
POSEIDON ALPHA

“Ocean is more ancient than the mountains, and freighted with the memories and the dreams of Time.”

—H.P. Lovecraft, “The White Ship”

For centuries, the ancient underwater race of H’jrlvi’nndthu (codename POSEIDON ALPHA for the purposes of communicating with humans) has inhabited the seafloor surrounding the island of Dunwich. You and the humans abide by a treaty, renewed each century, which is about to expire. In exchange for the guaranteed safety of their shipping routes, the inhabitants of Dunwich provide you with diridium, an element essential to life on the seafloor and used in a variety of devices. This element can only be extracted safely in the open air, and the only known source is located in central Britain, making a mining operation for your race out of the question.

As you were setting up negotiations to renew the treaty, however, a large group of underwater beasts known as Ssthegh’rrltu’yac (who the humans, with their limited speech range, have dubbed VARUNA NINE) encroached upon your territory. You thought you had successfully exterminated them decades ago, and as such hadn’t even bothered to tell the humans about them. They appear to have grown greatly in strength and numbers, however, and are now claiming that their previous source of diridium had recently run out. They demanded to be part of the negotiations or they would begin attacking human shipping as well as your cities! In the interest of continued peace, two members of Ssthegh’rrltu’yac have been invited to attend.

This treaty council is an excellent opportunity to improve the status of your race, and to make sure that Ssthegh’rrltu’yac doesn’t become a problem again. Your main interest is in a constant supply of diridium - to acquire it and to ensure that Ssthegh’rrltu’yac doesn’t get too much. At a minimum, you need to secure at least 30 metric tons per month of diridium to continue your current operations on the seafloor (though this isn’t very much, it powers all your existing cities). However, your leaders have instructed you to acquire 50 tons per month if possible, as this would allow a massive expansion in your current operations.

To further complicate matters, Ssthegh’rrltu’yac has been making noises about wanting the Northern Abyssal Plain, which your race has inhabited for centuries. They have taken a significant interest in it, claiming that it is sacred ground and demanding that it be turned over to them. Who originally owned it is irrelevant - the fact remains that ownership of this area has passed to you by rights, and you wish to retain that control.

The last item on the table is the Pillar of the Depths, an item that the humans have unearthed in an archaeological dig that has enormous religious significance for the priests of Father and Mother. Oddly enough, Ssthegh’rrltu’yac has been blathering about it being significant to them as well, the heathens.

You have also heard vague rumors of the geometric wave-pulse detonator, a device which could give you a decisive edge over Ssthegh’rrltu’yac in an armed conflict. If you could acquire this device, you could take it back to your civilization and drive the imposters from your land. It would be bloody, but in the end, you’d go back to being the sole recipient of Dunwich’s diridium. Whether this is worth an open conflict with Ssthegh’rrltu’yac is an undecided question, as the outcome of such a war is uncertain at best. However, in order to maintain the critical element of surprise (and to prevent Ssthegh’rrltu’yac from getting the jump on you), the existence of the geometric wave-pulse detonator must be kept an absolute secret, whether or not you manage to acquire it.

However, all your negotiating and scheming will come to nought if Father Dagon and Mother Hydra disapprove. To this end, you need to complete the appropriate Worship Cycle. The high priests have given a sacred scroll detailing the steps of the ritual to Rhaokinvar (though either or, preferably, both of you can complete it). The completion of this Worship Cycle is your second highest priority, as the religious leaders of your people are unlikely to accept any treaty that has resulted from an unsanctified journey. Therefore, it is vital that you perform the sanctifying ritual.

Successfully negotiating and sanctifying the treaty are your top priorities, but acquire the geometric wave-pulse detonator if

you can.

Notes

- You suspect that the Laundry's mine can produce 90 units of diridium per month, though this is inaccurate at best and a wild guess at worst.

Goals

- Negotiate a treaty with Ssthegh'rrltu'yac and Laundry.
- Sanctify the negotiations by completing the worship cycle.
- Acquire the geometric wave-pulse detonator if you can.
- Act with decorum - win as many of the air-dwellers to your side as you can.

Members

- Rhaokinvar (Daniel Kane): The primary H'jrlvi'nndthu representative to the treaty convention.
- Rakali (Christina Jaworsky): Her assistant.