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## Jeremy Salisbury

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*"...and his eyes were weary with seeing the same things for many years, and thinking the same well-disciplined thoughts."*

—H.P. Lovecraft, "He"

*"Nothing will work unless you do."*

—Maya Angelou

As the oldest and most experienced member of the Laundry, you are the Base Commander here at Dunwich Training Centre. You were promoted to this position after excelling in your studies and showing extraordinary skill as a Lieutenant in the British Special Forces.

Negotiations with POSEIDON ALPHA and VARUNA NINE, two powerful aquatic races, are about to commence. June Whitfield, your second-in-command, will be representing the Laundry, along with the help of an experienced negotiator, Patrick Clarke, sent directly from the British Parliament.

For centuries, the ancient underwater race of POSEIDON ALPHA has inhabited the seafloor beginning just outside the town of Dunwich. Humans and POSEIDON ALPHA abide by a treaty, renewed each century, which is about to expire. In exchange for the guaranteed safety of your shipping routes, you provide them with diridium, an element essential to life on the seafloor and used in a variety of devices. This element can only be extracted safely in the open air, and the only known source is located in central Britain, making a mining operation for their race out of the question.

The existing treaty cannot simply be renewed, however, because a powerful race known as VARUNA NINE has recently moved to the area, claiming that their previous source of diridium recently ran out. In the interest of continued peace, they are being allowed into the negotiations.

With a bit of luck, the treaty should be approved without much incident. Slightly more worrisome is the way that the fabric of spacetime surrounding Dunwich is becoming increasingly unstable. Gates have been tearing themselves open, connecting the Base directly to the extra-platonic dimensions of the unspeakable Elder Ones. You've seen glimpses of their dimension when new mathematical theorems have briefly connected your worlds. You've heard stories from Ann, the demon with a human soul who works with the Laundry, that you'd prefer to forget. You've assigned your Paranormal Research team, headed by Ann, the task of figuring out what's causing the instability. Hopefully your team of Computational Demonologists, the Base engineers, can keep everything running smoothly until an answer is found.

You're really getting too old for all this excitement. After you see events through to completion, you'd like to retire, along with the full pension you deserve.

... There might be a problem with that plan, though. If anyone actually cared to really search the database, they would find out about some little, er, *inconsistencies* in your past. See, you weren't *actually* promoted to this position after excelling in your studies and showing extraordinary skill as a Lieutenant in the British Special Forces... That's just what your resume says.

You don't know exactly what would happen if anyone figured this out. Hopefully you would be allowed to keep your post as Base Commander, but you don't know if you'd receive your full pension. With retirement right around the corner, you can't afford to let anyone find that information. Better watch out for people searching the database too thoroughly. You might want to do a bit of hacking yourself, to see if you can find and delete any incriminating evidence. As it happens, last week you found the root password to the Dunwich terminals on a Post-It note in one of the Computational Demonologists' desks. It is: **r0s3bud**.

Assuming the information doesn't leak, you're well-positioned for an impressive last stand at your post. There is work to be done, and now more than ever, you need to be on your toes.

Even when you ignore the instability in spacetime, things haven't felt quite right around Dunwich lately. Terminals have been

going down without an apparant cause. Uncontrollable tremors, presumably from mathematical equations gone terribly astray, have been shaking up the instruments. Small groups of whispering employees quickly disperse as you walk by. Suspicious glances are cast behind people's backs. Something's up that you don't know about.

For some reason, you seem to be the only one who recognizes the gravity of these signs. Well, age is wisdom. The second-in-command, Whitfield, is a well-intentioned woman, but she's young. She can't cope with pressure the way you can. Anyway, she has her hands full protecting the interests of Dunwich Training Centre in the negotiations. Your Paranormal Researchers are busy figuring out why spacetime is acting so unstable, and your Computational Demonologists have their hands full, holding the Base together, so it's up to you to figure out what's going on. A stellar performace here might even secure you a speedy retirement.

So, who should you keep an eye on first...

Ann is a good researcher, and she's been a loyal Laundry member ever since she arrived three years ago and had her soul replaced with a human soul due to a vibration in her Erich-Zahn binding flux. Still, her body and mind are those of a demon. Perhaps the recent instability has affected her somehow.

Of course, you should always keep an eye on the Black Chamber members, Joanne Fisher and Samuel Hughes. Their methods of study and operation are rather less savory than the methods of the Laundry, involving soul manipulation and communication with the Elder Ones... They say that the USA holds all the power and all the answers. Well, perhaps so, but you'd gladly give up that sort of power if you had to resort to their methods. You know they're here to help, but make sure they don't inflict their ways upon Dunwich.

You should probably also look out for the newcomers, the representatives from POSEIDON ALPHA and VARUNA NINE, and the member of Parliament brought in to oversee negotiations, Patrick Clarke.

You've recently heard rumors that an internal security agent is among your ranks. Perhaps if you could contact them, they would help you with your search.

Somewhere in the relative chaos of Base operations, there's some dirt to find. And, as your current duties are hopefully your last big assignments as Base Commander, you're going to be the one to find it.

### Goals

- Find and delete any information that could point to the lies of your past.
- Do whatever you have to to ensure the treaty gets signed.
- Figure out just what's going on at Dunwich, and keep operations running smoothly.

### Contacts

- June Whitfield (Bertha Tang): Your second-in-command, representing the Laundry in negotiations.
- Adam Pelham (Erik Chen): Head Computational Demonologist.
- Stephen Hall (Eddy Karat): A Computational Demonologist.
- Jeffrey Lewis (Alex Rolfe): A Computational Demonologist.
- Ann (Beth Schaffer): Head Paranormal Researcher.
- Charles Wilkenson (Peter Tieu): A Paranormal Researcher.
- Terri Scott (Elizabeth Hanson): A Paranormal Researcher.
- Rhaokinvar (Daniel Kane): Representative of the race of POSEIDON ALPHA who will be participating in negotiations.
- Rakali (Christina Jaworsky): Assistant to Rhaokinvar.
- Actassi (Rachel Leuthold): Representative of the race of VARUNA NINE who will be participating in negotiations.
- Lamiel (Jonathan Chapman): Assistant to Actassi.
- Patrick Clarke (John Ranson): A member of the British Parliament, brought in to assist with negotiations.
- Joanne Fisher (Kendra Beckler): A member of the Black Chamber.
- Samuel Hughes (Dexter Chan): A member of the Black Chamber.

**Memory/Event Packets**

- none

**Bluesheets**

- Laundry

**Greensheets**

- The Second Treaty of Dunwich

**Abilities**

- Computer hacking
- Unbind Geas

**Items**

- Gun

**Stats**

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