
Samuel Hughes

“The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown.”

—H.P. Lovecraft

Wheels within wheels. Trust no one.

This will be fairly typical Black Chamber operation, to be honest. Nominally, you’re here at Dunwich as a visiting researcher from the Black Chamber, to collaborate and exchange information with your British counterparts, as part of this golden new era of international cooperation. Officially, you’re under the umbrella of Joanne, the official Black Chamber liaison to Dunwich.

In truth, however, the Black Chamber has given you quite a bit else to worry about. The treaty renegotiation between the Laundry, POSEIDON ALPHA, and VARUNA NINE is a monumental event that may well shape the face of international paranormal affairs for centuries to come. The Laundry insists it’s a purely local affair, but the Black Chamber knows better and wants a piece of the negotiations. Some of the things you want, however, are opposed, or rather, would be opposed if they knew about them, by the Laundry. You can’t just jump in and demand a seat at the negotiation table, and you don’t really have a legitimate reason why the Laundry should give you one. In light of this, your superiors have authorized you to deal with the individual committee members outside of the official negotiations and attempt to persuade them to see things your way. You’ll have to be subtle though, because the Laundry wouldn’t be too pleased to discover you pushing your own agenda behind their back.

Black Chamber intelligence agents have discovered evidence that the negotiations are not the only things POSEIDON ALPHA and VARUNA NINE are here for. It appears that both VARUNA NINE and POSEIDON ALPHA researchers have been preparing plans for a powerful weapon of some sort to be used against the other race. You don’t give a damn whether the fishies blow each other into sushi, but you’d be willing to give one of them a hand in getting it done if it meant getting your hands on the blueprints. The Black Chamber has more than enough resources to build the item once you get your hands on the plans for it, and it looks like it could be a useful tool to keep around, just in case. You can also probably use your offer of assistance as leverage to get some help in the negotiations.

You’ve also become aware of the existence of an extradimensional rift opening below Dunwich. You, and the Black Chamber, don’t really give a damn whether it stays open or not – it’s their base, not yours, and the Black Chamber cares far less than you might think about the Laundry. However, some of your paranormal observation equipment indicates there’s something very funny about this gate, and the extradimensional demons beyond. If you get the chance, you’d like to stop it from closing – there’s something here you’ve never seen before, and it would be better studied on someone else’s turf.

Finally, there are the two other Black Chamber agents on base. The Black Chamber has entrusted you with the activation codes for each of their binding geas, stored in your specially modified cell phone. If they’re found to be disloyal to the Black Chamber, you can take out either of them at the punch of a button. Killing them if they are not, in fact, disloyal, could have serious consequences when you return to the States, so you should step carefully when using the codes. Of course, because the Black Chamber only trusts you so far, the activation circuit self-destructs after the first usage. And further, while you know there’s an undercover agent somewhere on the base and have orders to terminate him if he’s at risk of revealing the Black Chamber secrets, you haven’t actually been told who he is. Evidently they think that if he starts acting up, it’ll be obvious. And there’s no telling if either Joanne or the unknown agent might have been given the code to *your* binding geas.

The Black Chamber is counting on you to come through here. It’s all up to you.

Wheels within wheels. Trust no one.

Goals

- Keep an eye on Joanne

- Attempt to identify and keep an eye on any hidden Black Chamber operatives.
- Talk to the negotiators separately and ensure the new treaty is to Black Chamber's liking.
- Obtain the blueprints for geometric wave-pulse detonator from either POSEIDON ALPHA or VARUNA NINE.
- Hinder the progress of Laundry engineers working to close the rift beneath Dunwich

Memory/Event Packets

- If you see the badge number 327
- If you hear the code "95FD" (packet δ)

Bluesheets

- Black Chamber

Greensheets

- Computational Demonology
- Computer Sabotage
- Demon Banishment

Abilities

- Black Chamber binding geas
- Unbound
- First Aid
- Computer hacking

Items

- Tazer
- Multitool

Stats

- Combat Rating: 3
- ψ: 5
- Π: 1