
Actassi

"The morning ocean, glimmering with a reflected mist of blue-white cloud and expanding diamond foam, has the eyes of one who ponders on strange things; and her intricately woven webs, through which dart a myriad coloured fishes, hold the air of some great idle thing which will arise presently from the hoary immemorial chasms and stride upon the land."

—H.P. Lovecraft, "The Night Ocean"

You are Actassi, a leader among the race of Ssthegh'rrltu'yac, who the air-dwellers know as VARUNA NINE. All your life, you have led your people against H'jrlvi'ndthu. The humans call them POSEIDON ALPHA, but you know them better: the Great Oppressors. They had always violently suppressed your people, driving you out of your cities and calling you heretics for your religious beliefs. Long ago, your people had finally had enough, and war broke out. After a long, arduous struggle against impossible odds, your people could fight no longer, and were driven from your ancestral lands.

Your ancestral line was wiped out by H'jrlvi'ndthu during the Great Wars. Since then, your race has been confined to small, dark areas of the ocean, fighting a struggle against them to gain the smallest bit of territory. Over the course of decades, you gained enough territory and strength to be a major threat to H'jrlvi'ndthu and have prepared to confront them again. While you still cannot hope to match them in numbers, the constant fighting has forged your people into a unified and powerful force.

When your race learned about the humans you became both angry and excited. Finally, a chance for the race of Ssthegh'rrltu'yac to show its true power! At first, your people had simply regarded the negotiations as a chance to usurp H'jrlvi'ndthu and reveal your existence to the air-dwellers, but you soon realized that the discussions would be critical to your race's continued survival and eventual domination of H'jrlvi'ndthu.

Using technology liberated from H'jrlvi'ndthu, your race has become dependent on power generated by reactors utilizing an element known as diridium. Without diridium, your people will not survive much longer, let alone hope to overthrow your age-old enemy. The element has also come to have great religious significance to your people, who now believe it will be essential to raising R'lyeh, the dead city of the Great Old Ones, when the stars align in hundreds of years. However, it would be wise not to talk about your religion too much, as this opinion is not widely shared.

Your people's limited supplies of diridium are running low, and your limited territory cannot support any more mines. You've recently discovered that H'jrlvi'ndthu's inexplicably inexhaustible supplies have been coming from the humans, and now that you have revealed yourself to the them, the humans are prepared to negotiate with you.

You have been selected to represent your people in these landmark discussions. Entering into these negotiations was a huge risk – you've issued a fairly strong ultimatum to the humans, but you may or may not actually have the ability to see it through. The humans don't know this, though, believing you to be as powerful as H'jrlvi'ndthu. You must maintain the facade of strength and not reveal any weaknesses. Beware of being too intractable, however. While it is important that you get a favorable treaty, not getting any treaty at all could be just as disastrous for all sides.

There's one item in the treaty that's of personal interest to you: the the Northern Abyssal Plain. You were born in this region, and it has recently been taken over by the worthless scum of H'jrlvi'ndthu. You've managed to get possession of it placed on the negotiation table - you must return it to the possession of your race, where it rightfully belongs!

Even if the negotiations go poorly, you have another hope to fall back on. Your race has acquired plans to a device that could give you a huge advantage over H'jrlvi'ndthu. You believe the device to be a geometric wave-pulse detonator, technology from the Great Wars against H'jrlvi'ndthu. You have limited resources and technology, and thus do not have the ability to construct it, but you believe the air-dwellers advanced technology may be able to. Your assistant, Lamiel, will attempt to use the base's technology and make allies as necessary to construct it. You'll be busy in negotiations, but make sure to give her all the help that you can.

And further, your delegation has an embarrassing secret. Unused to dealing with air-dwellers, you lack the technology that H'jrlvi'nndthu uses in their moisturization suits that allow them to stay out of water indefinitely. As such, you must periodically return to the water to immerse yourself, lest your gills dry out and you perish. This is a shameful weakness, and you should attempt to keep it hidden as best you can.

You'd like to eliminate that weakness. Successfully reverse-engineering one of H'jrlvi'nndthu's moisturization suits would provide your race with another important advantage in dealing with the humans (especially if the treaty were to be broken and the situation were to become... interesting). There are three different ways this could be accomplished; take your pick.

Finally, remember that you're a diplomat. Maintain your calm at all times, and make connections among the air-breathers. Raising the profile of Ssthegh'rrltu'yac among them will help your race enormously, especially given your race's known history. Play your cards the right way, and Ssthegh'rrltu'yac will not only rise to prominence, but eventually triumph!

Goals

- Remember to **stay wet**.
- Negotiate with the air-dwellers and the H'jrlvi'nndthu to work out a treaty.
- If you can, ensure that the treaty grants the Northern Abyssal Plain to your race.
- Acquire the geometric wave-pulse detonator for your race if you can.
- Acquire the moisture-retention suit technology if you can.
- Make as many friends among the air-dwellers as possible, and gather aid for the cause of Ssthegh'rrltu'yac.
- Do not trust H'jrlvi'nndthu - they'll stab you in the back given the slightest opportunity.

Contacts

- Lamiel (Jonathan Chapman): Your assistant.
- June Whitfield (Bertha Tang): The official of the Laundry who you'll be negotiating with.
- Rhaokinvar (Daniel Kane): The representative of Ssthegh'rrltu'yac.
- Actassi (Rachel Leuthold): Their assistant.
- Patrick Clarke (John Ranson): A member of the air-breathers' government who'll be sitting in on negotiations.
- Jeremy Salisbury (David Farhi): The commander of Dunwich Training Centre.

Memory/Event Packets

- none

Bluesheets

- VARUNA NINE

Greensheets

- The Second Treaty of Dunwich

Abilities

- Thick Skinned
- Unbound

Items

- Trident

Stats

- Combat Rating: 3
- II: 0
- ψ : 5