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## June Whitfield

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*“But he was unmoved, and cried: ”If I am mad, it is mercy! May the gods pity the man who in his callousness can remain sane to the hideous end!””*

*– H.P. Lovecraft, “The Temple”*

*“Then the shadows began to gather; first little furtive ones under the table, and then bolder ones in the dark panelled corners.”*

*–H.P. Lovecraft, “The Strange High House in the Mist”*

As a child, you were always really quiet and shy. You were kind of awkward around people and struggled with a stutter. This frustrated both of your parents, who were talented debaters and well-recognized politicians. They sent you to the best speech therapists they could find, and through a lot of effort and hard work, you eventually overcame your verbal shortcomings.

In secondary school, you took classes in public speaking and joined the debate team to please your parents. You struggled a bit at first, having to overcome your inherent shyness, but eventually became one of the best debaters on your school team. The team often made it to the national competitions, and sometimes even the international, and every time, you always came out in the top ten. Upon entering the university, you decided to follow in your parents’ footsteps and get degrees in International Studies and Political Science.

Upon graduating from the university with honors, you decided to work for the government. You were trained as a British ambassador, representing Her Majesty and Parliament in many foreign countries. You really enjoyed your job - always travelling to exotic places and meeting and talking to interesting people. You were eventually co-opted to work for the Laundry, a branch of the government that you had never heard of before. They opened your eyes to a world you never knew existed, and you worked hard to do well there. The Laundry eventually trained you as a field operative, and you used your diplomatic skills to negotiate with all sorts of things, some of which didn’t even have proper vocal cords.

Two years ago, you were taken off active duty and made second-in-command of Dunwich Training Centre. It was a great honor, and a bit of a relief for you; you were a good agent and always did well on your missions, but some of the things you’d seen and done had been...unsettling, to say the least. You’re one of the best negotiators in the Laundry, and now you’ve been called upon to help arrange a treaty between the Laundry and two ancient underwater races, POSEIDON ALPHA and VARUNA NINE. These are possibly the most important and challenging negotiations of your career, and you’re at least a bit nervous about them.

And if that weren’t enough to worry about, you have another big concern weighing on your mind. Recently, you’ve been having nightmares about...well, you can never quite remember. Whatever they are, though, they have you waking with sweat-soaked sheets and teeth clenched to hold back screams. Sometimes, during the day, you get flashbacks to your dreams - snippets of terror and pain. You’d bet anything this is fallout from that one mission as a field operative that went badly, badly south. You can’t make yourself forget the look on poor Horace’s face as the demons got to him and took over his mind, and you were forced to blow his brains out from two feet away to save the squad. You got a little too close to the other side on that mission, and you’re afraid it’s catching up with you. You’ve been getting more jumpy recently, seeing things in the shadows and panicking when people startle you. And you’re convinced you keep seeing blood everywhere, or hearing screams in the distance. Something is not right with your head, and you have no idea how to fix it...

If it gets much worse, though, you may not be able to see these negotiations through. Or even keep your job.

### Goals

- Represent the Laundry in the negotiations and try to make sure that everyone is content with what they get.
- Find a way to hold onto your sanity. Some research might be in order.
- Don’t let it get out that you’re going insane.

**Contacts**

- Jeremy Salisbury (David Farhi): Man in charge of Dunwich.
- Rhaokinvar (Daniel Kane): Representative from POSEIDON ALPHA.
- Rakali (Christina Jaworsky): Rhaokinvar's assistant.
- Actassi (Rachel Leuthold): Representative from VARUNA NINE.
- Lamiel (Jonathan Chapman): Actassi's assistant.
- Patrick Clarke (John Ranson): Member of Parliament sent to negotiate with POSEIDON ALPHA and VARUNA NINE.

**Memory/Event Packets**

- Open the first time your  $\psi$  stat drops below 1 or at T+1h.
- Open at T+1.5h.
- Open at T+2h.
- Open at T+2.5h.
- Open at T+3.
- Open at T+3.5h.
- Open at T+3.75h.
- Open if you see someone else go insane.
- Open if you see item 7391
- Open if you see an NPC with a purple headband.

**Bluesheets**

- The Laundry Negotiation Team
- Laundry

**Greensheets**

- The Second Treaty of Dunwich

**Abilities**

- Unstable

**Items**

- Tazer
- The Second Treaty of Dunwich (in-game document)

**Stats**

- Combat Rating: 2
- $\psi$ : 3
- $\Pi$ : 1