
The Second Treaty of Dunwich

“International Relations 101: Do whatever the nice man with the diplomatic passport tells you unless you want to start World War III by accident.”

—The Jennifer Morgue

If you have this sheet, you are a diplomat representing one of the sides in the treaty negotiations. The treaty will address the following questions, and *only* the following questions:

- How much diridium each side will receive per month.
- Who will be the eventual owner of the Northern Abyssal Plain.
- Who will be the eventual owner of the Pillar of the Depths.
- Which side, if any, will grant the Laundry the right to build an undersea base.

The treaty negotiation process has been prearranged; it will consist of two meetings. By the end of the second meeting, a treaty must be signed; otherwise, the old treaty will expire and war will be unavoidable.

The first meeting will be at gamestart+0:45 in 34-301. It will last for thirty minutes at most, so plan accordingly. During this time, initial offers and counteroffers should be made and discussed.

The second meeting will be at gamestart+2:45, lasting until a treaty is signed. By the end of this meeting, you should have worked out answers to the above questions and signed a treaty.

The treaty *must* be signed by all parties involved, otherwise it is invalid. (If necessary, the assistants to the two sea races can represent their individual factions, and the Laundry has its own chain of command.) Patrick Clarke, the Member of Parliament, is there as an observer on behalf of the government, and as such is not a required signatory. The treaty can still be ratified without his signature.

A pre-written treaty has been provided which deals with the above topics (and *only* the above topics). Once everything has been negotiated, make the appropriate selections and sign it. Once you have done so, give it to the GMs.

Good luck!