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**Stephen Hall**

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*Andy rolls his eyes, then says very rapidly: "By the abjuration of Dee and the name of Claude Dansey I hereby exercise subsection D paragraph sixteen clause twelve and bind you to service from now and forevermore. Right, that's it. You're drafted, and may whatever deity you believe in have mercy on your soul."*

– The Concrete Jungle

This could be it. For years, you've worked as a computational demonologist for the Laundry, crunching numbers and banishing demons for Queen and Country. But all along, you've cherished one ambition: to become an Auditor. To that end, you've accepted an assignment from the Audit Commission, the successful completion of which, they assure you, will grant you serious consideration for inclusion in their ranks. To that end, you've been assigned as the Laundry Internal Security agent to Dunwich, working undercover.

Unfortunately, not everything is as it should be. Laundry's security has been slipping, and you've got good evidence that not everyone here is on your side. Your security wards planted throughout Dunwich have been flashing like mad for the last few days, and everything went off the scale when the full treaty negotiation teams called in for **CONDITION ECHO BLUESHIFT** started showing up on-base.

And it's not just the Black Chamber operatives or that damned demon that the higher-ups have for some reason decided to let in on everything. You're pretty sure that some of the agents around here might actually be members of some sort of cult - or even be possessed by demons.

Well, as the ranking – actually, only, thanks to the short notice – officer of Laundry Internal Security here, it's up to you to root out the defectors and traitors.

Most members of the Laundry, by design, aren't aware of the existence of Laundry Internal Security. They just know about the Auditors. An Auditor can compel you to speak the truth with a mere gesture, and you won't shut up until they've heard what they want to know. Act as though you might betray key secrets, and they have the power to wipe your memories and shove you out on the street before you can actually consider doing so. Actually betray the Laundry, and they can make you drop dead with a glance, thanks to the binding geas on your identifying warrant card. *No one* messes with an Auditor. Play your cards right, find out the traitors, and maybe, just maybe, a promotion to their terrifying ranks awaits you. It's your dream.

But that's neither here nor there. For now, you're going to have to make do with what you've got, and go it alone. As an officer of Laundry Internal Security, you've got the power to do a minor binding enchantment to compel members of the Laundry to honesty, but doing so will give away your identity, and doing it to the wrong person would almost certainly get you killed. It's best saved as a last resort, when you need incontrovertible evidence to prove your suspicions.

Whatever's going on around here seems to start at the top. Jeremy Salisbury has been acting somewhat strange lately. He seems to be caring less and less about doing his job, and you noticed him skulking around a classified computer terminal a few nights ago. He's got clearance to most of the stuff in the base, so it's not necessarily anything inappropriate, but normally that's what secretaries are for. It didn't look like he wanted to be noticed. You should probably try to get your hands on whatever he's looking for before he can.

Joanne Fisher and Samuel Hughes worry you more than a little. Black Chamber can basically never be trusted, and in your opinion, they've been given a bit too much free rein. You've got no idea what exactly they might be up to, but you should keep an eye on them, just in case...

Of course, it is high priority that no one finds out that you're a member of Laundry Internal Security. It would make you an all-too-easy target for anyone who is up to something, and your superiors don't approve of leaking information about your organization without a *very* good reason. To the rest of the base, you're just another computational demonologist, and you'd better do your best to fit in there. Besides, if the Great Old Ones come through because a computer terminal you were supposed

to be fixing is inoperative. . . well, then, it won't matter very much what else you've figured out.

### Contacts

- Jeremy Salisbury (David Farhi): The head of Dunwich Training Centre.
- Adam Pelham (Erik Chen): The head of the Computational Demonology section.

### Goals

- Root out the spies and traitors in Dunwich.
- Figure out what Salisbury is looking for and why, without breaking your cover.
- Keep an eye on Black Chamber.
- Maintain your cover as a computational demonologist, and assist the others in keeping the base technology in working order.

### Memory/Event Packets

- Open if you see item 7391
- Open at game start

### Bluesheets

- Laundry

### Greensheets

- Laundry Internal Security
- Demon Banishment
- Computational Demonology

### Abilities

- Computer hacking
- Laundry Internal Security Warrant Card

### Items

- Occult PDA
- Laundry Internal Security warrant card
- Tazer
- Multitool
- Gun

### Stats

- Combat Rating: 2
- II: 1
- $\psi$ : 5