
Lamiel

"I was far from home, and the spell of the eastern sea was upon me."

—H.P. Lovecraft, "The Festival"

At long last, the day of Ssthegh'rrltu'yac's glory is nigh. Your glorious people, reduced eons ago to a shadow of your former might by H'jrlvi'nndthu will at last rise again, throw down the heathens, and be restored to greatness.

Many years ago, the treacherous snakes of H'jrlvi'nndthu violently subjugated your race, calling you heretics and driving you from your rightful homes. You tried to fight back, and the war was long and bloody, but in the end you were defeated. Since then, you have been hiding in the shadows, gathering strength and waiting patiently for the time to strike back at your oppressors.

It appears that your patience will soon be rewarded. You recently discovered that H'jrlvi'nndthu's seemingly limitless supply of diridium is being supplied by the humans, and through clever manipulation, you've managed to get a place at the negotiation table.

The humans believe that you can match H'jrlvi'nndthu in power, so you have equal leverage in the discussions. In reality, you are unsure of your ability to defeat H'jrlvi'nndthu in open warfare; however, you are certain that you are cleverer than they and will be able to arrange a favorable treaty for your people.

You are here as the assistant to Actassi, representing Ssthegh'rrltu'yac to the humans (who refer to you as VARUNA NINE). Actassi, one of your people's most talented ambassadors, will take part in the negotiations and she will doubtless be able to convince the humans to support your race over H'jrlvi'nndthu. While she is busy parlaying with the humans, however, it will be your job to do the real work behind the scenes to ensure you get what you need from this unique meeting.

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 complete or implement it, but they believe it to be a powerful occult weapon from the time of the Great Wars, which would give your noble race a powerful strategic edge over H'jrlvi'nndthu. 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 lack the ability to complete this plan yourself. 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.

Shortly after arriving at Dunwich, you also became aware of the existence of a large dimensional rift opening below the base. Laundry researchers are doing their best to close it before it grows too large and stabilizes permanently. If they were to fail, it would become a serious problem for the Dunwich base and a major distraction for the humans, leaving them less able to interfere with your doings. If they look too hard and ask too many questions, they'll discover some serious – what was the quaint phrase they used? – "Human Rights violations". They'll also discover why the Bermuda Triangle is famous for having ships mysteriously disappear. "Oops".

Closing the rift will require that various computer and power stations situated throughout the base be operational. The rift is a rather convenient distraction, and you should ensure that the base is in no condition to close the rift. This will give the humans something else to worry about, rather than looking too closely at your doings, now that you've abandoned your secrecy as a race.

You've therefore decided to sabotage the computer stations. Before you left the strongholds of Ssthegh'rrltu'yac, you captured a human sailor from a communications vessel and forced him (under threat of drowning) to tell you how to operate and sabotage computers. Armed with this knowledge, you can damage the Laundry's computers and distract them enough to complete the negotiations and the weapon and get out with none the wiser.

Goals

- Help Actassi negotiate a favorable treaty by making contacts behind-the-scenes as necessary.

- Sabotage Laundry's efforts to close the rift opening beneath Dunwich.
- Research and manufacture geometric wave-pulse detonator, while keeping its existence secret from POSEIDON ALPHA.
- Do not trust H'jrlvi'nndthu - they'll stab you in the back given the slightest opportunity.

Contacts

- Actassi (Rachel Leuthold): The Ssthegh'rrltu'yac representative to the negotiations.
- Rhaokinvar (Daniel Kane): The H'jrlvi'nndthu representative to the negotiations.

Memory/Event Packets

- none

Bluesheets

- VARUNA NINE

Greensheets

- The Second Treaty of Dunwich
- Computer Sabotage

Abilities

- Thick Skinned
- Unbound

Items

- Trident
- geometric wave-pulse detonator (in-game document)

Stats

- Combat Rating: 3
- Π : 0
- ψ : 5