
VARUNA NINE

“Blue, green, grey, white, or black; smooth, ruffled, or mountainous; that ocean is not silent.”

– H.P. Lovecraft, “The White Ship”

You are a member of the ancient sea-dwelling race Ssthegh’rrltu’yac, (codenamed VARUNA NINE by the air-dwellers, but known to some as Deep Ones). Your people are distant relatives of H’jrlvi’ndthu (POSEIDON ALPHA to humans), and for centuries have lived in the shadow of your stronger relatives, unseen and unknown to the humans.

Centuries ago, you and the H’jrlvi’ndthu fought a long and bloody war - one that nearly resulted in the extinction of your race. Since then, you have been careful not to confront them directly, but the tension between your two races has not diminished with time.

The long-term survival of your race depends largely upon a steady supply of diridium, an extremely rare element found in few places on Earth, and essential both as a source of power and for its significance in both the religious rites and scientific progress of your people. Unfortunately, your own sources of diridium are almost depleted - but your intelligence has learned of an extremely rich source located in the country of the air-dwellers.

Recently, your people have been rapidly growing in both population and ambition. You desire to gain power and overthrow H’jrlvi’ndthu, eventually becoming the dominant race of the seafloor. Doing so, however, requires a surplus of the vital resource diridium, and ideally some other advantages over H’jrlvi’ndthu.

In addition, you have a long, proud religious tradition, revolving around worship of even older and greater sea races, known to the humans as DEEP SEVEN and BLUE HADES (their true names are deemed too sacred to your people to be pronounced by any but the high priests). There is an area of land on the seafloor known as the Northern Abyssal Plain, at the boundary between your domain and H’jrlvi’ndthu’s, which your high priests believe to be central to the ritual that will raise the lost city of R’lyeh, when the stars align in the distant future.

This land has recently been taken over by H’jrlvi’ndthu, and it would be a great morale boost to your people if you were to successfully negotiate possession of it. In addition, the air-dwellers possess an artifact, the Pillar of the Depths, which your religious leaders have begged you to obtain if you can.

H’jrlvi’ndthu have had a treaty with Laundry for years, ensuring peace between them in exchange for access to a portion of the Laundry’s diridium production. This treaty is about to expire, however, and H’jrlvi’ndthu is entering into a meeting with them to renegotiate the terms.

Recognizing the opportunity, your race suddenly made its existence known to Laundry, issuing an ultimatum: you will seize control of vital shipping lanes unless you are given a place in the negotiations. The air-dwellers agreed to let you be a party to the negotiations, and so you arranged a delegation. H’jrlvi’ndthu has reluctantly agreed to allow your diplomats safe passage to the land of the humans.

To assure the continued survival of your race, you need to negotiate for at least 25 tons per month of diridium, although the more you can get your webbed hands on, the better. In particular, if you were to secure 45 tons per month (or more), it would allow your race to expand both economically and militarily.

Obtaining possession of the Pillar of the Depths and securing the Northern Abyssal Plain for your people is important but not vital. The Laundry has asked for a treaty exception that would allow them to establish an undersea base - perhaps this could give you the leverage to get what you want, but not if H’jrlvi’ndthu underbids you.

You’ve also heard rumors - very tantalizing rumors - that the air-dwellers may be capable of developing a device known as a geometric wave-pulse detonator. If you manage to secure it, it would give you a decisive edge in a war against your enemies, H’jrlvi’ndthu.

To further complicate things, you do not possess the water-retention technology that enables H'jrlvi'ndthu to function effectively out of water. This means that **at least once per hour you must fully immerse yourself in seawater for at least thirty seconds.**

If it has been over an hour since you immersed yourself in water, your skin begins to dry out. **You can only walk heel-toe,** and feel extremely uncomfortable.

If it has been over seventy-five minutes since you immersed yourself in water, you fall unconscious. You cannot be wakened by any normal means, though immersing your body in water for thirty seconds wakens you and resets your clock.

If it has been over eighty minutes since you immersed yourself in water, you die of dehydration.

This weakness, especially compared to H'jrlvi'ndthu, is highly shameful (alas, your anatomy is *just* different enough to make their moisture-retention suits useless on you). You've all worn fake, water-permeable suits that look similar to the ones H'jrlvi'ndthu wear. Revealing this to either your enemies or the air-dwellers would make you look weak beside them, which could cause them to reduce your stake in the treaty! For the sake of your race, keep it secret - but you'll reveal it if you must if it means the difference between life and death.

Negotiate and scheme your way to eventual dominance over H'jrlvi'ndthu, whether by diplomacy or by acquisition of the geometric wave-pulse detonator, and Ssthegh'rrltu'yac will honor you for eternity. Fail, and you will be forgotten.

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

- Make sure you remain wet - enter the water at least once per hour.
- Negotiate a new treaty with H'jrlvi'ndthu and the Laundry that is as beneficial to you as possible.
- Secure the geometric wave-pulse detonator for your race if at all possible, and prevent H'jrlvi'ndthu from getting wind of it.
- Hide your shameful need to re-enter the water periodically from everyone if possible - there's no need to let this weakness be known.
- Make as many friends among the air-dwellers as you can - if it comes to war, you'll need all the help you can get.

Members

- Actassi (Rachel Leuthold): VARUNA NINE's primary representative to the treaty convention.
- Lamiel (Jonathan Chapman): The assistant to Actassi.