
Rakali

“We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far.”

—H.P. Lovecraft

You are Rakali, a proud member of the great race of H'jrlvi'nndthu, known as POSEIDON ALPHA to the ignorant air-dwellers. You have been sent to Dunwich to negotiate a treaty with the air-breathers and with your rival race of Ssthegh'rrltu'yac, known as VARUNA NINE to the humans. You thought your race had wiped out the last of Ssthegh'rrltu'yac decades ago, but like the vermin they are, they have come creeping back – and in worrisome numbers and strength.

Their arrival comes as an unwelcome surprise. You don't really care that they want to try to share your supply of diridium. But there's more than just valuable ore up for grabs in these negotiations...

Though you've kept it secret from everyone, you have always worshipped – indeed, been *fascinated by* – the Elder Gods. Legends tell of the Ancient Ones, the dread gods that lie asleep on the seafloor in the sunken city of R'lyeh. Years of research into these dark mysteries (you don't even want to think about what the priests would do to you if they found out what you did to gain this knowledge) have allowed to narrow in on the location of the lost city. All the signs point to one conclusion – that it is located in the region known to the air-dwellers as the Northern Abyssal Plain. It is of vital importance that your race retain possession of this region.

Your research has also unearthed something surprising – the artifact that the humans have dug up and are now waving around like a toy holds terrible power. You believe that the Pillar of the Depths holds the key to a ritual that will eventually awaken the slumbering Elder Gods. And Ssthegh'rrltu'yac want you to give these both up in the name of peace between your races, as if the ignorant scum were ever worthy of gazing upon the true visage of the dread Ancient Ones.

You are here as the assistant to Rhaokinvar, representing H'jrlvi'nndthu to the humans. Rhaokinvar will be taking part in the negotiations, and you suspect she'll focus mostly on the value of diridium while disregarding the precious relics that could awaken the Great Ones! You *cannot* allow this to happen – if you give up the land and the artifact, the opportunity to awaken the Elder Gods may never come again. Somehow, you have to make Rhaokinvar see reason. She's already rebuffed one of your attempts to explain this to her, so make the next one count. She was mumbling something about some religious ritual – maybe if you helped her with that, she'd be more willing to listen.

Even if you can't convince Rhaokinvar of the importance of the the Northern Abyssal Plain and the Pillar of the Depths, all might not be lost. You know that, backwards as they are, some of these airbreathers are aware of the greatness of the Old Ones and might know of another manner of summoning them. In a place like Dunwich, filled with people whose lives are centered around the occult, there must be at least a few worshippers of the Old Ones – known to some as the Enlightened Ones. You fear that you might not be able to get the the Northern Abyssal Plain and the Pillar of the Depths due to Rhaokinvar's indifference to the their importance, but if you manage to make contact with the Enlightened Ones, this may not matter.

You have hard evidence that the Elder Gods are blessing your mission. Last night, you had a strange dream clearly sent by the Old Ones. You were standing in a strange, gray room, clearly of human design. To your right you could see two figures, both human. The one immediately to your right seems to be a young woman (named Terri Scott, you realize) and you get the sense that the Great Ones intend for her to lead you. Further on you can spot a distinguished-looking man – it's the human government representative, Patrick Clarke.

If all else fails, you do have another backup plan. You have been given partial blueprints for some mysterious device, preserved in your race's underwater archives for centuries. Your scientists lack the knowledge or technology to understand it, but they believe it to be a powerful occult weapon from the time of the Great Wars. If completed, it would give your noble race a powerful strategic edge over Ssthegh'rrltu'yac.

It is your hope that you can exploit Dunwich's superior research and production facilities to manufacture this device, and bring it home to your people. Unfortunately, you are unfamiliar with air-dweller technology yourself, and thus you cannot complete this plan. You will need to find an accomplice from among the humans to assist you. If the device is as powerful as you think, however, it would also be a potent weapon against Laundry as well, so you'll have to be careful about who you ask for help.

Good luck!

Goals

- Don't let anyone discover your devotion to the Old Ones. Follow the instructions of Rhaokinvar unless you must do otherwise.
- Make contact with the other members of the Enlightened Ones, and see what they have to offer.
- Convince Rhaokinvar that they mustn't give away the the Northern Abyssal Plain and the Pillar of the Depths to the heathen Ssthegh'rrltu'yac.
- Be extremely wary of Ssthegh'rrltu'yac - don't trust them unless absolutely necessary.
- See if you can get someone to help you create the device mentioned in the blueprints.

Contacts

- Rhaokinvar (Daniel Kane): Your superior, and another member of the race of H'jrlvi'nndthu.
- Actassi (Rachel Leuthold): The negotiator from the hated race of Ssthegh'rrltu'yac.
- Jeremy Salisbury (David Farhi): The head of the air-dwellers here.
- Terri Scott (Elizabeth Hanson): The leader of the Enlightened Ones, and a Paranormal Researcher for the Laundry.
- Patrick Clarke (John Ranson): An official of the British Government, and a member of the Enlightened Ones.

Memory/Event Packets

- none

Bluesheets

- POSEIDON ALPHA
- Enlightened Ones

Greensheets

- The Second Treaty of Dunwich

Abilities

- Thick Skinned
- Unbound

Items

- Trident
- geometric wave-pulse detonator (in-game document)
- POSEIDON ALPHA water-retention suit (8269)

Stats

- Combat Rating: 3
- II: 0
- Ψ : 5