

TAMING THE WATERWOLF



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CALL OF
ETHULHU
Miskatonic
Repositor **Y**

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TAMING THE WATERWOLF

Taming the Waterwolf is a *Call of Cthulhu* scenario set in the Netherlands of 1849, in the early stages of the reclamation of the country's largest lake, the *Haarlemmermeer* (Haarlem's Lake). In its course, the investigators will be inquiring into the sabotage of the *Lynden*, one of the three enormous steam-powered pumping mills that were constructed on the shores of the lake to facilitate its drainage.

KEEPER BACKGROUND

Aeons ago, a lloigor was mortally wounded and sought shelter in an underwater cave. The creature took on its reptilian form and entered a state of torpor to heal the wounds that ravaged its flesh. As thousands upon thousands of years passed and the world above continued to change, reshaped over and over again by nature and man, the lloigor eventually found itself in the depths of the *Haarlemmermeer*. Though it had physically recuperated, the creature still lacked the mental energy to make full use of its powers. It remained dormant, waiting for someone to contact it instead...

Willem van Cortlandt's interest in the occult began while he was still an engineering student in England. Following his graduation, he served his country all over the world: the Dutch East Indies, Guyana, and even Dejima, the small trading post that the Dutch East India Company operated in Japan. In the wake of Japan implementing its isolationist *Sakoku* policy, the Dutch were the only Europeans allowed to relay to the Japanese news of Western scientific breakthroughs and discoveries, such as the steam engine. In Japan, van Cortlandt taught engineering to eager students and, in turn, learned much from them about Japanese culture. Craving more than just knowledge, he traded his Western possessions for Japanese clothing, art, instruments, and books. A clerical error during one of these transactions left van Cortlandt with a copy of a 16th century *Mythos Tome* known as the *Shinwa Taizen to Densa no Nippon* (Book of Myths and Legends of Japan, see *Secrets of Japan*, page 132). The oversight was soon discovered, but before returning the book, van Cortlandt tore out half a dozen

pages and smuggled them out from the island when he was recalled home. Ten years later, in 1839, he was appointed the lead engineer for the draining of the *Haarlemmermeer*.

The archaic form of Japanese used in the tome proved difficult to understand, but van Cortlandt eventually learned of the *Wata-Tsu-Mi*, or Lords of the Sea. The torn-out pages alleged that these powerful dragons once reigned over the waters of the Earth, but have since withdrawn to rest in caves hidden deep underwater. Poring over the text, van Cortlandt also discovered a ritual that would allow the person performing it to contact these *Tatsu*. One night, after surveying the *Haarlemmermeer*, he decided to perform the rite on its shores, not really expecting anything to come of it. And though he was unable to contact the torpid creature, the ritual confirmed that a lloigor was actually slumbering deep beneath the waters of the lake, and van Cortlandt eventually grew convinced that it would grant him limitless power if awoken. Among the pages of the tome, he also discovered yet another ritual, one that allowed the caster to wake a sleeping dragon. To perform it, three large *Ō-daiko* drums were required, each played with *Bachi* sticks engraved with one of the three characters making up the phrase *Wata-Tsu-Mi*, and precisely arranged around the dragon. Van Cortlandt was quick to deduce that instead of the drums, he could use the cylinders of the enormous steam engines he was developing for the lake reclamation project.

Van Cortlandt purposely designed the cylinders to have the same proportions as the drums and made sure that each piston carried the necessary character on its builder's plate. He positioned the mills around the lake in accordance with the ritual and adjusted their frequency. As the project's lead engineer, he was able to execute his unorthodox plans without any intervention. Only Edward Knill, one of the engineers sent to the Netherlands from Harvey & Co., the firm commissioned to build the pumping mills, has recently begun to ask meddlesome questions, but van Cortlandt had already devised a way to deal with the Cornishman. Once all three mills start pumping, van Cortlandt plans to complete the ritual and wake the lloigor.

Unbeknownst to van Cortlandt, however, the lloigor has been slowly rousing from its torpor ever since the first mill became operational. The constant noise irritated the creature and it used what little power it had recovered to enslave the unstable Julia Salomons of *de Kaag*, the

THE NETHERLANDS IN APRIL 1849

- The rule of King William III had only started a month earlier after his father, William II, met a sudden demise.
- The Constitutional Reform of 1848 curtailed the power of the royal sovereign while expanding the rights of parliament.
- The seats of both the royal household and the parliament are located in The Hague, although Amsterdam remains the capital of the country.
- The people of the Netherlands are called the Dutch, as is the language spoken in the country.
- Dutch money came in *guldens* (guilders) (*f*), and *centen* (cents) (*c*). There were 100 cents (100c) in one 1 guilder (*f*1).
- Compared to the United Kingdom and Belgium, the Netherlands were slow to embrace widespread industrialization. Most labor was still performed by craftsmen, although a small number of textile mills had opened in the 1830s.
- The first train line, connecting Haarlem and Amsterdam, opened only in 1839. An extension to Leiden was completed in 1842.
- Aside from trains, people traveled by carriage, coach, *trekschuit* (horse-drawn barge), or on foot.
- The first telegraph line, from Haarlem to Amsterdam, was erected in 1845. By April 1849, telegraph lines connected all major Dutch cities.
- The telegraph service, however, was quite expensive, so the majority of the populace continued to rely on the postal service. In cities, many made use of paid messengers.

daughter of a local minister. Bending the girl to its will, it ordered her to attack the Leeghwater mill, but she failed and was subsequently put under lock and key by her father. After the second mill had come online, the lloigor subjugated Gerrit de Wit, a fisherman from *Slooten*, who ended up sabotaging the Lynden mill the night before the investigators are contacted.

DRAMATIS PERSONAE

Statistics for NPCs and monsters are presented in **Appendix A: Characters and Monsters**, page 31.

MAJOR NPCs

Jonkheer Daniël Théodore Gevers van Endegeest 56, politician and chairman of the Drainage Committee

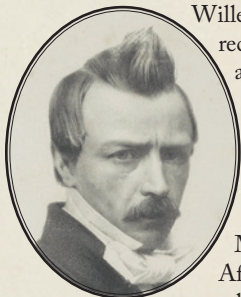


Jonkheer (Esquire) Gevers van Endegeest is a well-known conservative politician and member of the *Tweede Kamer* (lit. Second Chamber, House of Representatives). As chairman of the Management and Supervision Committee for the Drainage of the Haarlemmermeer, he is ultimately responsible for the success of the operation. The Jonkheer leaves most of the day-to-day management to van Cortlandt, whose father is a fellow conservative. He lives with his wife Margaretha, who suffers from occasional nervous breakdowns, in a mansion in Castle Heemstede, not far from the Cruquius mill. The couple have no children.

- **Description:** balding, grayish hair, sideburns. Slimly built, he dresses in old-fashioned tailcoats and vests. His thin lips are usually curled downwards, especially when talking to commoners.
- **Traits:** sober, traditional, and reserved.
- **Roleplaying hooks:** Gevers van Endegeest contacts the investigators to solve the Lynden sabotage. Investigators from the Upper or Middle Class can become his acquaintances. Upon successfully apprehending the saboteur, the Jonkheer then invites the investigators to the official opening ceremony for the final mill. He can also provide them with information on van Cortlandt and reveal his past travels to Japan.

Willem van Cortlandt

54, mechanical engineer and sorcerer



Willem van Cortlandt is the lead engineer of the reclamation project and the investigators' main adversary in this scenario.

Van Cortlandt's father is a member of the House of Representatives and wanted Willem to become either a politician or a lawyer. Instead, the man chose to study mechanical engineering in England. His first encounter with the Mythos occurred through an occult society there. After finishing his studies, van Cortlandt was employed by the *Nederlandsche Handel-Maatschappij* (The Netherlands Trading Society), a job which took him to some of the Netherland's most remote colonies and trading posts. Among the places he visited was Dejima, the only European trading post allowed

to operate in Japan during its isolationist period, where he taught engineering as part of the Rangaku knowledge exchange. Through one of his Japanese students, he inadvertently came into possession of a few pages from the *Book of Myths and Legends of Japan* (see *Secrets of Japan*, page 132), a Japanese Mythos tome. Shortly thereafter, van Cortlandt returned to the Netherlands, where he was eventually appointed the lead engineer for the Haarlemmermeer reclamation project.

Since his return, van Cortlandt has managed to successfully translate a handful of the spells buried in the Japanese tome. One allowed him to breathe underwater, while another—to realize the presence of an ancient lloigor slumbering beneath the waters of the lake. Van Cortlandt became obsessed with the mighty creature, and grew to believe that it would grant him enormous powers if he succeeded in awaking it. Soon enough, among the spells, he discovered a ritual that would allow him to do just that—it required three drums, beaten with sticks carrying distinct Japanese characters, placed in particular locations, and pounding out a specific beat. Using his engineering background, van Cortlandt devised a way to use the cylinders of the steam engines inside the pumping mills as drums and redesigned them accordingly. It will not be long before he can perform the ritual and wake the lloigor.

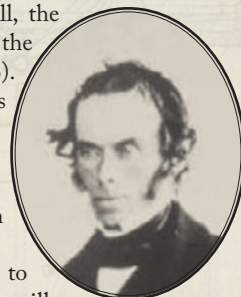
Van Cortlandt is always accompanied by Datu, the trusty manservant he hired back when he was stationed in the East Indies.

- **Description:** dresses in a modern frock coat, wears a mustache, and combs his hair back. Due to his frequent use of the “Breath of the Kappa” spell, van Cortlandt has developed gills in his lower neck, and always wears a Japanese silk scarf to cover them.
- **Traits:** dashing, graceful, and charming. Beneath the mask of a gentleman, however, van Cortlandt is insane and intent on waking the lloigor.
- **Roleplaying hooks:** When confronted by the investigators, van Cortlandt will try to blame Harvey & Co. and Edward Knill in particular (see **Talking to van Cortlandt**, page 25).

Edward Knill

26, senior mechanical engineer

Edward Knill was born in St. Ives, Cornwall, the eldest son of a shipbuilder and nephew of the late John Knill (see sidebar on page 6). At age 17, instead of following in his father's footsteps, as was expected of him, he began an apprenticeship with Harvey & Co., engineers and iron founders. Despite his young age, he excelled at his job and soon earned the esteem of his employers.



In 1843, Knill was sent to the Netherlands to supervise the construction of the Leeghwater mill. He quickly learned Dutch and was promoted to his current post after the mysterious death of his predecessor at Leeghwater.

- **Description:** disheveled, typically clad in worker overalls. Knill has a slight hunch, bulging eyes, and is poorly groomed, with usually greasy, unkempt hair. Not an attractive man by any measure.
- **Traits:** quiet and shy, Knill is quickly intimidated. He prefers the company of machines over that of people, which may make him seem odd or suspicious.
- **Roleplaying hooks:** suspects that something strange is going on, but does not fully grasp van Cortlandt's plan until the end of the scenario. Knill will not accuse van Cortlandt directly, but can confirm any suspicions expressed by the investigators.

MINOR NPCS

Datu

138, *mysterious manservant*

Datu is van Cortlandt's mute manservant, who accompanies his master everywhere.

When he was stationed in the Dutch Indies, van Cortlandt journeyed to North Sumatra, where he encountered the Batak tribe, known for its practice of ritual cannibalism. He returned from the trip with a silent servant named *Datu* ("magician" or "priest" in the Batak language), who has not left his side since.

JOHN KNILL

John Knill was born in 1783 at Callington, Cornwall. He was both the customs collector for and mayor of St. Ives, but is mostly known for his eccentric monument: Knill's steeple. This 49-foot-tall (15 m) granite obelisk overlooking St. Ives Bay was originally intended to serve as the final resting place of Knill's remains. The monument is decorated with the Knill coat of arms on one side, while the other three are inscribed with the words *Johannes Knill 1782, Resurgam* (I shall arise), and *I know that my Redeemer liveth*.

Knill left enough money to pay for the upkeep of the monument after his death, and his last will also stipulated that the funds be used to hold a peculiar memorial rite—every five years, on St. James Day, ten young girls would walk from the market house to the monument, dancing and chanting verses from Psalm 100 from the Book of Psalms.



- **Description:** an athletic and muscular man, but relatively short in stature. His head is wrapped in an iket, the traditional turban worn by the Batak, and he wears a sarong. His eyes are dark and fierce, and he wears a small mustache.
- **Traits:** nobody has ever heard him speak. Datu meets any attempt at social interaction with a glare.
- **Roleplaying hooks:** deals with anyone who comes too close to van Cortlandt.

Gerrit de Wit

64, *deranged fisherman*

De Wit was once a friendly fisherman who lived in Slooten with his wife and children. In December 1836, a heavy storm broke out just as he was sailing back to shore, causing the boom on his boat to jibe and strike his head. Since the injury, he's become prone to aggressive outbursts and bouts of delusion, and eventually lost both his family and house because of them soon after.

One day, when combing its shores, de Wit found a 16th century map of the Haarlemmermeer, which showed the location of a sunken Spanish ship—allegedly laden with treasure. Finally, after a ten-year-long hunt, De Wit managed to locate the wreckage near the middle of the lake, hidden beneath the ever-present fog that always seemed to shroud the surface, and then immediately began to dredge the bottom for treasure, digging right above the slumbering lloigor. The creature subjugates de Wit soon after the Lynden station comes online in April of 1849, and compels him to sabotage the mill.

- **Description:** dresses in rotting old rags. De Wit has a filthy, greenish beard and fierce eyes that gleam beneath bushy eyebrows. From his left armpit protrudes a tentacle, a gift from the sadistic lloigor.
- **Traits:** semi-feral and certifiably insane. De Wit constantly mumbles to himself and can be heard complaining about the noise coming from the Lynden mill whenever it comes online.
- **Roleplaying hooks:** responsible for the sabotaging the Lynden station. If captured, de Wit may escape and attempt to halt the mill again. Examining de Wit's ramblings can put the investigators on the trail of the lloigor.

Cornelis Salomons

44, *minister at de Kaag*

Reverend Cornelis Salomons has been minister at the Reformed Church in de Kaag for the past twenty years. Not long after arriving in the village, his wife Fransje became pregnant, but complications at birth left the mother dead and the child, named Julia, mentally handicapped. Salomons saw the death of his wife as divine punishment and from then on, most of his sermons and his preaching have focused on sin and penance.

Over the years, the relationship between Cornelis and Julia failed to improve. Once the minister found out about her relationship with Strobos, he confined Julia to their house and forbade her from leaving. Soon after, she snuck out and headed for the Leeghwater steam mill, where she ended up assaulting an engineer. Salomons was able to use his influence and standing in the community to sweep the affair under the rug, and later claimed that his daughter suffered a mental breakdown and would recover from the episode in the care of her uncle in Groningen.

The minister, however, had no intention of shipping his daughter off anywhere. Upon discovering that her body carried bizarre mutations, he grew convinced that Julia was possessed, and locked her up in the basement of their home. Too ashamed to involve professional medical help, he removed the tentacles himself.

- **Description:** thinly built, with a stern look that comes from sunken eyes, hidden behind small glasses. Salomons usually wears a black suit.
- **Traits:** gravely serious, with no sense of humor to speak of.
- **Roleplaying hooks:** is deeply worried that the secret of his daughter's condition will eventually come to light. He will tell the truth only when fully convinced of the sincerity of the investigators' motives.

Julia Salomons
16, possessed daughter

Julia Salomons has been hearing strange voices in her head since early childhood. In her teenage years, the voices began encouraging her to pull back and hide from her father, and instead seek out like-minded individuals who would truly appreciate her for what she was. She went on secret boat trips with Florentijn Strobos, always visiting the same mist bank hanging over the Haarlemmermeer. The voices grew silent there, eclipsed by one, dominant, sonorous voice—that of the Iloigor.

When her father found out about her affair and put her under house arrest, Julia felt terribly alone and begged the Iloigor for help. The creature reached out to soothe her, but then coerced her into assaulting the Leeghwater mill in return. When, after the attack, her father shackled her in the cellar and rendered her unable to heed its calls, the creature then punished her by seeding her flesh with mutations.

- **Description:** the remnants of what has once been a healthy girl are barely visible anymore—her body is covered with scars and mutations. Tentacles protrude from her belly and left armpit, while her other arm has been deformed into a claw-like appendage. Her tongue appears to have been amputated.
- **Traits:** mumbles unintelligibly due to the missing tongue. The few times she can be understood, she mostly moans at the sound of the nearby mill.
- **Roleplaying hooks:** although insane, Julia is capable of communication. Her primary goal is to be freed from her chains and halt the operation of the Leeghwater station by any means necessary. She will assault anyone that stands in the way of her accomplishing that goal.

Florentijn Strobos
18, fisherman

Florentijn Strobos is a young fisherman from de Kaag. Last summer, he had a brief affair with Julia Salomons, the daughter of the local minister. He often took her out on the lake, where they would hide in the mist and cuddle. But when her preacher father found out about their relationship, he put Julia under house arrest and Florentijn has not seen her since. Later, he heard through the grapevine that she escaped and assaulted a steam mill engineer. Public declarations of old man Salomons notwithstanding, he does not believe that she was sent to her uncle's.

- **Description:** youthful and fairly handsome. Dresses in typical fisherman garb.
- **Traits:** comes across as a happy, but simple man. Florentijn misses Julia and wonders whether they can ever be together again.
- **Roleplaying hooks:** can provide his version of the events that transpired last year. He can also help break into the minister's house to locate Julia.

Jonkvrouwe Margaretha Deutz van Assendelft
42, wife of Gevers van Endegeest

Jonkvrouwe Deutz van Assendelft comes from old Dutch stock, a wealthy noble family that owns large tracts of land around the Haarlemmermeer. Once involved with charity work, the Jonkvrouwe

mostly withdrew from public life in the wake of the first symptoms of mental illness. Currently under the care of Doctor Hendrik Boom, one of the first alienists in the Netherlands (available as a pre-generated investigator—see page 41).

The Jonkvrouwe's mental stability has deteriorated since the Cruquius mill began steam trials last month. On the advice of Doctor Boom, she has been making frequent boat trips out on the lake to calm her nerves.

- **Description:** a friendly face with a small smirk. Deutz van Assendelft dresses in exquisite, sophisticated clothing, always au courant with the latest fashions. Has a slight squint.
- **Traits:** friendly, but reserved.
- **Roleplaying hooks:** will have a mental breakdown during the investigators' visit to the van Endegeest estate, and another during the conclusion of the scenario, when she will attempt to strangle van Cortlandt.

DUTCH NAMES

Choose or roll 1D20 twice. First roll for either a male or female first name, then a second roll for a last name.

	<i>Male Names</i>	<i>Female Names</i>	<i>Surnames</i>
1	Adriaan	Aaltje	Bakker
2	Albert	Agaath	van der Berg
3	Arie	Anna	de Boer
4	Bernard	Antje	Brouwer
5	Dirk	Catharina	Dekker
6	Frans	Cornelia	Dijkstra
7	Gerard	Elisabeth	de Graaf
8	Hendrik	Geertruida	de Groot
9	Herman	Grietje	Hendriks
10	Jan	Helena	Janssen
11	Johan	Hendrikje	de Jong
12	Karel	Jacoba	van Leeuwen
13	Klaas	Jantje	van der Linden
14	Leen	Johanna	van der Meer
15	Martin	Klasina	Meyer
16	Pieter	Maartje	Mulder
17	Simon	Neeltje	Peters
18	Theo	Petronella	Smit
19	Toon	Trijntje	Visser
20	Willem	Wilhelmina	de Vries

THE INVESTIGATORS

Prior dealings with the local police force, including elderly constable named Klaas van der Ham (available as one of six pre-generated investigator—see **Appendix D: Pre-Generated Investigators**, page 41), had left well-known politician and *Jonkheer* (a Dutch aristocratic honorific equivalent to esquire) Gevers van Endegeest less than satisfied. It was not much of a surprise that when the Lynden mill was sabotaged, he made sure to call upon the services of a larger group of investigators.

The suggested starting date for the scenario is Monday, April 16, 1849, but any date after the opening of the Lynden mill on April 1 will suffice. Both the beginning of the scenario (the Lynden sabotage) and the conclusion (the Cruquius opening) can be moved to facilitate the time needed by the players and Keeper.

The Jonkheer has asked the investigators to meet him at the Lynden pumping mill at 12 o'clock, to assist with what he considers “an act of vandalism.” Information on the steam mills, as well as the very process of draining the Haarlemmermeer, is widely available and had been published in the press (see **Handout 1: Player’s Map**, page 34 and **Handout 2: The Cruel Waterwolf**, page 35). Members of the Upper class (see *Cthulhu by Gaslight*, page 11 and *Cthulhu through the Ages*, page 36) will be contacted by the Jonkheer directly. He will either know the investigator personally or via a mutual acquaintance. Members of the Middle and Lower class will be involved professionally, either by being assigned to the sabotage case (if the investigator is a law enforcement officer), being hired (consulting detectives, inquiry agents), or by virtue of being a member of the Jonkheer’s staff. It is assumed that all investigators know Dutch and live in the vicinity of Amsterdam.

HANDOUT 2: THE CRUEL WATERWOLF

The popular saying “God created the earth, but the Dutch created the Netherlands” holds particularly for Holland, the western part of the country and also its cultural, political, and economic center. Holland lies well below sea level and would be quickly swallowed up by the sea without proper water control measures and facilities.

But the threat to Holland is not only from seas and rivers—the country is full of large peat bogs that tend to flood the surrounding areas. In the 16th century, a series of floods merged four such bogs into a large lake: the *Haarlemmermeer*, named after the nearby city of *Haarlem*. The flooding also took some villages underwater, wiping them from the map forever. The enormous body of water produced as a result stretched all the way from Leyden to Haarlem and Amsterdam, covering an area of about 58 square miles (150 km²). Heavy storms could make the lake as rough as a sea. It is no wonder, therefore, that Joost van den Vondel (the 16th century poet and writer) used to refer to the Haarlemmermeer as the “Cruel Waterwolf,” which “threatened Amsterdam” and “ought to be fought with a range of complementary efforts.”

In 1836, as the Haarlemmermeer had grown to about 70 square miles (180 km²), a windstorm managed to push the waters of the lake to the very gates of Amsterdam. In a subsequent storm later that year, the water reached as far as Leiden.

On 1 August 1837, King William I appointed a committee under the leadership of politician Gevers van Endegeest, and tasked it with exploring possible ways of draining the Haarlemmermeer. Seven months later, the committee’s plan was approved by parliament. Three mills, powered by the largest steam engines ever constructed, would pump the water out from the lake and into the Ring Canal, excavated around the lake for that very purpose, from which the water would eventually flow down to the North Sea.

Few Dutch companies had the necessary expertise to design and build the required engines, and those with the know-how had prohibitive rates. Eventually, the committee settled for Harvey & Co., an engineering company from Hayle, Cornwall.

The three mills were to be named after Dutchmen who championed the draining of the Haarlemmermeer: *Leeghwater*, *Cruquius*, and *Lynden*. Work on the canal started in May of 1839, and the capstone for the Leeghwater mill, the first of the three to be constructed, was laid in July 1843.

Most were happy to see the dangerous and fetid lake finally drained, but not everyone was rejoicing. Fishermen from the many villages on the shore, who worked the lake on a daily basis, saw their livelihood taken away, inch after inch. Many protested the construction of the mills and continued to do so after they were completed. Records also mention instances of fights breaking out between fishermen and the mill operators.

TIMELINE

- **November 29, 1836:** the Haarlemmermeer floods Amsterdam following a windstorm.
- **December 26, 1836:** in the wake of another storm, the waters reach Leyden.
- **August 1, 1837:** King appoints drainage committee.
- **March 19, 1839:** parliament approves committee plans.
- **July 15, 1843:** work on Leeghwater Station begins.
- **June 24, 1847:** work on Lynden Station begins.
- **July 28, 1847:** work on Cruquius Station begins.
- **June 7, 1848:** Leeghwater Station becomes operational.
- **April 1, 1849:** Lynden Station becomes operational.
- **June 1, 1852:** the lake is fully drained.
- **Today:** the Haarlemmermeer municipality is home to 150,000 people and Schiphol Airport.





LYNDEN

It is around noon when the investigators arrive at the Lynden pumping mill. The coach trip from Amsterdam via Slooten took about half an hour. Amsterdam and Haarlem loom on the horizon, and the small harbor of Slooten can be seen nearby. The Ring Canal extends from the east to the west and fishermen can be seen working the vast waters of the sprawling Haarlemmermeer.

The Lynden station sits next to the canal, in the middle of the wide, flat, marshy landscape, typical of the Netherlands. The neo-Gothic structure, built with red brick and white sandstone, comprises a round engine room and a rectangular boiler unit. The circular tower is supported by ten buttresses, necessary to counter the shearing forces produced by the steam engine housed inside. Gothic windows are visible between and above the buttresses. Crenellations give tower a slightly medieval appearance, offset by the eight cast-iron balancing arms that protrude from the upper windows and connect the engine to the suction pumps. The boiler unit topped with battlements as well, and fitted with a number of Gothic windows. An 80-foot-tall (25 m) chimney stands between the tower and boiler room.

The arms of the station are standing still, and the chimney emits but a thin wisp of smoke. Investigators who make a successful **EDU** roll will think this odd: the Lynden should be operational, as it was brought online earlier that month.

A servant stands by the coal shed next to the pumping mill, awaiting the investigators' arrival. The man's appearance suggests that he hails from the East Dutch Indies: his head is wrapped in a turban and he's wearing a dark red piece of cloth around his waist. He does not speak, not even when spoken to, but holds up his hand to indicate that the investigators should wait until all of them are present. Then, once the entire group is on site, Datu leads the investigators inside the tower.

When going inside, ask for a **Spot Hidden** roll. Investigators with a successful roll will notice that the front door has been damaged, probably as a result of a break-in.

LYNDEN PUMPING MILL

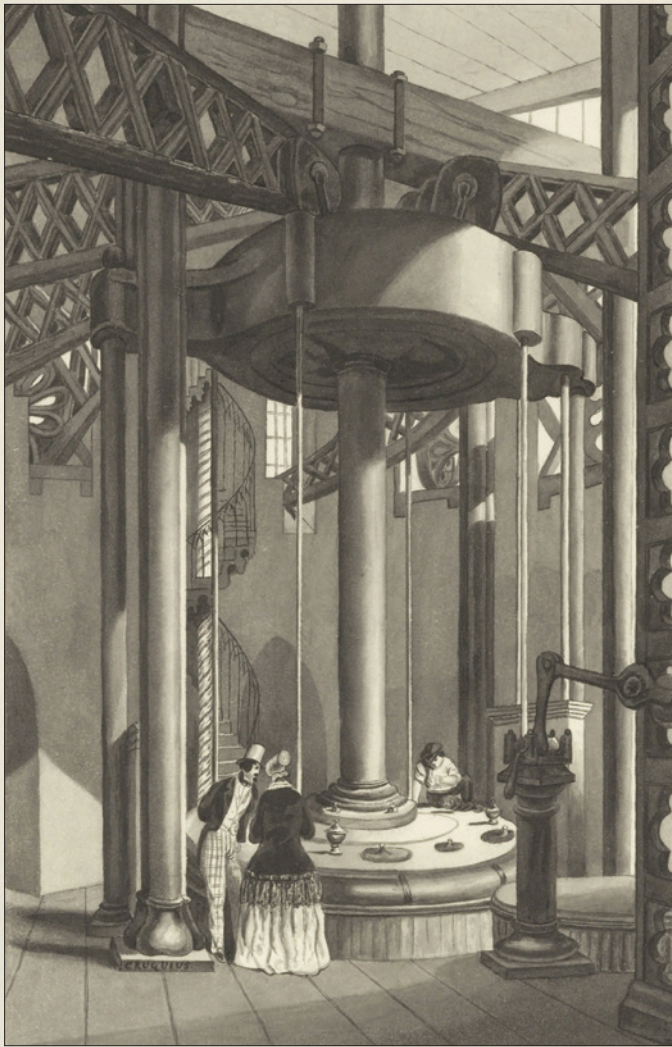
The mill's circular tower houses the world's largest steam engine. The main cylinder measures 12 feet (3.66 m) in diameter and is hooked up to eight piston rods which, in turn, connect to the eight massive arms that extend outside through the windows. A narrow, cast-iron spiral staircase leads upstairs to a platform.

Warm steam envelops the investigators as they enter the structure. The steam appears to be coming from a handful of punctured copper pipes, the vapor producing a hissing noise as it escapes the ductwork. Multiple clean cuts are visible along the tubing, indicating the use of a sharp blade. A successful **Mechanical Repair** check will reveal that the although damage may appear catastrophic, it can be repaired within a few hours.

There are ten men present in the engine room, most of whom are working on repairs. The servant leads the investigators toward two gentlemen conversing next to the central cylinder. Both appear to be around 50 years old. One has graying sideburns and is wearing a three-piece suit. Upper Class investigators and others who will make a successful **EDU** roll will recognize this stern-looking gentleman as Jonkheer Gevers van Endegeest, the conservative politician who requested their assistance. The other man—dark-haired, with a mustache and clad in a fashionable tailcoat, with a white silk scarf wrapped around his neck—is Willem van Cortlandt, chief engineer and supervisor of the drainage project.

Meeting the Client

Introductions are made. The Jonkheer is outraged by the sabotage, which he thinks is clearly the work of some mad man. He is glad the investigators have shown up and hopes they will be able to identify the person responsible. Gevers van Endegeest believes that the culprit is most likely to be found among the fishermen of Slooten, who have strongly, and vociferously, opposed the construction of the mill in the past.



The Jonkheer then informs the investigators that they do not have much time to find the perpetrator. Within the span of a few days, the Cruquius station, the last of the three pumping mills, is to be brought online. As the guests of honor list for the grand opening includes the royal couple, the matter has to be sorted out by then.

The Jonkheer then turns the meeting over to van Cortlandt, who explains that the building was broken into around 3 o'clock last night. The mill operates with a skeleton crew at night, all of whom happened to be in the boiler room when the door was kicked in. Van Cortlandt points to a shifty, dark-haired man busily fitting a copper sleeve over a hissing pipe, identifies him as Edward Knill, the English engineer sent over by the company manufacturing the steam engines, and says that he was the one who noticed a sudden drop in the engine pressure. Knill allegedly discovered the sabotage when he went to investigate the engine room. Repairs were started at once, but began in earnest only after daybreak, when the day crew arrived.

If they make a successful **Psychology** roll, the investigators will notice that van Cortlandt disapproves of Knill. When pressed on the topic (requiring a successful **Charm** or **Persuade** check), van Cortlandt will say that he finds it quite curious that it was Knill who discovered the sabotage, adding that Harvey & Co., Knill's employers, were meant to be involved with the drainage only temporarily. For the past six months, the English staff has been training the Dutch workforce so that the latter can eventually take over mill operations and maintenance. Setbacks like these, however, draw out the handover process, bringing in more profits for the Cornish company.

Whatever his personal opinions, van Cortlandt has no concrete proof of Knill's involvement. Still, the sabotage episode reminds him of a similar, though much more serious incident from last year, where a worker at the Leeghwater mill was assaulted by a young girl from a nearby village (see **Lynden Pumping Mill**, page 10). Although van Cortlandt himself does not remember any details about the assault, he implies the workers at the Leeghwater mill should know more about it.

A Mysterious Symbol

When the investigators stand near the engine cylinder, ask for a **Hard Spot Hidden** roll. If successful, their eyes are drawn to a small symbol on the builder's plate that is riveted to the engine piston (a tilted 綿, see nearby illustration and **Handout 3: The Lynden Symbol**, page 36). It's about four-tenths of an inch (1 cm) across and barely noticeable, hidden amongst the other letters on the plate. Any attempt to remove the plate will attract the attention of the mill workers. Refer to the sidebar on page page 12 if the investigators want to investigate the symbol further.

When asked about the symbol, both van Cortlandt and the Jonkheer will seem surprised. Van Cortlandt will also say that the plates were originally installed by the Englishmen. Investigators who make a successful **Hard Psychology** check will notice that van Cortlandt is holding something back.

Keeper Note: Van Cortlandt is lying—he replaced the original Harvey & Co. plates with copies that had the symbol etched in between the letters. Proof of the manipulation can be found in the office archives (see **Office Building**, page 22).

A Cornish Stranger

Edward Knill will verify van Cortlandt's account of last night's events: he was working in the boiler unit when the engine pressure suddenly dropped. By the time he reached the engine room, however, the damage was already done. The sabotage could not have been performed clandestinely, given the punctured pipes, but as the engine noise drowns out all other sounds, nobody really heard anything.

Knill believes he saw one of the local fishermen, Gerrit de Wit, running away from the station just as he was entering the engine room door. Twice before has de Wit complained about the engine noise, with the second complaint devolving into fight with Knill himself. The engineer insists that the engines are not loud enough to keep the locals awake and suspects that the fisherman's attempt to destroy the engine was motivated economically. De Wit lives on the outskirts of Slooten, the fishing village nearby.

Knill will pretend that he had never seen the symbol on the builder's plate before. Investigators can then make a **Psychology** check—with a **Hard** success, they will know that Knill is not telling them the whole truth.

Keeper Note: Knill had in fact noticed the symbol before and knows for certain that the original plate did not carry one. He is working on a translation in his room (see **Knill's Room**, page 25).

A Sharpened Sword above Their Heads

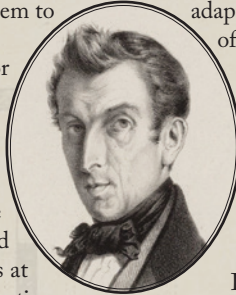
Just as the investigators are about to leave the engine room, ask for a **Listen** roll. If successful, they will hear a metallic clank of metal object hitting the platform before them. One of the investigators—choose randomly—must make a successful **Dodge** check to jump out of the way. Failure to dodge will result in 1D6 damage.

The metal object is an old rusty sword (treat as Medium Sword). A successful **Archaeology**, **Appraise**, or **History** roll will identify it as a 16th century artifact. The edge of the blade is sharp and gleaming, indicating recent usage. If necessary, ask for an **Idea** roll to reveal that

INVESTIGATING THE SYMBOLS

If the investigators discover a mysterious symbol on the cylinder builder's plate, they can make an **EDU** roll. Those who succeed at Hard difficulty will recognize it as one of the "Oriental Languages." Success at Extreme difficulty will allow them to recognize it as Japanese, but not to decipher it.

Should the investigators attempt to find a translator for the symbols, they will have limited options to choose from, as Asian languages had very few speakers in Europe at the time. Their best choice will be to make a rubbing of the plate and then bring it to the *Athenaeum Illustre* (lit. Illustrious School, the forerunner of the University of Amsterdam) to find someone to translate its contents. If they have contacts at the university, they will have no trouble arranging a meeting with professor Taco Roorda, theologian and orientalist, who will be more than capable of interpreting the symbol; if they do not, they will have to make a successful **Charm**, **Credit Rating**, **Fast Talk** or **Persuade** check to find him.



Professor Roorda

Once contacted, Professor Roorda will explain to the investigators that the symbols are *kanji*: originally Chinese characters, since adapted to write Japanese. He will gladly provide translations of each character that the investigators have a rubbing of:

Mill	Symbol	Pronunciation	Translation
Lynden	綿	Wata	Cotton
Leeghwater	見	Mi	See
Cruquius	津	Tsu	Port

Individually, the characters will not ring a bell with the Orientalist, but he will mention the possibility that when used phonetically, the three characters form a single word. There are six possible combinations in which they can be arranged, it will take the professor some time to determine which of these can be found in the dictionary.

A few hours later, Professor Roorda will inform the investigators (either via messenger or in person) that when assembled in the following order, 綿津見 (Cotton, Port, See), the characters form the Japanese word *Wata-Tsu-Mi*, meaning "sea god." He then goes on to explain that there were a number of different dragons in Japanese folklore, and each one had its own peculiar set of characteristics or defining features. The wata-tsu-mi, or Sea Dragons, supposedly draw their strength from the water in which they dwell, and are capable of controlling the rains. For more information on Japanese dragons, refer to *Secrets of Japan*, page 230.

Dictionary

As an alternative to Professor Roorda's expertise, the investigators might decide to consult a Japanese dictionary. At the time, the citizens of Japan were not allowed to teach Japanese to foreigners, so dictionaries were hard to come by. Fortunately for the investigators, the university library had one in its collections.

If the investigators request the dictionary from the librarian, however, it will turn out that it had been misplaced and is currently unavailable. Should the investigators decide to query the card index by making a **Library Use** roll, or convince the librarian of their good intentions with a social skill check (**Charm**, **Credit Rating**, **Fast Talk**, **Intimidate** or **Persuade**), they will learn that the last person to borrow the dictionary was Edward Knill, who still has it in his room (see **Knill's Room**, page 25).



the sword was probably used to cut the pipes. How it ended up on the platform and why it fell down is unclear. There is no one upstairs and the only way out of there leads via the engine room.

The sword will attract the attention of others in the room, especially if someone was injured. Knill will reveal to the investigators that strange incidents like these have occurred before—in all three of the mills, equipment and tools regularly go missing or suddenly fall down on unsuspecting passersby. This has caused the workers to joke among themselves that the mills are cursed.

Keeper Note: The sword hails from the wreck of the *Dragón Rojo* (see **Investigating the Dragón Rojo**, page 14) and was used by Gerrit de Wit to sabotage the steam mill. The lloigor caused the sword to fall on the investigators by using its telekinetic abilities.

FINDING GERRIT DE WIT

Gerrit de Wit, the fisherman responsible for the sabotage, lives on the outskirts of the nearby village of Slooten. With the help of local policeman Klaas van der Ham (available as a pre-generated investigator, see page 41), the investigators will be able to locate the fisherman's property without difficulty. After de Wit's recent violent outburst at the Lynden mill, the policeman has already visited the place twice, but never found anyone home. Van der Ham suspects that de Wit spends most of his time on the lake somewhere, but does not know where (and is too afraid of water to find out). The fisherman is known to be violent.

Other villagers in Slooten will be able to divulge the same information about de Wit, though they will be less forthcoming, requiring the investigators to make a successful social skill (**Charm, Credit Rating, Fast-Talk, Intimidate, or Persuade**) roll to in order to get any information out of them. If the villagers learn that the

investigators are connected to the drainage project, they will be even less cooperative as their livelihood depends on the lake (resulting in a penalty die for all social skill rolls).

De Wit's Hovel

As the investigators approach Gerrit de Wit's residence, the air turns musty and foul, and large green flies begin buzzing around their heads. In the light mist that hangs over the muggy landscape, the pollarded willows resemble black, tentacled beasts. Hidden between a pair of trees, the green-brown hovel finally emerges from the mist. An old upturned rowing boat, supported by a mast and two trees, serves as the roof, while large pieces driftwood stand in for the walls. A small piece of sail covers the entrance, while the yard out front is littered with decrepit fishing traps and frayed nets.

The smell gets worse as the investigators go inside, requiring everyone entering to make a **CON** check. Those who succeed make their way through clouds of fat green flies that fly up once the sail is moved; failure results in the need to void the stomach.

The inside of the hovel is a complete mess. The floor is cluttered with more driftwood and decomposing marine vegetation. Raw fish are everywhere—some are partially consumed, others still whole. If the investigators make a successful **Spot Hidden** roll, they will notice something glimmering between the driftwood and the fish bones. Upon closer inspection, they will realize that beneath the debris lies a sword similar to the one they encountered in the Lynden mill (see **A Sharpened Sword above Their Heads**, page 11).

One of the driftwood pieces on the ground features a sketch of a snake-like figure drawn in a red-brown color. Investigators who make a successful **Spot Hidden** check will notice that the drawing was made with blood and that a fingernail remains buried in the wood, requiring a **Sanity** roll (0/1).



INVESTIGATING THE DRAGÓN ROJO

Investigators who make a successful **History** check, or who consult a library with a successful **Library Use** check, will learn of the final voyage of the *Dragón Rojo* in 1570. It was a Spanish galley carrying valuable cargo from Leiden to Amsterdam, where it was supposed to transfer its payload onto a galleon bound for Spain. The galley never made it to Amsterdam, but instead was ambushed by the *Watergeuzen* (Sea Beggars), a resistance group led by Dutch nobility, who eventually managed to drive the Spanish out and end the occupation. The ship was severely damaged in the assault and retreated into a fog bank. Though it probably sank, the wreck was never recovered and its final location remained unknown for centuries.

A sodden, stained mattress sits in the corner of the hovel. It seems, however, that it hasn't been used as a bed for quite some time. Investigators who make another successful **Spot Hidden** check will notice a piece of parchment hidden under the mattress (see **Handout 4: de Wit's Old Map**, page 36). The parchment shows an old map of the Haarlemmermeer, marking the final resting place of the *Dragón Rojo* (Spanish for "red dragon"), a wreck that appears to be shrouded in mist. A successful **EDU** check will remind the investigators that during the Eighty Years' War (1568–1648) the country was occupied by the Spanish. The piece of parchment probably dates back to that period.

After the investigators finish examining the hovel, ask for a third **Spot Hidden** check. If successful, they will notice that the mast supporting the roof is about to give way. Investigators who are still inside need to make a successful **Dodge** check or take 1D4 damage, after the upturned boat collapses down on their heads.

Keeper Note: the mast was telekinetically moved by the lloigor in order to protect its thrall de Wit.

On the Lake

Once in possession of the map, the investigators will probably want to head out onto the lake, to locate the mist bank and find de Wit. If the map went undiscovered, they can be put back on his trail by meeting a fisherman who saw de Wit out on the lake earlier that day, entering the fog.

To get there, the investigators can either sail a boat themselves or hire the services of one of Slooten's many fishermen. Rowboats, punts, and small sailing boats can also be rented or chartered at the harbor without any difficulties.

The lake is about 14 feet (4m) deep and its opaque water has a deep green-blue color. It is a typical spring day, with nice, sunny weather and small gusts of wind. The waters of the Haarlemmermeer are calm: investigators handling the boat do not need to make skill checks at this point. However, independently locating the wreckage site marked on the map does require a successful **Navigation** check.

After sailing for roughly an hour, a bank of dense fog appears on the horizon. Gerrit de Wit is nowhere to be seen, but is probably hiding somewhere in the mist.

If the investigators were brought out by a fisherman, he will be reluctant to go any further past this point, claiming that poor visibility put them all in danger. A successful **Psychology** check will reveal, however, that he is terrified, as the locals believe the fog is haunted. The investigators can convince him to continue by making a social skill check (**Charm**, **Credit Rating**, **Fast-Talk**, **Intimidate**, or **Persuade**) or doubling his pay.

If the investigators sailed the boat themselves, they will need to steer clear of a large drifting log that suddenly emerges out of the mist bank, by making a successful **Pilot (Boat)** check. If the check is failed, everyone onboard needs to make a **DEX** check or lose 1D2 Hit Points as they will fall over upon impact. A fumble on the Pilot (Boat) check will turn the boat over, requiring a successful **Swim** roll to get back on board.

Once inside the fog bank, the investigators experience the distinct feeling of being watched. Ask for a Hard **POW** roll and make a note of those who failed. On the following and subsequent nights, these investigators will be visited in their dreams by the lloigor, which will drag them underwater and drain them of Magic Points as per the creature's Special Power (see **The Lloigor**, page 33).

Once the investigators have searched for about half an hour, they will see a man dressed in a long overcoat standing in the back of a rowboat, pulling up a length of rope from the water. At the end of the

rope is a dredge net, which he empties out into the boat. Among the debris, the investigators notice marine vegetation, pieces of driftwood, rocks, and other worthless refuse. If any of the investigators make a **Spot Hidden** check at Hard difficulty, they will also notice several shiny metal objects in between the junk.

Gerrit de Wit is extremely focused on his work and does not notice the investigators approaching nor respond to his name. Instead, he continues softly mumbling to himself. Investigators that make a successful **Listen** roll can hear him mutter: "Now the dragon can heal again, the drums don't bother it no more. They were too loud, you see, the drums, they were too loud."

Aside from de Wit, the boat seems big enough to hold two more people. Getting aboard will require a successful **Jump** check. Investigators who fail end up in the water and need to make a **STR** check to get back onboard, with a bonus die if assisted. A fumble results in a nasty bump on the head and 1D3 points of damage. After boarding, roll against de Wit's Listen skill of 25%. If successful, he will have noticed the investigators and turn to face them. If not, he will continue to mumble to himself as described above (but can now be heard without requiring a skill check).

Unless the investigators make a successful Extreme social skill check (**Charm**, **Intimidate**, or **Persuade**), de Wit will not want to come along with them willingly. He will strike the nearest investigator with his sword soon after he runs out of patience. Note that any **Fighting** or **Firearms** rolls must add a penalty die because of the instability of the boat. At some point during the fight, de Wit will reveal the tentacle sprouting from his left armpit, requiring a **Sanity** roll for all that see it (1D3/1D6).

Back ashore, the investigators notice that the chimney of the Lynden station has started smoking again: the repairs must have been completed. This seems to have a direct effect on de Wit (if conscious), who will quiver and wail in pain, covering his ears. Investigators who make a successful **Mechanical Repair** or **Science (Engineering)** check will notice that the pumps operate at a remarkably high frequency (16 cycles per minute if measured), which seems much higher than expected.

If he is alive, the investigators might want to take de Wit to an asylum (the *Buitengasthuis* in Amsterdam is nearby) or prison (the *Rasphuis* in Amsterdam, see sidebar on page page 15). Afterwards, they are expected to report back to the Jonkheer.

THE WATER DUNGEON OF THE RASPHUIS

The *Rasphuis* (Rasp House) prison, dating back to the 16th century, got its name from the the menial labor its inmates were tasked with performing—rasping brazilwood into red pigment. Rumor has it that the lower levels of the Rasphuis hold a water dungeon named the *Waterhuis* (Water House), a solitary confinement cell for prisoners who refuse to work. When a sluice opened, the Waterhuis would allegedly fill with water from a nearby canal, requiring those inside to continuously operate a small pump to prevent themselves from drowning. Should de Wit be imprisoned in the Rasphuis, he will prove himself a recalcitrant inmate and eventually be transferred to the water dungeon. However, once in solitary confinement, de Wit will be contacted by the lloigor because the canals of Amsterdam are connected to the Haarlemmermeer...

For an optional extra scene, the Keeper can decide to have de Wit escape a day or two after his involuntary commitment (to the Rasphuis, an asylum, or a similar psychiatric facility). After receiving word of his breakout by messenger, the investigators set out for the institution where, upon inspection of his holding cell, they realize the cell door was forced open from the inside, a feat requiring enormous strength. From the staff, the investigators learn that on his way out, de Wit assaulted three orderlies who tried to stop him.

What de Wit does after his escape is up to the Keeper to decide. He might undertake another attempt to sabotage the Lynden station, this time by trying to block the massive piston, which will end up crushing him in the process. Or, he might stay in hiding until the end of the scenario, when he will resurface to stop van Cortlandt from completing the ritual (see **Van Cortlandt's Speech**, page 29).

AFTERMATH

Having dealt with de Wit, the investigators receive a message saying that Jonkheer Gevers van Endegeest expects them at his mansion, the Castle Heemstede, where they are to make a report on the progress of their inquiry. The two-story residence is located about 110 yards (100 m) west of the Cruquius pumping mill (see **Cruquius Pumping Mill**, page 22), on the other side of the Ring Canal. Boasting a richly decorated facade, it sits at the end of long, well-groomed driveway.

Received by the Jonkheer's household staff, the investigators are taken through a long hallway adorned with paintings of van Endegeest's stern-looking ancestors to the impressive library, where the Jonkheer is reading. He invites them to sit down and asks them about their progress.

Upon hearing the report, the Jonkheer expresses his satisfaction with news of the saboteur's arrest, and goes on to mention that a similar incident occurred last year at the Leeghwater mill. The Jonkheer admits that his recollection of the episode is spotty and suggests inquiring about it with the mill staff, leading the investigators to the next section of this scenario.

As a token of his gratitude, the Jonkheer invites the investigators to the grand opening of the Cruquius mill (see **Handout 5: Invitation to the Opening of the Cruquius Mill**, page 37). The guests of honor will include the recently crowned King William III, whose grandfather started the drainage project. The date on the invitation can be set as the Keeper desires, but it is recommended to give the investigators at least two days to determine what transpired at the Leeghwater station (see **The Opening of the Cruquius Mill**, page 28).

A Scream from Upstairs

After the meeting with Gevers van Endegeest ends and the Jonkheer's guests are escorted back to the front door, ask for a **Listen** check. If successful, the investigators will hear a woman screaming upstairs. The valet ignores the scream and continues toward the door.

Investigators who run upstairs to inspect the commotion will find Jonkvrouwe Deutz van Assendelft in bed, apparently just awakened from her slumber, and sweating profusely. She admits that she had a terrible dream and asks for her husband.

The Jonkvrouwe is reluctant to reveal more about her nightmare, but will make an exception for anyone familiar (eg. pre-generated investigator Hendrik Boom) or anyone who makes a successful **Charm** or **Persuade** check. With these investigators, she will share that in her dream she was swimming peacefully when all of a sudden a large snake dragged her underwater. Although she tried with all her might to resist the serpent, the struggle proved futile and the creature finally consumed her.

The Jonkheer enters the room soon after. Upon hearing of his wife's nightmares, he suggests she take a boat trip to calm her nerves. The investigators are then asked to leave and might decide to visit other locations nearby (see **Cruquius**, page 22).





LEEGHWATER

The main reason for the investigators' visit to *Leeghwater* is both the Jonkheer's and van Cortlandt's mention of the incident that took place there the year before. Checking whether the engine piston in Leeghwater also bears a Japanese symbol is another motive.

The Leeghwater sits southwest of the Haarlemmermeer, near the *Kager Gat* (Kaag Gap) that was recently closed by the Ring Canal. The fastest way to get there involves a ninety-minute-long train ride from Amsterdam to Leiden, followed by a three-hour-long punting trip through the polders. Using other modes of transport is also possible (i.e. coach, sailboat across the lake, or even the *trekschuit*, a horse-drawn canalboat), but will take longer.

The gloomy village of *de Kaag* can be seen in the distance, with the tall church steeple rising far above the nearby houses.

LEEGHWATER PUMPING MILL

Of the three pumping mills planned to drain the Haarlemmermeer, the Leeghwater was the first to be installed. Construction work started in July 1843 and was completed by September 1845. The lessons learned during its construction were immediately used to make small changes to the designs of the remaining mills. After all the initial snags and glitches had been ironed out, the Leeghwater was brought fully online nearly a year ago, on 7 June 1848.

The Leeghwater is similar to the other two pumping mills, the only major structural difference being the amount of pumping arms used: the Leeghwater was built with eleven arms, whereas the other two mills have eight. The official explanation given for the change was that eight arms proved more than capable of providing sufficient draining power.

When the investigators arrive at the steam mill, it will operate at regular capacity. Investigators who make a successful **INT** check will notice that the Leeghwater pumps are running at a rate of around 16 cycles per minute—much slower than both the Lynden and the Cruquius.

Keeper Note: van Cortlandt is the real reason behind the Leeghwater station having eleven arms and its slower pumping—both of these features are required by the ritual that the engineer plans to use to wake the lloigor (see **Office Building**, page 22).

Inside, the investigators find a staff of ten mill operators (for stats, see **Typical Steam Engine Worker**, page 32). Half of them stoke the fires in the boiler room, the rest monitor the engine.

When asked about last year's incident, the workers will be reluctant to talk, and claim a busy work schedule to avoid further conversation. If the investigators make a successful **Charm**, **Fast Talk**, **Intimidate**, or **Persuade** check, the staff will be more forthcoming: last August, the daughter of the local preacher attacked a senior mechanical engineer by the name of Jan Verveer. During the ensuing scuffle outside the mill, Verveer suffered a nasty fall, hit his head, and died shortly after. In the aftermath of the incident, Edward Knill was promoted to Verveer's position and took over his duties.

A Second Symbol

The builder's plate on the engine piston also bears a symbol similar to those the investigators discovered in the other mills: a tilted 見 (Japanese for "see", refer to **Handout 6: The Leeghwater Symbol**, page 36,). The investigators can easily find the symbol if they know about its presence. Otherwise, they can notice it with a **Hard Spot Hidden** check. Refer to **Investigating the Symbols** on page 12 if the investigators want to research the symbol.



DE KAAG

Having talked to the workers at the Leeghwater, the investigators may visit de Kaag to learn more about the minister's daughter, the one who assaulted a mechanical engineer last year.

De Kaag is a tiny village situated on the *Kagerpolder* (Kaag Island)—a stretch of land accessible only via boat; no bridges connect it to the mainland. Like the locals in Slooten, the villagers of de Kaag are also rather ill-disposed toward strangers from the city, especially those working in the employ of the very organization seeking to destroy their means of making a living. Furthermore, most are deeply devout Christians who would never criticize their beloved minister. All social skills checks made against the villagers add a penalty die.

When the investigators arrive at De Kaag, a strong wind blows from the lake and a drizzle continues to lash their faces. Places of interest on the island include a small dry dock and nearby jetty, the village store, an inn, a small police station, and the tall village church with a manse nearby. Unless it is early in the morning or late in the evening, the investigators will most likely find the village nearly deserted, as most of the villagers will be busy fishing on the Haarlemmermeer.

Church and Manse

The 16th century church, aisleless and fitted with a large belfry, towers over the village. A successful **Spot Hidden** check will reveal that the structure is in disrepair: the roof appears to be leaking. A sign on the door indicates that the church belongs to the local Dutch Reformed parish and that a brief service is held every morning at half past five. A longer service is held on Sundays at nine.

Near the village church stands a small manse, the home of Reverend Cornelis Salomons, who spends most of his time there; the only exception being church services and the occasional house visit to minister to one of the elder locals.

The door is opened by a stern-looking thin man with sunken eyes, who introduces himself as minister Salomons. He will invite the investigators inside, provided they give a valid reason for their visit. Policemen, clergymen, and other authority figures will be welcomed without question; others will need a successful **Persuade** check (**Intimidate** or **Charm** checks have a penalty die, as the minister is unfazed by either).

The manse consists of four main rooms. The investigators are led past the dining room and parlor towards the study. Salomons sits down behind a dark oak desk, with a clearly much-used Bible sitting on top of it. He invites the investigators to sit down in one of the uncomfortable

chairs. Two large book cases stand against the wall, stacked with Bibles and assorted theological works. A small fireplace is visible behind the minister, but no fire burns inside.

Speaking with Salomons

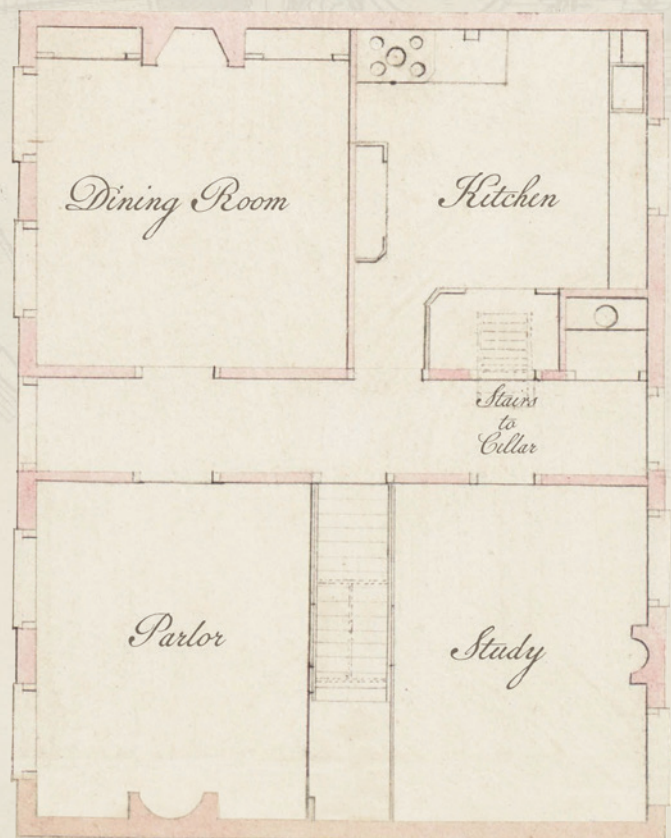
Asked about his daughter or the events that transpired last summer, the minister falls quiet for a moment. A frown comes over his face as he recounts the story—last August, he confined his daughter Julia to their home for to punish her for her “unchristian” behavior. A few weeks later, she somehow managed to escape and made her way to the Leeghwater mill, where she ended up assaulting the engineer Verveer. In the scuffle, the man hit his head and later died of the injury. Verveer and his family have been in the minister's prayers ever since.

Salomons explains that his daughter has always been plagued by mental health issues, but has never been aggressive before. A doctor at Leiden University they visited could not find anything wrong with her, but did note that the peace and quiet of the countryside would do Julia good. So the minister sent her off to live with his farmer brother Pieter, who lives in a small village in the northern province of Groningen, a few days' travel away from Amsterdam (and far away from the outermost edges of the telegraph network).

Keeper Note: Salomons did not actually send his daughter to his brother's; in fact, he does not even have siblings. Instead, he imprisoned Julia in the basement of the manse.

The minister does not wish explain the reasons for his daughter's confinement, considering it a private matter. If the investigators make a successful Hard **Persuade** check (with a bonus die for policemen, clergymen, doctors, or other authority figures), or a Hard **Intimidate** or **Charm** check with a penalty die, he will open up somewhat.

Visibly repulsed, Salomons will say that he considers his daughter a sinner. Ever since birth, when she lost her mother, her mental faculties have seemed somewhat limited compared to other children. Despite



her religious upbringing, and perhaps because of her slow wits, she seems determined to lead what he considers an “immoral” life. Last summer, she had taken up with one of the young fishermen from the village, a gentleman by the name of Florentijn Strobos. When the minister found out that Julia and Strobos were going out on the lake together, he forbade her from contacting the fisherman again and locked her in the house.

If the investigators managed to score an Extreme success on their social skill roll, Salomons will break down before them, revealing that his daughter is locked up in the manse basement rather than off at her brother’s, and will then proceed to take them downstairs (see Into the Depths below).

Salomons does not know where on the lake the couple used to sail off to, but knows that the trips changed his daughter for the worse. She became more violent and constantly complained about the noise coming from the nearby Leeghwater mill. The preacher holds Strobos completely responsible for her current condition.

Asked whether Julia suffered from any physical changes (i.e., mutations), the minister will panic, then pretend to be offended, and finally ask the investigators to leave.

After talking to Salomons, ask the players to make a Hard **Psychology** check. If successful, they will notice that he is not telling them the whole truth.

Upon making a successful **Spot Hidden** roll, they will notice that not all of the minister’s books deal with matters of religion. Tucked away between two theological tomes is a treatise on surgery. If they open the book, the investigators will notice that the chapter on amputation is covered with what appears to be dried blood (**Sanity** check, 0/1 loss).

If they make a successful **Listen** check when leaving the study, they will notice the sound of their footsteps change as they walk down the rug in the hallway, suggesting that there might be some sort of compartment underneath the floorboards. Those who managed a Hard success on the **Listen** roll will clearly hear a thud coming from below.

Into the Depths

If the investigators try to determine the source of the noise, they notice a trapdoor beneath the rug in the main hallway of the manse. It is locked with a padlock that can be opened by Salomons, who carries the key with him. Otherwise, the door can easily be forced with a successful **STR** check. A successful **Locksmith** roll will also suffice.

Once opened, the trapdoor reveals a set of narrow wooden stairs that continue downward for 6 feet (1.8 m). The cellar is dark, but oil lamps and candles are available in the kitchen. From below, the investigators can hear the rattle of chains and the occasional dull thump. A foul scent, a mixture of blood and decay, becomes noticeable as well.

Down in the basement, Julia Salomons is tied to a wooden table with iron chains. She hardly registers as a human anymore: tentacles sprout from both her armpits and belly, while her right hand has deformed into a claw. When Julia attempts to speak, it becomes clear that her tongue has been cut out, leaving her to produce nothing beyond barely intelligible utterances. The only words the investigators can make out are “dragon,” “loud,” and “drums.” Upon a more careful inspection, her body reveals signs of recent surgery—some of her mutations seem to have been amputated, the bloody remains rotting on the ground. Seeing Julia Salomons requires a **Sanity** roll (1D3+1/1D6+1 loss).

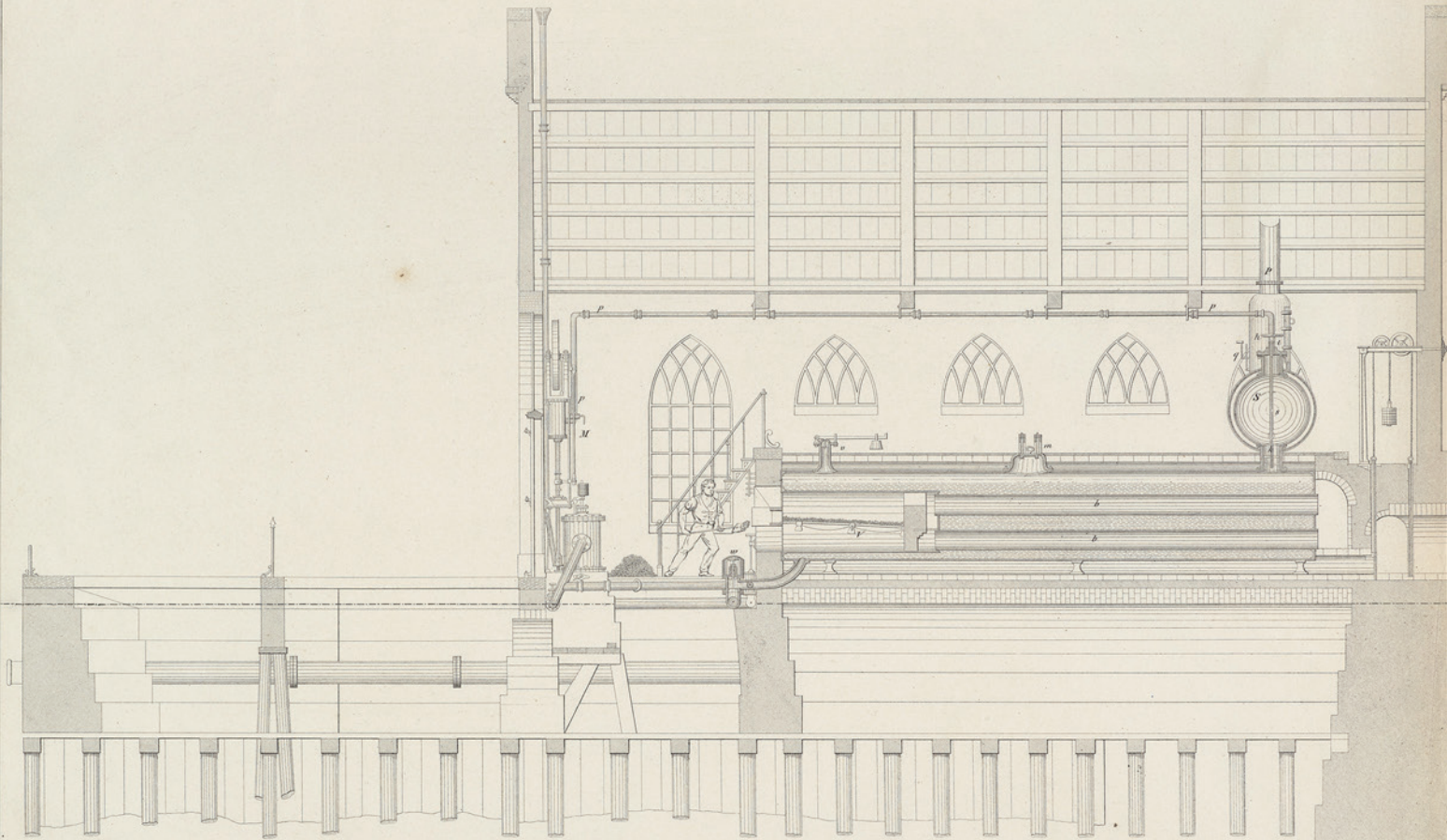
Suddenly and without explanation, the trapdoor above slams shut and a gust of wind blows out all of the light in the cellar. The investigators will have to find their way back upstairs in the dark, distracted by the noise of chains and the incomprehensible moaning.

Should the investigators be foolish enough to release Julia, she will run off and try to sabotage the Leeghwater, attacking anyone who stands in her way. Alternatively, the investigators can try and find an asylum or hospital that would take the minister’s daughter as a patient. Given her bizarre physical appearance, they will have to devise an explanation for her condition before any institution decides to admit her.

Keeper Note: the trapdoor slamming shut was the lloigor’s doing. Just like it had in de Wit’s hovel, the creature reached out to the manse using its telekinetic powers, to protect its thrall against the prying investigators.

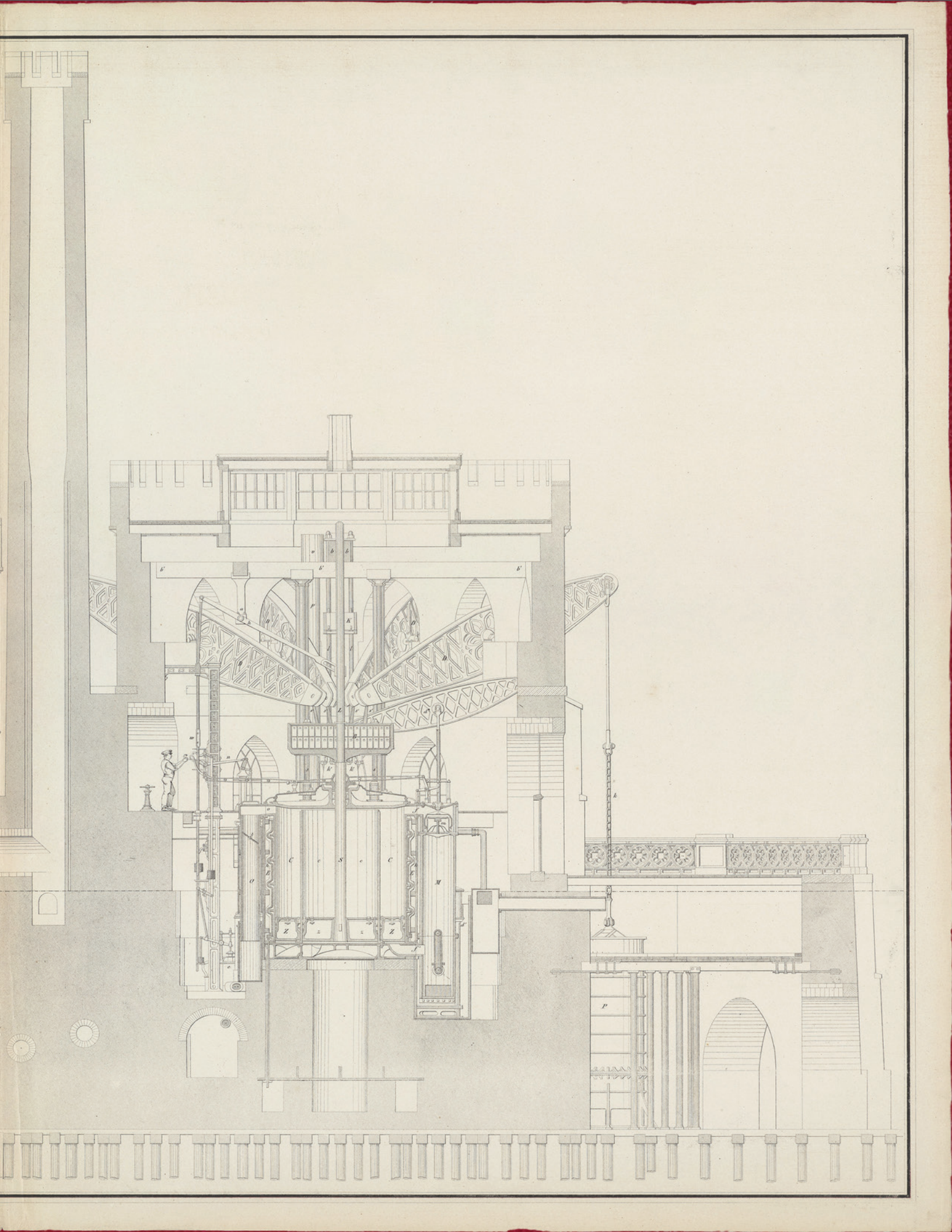


Cross section of
THE PUMPING STATIONS
CRUQUIUS AND LYNDIEN
near Heemstede and Slioten



Scale 1:50





The Fisherman Lover

The brand new dry dock in the village was opened earlier this year by Christiaan van Lent, a former fisherman who decided to switch careers as he believed that making a living off fishing would soon become impossible. A small yacht is currently under construction in the dock and a nearby jetty extends into the water.

Like all fishermen, Strobos spends most of his days out on the water. If the investigators express the desire to interview him, then they will have to wait until sunset or sail out onto the lake themselves.

Florentijn Strobos is a young fisherman with an amiable grin. He will tell the investigators that he met Julia Salomons about a year ago and that they soon fell in love, often taking the boat out on the lake together. Julia had a favorite spot, hidden in the mist banks, where she felt most at ease and where they could cuddle unperturbed. One day in August, however, they were spotted by another fisherman who told her father about their secret rendezvous. Furious, the minister forbade them from seeing each other put his daughter under house arrest. Strobos even asked him for Julia's hand in marriage, but the preacher shut the door in his face. A few weeks later, Strobos heard that Julia assaulted a man at the Leeghwater mill. He cannot for the life of him comprehend why she would do something like that as she was never violent before. After the incident, Julia was allegedly sent to her uncle's up north and Florentijn has not seen her since.

If the investigators make a successful social skill roll (**Charm, Credit Rating, Fast Talk, Intimidate, or Persuade**), Strobos will confide in them that the minister has never mentioned having a brother to any of the villagers before. The fisherman believes that instead of sending her up to Groningen, the minister has locked Julia up somewhere inside the house. He will join the investigators if they decide to find her.

Other Places of Interest

Most of the De Kaag residents do not take kindly to intruders poking their noses around the private affairs of their beloved minister. The investigators have to make a successful social skill check (**Charm,**

Credit Rating, Intimidate or Persuade) with a penalty die in order to talk with any of the villagers. If successful, the villagers will confirm Florentijn's story. Scoring an Extreme success will result in the villagers admitting that they have never heard of Salomons having a brother before.

Shop

A small grocery shop that stocks everything the villagers may need. If the investigators make a successful social skill check (with a penalty die, see above), the shopkeeper will say that the minister rarely buys foodstuffs at his store and thus must hardly eat anything.

Inn

The village inn offers accommodations for travelers and serves drinks and food. The investigators can catch up with local gossip here or even spend the night, if they stay long enough to miss the last ferry to the mainland.

Arie Veltstra, the inn keeper, is friendly and garrulous, so the investigators don't have to make skill rolls to talk to him. Veltstra does not see much business from his fellow villagers, as their strict beliefs prohibit drinking. Business has been improving, however, since the construction of the Leeghwater station, because the mill staff tends to spend their earnings here once their shifts are done.

Police Station

The local police officer, a *weldwachter* by the name of Rinus Brinkhorst, arrested Strobos after his final boat trip with Julia Salomons. Brinkhorst soon had to let him go, however, as the fisherman had committed no crime.

Two weeks later, Brinkhorst was called in when Julia committed the assault at the Leeghwater. It took a lot of effort to restrain her, as she possessed enormous, seemingly unnatural strength. The family of Jan Verveer, the victim of the scuffle at the station, was paid compensation by the reclamation committee and decided not to press charges against Julia—the girl was soon released into the custody of the minister, who allegedly sent her off to his brother's.



CRUQUIUS

The investigators may want to pay a visit to the area surrounding the Cruquius mill for a variety of reasons, including to check whether the piston carries another mysterious symbol, to visit the offices of van Cortlandt nearby, or call on Edward Knill at his quarters in the worker housing facilities. Another reason that can bring the investigators to this area is Jonkheer Gevers van Endegeest—he lives close by.

Reaching the Cruquius mill from Amsterdam takes at least an hour, half of which is spent on the train from Amsterdam to Haarlem. It is also possible to travel via the *trekvaart* canal, which follows the same route as the train, but takes four times longer. From Haarlem, it takes another half an hour to get to the pumping mill, either by coach or boat, down the *Spaarne* river.

Like its sister stations, the Cruquius stands tall above the Haarlemmermeer and the Ring Canal. The Spaarne flows right next to the station and cows are grazing on a nearby pasture. East of the mill sits a simple office building; to the west, there's a coal shed and a larger building that houses the operating staff. Two rowboats are moored at a nearby jetty, as is a heavy barge. The barge is fitted with a crane, currently hoisting a large metal chamber up in the air. Investigators who make a successful **EDU** roll will recognize the chamber as a diving bell.

To the north, across the canal, lies Gevers van Endegeest's sprawling estate, with its fashionable Orangery. The investigators visit him to report on the progress of their investigation (see **Aftermath**, page 15) and again during the grand opening of the Cruquius mill (see **The Opening of the Cruquius Mill**, page 28).

CRUQUIUS PUMPING MILL

Construction work on the Cruquius mill is nearly finished, and the mill is slated to commence operations during the official opening ceremony (to which the investigators have been invited).

The Cruquius pumping mill is an identical twin of the Lynden facility (see **Lynden Pumping Mill**, page 10). It has eight pumping arms. The mill has not been brought fully online yet—it's currently undergoing the final battery of pre-launch tests. If the investigators make a successful **INT** check, they will notice that during these tests, the engine is operating at a much higher rate than its sister mills (24 cycles per minute). The high frequency is clearly taking a heavy toll on the building—the gears and beams creak under the stress, and dust and debris seem to be falling from the walls. Any investigator with the **Science (Engineering)** skill will know that the steam engine cannot operate at such a high rate for more than a couple of days.

There are usually 10 workers inside the Cruquius mill at any given time (for stats, see **Typical Steam Engine Worker**, page 32), putting the finishing touches on the installation. With a successful social skill check (**Charm**, **Fast Talk**, **Intimidate**, or **Persuade**), they will answer any questions the investigators might have. Asked about the high operating rate, they will say that the engines were programmed in accordance with Mr. van Cortlandt's latest instructions.

A Third Symbol

If the investigators check the builder's plate on the piston or make a successful **Hard Spot Hidden** check, they will notice a tilted 津 (Japanese for "port", see **Handout 7: The Cruquius Symbol**, page

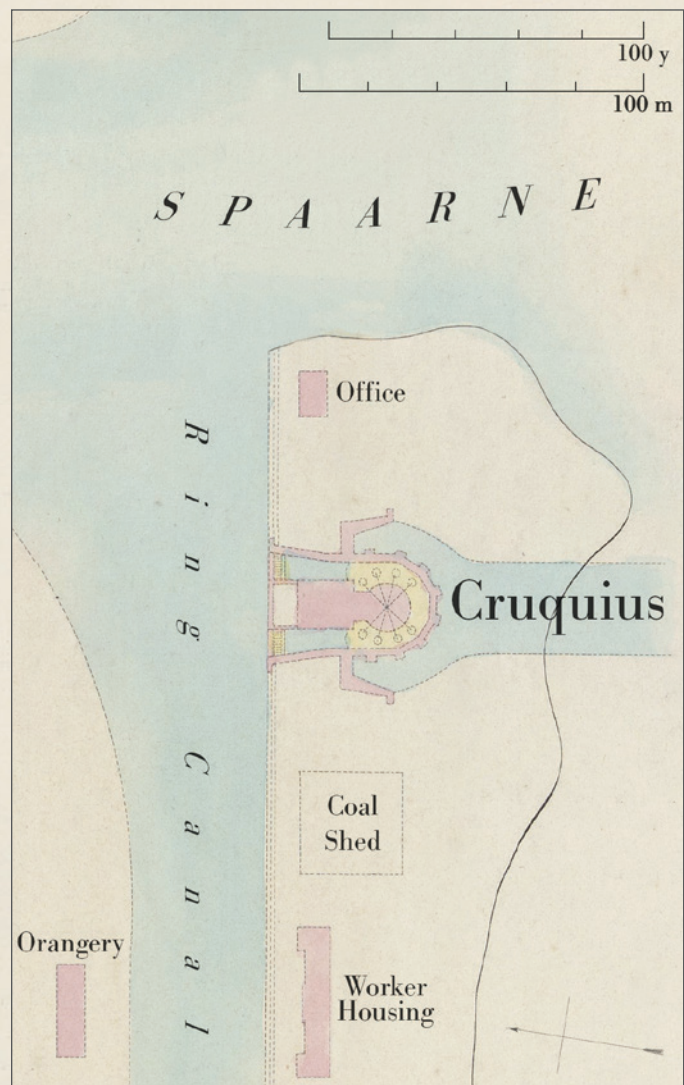
36) etched in the same spot as in the other two mills. Refer to **Investigating the Symbols** on page 12 if the investigators want to research the symbol.

OFFICE BUILDING

A small office building has been built about 165 feet (50 m) east of the pumping mill. It's a simple, wooden one-story building with entrances at both the southern and northern ends. The shutters covering the southwestern window are closed, even during daytime.

The office building is occupied by Willem van Cortlandt, lead engineer of the draining project. Mostly an administrative facility, it also doubles as van Cortlandt's apartment, so the engineer will be present there during day and night hours. Always accompanied by his servant Datu, van Cortlandt only leaves the office building when his presence is required elsewhere, at one of the mills for instance.

At night, van Cortlandt often heads out to the lake to visit with the lloigor. If the investigators decide to follow him, they should have to make a **Stealth** roll to avoid being seen. If they succeed, they will see him cast the **Breath of the Kappa** spell and slowly submerge into the lake. Rather than come up for air, he leaves a trail of bubbles that



can be followed by making a successful **Tracking** roll. Refer to **Two Dragons** on page 27 if the investigators are successful in following van Cortlandt.

Boardroom

The northern, main entrance of the building opens into a hallway with three doors. To the east is the boardroom, with a large oak table and six chairs sitting in the center of the room. The two remaining doors conceal closet-beds that have not been used recently.

Living Room

The western door in the hallway leads to the living room. Three comfortable chairs stand in a circle with a small table off to the side. A painting of the Haarlemmermeer hangs on one wall; another is adorned with a Japanese woodblock print of a seascape. A door in the northern wall leads to the bedroom.

Bedroom

The bedroom door is always locked and requires a successful **Locksmith** or **STR** check to open. Van Cortlandt always keeps the key on his person.

The curtains are drawn and the shutters are closed, enveloping the bedroom in darkness even during daytime. The first thing that the investigators see when they enter the room is a grinning horned demon, requiring a **Sanity** roll (0/D2). Once their eyes have adjusted to the darkness, they realize that the “demon” is actually a Japanese *Hannya Mask* mask on a coat rack by the door.

The whole room is filled with Japanese paraphernalia. Woodblock prints of dragons and other fantastical creatures bedeck the walls. Alongside the pictures hang detailed maps of Japan. A successful **EDU** roll will identify one particular map as depicting Dejima, the Dutch trading post in Japan.

A razor-sharp decorative katana sword sits on an ornate display stand, unless van Cortlandt has taken it with him (see **Two Dragons**, page 27).

It appears that van Cortlandt does not sleep in either of the bedroom’s closet-beds, but instead uses a futon mattress laid out on the floor. The closet-beds are used to display more of his extensive collection of Japanese memorabilia. The left hand-side bed is filled with drums, varying in size from 1 foot (30 cm) to 4 feet (1.2 m) in diameter. The other bed holds wooden sculptures, mostly of dragons. There does not appear to be a separate bed for Datu, van Cortlandt’s manservant, anywhere in the bedroom.

The room smells of sweet incense, some of which is burning on a stand by the bed.

Kitchen

The southern door in the hallway leads to another hall with three doors. Of these three, the southern one leads back outside. To the east is a small kitchen, which seems mostly unused.

Office

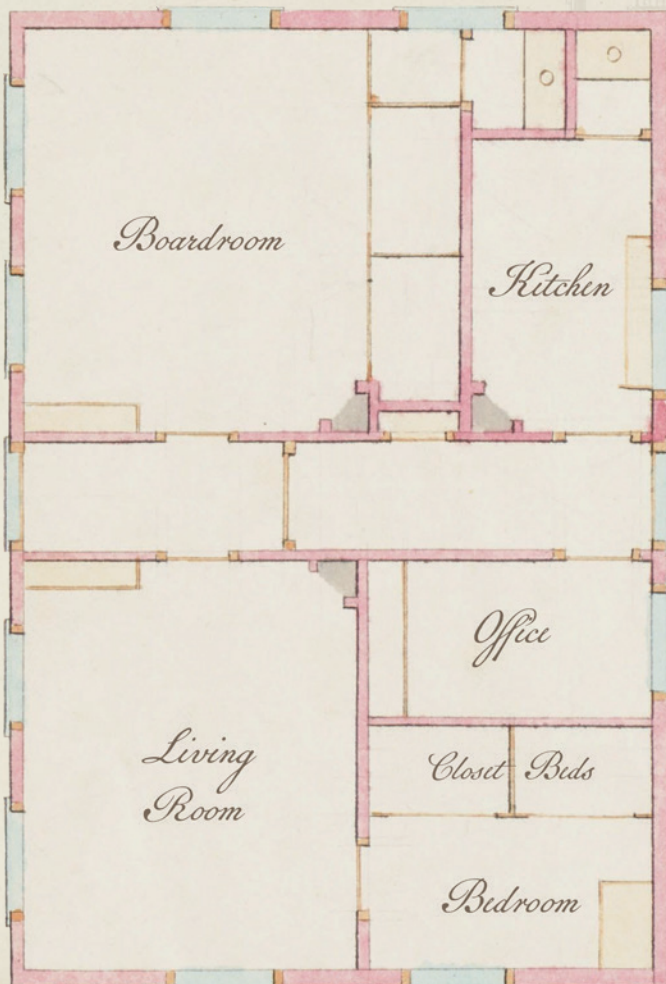
The western door opens into an office. In the center of the room sits a clean desk with a single drawer. A large built-in closet is filled with binders and files related to the drainage operation. Poring over all of these papers will take a couple of hours and allows the investigators to make three **Library Use** checks.

- With one success, they find a delivery slip for three new builder’s plates, produced by a blacksmith in Amsterdam and shipped to van Cortlandt. The plate designs attached to the slip clearly show the Japanese characters that the investigators have discovered in the pumping stations.
- With two successes, the investigators also find a letter sent by the director of Harvey & Co. to van Cortlandt, in which the former mentions that the location selected for the Cruquius mill is not ideal. Given the prevalence of westerly winds in the Netherlands, it would make more sense to build the mill on the other side of the lake, near Aalsmeer.
- With three successes, they also manage to find another, more recent letter from Harvey & Co., which warns van Cortlandt against the pumping rates he recommended for the Lynden and Cruquius station. At such high speeds, the letter claims, the engines will soon fail.

Keeper note: the specific location and pumping rates of the mills, as well as the symbols on the builder’s plates are all necessary for the ritual that van Cortlandt wants to perform. See below and also **Van Cortlandt’s Speech**, page 29.

In the desk drawer, the investigators can find a rectangular wooden box, covered with intricate carvings of mythical figures, measuring 6 inches (15 cm) wide by 3 inches (7.5 cm) high and 3 inches deep. This Japanese puzzle box is fitted with a mechanism that can only be opened by making a series of interactions with the elements of the box. In game terms, this means that the investigators need to make a successful Hard **DEX** check. Alternatively, they can choose to break the box open by making a successful **STR** roll. Its contents include:

- five ancient Japanese scrolls. Although the writing is unintelligible to the investigators, the drawings of horrific dragons are quite clear (**Sanity** check, 0/1D4). These are the pages van Cortlandt took from the *Shinwa Taizen to Densa no Nippon* (*Book of Myths and Legends of Japan*, see *Secrets of Japan*, page 132).



HANDOUT 8: WAKING THE DRAGON

Three *Ō-daiko* drums beaten once every deep breath.

- One to the northeast of the Dragon, played by four men, each with two *bachi* (sticks) engraved with 綿 (*wata*, cotton).
- One to the northwest of the Dragon, played by four with 津 (*tsu*, port) on their *bachi*.
- One to the southwest, played by six with 見 (*mi*, see) on their sticks, but one man has one stick only, making for 11 sticks together.

Chanting the ritual will wake the 綿津見 (*watatsumi*, Sea God)!!!

HANDOUT 10: EXCERPTS FROM A HAND-BOOK FOR TRAVELLERS IN DEVON & CORNWALL

[...] will probably tempt the stranger to make an excursion to the town.

ST. IVES is 4 m. (6.4 km) from Hayle by road; but a person on foot may take a shorter and pleasanter walk to it by the cliff or shore, crossing the river by ferry from the end of the pier. [...] By road St. Ives is brought suddenly to view, when the stranger will probably draw the rein and rest awhile in admiration. Its old rickety houses lie nestling on the very skirt of the sea, and with the blue of sky and ocean, the green tints of shallows, and the sparkle of the bright yellow sandy shore, altogether form a very pleasing picture. [...]

An eminence South of the town, and 545 ft. (166 m.) above the level of the sea, is crowned by a monument erected in 1782, by one Knill, an eccentric bencher of Gray's Inn. This person originally intended it as a mausoleum for his remains, but he afterwards revoked this intention, and left his body by will to the anatomists of London. The erection consists of a granite pyramid, on one side of which is inscribed Johannes Knill 1782; on another Resurgam (I shall arise) and on a third, I know that my Redeemer liveth. Knill died in 1811, leaving directions that, at the end of every 5 years, a matron and 10 maidens dressed in white should walk in procession, with music, from the marker house to this pyramid, around which they should dance, singing the 100th Psalm.

HANDOUT 9: AN ANONYMOUS LETTER

Dear Sir or Madam,

You do not know me, but we share a common goal—getting to the bottom of the strange goings-on that have plagued the drainage of the Haarlemmermeer. I have done some research myself, and am more than willing to share my findings with you. Ever since his arrival in the Netherlands, Mr. Edward Knill has shown a great deal of interest in the history of the Haarlemmermeer. One day, as we discussed that particular topic, he inquired after Rietwijk and Nieuwerkerk, the drowned villages devoured by the Waterwolf. I told him as much as I knew, but this did not seem to satisfy his burning curiosity, and so he went off to explore the subject further at the University library.

Initially, I thought nothing of this; truth be told, I actually found his curiosity commendable! It was only later, when I discovered more about his heritage, when I began to suspect the Cornishman of nefarious intentions. Enclosed with this letter you will find "A Handbook for Travellers in Devon Cornwall". Please refer to page 151 and read about a certain "Jonathan Knill," whom I believe to be Edward's uncle. I do know what or whom Mr. Knill wants to see rising from the lake, but I believe he must be stopped before he succeeds.

Signed,
A Friend

HANDOUT 11: LETTER TO EDWARD KNILL

24 Sep. 1845

Dear Edward,

Having received your recent letter, it is with a heavy heart that must inform you that your request to be reassigned back to Hayle has been denied. Your knowledge of the local situation and the language have become essential to the successful completion of the mill project.

As regards the Cruquius mill: we have noted your repeated objections, and agree with you that Aalsmeer location would have offered much better conditions for the pump to operate, as the prevailing westerly winds push the lake's water eastwards. However, Mr. van Cortlandt has clearly indicated his desire to continue with the construction at the current location near the mouth of the Spaarne, and we can but follow our clients wishes on the matter.

Furthermore, we have considered your arguments against the usage of a different design for the Lynden and Cruquius steam engines, and agree that using only eight pumping arms, instead of the eleven used at the Leeghwater mill, will most likely prove insufficient. Be that as it may, the designs have already been finalized, and Mr. van Cortlandt has shown no desire to change them.

Finally, I would also like to take this opportunity remind you that Harvey & Co.'s loyalty, and therefore yours as well, ultimately lies with our customers.

Regards,
John Harvey, Director of Harvey & Co.

- a Dutch translation of one of the scrolls, penned in van Cortlandt's handwriting, outlining a ritual to "wake the dragon." The ritual involves the drumming of three large *Ō-daiko* drums, placed northeast, northwest, and southwest of the dragon. The document also stipulates that the southwestern drum needs to be drummed with eleven arms and the others with eight. Finally, the page contains some calculations to "compensate for distance" between the pumping mills. See **Handout 8: Waking the Dragon**, page 37.

A successful **Science (Mathematics)**, **Science (Physics)** or **Science (Engineering)** check will determine that van Cortlandt compensates for the varying distances between the mills and the dragon by increasing the frequency.

After finding van Cortlandt's ritual notes, the players should be able to connect the the ritual, the symbols on the builder's plates, the location of the pumping mills, and the elevated pumping rates of the Lynden and Cruquius mills. If they do not, the Keeper should allow for an **Idea** check to reveal that connection.

Talking to van Cortlandt

There are several reasons for the investigators to suspect that van Cortlandt is up to something:

- They might have learned that he spent time in Japan and found one or more Japanese characters on the builder's plates attached to the engine pistons.
- They might have visited his office and found evidence of his machinations.
- They might have spoken to Knill, whose testimony would corroborate their suspicions.

If physically threatened, van Cortlandt will instruct his bodyguard Datu to hold the assailants up, while he scampers off to the nearest body of water (and this being the Netherlands, water is always close by). He then casts *Breath of the Kappa* (see page 40) and escapes underwater.

One Step Ahead

Van Cortlandt knows the risks of being exposed as an occultist, as he has been caught before. He plans to divert all suspicion aimed at him by incriminating Edward Knill.

If van Cortlandt learns that the investigators picked up on his trail, he will send them a package, along with an anonymous letter (see **Handout 9: An Anonymous Letter**, page 38). Inside the paper-wrapped parcel is a small red book entitled *A Hand-book for Travellers in Devon and Cornwall* (excerpts of which are included in **Handout 10: Excerpts from Hand-book for Travellers in Devon & Cornwall**, page 38). In the letter, van Cortlandt insinuates an occult connection between Edward Knill and his eccentric uncle John Knill, whose steeple is inscribed with the cryptic phrase *Resurgam* (see **John Knill**, page 6). Investigators with knowledge of Latin will know that this translates to "I shall arise." The letter also mentions Edward's interest in the villages flooded by the Haarlemmermeer.

Van Cortlandt learned of John Knill during one of his visits to Hayle, where Harvey & Co. is headquartered and where Knill's steeple is considered a local landmark and a tourist attraction. The goal of the letter is to confuse the investigators and buy van Cortlandt enough time to perform the ritual.

The existence of Knill's steeple can be verified at any major library or by any of the English engineers, including Edward Knill himself. However, according to these sources, the obelisk and the memorial procession are all part of a harmless Christian tradition devised up by the quirky Knill himself, its Christian roots evident in his choice of Psalm 100. If the investigators believe van Cortlandt's claims and decide to confront Edward Knill, refer to **Talking to Knill**, below.

Van Cortlandt will also try to implicate Knill when approached personally. He will tell the investigators that he finds it quite curious that Knill was present for both the Leeghwater and the Lynden mill incidents. Furthermore, the former even resulted in a promotion for Knill!

If asked about the strange symbols on the mill engines, van Cortlandt will lie and explain that these were placed there by Eduard Knill, who allegedly told him they were ancient Cornish runes meant to bring good luck.

Finally, as a last resort, van Cortlandt will show the investigators **Handout 10: Excerpts from Hand-book for Travellers in Devon & Cornwall** when the above arguments fail to satisfy them.

WORKER HOUSING

About 100 feet (30 m) west of the Cruquius pumping mill sits a fully-stocked coal shed. Housing for the staff is located another 100 feet (30 m) west of the shed. Sixteen operators in total live in the building, including Edward Knill, the Cornish senior engineer working for Harvey & Co. All rooms are double, with two workers assigned to each. The names of the occupants are written on each door.

Knill's Room

Knill shares his room with fellow Englishman John Cornish. If the investigators make a successful group **Luck** roll, either Cornish or Knill will be absent (or present, if the investigators prefer that).

The room is neat and tidy, with two single beds sitting on opposite ends of the room and a simple desk in the center.

A Dutch history book lies cracked open on the desk. Next to the book are some notes in English, apparently scribbled down by the same person who was doing the reading. The desk has two drawers. One is empty; the other is locked but can be opened with a successful **Locksmith** or **STR** check. Inside, the investigators find three items:

- a letter from the director of Harvey & Co. (see **Handout 11: Letter to Edward Knill**, page 39), in which he agrees with Knill that the location of the Cruquius mill is suboptimal and that the eleven-armed design of the Leeghwater station seems more efficient than the eight-armed variant used for the Cruquius and Lynden mills. However, the director makes it clear that despite his wish to return home, Knill is to stay in the Netherlands.
- a Japanese-Dutch dictionary, the one missing from the university library (see **Investigating the Symbols**, page 12).
- a sketch of the Haarlemmermeer and the three pumping mills (see **Handout 12: Knill's Notes**, page 40). Next to each mill, the note shows the respective Japanese symbol found on the piston, as well as the pumping rate at which the station operates. The notes are penned in the same handwriting as the ones on the desk. A compass was used to map out the direction of the waves generated by each mill, with the spot where the waves reach their highest point marked with the words "maximum amplitude." Finally, the note also contains the translation for each symbol, as well a translation of the phrase *Wata-Tsu-Mi*: "Sea God" (see **Investigating the Symbols**, page 12).

Keeper note: Knill will visit the "maximum amplitude" location before the opening of the Cruquius mill (see **Back into the Mists**, page 26).

Talking to Knill

The investigators might decide to talk to Edward Knill, especially if they believe van Cortlandt's allegations (see **One Step Ahead** above). Most of the time, Knill can be found at the Cruquius mill, where he's putting the final touches on the engine. In the evenings, he can usually be found in his room (see **Knill's Room** above).

RESOLUTION

When asked about John Knill, Edward will say that he did not know his uncle very well, seeing as John died twelve years before he was even born. His father, however, had always spoken kindly of his brother, as had his fellow denizens of St. Ives. According to Edward, John Knill intended the obelisk to serve as his grave, to make a statement against the overpopulation of cemeteries, which were repeatedly raised to make room for new burials. In a cruel twist of fate, John died while in London and was buried there, preventing the obelisk from being used for its original purpose. Edward considers the procession, held every five years in honor of his uncle's memory, nothing more than an innocuous tradition, Christian in nature, which has turned into quite the tourist attraction since John's death and a source of additional income for the locals.

When asked about his interest in the flooded villages, Edward will say his stay in the Netherlands has made him quite interested in the region. The drowned villages sounded like an interesting topic, so he decided to look a little deeper into the matter.

Knill will not make any accusations against van Cortlandt, even though he suspects the Dutchman of harboring nefarious intentions. He is not familiar with the occult and is simply unable to conceive the foul deeds that van Cortlandt has planned. Knill can, however, confirm whatever suspicions the investigators may have and—if he feels he can trust the investigators—will invite them to accompany him on his excursion to study the middle of the lake.

The scenario draws to a close on the day of the grand opening of the Cruquius mill. The recommended (historical) date for this event is April 19, 1849, four days after the sabotage of the Lynden. The Keeper, however, may decide to move this event to a different date, depending on the investigators' progress.

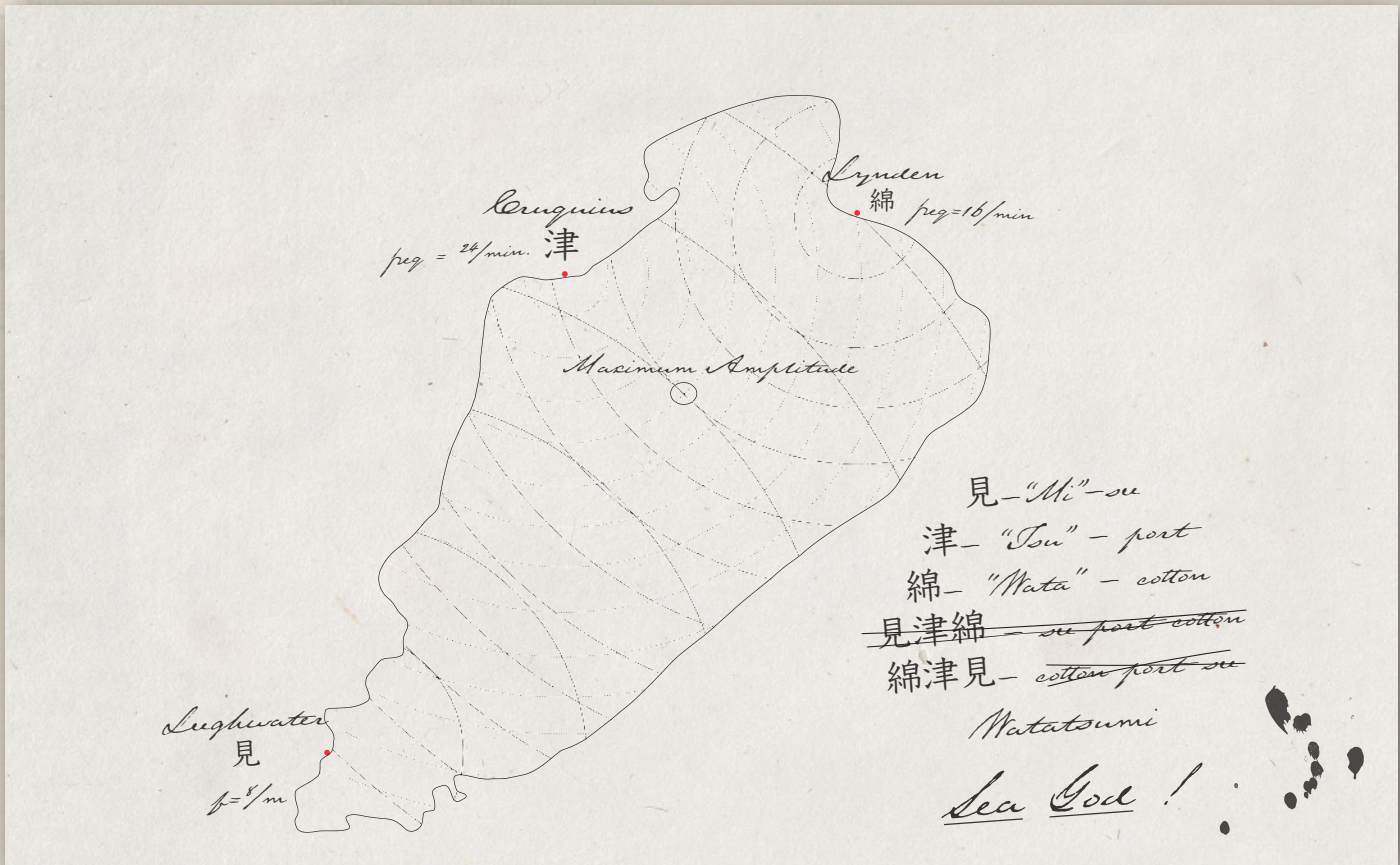
The opening ceremony commences at six o'clock in the evening, as indicated by the invitation (see **Aftermath**, page 15). Earlier that same day, in the afternoon, the investigators will have the opportunity to join or follow Edward Knill on his trip to the mists shrouding the Haarlemmermeer.

By this point the investigators should sense that something strange is going on. They have seen the symbols on the builder's plates and must have realized that the sabotage attempts against the mills were undertaken by two seemingly insane individuals, whose flesh was marked by extensive mutations. They might even be in possession of concrete evidence against van Cortlandt, Knill, or both.

The players cannot follow their gut instinct, as this scenario goes against some of the typical *Call of Cthulhu* stereotypes. Both the bug-eyed Cornish engineer and the mutated thralls essentially have the same goal as the investigators: to stop the lloigor from waking up.

BACK INTO THE MISTS

Edward Knill suspects that there is something hidden beneath the waves in the middle of the lake (see **Knill's Room**, page 25) and has decided to go out and plumb the waters himself. In the afternoon hours before the grand opening of the Cruquius facility, he asks four English co-workers to accompany him (his roommate John Cornish,



together with James Uren, Nicolas Richards, and Simon Polglase), and heads from the staff lodgings (see **Worker Housing**, page 25) for the nearby jetty, where the barge with the diving bell is moored.

Knill will invite the investigators to join him only if they managed to convince him of their good intentions during their conversation. If they suspect Knill, they might follow the Englishmen out to the lake to see what they are up to. By that point, Knill will be rather paranoid, so any attempt at shadowing the group will require successful **Stealth** checks.

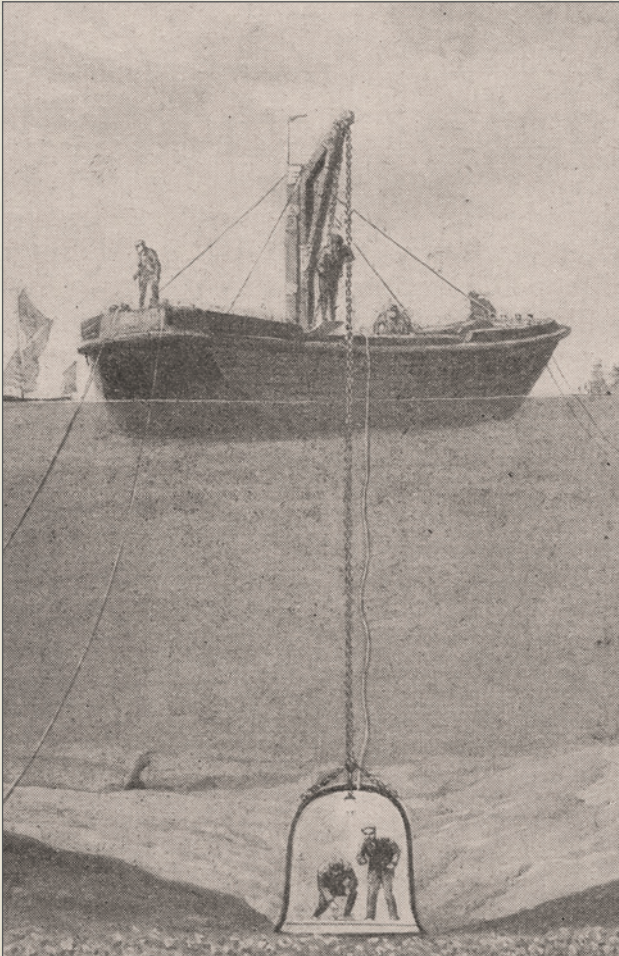
On the Lake, Again

When the group arrives at the diving bell barge, they board it and make preparations to leave. After a few minutes, they cast off using large poles and set course for the middle of the Haarlemmermeer. There are rowboats available at the jetty should the investigators want to follow them. Plenty of other boats are out on the lake, so unless the investigators get very close, they will not be noticed by the Englishmen.

There is a slight western wind and small waves mar the surface of the lake. After ninety minutes of rowing, the barge reaches the fog bank and heads inside. As it does so, the wind picks up and the waves grow bigger, cresting and breaking into foam.

Investigators who failed their **POW** check during their first visit of the lake (see **On the Lake**, page 14) have to make a **Sanity** roll (1/1D4). Those who fail it will fall unconscious and feel a dark force drain their energy from beneath the waters (see *The Lloigor*, page 33).

Once inside the mists, the Englishmen row for another half an hour, after which Knill calls the boat to a halt. Investigators who make a successful **Navigation** check will announce that both vessels are



heading for the exact spot where they found de Wit earlier (see page 14). The barge drops its anchor and the Englishmen begin preparing the diving bell.

Knill enters the bell and invites the investigators, if any are present, to join him inside (there is room enough in the bell for all investigators to go). Two Englishmen operate the crane that lowers the bell into the water, while the other two handle the manual pump that feeds air to the bell via a long hose.

Two Dragons

It takes a few minutes for the mud stirred up by the landing bell to settle, so those inside will initially see nothing but turbid water. Once the water clears up, the wreckage of an old wooden vessel slowly emerges from the murk, resting on its side against the hilly lakebed. Investigators can see the decaying mast, bow, and stern of the ship, as well as what remains of the cargo holds. No clear means of identification are visible, but at this point the investigators should be able to figure out that what they're seeing is the wreckage of the *Dragón Rojo* (see **De Wit's Hovel**, page 13).

If the investigators make a successful **Spot Hidden** roll, they will notice something glimmering in the cargo hold.

Small, irregular hills protrude from the otherwise flat lakebed. Investigators who make a successful **Spot Hidden** check will realize that the hills are arranged in the form a circle with the shipwreck in the middle.

Knill barks a few orders through the air hose and the bell is moved closer to the wreck. Once there, the investigators can take a closer look at the contents of the cargo hold and see that the glimmer is given off by several metal objects hidden in the wreckage: a sword, some coins, and several pieces of jewelry. Investigators interested in retrieving the items should make a successful regular **Diving** or **Hard Swim** check.

Once closer to the hills that encircle the wreck, the investigator can make another **Spot Hidden** roll. If successful, they will realize that it's all a single hill, with a number of protrusions coming together into a shape of a curled up, serpent-like creature, with a clear outline of a head, a tail, and limbs. Seeing the contours of the lloigor requires a **Sanity** check (0/1D4). If the investigators are suicidal enough to physically interact with the creature, it will wake up and have some of them for breakfast.

After a few minutes, investigators inside the bell can make another **Spot Hidden** check. If they succeed, then for a brief moment they will see a human-sized shadow appear on the bottom of the lake. Shortly after, Willem van Cortlandt suddenly appears underneath the bell and promptly stabs Knill in the chest with a long, sharp blade. Dead on the spot, Knill sinks to the bottom, while van Cortlandt briskly dives away, swimming much quicker than possible for a human. Witnessing Knill's violent death requires a **Sanity** check (0/1D4). Those on the surface can hear sounds of the attack coming through the air tube.

Having dealt with Knill, van Cortlandt focuses his attention on the barge, cutting several holes in the hull with his *katana*. The barge begins taking water and slowly sinking, requiring those still aboard to make **Swim** check or transfer to the small rowboat attached to the stern. Investigators inside the diving bell risk being buried in a massive, cast iron coffin, and will have to leave the vessel before it reaches the bottom to avoid that fate.

After sinking the barge, van Cortlandt swims back to shore, just in time for the opening of the Cruquius Mill (see below). The investigators are most likely in hot pursuit.

THE OPENING OF THE CRUQUIUS MILL

The grand opening ceremony of the Cruquius pumping mill, to which the investigators have been invited, is slated to take place in the Orangery of Castle Heemstede (see **Aftermath**, page 15), a location with a wonderful view of the mill sitting the other side of the Ring Canal.

Investigators who joined Edward Knill on his excursion or followed him to the middle of the lake will arrive at the rear of the property hot on van Cortlandt's heels, as indicated in the description of events below.

Out front, a length of red carpet has been rolled out to welcome the king. A valet lets the investigators in and then leads them through the beautiful garden to the neoclassicist Orangery, an elegant building surrounded by a handful of trees. The valet outlines the evening's agenda to them: the Jonkheer will start by saying a few words at half past six, and will be followed by Mr. van Cortlandt, who is slated to speak at seven. Then, the engineers will start the pumps and bring the Cruquius mill online. Mr. van Cortlandt has even arranged for a fireworks display to celebrate this magnificent moment in Dutch history! Afterwards, the guests will return to the mansion where dinner will be served at eight.

The steward then leads the investigators through the south door of the Orangery, right as the last few rays of sunlight filter in through the large windows. A large, unlit fireplace adorns the northern wall of the single-room building. Rows of chairs and benches have been set up facing a lectern. Two golden thrones sit in the front row, presumably for the royal couple. The investigators' seats are in the middle or back, depending on their social class. Upon entry, they will see a number of invited dignitaries and notables, even recognize some of them, such as Prime Minister Count Schimmelpenninck.

King William III and his wife Queen Sophie arrive at quarter past six. The royal couple is escorted by five members of the Marechaussee (Military Police) and two members of the royal household staff.

Investigators who continue to pay attention to the couple may make a **Spot Hidden** check. If successful, they will notice that the king seems more interested in the young servant girls than his wife, a fact which seems to annoy the queen to no end.

Jonkheer Gevers van Endegeest is also present, as is his wife Jonkvrouwe Deutz van Assendelft. Depending on the outcome of the events described in the previous section (see **Back into the Mists**, page 26), it is highly likely that neither van Cortlandt nor Knill have arrived at the reception yet. Seats for both men, however, have been reserved in the front row.

Keeper Note: the rest of this section describes the events that take place during the opening—unless the investigators step in and interfere.

The Jonkheer's Speech

At half past six, the Jonkheer steps up to the lectern and asks the audience to take a seat. He makes excuses for Mr. van Cortlandt, who allegedly had some pressing business at the mill to attend to, but should be back in time to give his speech.

The Jonkheer begins by thanking the King and Queen for their presence, an important gesture of appreciation for all those involved with the drainage project. After all, it was the king's own grandfather, William I, who initiated the project in 1837.

Gevers van Endegeest reminds the audience of the opening of the Leeghwater mill ten months ago, named after Jan Leeghwater (1575-1650), famous architect, mill builder, engineer, and one of the first people to seriously consider draining the Haarlemmermeer, whose preliminary reclamation plans called for building 200 windmills instead of just a handful of steam mills. The audience chuckles.

As the Jonkheer continues, the investigators can make a **Hard Spot Hidden** check. If successful, they will notice that a large mammal is heading for the lakeshore near the Cruquius Mill. A seal perhaps, although the Haarlemmermeer is not their typical habitat.

Keeper Note: The creature is not a seal, but van Cortlandt, rapidly swimming back to shore after assaulting Knill and/or the investigators.



Next, the Jonkheer brings up the Lynden mill, opened just 18 days ago, and named after the Baron of Lynden van Hemmen. His treatise on the drainage of the Haarlemmermeer laid the foundation for the reclamation efforts carried out over the past twelve years. The baron himself passed away four years ago, but his 60-year old son stands up, and bows in gratitude. The audience applauds, but soon starts showing the first signs of boredom. The investigators may notice the king yawning rather openly, which earns him a sharp elbow from his wife.

Finally, the Jonkheer talks about the Cruquius mill, named after Nicolaas Kruik or Cruquius (1678-1754), surveyor, cartographer, astronomer, and one of the fathers of modern meteorology. It was Cruquius who determined that a sluice at Katwijk would be the key to draining the vast lake.

At this point, the investigators can see a rowboat coming from the mill toward the slip at the back of the mansion. Van Cortlandt and Datu are on board. They dock, come ashore, and enter the Orangery through the eastern entrance behind the lectern. Once inside, van Cortlandt takes his seat in the front row. If the investigators were following him, they will arrive shortly after.

The Jonkheer wraps his speech up just before seven and calls van Cortlandt up to the lectern.

Van Cortlandt's Speech

Once behind the lectern, van Cortlandt apologizes for his late arrival and proceeds to thank the king, the queen, and the assembled officials for their presence. He takes out his watch from his pocket and begins counting down the seconds to seven o'clock. As the hands pass seven, the audience hears a sharp whistle coming from the Cruquius mill and the eight arms promptly begin to move—slowly at first, but within seconds the mill is fully operational. The audience gathered in the Orangery breaks out in applause and cheers.

Van Cortlandt holds up his arms, asking for silence. This happy occasion, he continues, reminds him of a poem he once read during his time in Japan. He begins to recite the verses...

Keeper Note: now that all three pumping mills are operational, van Cortlandt means to wake the lloigor from its torpor by reciting the ritual from the *Book of Myths and Legends*. It will take him five rounds to complete it.

The investigators can interfere in multiple ways. The easiest involves shooting van Cortlandt, although doing so is bound to be interpreted by the Marechausee as an assassination attempt against the royal couple and will cause them to respond accordingly. Moreover, van Cortlandt will continue on with the ritual unless mortally wounded. Charging toward the front of the audience will also attract the attention of the Marechausee, but a successful **STR** check will allow the investigators to push them aside, while a **Fast-Talk** check will allow them to distract the security detail.

Round 1

- Initially, van Cortlandt recites the "poem" in a soft whisper.
- Investigators who make a successful **Spot Hidden** check notice a blue light emanating from the Cruquius mill.

Round 2

- Van Cortlandt speaks in his normal voice now. Investigators who make a successful **Listen** roll and know of the phrase, will recognize the words *Wata-tsumi*.
- The blue light coming from the Cruquius mill is now clearly visible to everyone in the Orangery. It has expanded into a semi-transparent blue sphere, enveloping the entire mill, and continues to grow at a rapid pace. Gasps of admiration can be heard coming from the audience, with some guests apparently convinced that they're about to witness the promised fireworks.



- If the investigators make a **Spot Hidden** check or keep an eye on Jonkvrouwe Deutz van Assendelft in the front row, they will notice her eyes rolling to the back of her head and a trickle of foam coming out of her mouth.

Round 3

- Van Cortlandt continues to recite the verses of ritual, his voice louder now. The investigators will clearly hear him say the phrase *Wata-tsumi* if they learned its significance earlier in the scenario.
- The blue sphere has reached the Orangery and will, in the course of this round, engulf the investigators. At the start of each of their turn, the investigators will need to make a **Sanity** roll (1/1D6). Failure will lead to the afflicted investigator suffering a brief vision of a large serpent-like creature—although seemingly asleep, the creature's eyes will suddenly snap open as the vision ends.
- As the blue sphere passes through them, some members of the audience begin to shake, vomit, shriek, or randomly assault other guests. Among the affected is Jonkvrouwe Deutz van Assendelft, who stands up from her chair and launches herself at the lectern.
- In the ensuing confusion, the investigators can slip past the Marechaussee and get to van Cortlandt, although they will still have to deal with Datu.

Round 4

- Van Cortlandt's face is now twisted by a raging grimace and he's throwing his arms around, gesturing wildly.
- The blue sphere has now passed through the Orangery and continues to expand outwards. The investigators can see two other enormous spheres blooming on the horizon. One is visible in the east (in the direction of the Lynden mill) and another in the south (the Leeghwater mill).
- Although the Jonkvrouwe is being restrained by two members of the Marechaussee, she's still trying to wrench herself free and tackle van Cortlandt. A trickle of blood is coming from her ears and she's shrieking unintelligibly.

Round 5

- Van Cortlandt roars as he recites the final incantations. His face is beaming with lust for power and he's waving his arms to the cadence of his speech.
- The three blue spheres have grown so large that they appear to converge in the middle of the lake.

- Meanwhile, the Orangery is in chaos: some of the guests are deep in shock, cowering on the floor, shaking heavily; others are fighting among themselves, going for each others' throats, or biting their own legs and arms.

If the investigators fail to stop van Cortlandt before the end of the fifth turn, the ritual will be complete and the lloigor will awaken. The blue spheres explode into countless small shards, clinking softly as they fall down and disappear. The Orangery is silent now, but for the soft cackling of van Cortlandt, still standing up on the dais.

The investigators can make a **Listen** check. If successful, they will hear a low roar coming from the southeast. As panic sweeps the room, most of the assembled guests throw themselves in the direction of the exits, desperate to find a place to hide. Some jump through the windows as the deafening roar draws nearer. Some sit on the floor, cradling themselves and rocking back and forth. Others run for the Ring Canal and then wade through the water toward the sound of the approaching creature. Van Cortlandt is among the latter.

After several rounds, an enormous dragon-like form emerges from the water. It does not attack, but rather feeds on the magic points offered by the insane. Seeing the lloigor in its dragon-like form requires a **Sanity** roll (0/1D8).

If the investigators attack the lloigor, refer to the statistics on page 33. Using 19th century weaponry will prove mostly ineffectual against the thick armor of the creature.

Eventually, the lloigor will have drained enough energy to be fully restored, and the Keeper can decide what its next action will be. It can simply withdraw back into the lake, disappear into its immaterial form, or—for a cinematic ending—use its **Vortex Attack** against the Cruquius mill, utterly destroying it in the process.

CONCLUSION

The Keeper can give the following rewards to the surviving investigators, depending on their actions and the outcome of the scenario:

- Providing medical assistance or psychiatric care to Gerrit de Wit, the insane fisherman, +1D4
- Providing medical assistance or psychiatric care to Julia Salomons, the mutated daughter of the minister, +1D6
- Providing medical assistance or psychiatric care to Jonkvrouwe Deutz van Assendelft, wife to the Jonkheer, +1D4
- Allowing the ritual at the Orangery to conclude, -1D8 Sanity points.
- Killing van Cortlandt, +1D4 Sanity points.
- Finding sufficient proof to arrest van Cortlandt, +1D8 Sanity points.

APPENDICES

APPENDIX A: CHARACTERS AND MONSTERS

Jonkheer Daniël Théodore Gevers van Endegeest

56, politician and chairman of the Drainage Committee

STR 55 CON 55 SIZ 60 DEX 50 INT 75
APP 55 POW 65 EDU 75 SAN 65 HP 11
DB: 0 Build: 0 Move: 5 MP: 13

Combat

Brawl 30% (15/6), damage 1D3
Dodge 25% (12/5)

Skills

Animal Handling 35%, Credit Rating 80%, Fast Talk 40%, History 20%, Law 65%, Library Use 45%, Persuade 50%, Ride 65%, Rifle 45%.

Languages

Dutch 80%, French 25%, Italian 25%, Latin 25%.

Willem van Cortlandt

54, mechanical engineer and sorcerer

STR 65 CON 80 SIZ 70 DEX 80 INT 90
APP 70 POW 85 EDU 90 SAN 00 HP 15
DB: +1D4 Build: 1 Move: 6 MP: 17

Combat

Brawl 50% (25/10), damage 1D3+1D4
Katana 40% (20/8), damage 1D10+1D4
Dodge 40% (20/8)

Skills

Accounting 30%, Art/Craft (Technical Drawing) 55%, Charm 45%, Credit Rating 65%, Cthulhu Mythos 15%, Electric Repair 10%, Fast Talk 65%, Library Use 55%, Mechanical Repair 35%, Occult 55%, Operate Heavy Machine 20%, Psychology 90%, Science (Engineering) 85%, Science (Physics) 70%, Spot Hidden 35%, Stealth 45%, Swim 45%.

Languages

Dutch 90%, English 20%, Japanese 27%.

Spells

Breath of the Kappa, Contact Tatsu, Fist of Yog-Sothoth, Flesh Ward, Wake Tatsu.

Datu

138, mysterious manservant

STR 85 CON 90 SIZ 40 DEX 75 INT 55
APP 50 POW 70 EDU 50 SAN 50 HP 13
DB: +1D4 Build: 1 Move: 9 MP: 14

Combat

Brawl 80% (40/16), damage 1D3+1D4
Rawit (large knife) 80% (40/16), damage 1D8+1D4
Dodge 60% (30/12)

Skills

Climb 50%, Credit Rating 15%, Cthulhu Mythos 3%, First Aid 45%, History 40%, Jump 55%, Listen 50%, Occult 60%, Psychology 65%, Spot Hidden 55%, Stealth 40%, Throw 75%.

Languages

Batak 50%, Dutch 25%.

Spells

Food of Life (see *The Grand Grimoire of Cthulhu Mythos Magic*, page 119), Flesh Ward, others at Keeper's discretion.

Edward Knill

26, senior mechanical engineer

STR 55 CON 50 SIZ 50 DEX 65 INT 80
APP 30 POW 60 EDU 70 SAN 60 HP 10
DB: 0 Build: 0 Move: 12 MP: 12

Combat

Brawl 35% (17/7), damage 1D3
Dodge 32% (16/6)

Skills

Art/Craft (Technical Drawing) 30%, Electrical Repair 45%, Credit Rating 35%, Diving 35%, Library Use 45%, Listen 40%, Mechanical Repair 75%, Operate Heavy Machine 55%, Science (Engineering) 55%, Science (Physics) 31%, Spot Hidden 45%, Swim 45%.

Languages

Dutch 40%, English 70%.

Typical Steam Engine Worker

STR 75 CON 70 SIZ 70 DEX 60 INT 60
 APP 45 POW 45 EDU 55 SAN 45 HP 14
 DB: +1D4 Build: 1 Move: 8 MP: 9

Combat

Brawl 50% (25/10), damage 1D3+1D4
 Dodge 30% (15/6)

Skills

Art/Craft (Technical Drawing) 25%, Credit Rating 30%, First Aid 35%, Intimidate 45%, Listen 40%, Mechanical Repair 50%, Operate Heavy Machine 60%, Science (Engineering) 15%, Spot Hidden 35%, Throw 45%.

Languages

Dutch or English 55%.

Gerrit de Wit

64, deranged fisherman

STR 70 CON 55 SIZ 60 DEX 65 INT 20
 APP 25 POW 30 EDU 50 SAN 05 HP 12
 DB: +1D4 Build: 1 Move: 9 MP: 6

Combat

Brawl 45% (22/9), damage 1D3+1D4
 Sword 30% (15/6), damage 1D6+1+1D4
 Tentacle (mnvr) grab and crush, damage 1D4 + 1D4, (opposed STR roll to break free).
 Dodge 35% (17/7)

Skills

Appraise 35%, Credit Rating 5%, Cthulhu Mythos 5%, Listen 25%, Natural World 50%, Navigate 55%, Pilot (Boat) 60%, Spot Hidden 35%, Stealth 35%, Swim 50%.

Languages

Dutch 30%.

Sanity loss

1D3/1D6 Sanity points to see de Wit use his tentacle.

Cornelis Salomons

44, minister at de Kaag

STR 40 CON 50 SIZ 60 DEX 40 INT 75
 APP 45 POW 70 EDU 80 SAN 70 HP 11
 DB: 0 Build: 0 Move: 7 MP: 14

Combat

Brawl 25% (12/5), damage 1D3+DB
 Dodge 20% (10/4)

Skills

Accounting 15%, Credit Rating 35%, History 45%, Intimidate 75%, Listen 40%, Library Use 65%, Occult 40%, Persuade 85%, Psychology 65%, Spot Hidden 35%.

Languages

Dutch 80%, Hebrew 45%.

Julia Salomons

16, possessed daughter

STR 80 CON 65 SIZ 55 DEX 60 INT 20
 APP — POW 70 EDU — SAN 00 HP 14
 DB: +1D4 Build: 1 Move: 9 MP: 14

Combat

Brawl 50% (25/10), damage 1D3+1D4
 Tentacle (mnvr) grab and crush, damage 1D4 + 1D4, (opposed STR roll to break free).
 Dodge 35% (17/7)

Armor

3 point leathery hide

Sanity Loss

1D3/1D6 Sanity points to see Julia.

Florentijn Strobos

18, fisherman

STR 65 CON 60 SIZ 50 DEX 75 INT 40
 APP 65 POW 60 EDU 45 SAN 60 HP 11
 DB: 0 Build: 0 Move: 9 MP: 12

Combat

Brawl 45% (22/9), damage 1D3
 Dodge 35% (17/7)

Skills

Listen 35%, Natural World 45%, Pilot (Boat) 65%, Stealth 45%, Spot Hidden 50%, Swim 45%, Track 35%.

Languages

Dutch 45%.

Marechaussee

defenders of the King and Queen

STR 65 CON 60 SIZ 65 DEX 50 INT 50
 APP 45 POW 50 EDU 60 SAN 50 HP 12
 DB: +1D4 Build: 1 Move: 8 MP: 10

Combat

Brawl 50% (25/10), damage 1D3+1D4
 Sabre 50% (25/10), damage 1D8+1+1D4
 Dodge 25% (12/5)

Skills

Climb 40%, First Aid 40%, Intimidate 40%, Listen 30%, Ride 50%, Spot Hidden 30%, Stealth 30%, Survival 25%.

Languages

Dutch 50%.

Jonkvrouwe Margaretha Deutz van Assendelft*42, wife of Gevers van Endegeest*

STR 50 CON 55 SIZ 65 DEX 55 INT 80
 APP 70 POW 65 EDU 70 SAN 20 HP 12
 DB: 0 Build: 0 Move: 7 MP: 13

Combat

Brawl 25% (12/5), damage 1D3
 Dodge 27%

Skills

Art (Painting) 30%, Credit Rating 80%, History 45%, Library Use 35%, Natural History 35%, Pilot (Boat) 35%, Ride 55%, Swim 45%.

Languages

Dutch 70%, French 35%.

The Lloigor*Wata-Tsu-Mi*

STR 200* CON 140* SIZ 250* DEX 50 INT 100
 APP — POW 70 EDU — SAN — HP 39*
 DB: +5D6* Build: 6* Move: 7 MP: 150†

* denotes while in reptilian form

† the amount of magic points the lloigor possesses during the final scene at the Orangery.

Combat

Attacks per round: 1 (2 while in reptilian form)

Fighting attacks: Lloigor can attack in many ways, including strikes, claw, and bite attacks while in reptilian form. Otherwise, they may use one of their special powers or a vortex attack.

Fighting 30% (15/6), damage 1D6+5D6
 Dodge 25% (12/5)

Special Powers

Vortex Attack: The lloigor's most fearsome weapon is a type of implosion sounding like the roll of distant thunder. Things in the blast area are torn to pieces and the ground is ruptured. At least 100 magic points are needed for an area ten meters in diameter. Everything within the circle loses 1D100 hit points. Alert investigators may notice the tell-tale effects of swirling lines appearing in the air and a half-unheard throbbing noise penetrating their bodies.

Drain Magic Points from Humans: by expending one of its own magic points a lloigor may drain 1D6 magic points (per night) from a sleeping human to use in performing some magical action. A lloigor can drain energy from several sleeping humans at once, from up to several miles away despite intervening obstacles.

The next morning, the victims wake complaining of headaches and a bad night's sleep. With continued draining, such individuals become physically and spiritually weak, leading to sickness and possibly death. Whenever a victim is drained of any magic points by lloigor in this way, a CON roll must be made before any magic points can be recovered. If the CON roll succeeds, the victim regains 1 magic point and wakes. If the roll is failed no magic points are recovered and the victim continues to sleep, whereupon the lloigor may drain another 1D6 magic points from the victim over the next hour, after which another CON roll is attempted, and so on.

Telekinetic Effects: The lloigor can push people and manipulate objects such as a compass needle or a door latch via telekinesis. It takes 10 magic points to create a telekinetic force of STR 5 above ground, 6 magic points to create telekinesis of STR 5 in a subsurface but open area, such as a river bed or canyon, and 3 magic points to cause telekinesis of STR 5 in a tunnel or cave.

Reptilian Manifestation: to take the shape of a monstrous distorted reptile, a lloigor must expend magic points equal to one-fifth of the lloigor's SIZ. Once the body is formed, it may be maintained indefinitely or dissolved at will. If the lloigor is slain in reptile form, it dies permanently. A lloigor in reptile form has all the powers of one in the immaterial mode, except that it cannot pass through walls and is not invisible.

Armor: 8 point reptilian hide

Spells: Implant fear, Mental suggestion, Wither Limb.

Sanity Loss: 0/1D8; mind contact costs 1/1D4 Sanity points.

APPENDIX B: PLAYER HANDOUTS

Handout 1: Player's Map



THE CRUEL WATERWOLF

The popular saying “God created the earth, but the Dutch created the Netherlands” holds particularly for Holland, the western part of the country and also its cultural, political, and economic center. Holland lies well below sea level and would be quickly swallowed up by the sea without proper water control measures and facilities.

But the threat to Holland is not only from seas and rivers—the country is full of large peat bogs that tend to flood the surrounding areas. In the 16th century, a series of floods merged four such bogs into a large lake: the *Haarlemmermeer*, named after the nearby city of *Haarlem*. The flooding also took some villages underwater, wiping them from the map forever. The enormous body of water produced as a result stretched all the way from Leiden to Haarlem and Amsterdam, covering an area of about 58 square miles (150 km²). Heavy storms could make the lake as rough as a sea. It is no wonder, therefore, that Joost van den Vondel (the 16th century poet and writer) used to refer to the *Haarlemmermeer* as the “Cruel Waterwolf,” which “threatened Amsterdam” and “ought to be fought with a range of complementary efforts.”

In 1836, as the *Haarlemmermeer* had grown to about 70 square miles (180 km²), a windstorm managed to push the waters of the lake to the very gates of Amsterdam. In a subsequent storm later that year, the water reached as far as Leiden.

On 1 August 1837, King William I appointed a committee under the leadership of politician Gevers van Endegeest, and tasked it with exploring possible ways of draining the *Haarlemmermeer*. Seven months later, the committee’s plan was approved by parliament. Three mills, powered by the largest steam engines ever constructed, would pump the water out from the lake and into the Ring Canal, excavated around the lake for that very purpose, from which the water would eventually flow down to the North Sea.

Few Dutch companies had the necessary expertise to design and build the required engines, and those with the know-how had prohibitive rates. Eventually, the committee settled for Harvey & Co., an engineering company from Hayle, Cornwall.

The three mills were to be named after Dutchmen who championed the draining of the *Haarlemmermeer*: *Leeghwater*, *Cruquius*, and *Lynden*. Work on the canal started in May of 1839, and the capstone for the *Leeghwater* mill, the first of the three to be constructed, was laid in July 1843.

Most were happy to see the dangerous and fetid lake finally drained, but not everyone was rejoicing. Fishermen from the many villages on the shore, who worked the lake on a daily basis, saw their livelihood taken away, inch after inch. Many protested the construction of the mills and continued to do so after they were completed. Records also mention instances of fights breaking out between fishermen and the mill operators.

AMSTERDAM. Yesterday morning, around half past one, as rainy weather and—from 11 o’clock onwards—heavy gusts continued to prevail, a storm broke out with a fierceness not seen since November 9, 1800. Roofing was blown, the heaviest trees were pulled from the ground, roots an all, while the water in the canals frothed and boiled like the a hollow sea; there is no house in sight that had not incurred some sort of damage, even the most robust brickwork could not withstand the havoc. The storm raged on until five in the afternoon, then fortunately settled, as nightfall would have made the danger to human life even more grave. According to reports, the *Haarlemmermeer* broke through the dikes at *Osdorperweg*, flooding the entire polder, reaching as far as the edges of the city; the flooding also swept through and lay waste to a number of cattle farms. This morning, the city awoke to the din of construction and repairs, as masons, carpenters, glaziers, and assorted laborers put their shoulder to the wheel to undo the damage the waters have wrought.

Algemeen Handelsblad, November 30, 1836

LEIDEN. Strong eastern winds have caused the the water of the *Haarlemmermeer* to rise and flood portions of the city. The *Oude Rijn* and other canals and alleys are, in many places, blocked or otherwise impassable. As the wind continues to grow in strength, some fear that water levels will continue to rise.

Leydsche Courant, December 25, 1836

THE HAGUE. Yesterday at noon, the staff of the Management and Supervision Committee for the Reclamation of the *Haarlemmermeer* solemnly break the ground for the colossal *Leeghwater* steam mill, named for the engineer *Leeghwater*, of de Rijk, whose well-known treatise included a complete plan for draining the vast lake. After the ceremony, committee president Jonkheer Gevers van Endegeest held a dinner for fellow members and government officials at his Heemstede mansion.

Algemeen Handelsblad, July 16, 1843

AMSTERDAM. According to reports, the groundbreaking ceremony for the steam mill station outside Slooten is to be held on Thursday, June 24. The station will allegedly bear the name *Lynden*.

Algemeen Handelsblad, June 20, 1847

TIMELINE

- **November 29, 1836:** the *Haarlemmermeer* floods Amsterdam following a windstorm.
- **December 26, 1836:** in the wake of another storm, the waters reach Leiden.
- **August 1, 1837:** King appoints drainage committee.
- **March 19, 1839:** parliament approves committee plans.
- **July 15, 1843:** work on *Leeghwater* Station begins.
- **June 24, 1847:** work on *Lynden* Station begins.
- **July 28, 1847:** work on *Cruquius* Station begins.
- **June 7, 1848:** *Leeghwater* Station becomes operational.
- **April 1, 1849:** *Lynden* Station becomes operational.
- **June 1, 1852:** the lake is fully drained.
- **Today:** the *Haarlemmermeer* municipality is home to 150,000 people and Schiphol Airport.

Handout 3: The Lynden Symbol



Handout 6: The Leeghwater Symbol



Handout 7: The Cruquius Symbol



Handout 4: de Wit's Old Map



Handout 8: Waking the Dragon

Making the Dragon

Three O-daiko drums beaten once every deep breath.

One to the northeast of the Dragon, played by four men, each with two bachi (sticks) engraved with 綿 (water, cotton).

One to the northwest of the Dragon, played by four with 津 (tau, port) on their bachi.

One to the southwest, played by six with 見 (mi, see) on their sticks, but one man has one stick only, making for 11 sticks together.

Chanting the ritual will wake the 綿津見 (watatsumi, Sea God)!!!

Compensate for distance!

$\frac{\text{Laghuwater}}{f = 8/m}$ $\lambda = 13.475 m$ $v = f \times \lambda$ $= 8 \times 13.475$ $= 107.800 m/min$	$\frac{\text{Lynden}}{\lambda = 6.750 m}$ $f = v/\lambda$ $= 107.800/6.750$ $= 16/min$	$\frac{\text{Cruquius}}{\lambda = 4.500 m}$ $\lambda = 107.800/4.500$ $f = 24/min$
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Handout 5: Invitation to the Opening of the Cruquius Mill



OPENING of the CRUQUIUS PUMPING MILL

by HRH
KING WILLIAM III

Entrance, through Heemstede Castle; before six o'clock.

CHAIRMAN OF THE MANAGEMENT AND SUPERVISION COMMITTEE
ON THE RECLAMATION OF THE HAARLEMMERMEER

Jonkheer D. T. Gevers van Endegeest.

Handout 9: An Anonymous Letter

Dear Sir or Madam,

You do not know me, but we share a common goal—getting to the bottom of the strange goings-on that have plagued the drainage of the Haarlemmmer. I have done some research myself, and am more than willing to share my findings with you. Ever since his arrival in the Netherlands, Mr. Edward Knill has shown a great deal of interest in the history of the Haarlemmmer. One day, as we discussed that particular topic, he inquired after Pietrójki and Neuwesdek, the drowned villages devoured by the Waterwolf. I told him as much as I knew, but this did not seem to satisfy his burning curiosity, and so he went off to the explore the subject further at the University Library.

Initially, I thought nothing of this; truth be told, I actually found his curiosity commendable! It was only later, when I discovered more about his heritage, when I began to suspect the Cornishmen of nefarious intentions. Enclosed with this letter you will find "A Hand-book for Travellers in Devon Cornwall". Please refer to page 137 and read about a certain "Jonathan Knill", whom I believe to be Edward's uncle. I do know know what or whom Mr. Knill wants to see rising from the lake, but I believe he must be stopped before he succeeds.

Signed,
A Friend

Handout 10: Excerpts from Hand-book for Travellers in Devon & Cornwall

[...] will probably tempt the stranger to make an excursion to the town.

(ST. IVES is 4 m. (6.4 km) from Hayle by road; but a person on foot may take a shorter and pleasanter walk to it by the cliff or shore, crossing the river by ferry from the end of the pier. [...] By road St. Ives is brought suddenly to view, when the stranger will probably draw the rein and rest awhile in admiration. Its old rickety houses lie nestling on the very skirt of the sea, and with the blue of sky and ocean, the green tints of shallows, and the sparkle of the bright yellow sandy shore, altogether form a very pleasing picture. [...])

An eminence South of the town, and 545 ft. (166 m.) above the level of the sea, is crowned by a monument erected in 1782, by one Knill, an eccentric bencher of Gray's Inn. This person originally intended it as a mausoleum for his remains, but he afterwards revoked this intention, and left his body by will to the anatomists of London. The erection consists of a granite pyramid, on one side of which is inscribed *Johannes Knill 1782*; on another (Resurgam)!!! (I shall arise) and on a third, *I know that my Redeemer liveth*. Knill died in 1811, leaving directions that, at the end of every 5 years, a matron and 10 maidens dressed in white should walk in procession, with music, from the marker house to this pyramid, around which they should dance, singing the 100th Psalm.

A Hand-book for Travellers in Devon & Cornwall



KNILL MONUMENT

Handout 11: Letter to Edward Knill

HARVEY AND CO.,

ENGINEERS AND GENERAL MERCHANTS

HAYLE, CORNWALL

24 Jan. 1847

Dear Edward,

Having received your recent letter, it is with a heavy heart that must inform you that your request to be rearranged back to Hayle has been denied. Your knowledge of the local situation and the language have become essential to the successful completion of the will project.

As regards the Crugwin will: we have noted your repeated objections, and agree with you that Aalweer location would have offered much better conditions for the pump to operate, as the prevailing westerly winds push the lake's water eastwards. However, Mr. van Cortlandt has clearly indicated his desire to continue with the construction at the current location near the mouth of the Spaarne, and we can but follow our client's wishes on the matter.

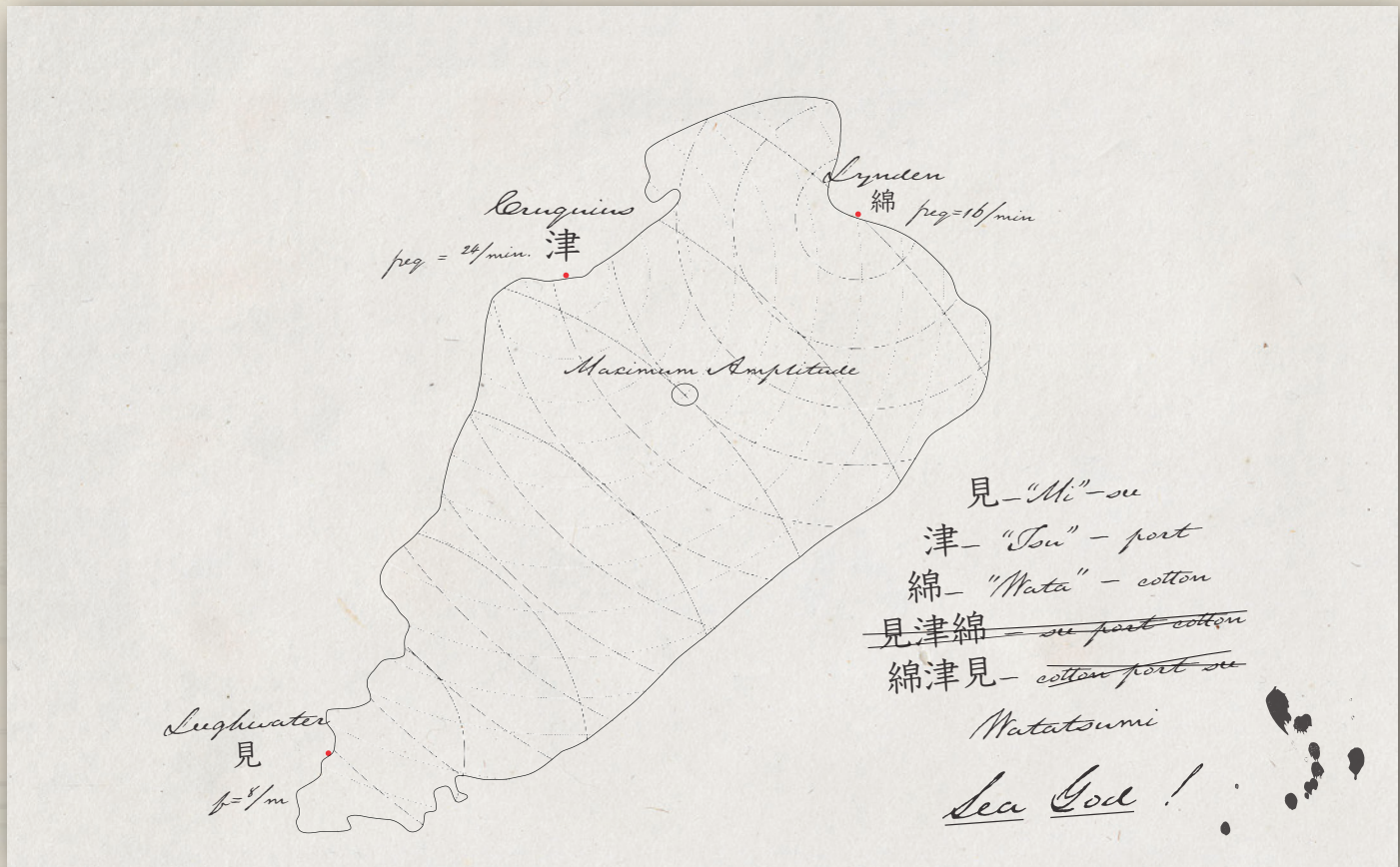
Furthermore, we have considered your arguments against the usage of a different design for the Lyden and Crugwin steam engines, and agree that using only eight pumping arms, instead of the eleven used at the Leaghwater will, will most likely prove insufficient. Be that as it may, the designs have already been finalized, and Mr. van Cortlandt has shown no desire to change them.

Finally, I would also like to take this opportunity remind you that Harvey & Co.'s loyalty, and therefore yours as well, ultimately lies with our customers.

Regards,

John Harvey, Director of Harvey & Co.

Handout 12: Knill's Notes



APPENDIX C: SPELLS

Breath of the Kappa

- **Cost:** 6 magic points; 1 Sanity point
- **Casting time:** 2 rounds

This spell of Japanese origin relates to the kappa, a race of amphibious vampires said to be an offshoot branch of deep ones. In the Seven Cryptical Books of Hsan, the kappa are described as able to bestow their breath, providing the recipient with the ability to breathe underwater. This spell is said to replicate this effect.

The spell has duration of twelve hours (if the recipient is still underwater, they begin to drown), but may be prolonged by repaying the spell's cost. The person gifted the ability must make a Sanity roll (1/1D4 loss) as they become aware that a set of gills has developed on either side of their neck.

The text warns that prolonged use of this gift turns the recipient into a kappa. Each time the spell is prolonged or used again the recipient must make a CON roll: if failed, the spell's effect become permanent and they are no longer able to breathe air (as the gills become permanent),

provoking further Sanity loss at the direction of the Keeper (suggested Sanity drain of 1+ point per day until zero Sanity is reached). Other physical changes are also in the hands of the Keeper.

Contact Tatsu

- **Cost:** 9 magic points; 1D3 Sanity points
- **Casting time:** 5 rounds

Unless there are no tatsu (dragons) nearby, the chanting succeeds automatically. The ritual requires five cubic feet of elements placed in a large brazier which the desired tatsu has an affinity for (fire for kazu-tsuchi, air for celestial tatsu, or water for wata-tsumi). This brazier must be chanted around and the element within agitated. Additionally, the spell works best around a large volume of the elemental affinity, such as a volcano, mountain air, or a clear lake.

Wake Tatsu

- **Cost:** 12 magic points; 1D6 Sanity points
- **Casting time:** 5 rounds

This is a unique spell, found in the Book of Myths and Legends of Japan (see *Secrets of Japan*, page 132), to wake a Dragon (or *Tatsu*) from its torpor. The ritual is powered by the drumming of enormous *Ō-daiko* drums, each carved with a characters from the name of the Dragon and placed around the dragon. When the ritual is performed, the sound of the drums will cause the creature to wake from its slumber.

APPENDIX D: PRE-GENERATED INVESTIGATORS

Klaas van der Ham

73, *Veldwachter (Rural Constable)*

STR 65 CON 55 SIZ 70 DEX 35 INT 45
APP 50 POW 60 EDU 54 SAN 60 HP 12
DB: +1D4 Build: 1 Move: 3 MP: 12 Luck: 3D6×5

Combat

Brawl 75% (37/15), damage 1D3 + 1D4
Club 75% (37/15), damage 1D6 + 1D4
Dodge 57% (28/11)

Skills

Credit Rating 10%, First Aid 40%, Intimidate 65%, Law 25%, Natural World 30%, Psychology 60%, Ride 15%, Spot Hidden 63%.

Languages

Dutch 54%.

Backstory

- **Description:** Tall and muscular, considering his age. Dresses in a scruffy, improvised uniform.
- **Ideology/Beliefs:** Life was better before these modern inventions started to dominate the landscape: first trains, now these pumping mills!
- **Meaningful Locations:** You were born in Slooten, and lived there all your life. You prefer the peace and quiet to a big city like Amsterdam.
- **Treasured Possessions:** Your warm winter coat.
- **Traits:** Though you lived in Slooten all your life, you have never learned to swim and dislike water.

Johan Mellink

age 31, *police detective*

STR 60 CON 50 SIZ 55 DEX 75 INT 65
APP 55 POW 40 EDU 62 SAN 40 HP 10
DB: 0 Build: 0 Move: 9 MP: 8 Luck: 3D6×5

Combat

Brawl 45% (22/9), damage 1D3
Brass Knuckles 45% (22/9), damage 1D3+1
Flintlock Pistol 40% (20/8), damage 1D6+1
Dodge 47% (23/9)

Skills

Credit Rating 40% Disguise 33%, Fast Talk 45%, Law 45%, Library Use 65%, Listen 60%, Locksmith 45%, Persuade 50%, Psychology 40%, Spot Hidden 65%, Stealth 55%, Swim 40%.

Languages

Dutch 62%.

Backstory

- **Description:** Brawny and athletic. Dresses in a comfortable suit.
- **Ideology/Beliefs:** You have a strong belief in the Judicial System.
- **Significant People:** Your pregnant wife Paulina. You are expecting your first child in six months.
- **Meaningful Locations:** Your house at the Bloemgracht, which you bought recently. It is an excellent place to start a new family.
- **Treasured Possessions:** Your lucky guildler.
- **Traits:** You have a good reputation in the Amsterdam Police Force, and your superiors follow your career with great interest.

Hendrik Boom

59, *alienist*

STR 40 CON 40 SIZ 50 DEX 50 INT 70
APP 60 POW 65 EDU 87 SAN 65 HP 9
DB: 0 Build: 0 Move: 6 MP: 13 Luck: 3D6×5

Combat

Brawl 25% (12/5), damage 1D3
Dodge 25% (12/5)

Skills

Charm 55%, Credit Rating 60%, First Aid 55%, Law 45%, Library Use 45%, Listen 35%, Medicine 45%, Psychoanalysis 55%, Psychology 60%, Science (Biology) 14%, Science (Chemistry) 40%, Swim 45%.

Languages

Dutch 87%, English 25%, Latin 35%.

Backstory

- **Description:** Smart and learned, but always remains amiable. Dresses in a dark, three-piece suit.
- **Ideology/Beliefs:** The insane should not be locked up in prisons, but treated as sick.
- **Significant People:** Jonkvrouwe Deutz van Assendelft, who you treat for mental illness. Jan(tje) de Jongh, whose life you saved. You saw potential, and gave her a job.
- **Meaningful Locations:** The Athenaeum Illustre (University of Amsterdam), where you work.

- **Treasured Possessions:** Junod's Boot, a device that blocks off the blood circulation of the leg, reducing fever and relieving any inflammatory conditions.
- **Traits:** You are a generous person who loves people of all kind.

Jan(tje) de Jongh

24, secretary

*Jan is a male name; Jantje is the female form.

STR 55 CON 70 SIZ 45 DEX 70 INT 65
 APP 60 POW 50 EDU 50 SAN 50 HP 13
 DB: 0 Build: 0 Move: 9 MP: 10 Luck: 3D6x5

Combat

Brawl 25% (12/5), damage 1D3
 Dodge 35% (17/7)

Skills

Appraise 35%, Art/Craft (Short Hand) 45%, Charm 65%, Climb 30%, Credit Rating 30%, Fast Talk 35%, Library Use 40%, Listen 30%, Locksmith 40%, Psychology 30%, Sleight of Hand 20%, Spot Hidden 40%, Stealth 55%, Swim 30%.

Languages

Dutch 60%.

Backstory

- **Description:** Youthful and dainty. Dresses comfortably, allowing you to move freely.
- **Ideology/Beliefs:** You are a firm believer in more rights for the poor.
- **Significant People:** Doctor Hendrik Boom, who saved your life when you were a young street urchin. Afterwards, he offered you a job as his messenger, and later as his secretary.
- **Meaningful Locations:** Your office. Everything is neatly arranged, which makes you feel at ease.
- **Treasured Possessions:** The knife you preserved from your lawless youth.
- **Traits:** Loyal, you would never desert your friends.

Amy Penninck

27, author

STR 40 CON 45 SIZ 50 DEX 60 INT 75
 APP 60 POW 60 EDU 75 SAN 60 HP 9
 DB: 0 Build: 0 Move: 8 MP: 12 Luck: 3D6x5

Combat

Brawl 25% (12/5), damage 1D3
 Dodge 30% (15/6)

Skills

Art (Literature) 75%, Credit Rating 30%, History 75%, Library Use 70%, Listen 40%, Natural World 40%, Occult 55%, Psychology 30%, Spot Hidden 55%, Swim 50%.

Languages

Dutch 85%, English 50%.

Backstory

- **Description:** Bookish and timid. You dress conservatively.

- **Ideology/Beliefs:** You know that Christianity does not provide all the answers.
- **Significant People:** Your father, who worked on the estate of Gevers van Endegeest.
- **Meaningful Locations:** The library of the University of Amsterdam. You love to work there.
- **Treasured Possessions:** Your notebook. You never leave home without it, and constantly write in it.
- **Traits:** You dream of a better life, where your talents have been recognized.

Peter/Nel van Wesup

18, Valet/Maid

STR 60 CON 55 SIZ 60 DEX 70 INT 50
 APP 65 POW 50 EDU 45 SAN 50 HP 11
 DB: 0 Build: 0 Move: 8 MP: 10 Luck: 3D6x5

Combat

Brawl 40% (20/8), damage 1D3
 Dodge 45% (22/9)

Skills

Accounting 15%, Art/Craft (Tailor) 40%, Charm 40%, Credit Rating 15%, Listen 45%, Natural World 30%, Navigate 30%, Pilot (Boat) 35%, Psychology 25%, Spot Hidden 50%, Stealth 30%, Swim 40%.

Languages

Dutch 45%.

Backstory

- **Description:** Dressed in a fine servant's clothing, and has a friendly smile.
- **Ideology/Beliefs:** Your faith in God has helped you through difficult times.
- **Significant People:** For Peter: Jonkheer Gevers van Endegeest, your patron.
 For Nel: Jonkvrouwe Deutz van Assendelft, your patron.
- **Meaningful Locations:** The Haarlemmermeer—you love to swim or row a boat.
- **Treasured Possessions:** The silver cross you carry around your neck, given to you by your mother.
- **Traits:** Charming, but humble.

