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**Joanne Fisher**

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*"...monstrous entities that have lain sleeping endlessly in incredible crypts and remote caverns, outside the laws of reason and causation, and ready to be waked by such blasphemers as shall know their dark forbidden signs and furtive passwords."*

*– H.P. Lovecraft and William Lumley, "The Diary of Alonzo Typer"*

*"I have harnessed the shadows that stride from world to world to sow death and madness..."*

*– H.P. Lovecraft, "From Beyond"*

At last. This current situation will be the opportunity to fulfil your life's ambitions – You, Joanne Fisher, shall summon forth the powers of the Great Old Ones from the dungeon dimensions ... and bind their powers to you, making you lord over all of humanity and all the great demons.

This goal – supreme cosmic power through control of the occult – is what you've worked for all your life. You've always despised everyone around you for being too weak, too unambitious to aspire to genuine power. All of their petty politicking, all the hopeless rules and regulations – nominally for "safety" or "security," but really derived from fear – soon, none of that will matter any more.

As a child and young man, starting late in high school and continuing into college, you worked fervently to master the secrets of the occult. You spent all your time on this quest, never really making any friends or even close acquaintances; why bother, when their minds would all be eaten soon enough? The work went slowly for a long time, as you pursued the old-fashioned methods haphazardly: sacrificing small furry woodland creatures, midnight chants beneath a full moon, etc. All kid stuff, you now realize.

Eventually, some shady contacts on an occult IRC channel pointed you towards the right methods. Within a few months, you stumbled onto a proof of the Turing-Lovecraft theorem – and that's when the Black Chamber noticed you. Before you knew what was going on, you were bound to them, mind and soul, and suddenly you were on the Inside. You rapidly realized how little you knew and were initially eager to jump in, work with the Black Chamber, and learn everything they could teach you. You sped through the initial training, and soon you were summoning demons, binding souls, and wielding occult weaponry as though born to it.

Merely a few weeks into basic training, though, you figured out that even the Black Chamber, hardcore and scary as their field agents seemed, was really no better than anyone else. They summon all kinds of scary entities from other dimensions, perform rituals that would drive most mortals insane at the mere hint of them, but they're just as scared shitless of the real powers, of the Great Old Ones, as anyone else. They control nightmares, but still fear the *real* powers in the universe.

For all their cowardice, they *do* know their stuff. This is both good and bad for you. You've learned an awful lot as you've risen through their ranks, but unfortunately, you also can't step too far out of line without being caught. And while you're sure you could outwit them if need be, it's not worth the risk if you can avoid it. That's why you pulled some strings and got transferred here, to Dunwich, as a special liaison to the Laundry. The Laundry is even worse than the Black Chamber in terms of cowardice: They don't cross half the lines the Black Chamber is willing to in the path of protecting their precious, puny way of life. However, their cowardice and lack of knowledge about true power makes them too weak and naïve to notice your doings until it's too late.

You've become aware of the presence of members of the so-called Enlightened Ones working in Dunwich. These fools worship the great demons for their own sake, seeking to offer their lives and service up to them, for no reward at all. However, they can be of use to you – they are preparing for a great dark ritual to their master, involving a human sacrifice. You have, through your research, learned of a variant of the dark ritual that can be performed by worshippers of the Old Ones to summon the power of the demons into the form of a human. You're missing some key details about the setup, though – but you believe them to the same as whatever the Enlightened Ones are planning. You've heard, for instance, that their ritual has five steps. You

have a replacement fifth step, but you don't know what the first four steps are. So, you'll have to contact the Enlightened Ones, gain their confidence, learn the missing details of the ritual, and then persuade them to execute *your* ritual instead.

Good luck.

### Goals

- Make contact with the Enlightened Ones.
- Figure out the missing details of the ritual.
- Persuade the Enlightened Ones members to perform *your* ritual – with you as the sacrificial victim.

### Contacts

- Samuel Hughes (Dexter Chan): Another agent of Black Chamber on base. He's here as a visiting paranormal researcher – you should make sure he does not suspect you of anything.
- Terri Scott (Elizabeth Hanson): The leader of Enlightened Ones. She doesn't know you know what she's up to.
- Jeremy Salisbury (David Farhi): Man in charge of Dunwich Training Centre.
- June Whitfield (Bertha Tang): Second-in-command of Dunwich Training Centre.

### Memory/Event Packets

- If you hear the code "9B5E" (packet δ)

### Bluesheets

- Black Chamber

### Greensheets

- Computational Demonology
- Computer Sabotage
- Demon Banishment
- The Path to Power

### Abilities

- Computer hacking
- Hopelessly Insane

### Items

- Tazer

### Stats

- Combat Rating: 3
- $\Psi$ :  $\infty$
- II: 0