigators are muscling him.

Adams is of stocky build with short black hair.

Name: Lenny/TerenceSex: MaleAge: 29

 STR: 16
 DEX: 16
 INT: 10
 Idea: 50
 Dam Bonus: 1D4

 CON: 14
 APP: 9
 POW: 11
 Luck: 55
 Hit Points: 15

 SIZ: 16
 SAN: 50
 EDU: 10
 Know: 50

Skills: Club (Baseball Bat) 60%, Dodge 40%, Fist/Punch 65%, Head Butt 30%, Kick 40%, Spot Hidden 60%

Notes: These two steroid cases are Adams's enforcers. They do pretty much what he tells them to. They are somewhat violence prone and The Glasshouse's bad press is mostly due to their heavy handed door policy. Both men have bulky physiques and shaved heads. They almost look like twins.

Avatar of He Who Cannot be Named

STR: 64 **SIZ:** 19 **POW:** 35 **CON:** 27 **INT:** 15 **DEX:** 10

Hit Points: 23

Move: 8

Armour: 3 points baggy flesh

SAN Loss: 1/1D10

Attacks: 1 x Crushing Blow, To Hit: 50% Damage: 5D6

Spells: All spells known by Hastur

Sources and Afteword

"The Rough Guide to Rock" particularly the entries relating to Christian Death, Coil, Psychic TV, The Shamen and Throbbing Gristle.

"Black Man with a Horn" by Ted Klein. Excellent Lovecraft inspired story which contains a similar corruption of Tcho-Tcho to the one used in this scenario and also places the tribe's home (or one of them at least) in the Malaysian peninsula.

"The Franklyn Paragraphs" by Ramsey Campbell. Intriguing but ultimately anti-climatic story centring on the search for occultist Roland Franklyn and his notorious book "We Pass From View".

"Valkyrie Magazine" issues 15 and 16 contain a detailed guide to Ramsey Campbell's Severn Valley by Shannen Appel.

Various Newspaper articles about the Essex dance and drugs scene.

Lenny and Terence is a song from the album Post-Historic Monsters by Carter U.S.M.

I'd also like to thank to my brother Cameron Dunham for providing me with information about music recording.

This is an attempt to marry the Cthulhu Mythos with modern dance music concentrating on the new age - tribalistic pretensions of some of its practitioners. I like some of the music but not the drugs and quasi-mystical bullshit that often go with it. From a fictional point of view the whole culture seems ripe for infiltration by Cthulhoid elements particularly those with tribal connections.