

RESTITUTION

a Call of Cthulhu Scenario

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Drowned Land of Saeftinghe

RESTITUTION

Restitution is a modern-day *Call of Cthulhu* scenario set in a Dutch *polder*, a low-lying area of land reclaimed from the sea and protected by dikes. The Hedwige Polder was created more than a century ago, but is now designated to be flooded again, as compensation for the impact of deepening the River Scheldt. In the scenario, the investigators will discover the deep secrets that lie hidden beneath this land, and engage in an ages-old conflict that haunts it.

The *Hertogin* (Duchess) Hedwige Polder is a 790-acre (3.2 square km) reclaimed section of Zeeland, the westernmost province of the Netherlands. The polder was named after Hedwige de Ligne, Duchess of Arenberg. Though empoldered in the Middle Ages, it was strategically flooded in 1584 by Dutch soldiers during the Eighty Years' War. It took until 1907 for the Hedwige Polder to be reclaimed. Nowadays it is used for agricultural purposes, though there are a few houses scattered throughout its flat landscape.

In 2005, a treaty between the Netherlands and its southern neighbor Belgium stipulated that the dikes surrounding the polder would be cut once again. To keep the harbor of Antwerp approachable for the increasingly large container ships, the Scheldt river needed deepening, and it was decided that—as a form of environmental compensation—the Hedwige Polder would be reconnected to the Drowned Land of Saeftinghe, a nature reserve to the north of the polder.

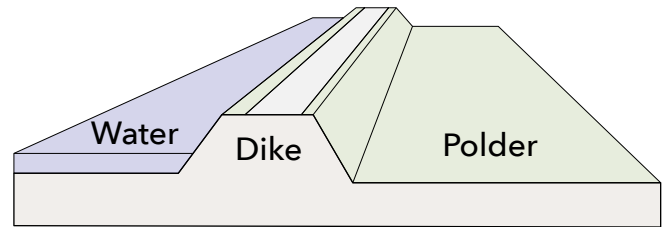
Memories of the Zeeland flood of 1953, during which over 2500 people died, spread throughout Zeeland, and opposition quickly arose against the plan to return the captured land to the sea. However, a viable alternative to the depoldering could not be found and in 2014 the highest Dutch court ruled that the polder could be flooded.

Work on the depoldering started on March 3rd, 2020, and is expected to continue until 2022.

INVESTIGATORS

This scenario includes six pre-generated investigators. The Keeper may allow the players 40 points to customize and personalize their characters, or even create their own for use with this scenario.

- **Hans van der Gracht:** Mayor of the municipality Hulst, which includes the Hedwige Polder. Formal but ambitious, van der Gracht aims to reinvestigate interest in the dwindling municipality with an expensive PR campaign.
- **Henny Heining:** The public relations specialist hired by van der Gracht. Henny has embraced the recent archeological discovery of a medieval farm as a perfect PR opportunity, and has invited several journalists to this afternoon's press conference.
- **Harry Klein:** A veteran journalist who was recently fired from his job at a national newspaper, after losing a court case filed by Ted van Eik. Now working for the *Zeeuwse*



Courant, Harry has been reduced to covering the local news, and has been sent cover the press conference.

- **Ted van Eik:** Managing director of van Eik Marine Engineering, the company hired to depolder the area. Ted is available to answer questions about the reclamation process during the meeting.
- **Baafke Koert:** Guide to Land of Saeftinghe, the nature reserve that will be extended with the Hedwige Polder. Baafke has been invited to the press conference to provide information about the reserve and the many kinds of birds it hosts.
- **Bathilde van Tiel:** Curator of the Hulst museum has also been invited. She hopes to ensure that any artifacts found at the dig site will end up in Museum Hulst.

Statistics and more background information on the investigators is provided at the [back of the scenario](#), as well as on the reverse side of the investigator sheets, in the 'Gear and Possessions' box.

If new investigators are created, perhaps because the scenario uses a different setting (see sidebar), they can be tied to the scenario the same way the pre-generated characters are. Alternatively, the investigators can be

- employed by the **construction company** ordered to work in the area (see the Accountant, Engineer, Laborer, Mechanic, and Union Activist occupations in the Investigator Handbook, chapter four)
- **archaeologists** that were involved in the dig (Archaeologist, Museum Curator, Professor, Student)
- **tourists** that accidentally entered the area before it was locked down, (any occupation will do)

ALTERNATIVE SETTINGS

Though this scenario takes place in a remote part of the Netherlands, it can be moved to any other coastal and isolated location. All over the world countries are facing the consequence of the rising sea level, leading to involuntary surrender of lower laying areas to the sea. Moving the scenario to one of these areas, preferably a location that is more familiar to the players, and which also hosts a drowned city, can result in their deeper engagement with the scenario, but requires some work on the Keeper's part to ensure that the scenario remains internally consistent. The overall themes will remain the same.

KEEPER INFORMATION

The local legend of Saeftinghe (see sidebar) comes across as a fairy tale, but it is based on true events.

During the middle ages, the city of Saeftinghe traded gold and silver with the inhabitants of a deep one city, located below the Devil's Hole in the North Sea, about 125 m (200 km) east of Dundee. While trade initially appeared beneficial and innocent, it was not long before the marine creatures demanded human sacrifices in return for their valuables. By this point, the inhabitants of Saeftinghe were too spoiled to consider a spartan lifestyle, and decided that each year, a child would be randomly selected and offered.

Years went by, and many children parted with their parents, never to be seen again. Until one year, a farmer and fisherman named Pelegrim was fishing on the Scheldt, and caught his own daughter, offered many years before, in his nets. The girl was named Tannetje and barely recognizable, being partially changed to a horrible monster with webbed feet and visible gills. Pelegrim decided to return his daughter home, and hide her.

It was not long before the deep ones noticed, and demanded that Tannetje be returned. Unaware of Pelegrim's actions, the citizens rebuffed the deep ones, who eventually used foul magic to drown the land of Saeftinghe.

Taken from the sea, Tannetje went into torpor, which Pelegrim mistook for death. He buried his daughter in front of his farm, in a coffin protected with warding symbols. These symbols prevented the deep ones from locating Tannetje.

CURRENT DAY

The coffin remained undetected for hundreds of years—until yesterday. Sietske Buurman—a local archeologist hired to excavate Pelegrim's farm before the polder was flooded—found the coffin yesterday morning. She had already found two golden thresholds that were inscribed with the same wards as the coffin, the day before. When Buurman carefully opened the coffin to take a look inside, she accidentally broke the magical seal that prevented the deep ones from detecting the exact location of the mummy.

Even before the coffin was opened, the deep ones were aware that it was hidden somewhere in the Hedwige Polder. One year earlier, they had sent Rogier van der Kier, a human-deep one hybrid and a powerful sorcerer, to infiltrate the company hired to depolder the area. Van der Kier formed a plan to excavate the polder, locate the coffin, and bring the mummified remains of Tannetje back to life with an ancient ritual. To prevent his subordinates from taking an interest in his activities on the day, he made sure that they suffered a bout of food poisoning by serving them spoiled fish at a company dinner yesterday.

By the time van der Kier arrived at the polder this morning, most of the workers had indeed called in sick, forcing him—as far his employer is concerned—to hire contract workers. In actuality, the newly hired contract workers are more hybrids brought in as muscle. Using his evil powers, the sorcerer detected the mummy in the now opened coffin at the archaeological dig site, and sent out three of his hybrid

SAEFTINGHE LEGEND

The Saeftinghe Legend is an old Dutch folk tale that tells of how the city of Saeftinghe in Zeeland came to be entirely flooded in 1584. According to the legend, the medieval city was the most prosperous in the area. Its citizens dressed in expensive silks with golden buckles on their shoes, and its houses were built with silver nails and golden thresholds. Poor immigrants were drawn to the wealthy city, but the inhabitants were notoriously stingy and chased them off.

One day, a fisherman caught a mermaid while fishing on the Scheldt, and brought it ashore. The mermaid warned the citizens of Saeftinghe against their vanity, and begged to be released. Soon her merman husband appeared on the shores, asking for his wife's freedom. When the merman was snubbed, he cursed the city:

*The lands of Saeftinghe will fall,
Only its towers will continue to
stand tall!*

*The people of Saeftinghe will
regret the day,
When they stole my loved one
away!*



However, the citizens of Saeftinghe did not change their ways, and continued to live in luxury. On All Saint's Day 1570, a huge tidal wave washed over the Lands of Saeftinghe, destroying nearby towns and drowning all inhabitants. Though Saeftinghe itself survived the initial waves, the city soon sank into the surrounding swamps. The city's towers were the last to fall.

Some say that on foggy days, the tower bells of Saeftinghe can still be heard, calling for help that will never come. Others say that the spirits of the inhabitants of Saeftinghe still roam the area.

henchmen to investigate. Once there, they found the coffin, but also the archeologist, The hybrids decided to offer her to their purebred brethren, and take care of the coffin afterwards.

Walter Rousset, the only remaining inhabitant of the polder who refused to be evacuated and still secretly lives here, saw Ms. Buurman being kidnapped from his bedroom window and went to investigate. By the time he arrived at the dig site, two of the henchmen had already left, while one remained to watch over the coffin. Walter shot the guard with his shotgun, and took the coffin, the golden thresholds, and the bleeding hybrid home.

The investigators arrive shortly after Walter Rousset has fled the scene, and will have to deal with more than fish men. The proud citizens of Saeftinghe—once rich on the back of trading with the deep ones, but now drowned ghosts that haunt the region—wish revenge on their former business partners, and will use the investigators to achieve that.

HOW TO RUN THIS SCENARIO

The scenario starts when the investigators arrive at the archaeological dig site. After that, they are free to go anywhere in the polder that they would like. Unfortunately, they cannot leave the polder easily, as it has been locked down (see [End Game](#)).

After the important non-player characters (NPCs), the scenario is presented as a series of locations that the investigators are free to move between, in any order they like. Then, the potential actions of the forces that oppose the investigators are described. The Keeper can use these to move the game along if necessary, which is particularly useful in a convention setting. Various possible endings are given at the end of the scenario. The appendices contain statistics for characters, monsters, and pre-generated investigators, as well as player handouts, and spells.

DRAMATIS PERSONAE

The investigators can encounter the following NPCs. Statistics for NPCs and monsters are presented at [the end of the scenario](#).

Walter Rousset, 65, conspiracy theorist

Walter is the last remaining inhabitant of the Hedwige Polder. He lives alone with his dog Brutus, after his wife left him over two decades ago and took their son with her. The many years of solitude have not done Rousset any favour, and he has become convinced that the area is home to dangerous fish-men, which have been mutated by the nearby nuclear power station and are part of a government conspiracy.

Earlier today, after going over to investigate the kidnapping of Ms. Buurman the archeologist, he found the coffin containing the mummy, and thinks his hypothesis has been proven.

- **Description:** Walter has greasy grey hair. He wears comfortable clothes that were in fashion 30 years ago. There is always a self-rolled cigarette hanging from his lips.
- **Traits:** Mr. Rousset has difficulties distinguishing between reality and his conspiratorial dreams. He does not like being laughed at.
- **Roleplaying hooks:** The coffin found at the dig site is now in Rousset's home. He is the only ally the investigators are likely to have in the polder—that is if they do not ridicule him.

Rogier van der Kier, 47, deep one priest/site foreman

Longtime member of the cult of Dagon, Mr. van der Kier was happy to infiltrate van Eik Marine Engineering when asked to do so. He quickly gained the respect of managing director [Ted van Eik](#), and patiently awaited further cult instructions.

The day before the scenario begins, van der Kier invited his subordinates to a seafood banquet, causing them all to suffer food poisoning, and enabling Rogier to replace them with cult members. Today, van der Kier will execute the final part of his plan, and use his infiltrators to find the coffin containing the mummy.



- **Description:** Like all employees of Van Eik Marine Engineering, Rogier wears a blue jacket embroidered with the company logo. His thin salt-and-pepper hair is receding, and he has a mustache. With his webbed feet and hands, and gills in his neck, Rogier is well underway to become a deep one.
- **Traits:** Van der Kier hides his wickedness under a mask of friendliness. When he is frustrated, the mask disappears, and his true nature shows.
- **Roleplaying hooks:** Van der Kier and his hybrid henchmen wish to find the coffin, and bring the mummy contained therein back to life and return her to the sea. He will stop at nothing to accomplish his goals.

Pelegrim, 468, ghost of Saeftinghe

Pelegrim was the owner of the farmhouse uncovered at the dig site, and father of Tannetje, the mummy found at the dig site. He is one of the Ghosts of Saeftinghe, the original inhabitants of the sunken city. Pelegrim and his kind seek revenge upon those who drowned them: the deep ones and their degenerate hybrid offspring.



- **Description:** The ghosts of Saeftinghe appear in many forms: young or old, man or woman. All appear lifelike and are dressed in 16th century clothing: men wear jerkins, puffy trousers, and a high cap, women a long skirt, jacket and a tulle baggy cap. Some ghosts are on horseback, wearing full plate armor.
- **Traits:** Towards deep one hybrids the ghosts are vengeful and aggressive, but to the investigators they are initially friendly.
- **Roleplaying hooks:** Pelegrim wants to be reunited with his daughter. The other ghosts seek vengeance upon the deep one hybrids, and will attempt to gain the aid of the investigators. If they do not cooperate willingly, the ghosts attempt to possess the investigators, and make them attack the hybrids.

HEDWIGE POLDER

It is early March 2020. About an hour ago, the investigators met up at the town hall of Hulst, the municipality containing the Hedwige Polder. They have been invited here by [Henny Heining](#), the PR specialist, for a press conference, to be held in said polder at three o'clock. Local archaeologist Sietske Buurman was given the opportunity to dig up a medieval farmhouse known to be buried in the fields before the flooding commences. The press event will be the last held in the polder, before van Eik Marine Engineering commences the depoldering.

Introductions were made, and the group chatted for a while until it was time to leave. Because the dig site is located in the middle of a muddy farm field, the investigators use Mr. van Eik's pickup truck to drive to the site. Before the drive, the investigators have been given guest IDs on lanyards by van Eik Marine Engineering.

It is chilly outside with a temperature around 40° F (5° C). Here and there, the sun breaks through the clouds, reminiscent of skies painted by famous artist Jacob van Ruisdael. And as often is the case, a strong northwesterly wind is blowing over the flat Dutch landscape.

It takes about thirty minutes to drive from Hulst to the archaeological dig site. Initially, the investigators drive through farm fields enclosed by rows of poplar trees, with the occasional group of Friesian cattle. After fifteen minutes, they take a right turn to follow the narrow road next to the high river dike that protects the land from the Scheldt river.

As the investigators approach the Hedwige Polder, the windswept landscape becomes wide open, with endless farm fields, now empty, and just an occasional tree line for protection. Directly in front of them, they can see vapor clouds coming from the two massive cooling towers that belong to the Doel Nuclear Power Station, located just over the border in Belgium.

MOBILE PHONES

At the time of the scenario, shortly before the flooding, the Hedwige Polder is a desolate area. Any mobile phone towers that might have been present have long been removed.

Consequently, mobile phone coverage in the polder is irregular at most. Investigators that want to use their mobile device, to make a phone call or browse the internet, should make a **Luck** roll. If successful, they have enough coverage to do so.

ARRIVAL

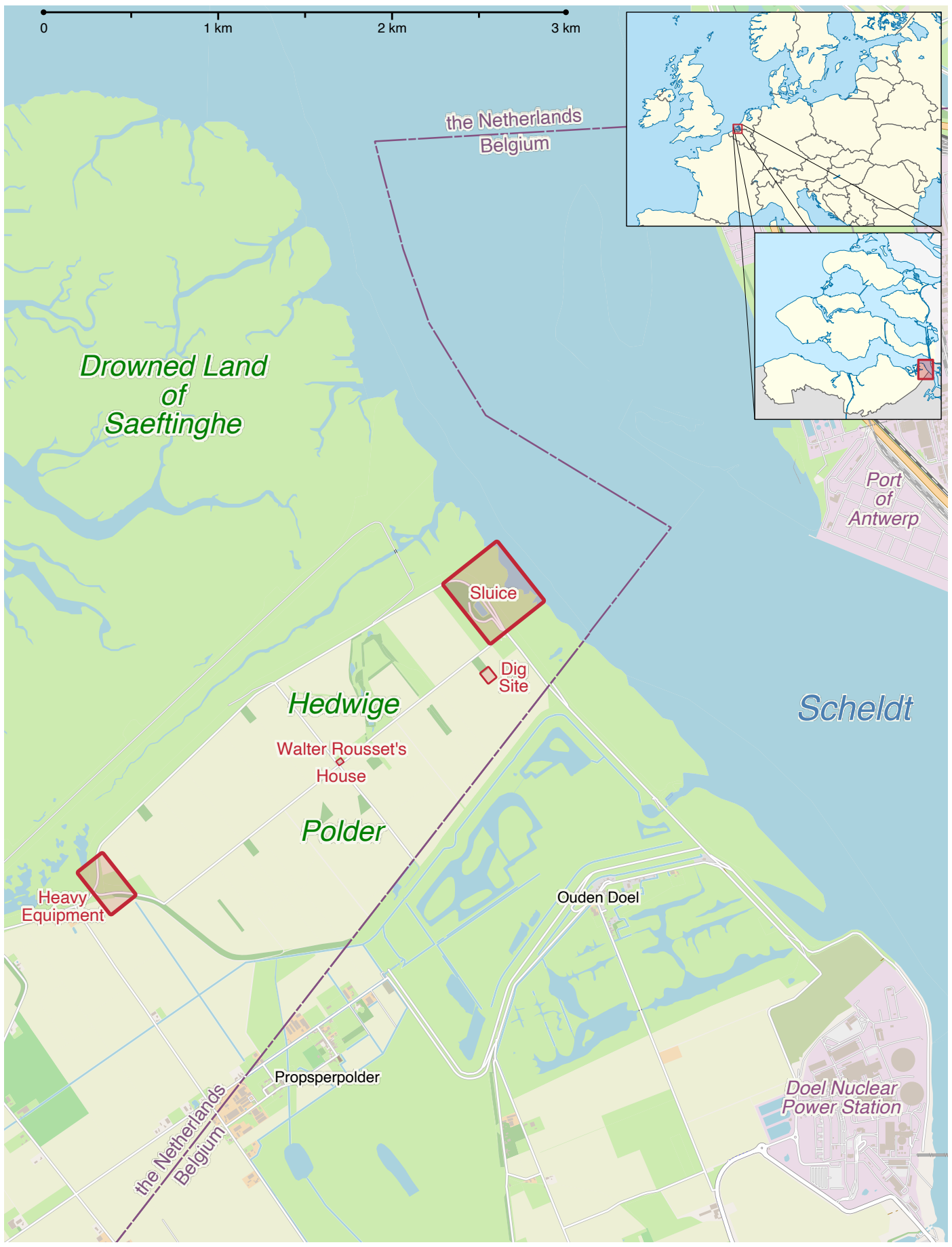
Arriving at the Hedwige Polder, the investigators are stopped by two security guards in yellow high-visibility jackets, standing near a barrier blocking entrance to the polder. The Hedwige Polder is closed for the general public, but the guards have been informed of the press conference, and the investigators are let through after checking their IDs.

Near the western entrance to the polder, a centre of operations has been set up by Mr. van Eik's company. Different kinds of heavy machinery (bulldozers, excavators, etc.) are parked near the two trailers that serve as offices, and a dozen men can be seen making preparations.

In the polder itself, most trees have already been cut down, and most houses have been demolished, leaving just the barren farm fields. However, when the investigators drive through the central crossroads of the polder, they see that one house is still standing (see [photograph](#) on page 15). Signs with 'Depoldering NO!' on them are posted near the house.



Doel Nuclear Power Station



DIG SITE

Soon after, the investigators reach the muddy path leading to the archaeological dig site, on the righthand side of the road. The path follows the edges of tree grove, and the investigators can see a prominent red trailer that marks the dig site in front of them. They also see a large tarp flapping in the wind, making a loud noise.

Once the pickup truck is parked at the edge of the site and the investigators get out, a strong gust of wind causes the tarp to fly off in a southern direction.

- The canvas used to cover the ruins of a farmhouse. The ground in the two doorways of the homestead has been disturbed.
- There is a large hole about 15 ft. (5 m) in front of the ruins. Judging by the tire tracks, another vehicle was parked near the hole.
- The red trailer was used by the archaeologist, but she is nowhere to be seen. The door of the trailer is open, and slams back and forth in the wind.

FARMHOUSE

The ruins of a farmhouse are dug out of the fields. The house would have been approximately 20 × 30 ft. (7 × 10 meters) in dimension, but little remains bar the rotting beams of wooden walls. Colorful numbered location markers decorate the grey ground, as well as red and white ranging rods.

- Investigators that make a successful **Archaeology** or **History** check will know that the ruins date back to the late Middle Ages (14th and 15th centuries).
- The ground in both doorways has been disturbed, as if the thresholds have been dug out.
- If the investigators take a closer look, they will notice that the threshold left an imprint of a star-shaped symbol in the ground. Those who make a successful **Cthulhu Mythos** check will recognize the symbol as an Elder Sign, a protective ward against Mythos creatures (see Call of Cthulhu, p. 255).

HOLE

A hole has been dug about 15 feet (5 meters) in front of the ruins of the farmhouse. It measures about 6 × 2 ft. (1.8 × 0.6 meters), is roughly 6 feet (1.8 m) deep.

- If the investigators look into the hole, they see a wooden plank that covers most of the bottom (see [Handout 1](#)).
- The plank is inlaid with golden symbols, the largest of which has the same star-shape as seen in the doorway. If they did not do so before, investigators can try to make a successful **Cthulhu Mythos** check to recognize the symbol for an Elder Sign (see above).
- There is writing on the plank, which reads (in Dutch): Tannetje, Daughter of Pelegrim.
- Blood is splashed over the top of the board. It has not completely dried yet. Investigators that make a successful **Medicine** or Hard **First Aid** check think the blood to be at most an hour old.



- **Keeper's Note:** The lid belongs to the coffin now in [Mr. Rousset's house](#). The blood splash is from one of the hybrid deep ones, who was shot by Rousset earlier today (see [Current Day](#), page 4).

Tracks

A large car or truck was parked near the hole, as there are clearly visible tire tracks there.

- The tracks lead off in a northeastern direction, towards the Scheldt river.
- With a successful **Track** or Extreme **Spot Hidden** roll, the investigators notice that there are two observable sets of tire tracks. After a short distance of following the same path, the other tracks lead off to the northwest.
- **Keeper's Note:** One set of tracks belonged to the truck driven by the deep one infiltrators, two of which drove off to sacrifice Sietske Burman at the sluice. The other tracks belong to Mr. Rousset's truck from when he came to investigate (see [Current Day](#)).

TRAILER

A red trailer is parked near the edge of a tree grove. It measures 20 × 10 ft. (6 × 3 m). The door is wide open, and occasionally slams against the trailer because of the wind. Inside the open door on the side of the trailer is a short corridor with a door to a small toilet and washroom directly ahead and a door to a meeting room at the end of the corridor to the left. Inside the meeting room are three chairs and a table, all of which are scattered through the room. Clearly, some sort of struggle happened here.

- Plastic storage crates are stacked in the corner.
- A notebook lies on the floor, near the table. It contains a detailed log of the archaeological findings made. The investigators can use the logbook to see if anything is missing (see below).
- Investigators that make a successful **Spot Hidden** check notice a pin-back button (badge) on the floor behind the crates. The text on the button reads, 'NO! Depoldering' (see [Handout 2](#)).
- Investigators that make a successful **Idea** check recognize the font used on the button from the posters near the house they drove by.
- **Keeper's Note:** The button was left by Mr. Rousset, who accidentally dropped it when inspecting the storage crates.

Storage Crates

Plastic storage crates of various size are stacked in the corner of the trailer. Inside the crates are ziplock bags, clearly labeled with the archeological finds contained therein. Most of the bags hold pottery shards, but some have complete plates and pots.

- If the investigators use the logbook (see above) to cross-reference the contents of the crates against the listing, they can make a **Library Use** or **Accounting** check. Those

successful will find two gold bars (the thresholds) missing, which were found in the doorways of the house.

- Both gold bars were half an inch (1.25 cm) high, and two inches (5 cm) wide. One bar is listed as being 2.5 feet (75 cm) long, while the other is 5 feet (1.5 m).
- Both bars are described as being engraved with a star-shaped symbol, which Ms. Buurman suggests could be some sort of warding symbol. Investigators that make successful **Cthulhu Mythos** check can recognize the description of the symbol as an Elder Sign (see *Call of Cthulhu*, p. 255).
- The sizes listed match the holes found in the doorways of the farmhouse.

A BOY APPEARS

When the investigators have wrapped up their investigations of the dig site, or when the Keeper simply wishes to move the story along, a small boy appears from behind the trees.

- The boy is dressed in a leather jerkin, and wears a strange hat.
- If the investigators can make a successful **History** check, they recognize the boy's clothing as being 16th century.
- The boy beckons the investigators to follow him, and walks off in a northeastern direction. He never leaves more than 30 ft. (10 m) between him and any other person, and does not speak.
- If the investigators follow and climb the dike, they see two men near the sluice (see below).
- **Keeper's Note:** The boy is one of the ghosts of Saeftinghe who wants to get revenge on those who drowned them.



SLUICE

Following the boy up the dike, the road splits into three:

- The main road continues down the polder, then curves off to the west. It eventually ends up at the [Heavy Equipment Site](#).
- A small road bends down the dike, and goes around a lake. The lake is small, but rapidly filling.
- A third road leads up the dike, towards a concrete sluice gate. Two men stand near the gate, and are throwing small objects in the water. The boy heads in this direction, but disappears as soon as the investigators focus their attention on the two men.

SMALL LAKE

There is a 300 × 130 ft. (90 × 40 m) lake at the bottom of the dike. The concrete barriers surrounding the lake are overflowing, as the lake is rapidly filling with water.

- Cold Scheldt water is flowing in from a concrete pipe that goes through the dike. The pipe aligns with a concrete sluice on top of the dike (see below).
- The frogs in the lake are croaking loudly. If the investigators make a successful **Natural World** or **Science (Biology)** check, they know that the natural cycle of the frogs was completely disrupted, as they are not supposed to be breeding this time of year.

SLUICE GATE

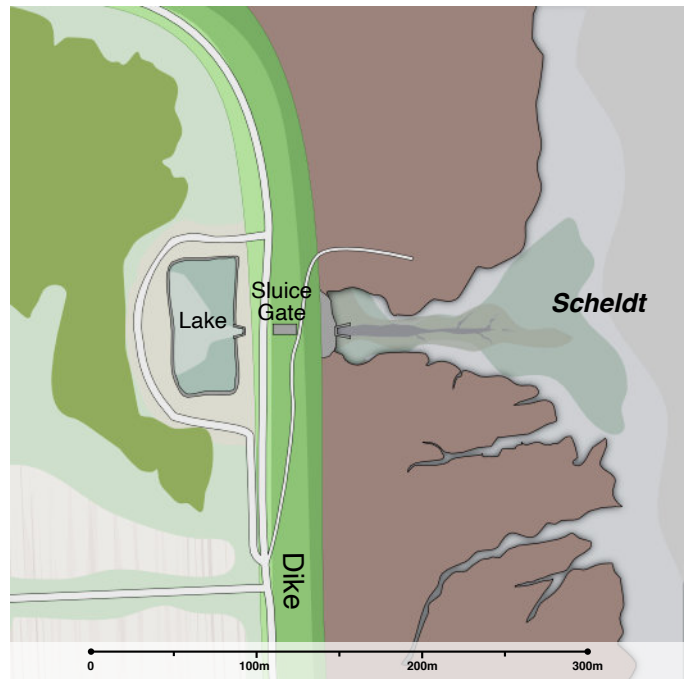
If the investigators take the road up the dike towards the sluice gate, they notice that the water level in the Scheldt is quite high, possibly due to the northeastern winds that has picked up.

- Near the sluice gate, two men are throwing small stones into the water. A pickup truck is parked close by.
- Dark shapes are moving in the water of the Scheldt below.
- A small, red object is bobbing in the water near the riverbank.

Two Men

Two men are throwing stones into the Scheldt. The pickup truck that is parked nearby also belongs to van Eik Marine Engineering, and is identical to the one driven by the investigators.

- Investigators that make a successful **Spot Hidden** check note that the men are dressed in blue jackets embroidered with the company logo of van Eik Marine Engineering.
- If the investigators approach, the men will get in their car, and quickly drive off to the [Heavy Equipment Site](#). Following them in a vehicle requires a successful **Drive Auto** check.
- **Keeper's Note:** These hybrids were attempting to cast *Contact Deep Ones* (see *Call of Cthulhu* p. 251).



Sluice Wheel

The metal sluice wheel is attached to a concrete housing. The sluice is completely drawn up, so that water flows freely under the dike, into the lake.

- Opening the sluice requires an Extreme **STR** check. If successful, the wheel moves briefly, but then breaks off and cannot be reattached.
- Investigators that have an engineering background (i.e. Ted van Eik), or that make a successful **Idea** roll, know that tools for fixing the wheel should be available at the [Heavy Equipment Site](#).

Dark Shapes

Upon closer inspection, the dark shapes in the Scheldt water turn out to be large masses of harmless seaweed.

- Investigators that make a successful **Science (Botany)** or **Natural World** check know that this particular kind of seaweed only grows in the deep sea, and is typically not seen so far up the river.

Red Phone Case

Near the muddy riverbank, a waterproof red phone case floats in the water.

- Picking up the phone without falling into the water requires a successful **DEX** check. Failure results in wet clothes, though the investigator is able to retrieve the phone. Rolling a Fumble on the check results in 1D2 damage, as they fall on a rock.
- Ms. Buurman cannot be found, in the Scheldt or elsewhere.



Voice Memos

The phone inside the case is making a voice recording as the investigators pick it up. There are two other recordings available. All three were made by the Sietske Buurman, the archeologist working at the dig site (see [Handout 3](#)).

- In the oldest recording, which was made two days ago, Ms. Buurman reports that she finished up the dig of a 16th century farm, which had golden thresholds marked with warding signs. She also noticed a weird man looking at her, who owns a black truck, and whom she took a pictures of.
- **Keeper's Note:** The mysterious man snooping around the dig site was Mr. Rousset.
- In the second recording, made yesterday, Ms. Buurman reports that she found an ancient coffin. According to the archeologist, the mummy contained in the coffin will provide conclusive proof of the Aquatic Ape Hypothesis, and shed a new light on the Legend of Saeftinghe. She will need time for further research.
- Investigators that make a successful **Science (Biology)** check, or **Luck** check to browse the internet on their phone (see [Mobile Phones](#)), know that the Aquatic Ape Hypothesis argues that our ancestors spent considerable time in the water, leading to distinctive characteristics shared with modern humans such as hairlessness and bipedalism. Some supporters of the hypothesis hold to the idea that mermaids provide the missing link between human and fish.
- If any investigator makes a successful **History** check, they know of the [Legend of Saeftinghe](#). The same information can be found on the Internet on their phones (see [Handout 4](#)), but that requires a **Luck** check to have sufficient coverage (see [Mobile Phones](#)).
- The final recording was started 15 minutes ago. Ms. Buurman nervously explains that employees from van Eik

Marine Engineering have entered the dig site without her permission. She continues recording while addressing the men. A fight breaks out. The men drag the archeologist into a car, drive a short distance, chant for a few minutes, and throw her into the Scheldt. The phone is finally picked up by the investigators.

- **Keeper's Note:** The deep one hybrids offered Ms. Buurman to their purebred kin (see [Current Day](#)).

Photographs

The phone also contains numerous photographs of pottery shards and other artifacts dug up at the site. A few pictures stand out to the investigators.

- There are several pictures of two golden bars, taken a week ago. One bar is 2.5 ft. (75 cm) long, the other 5 ft. (1.5 m), as indicated by measuring sticks in the picture. Both bars are engraved with a star-shaped symbol. With a successful **Cthulhu Mythos** check, the investigators indenting the symbol as an Elder Sign (see *Call of Cthulhu*, p. 255).
- Two days ago, Ms. Buurman took several photographs of an older man with greasy grey hair, who was wearing 80s-style clothes.
- **Keeper's Note:** This is Mr. Rousset.
- Yesterday, several photos were made of a coffin with the lid found at the [dig site](#). There are no pictures of the inside of the coffin, nor of its contents.

Recent Calls

The investigators might also want to check the phone's recent calls.

- This morning Ms. Buurman attempted to call 112, the emergency phone number. All three attempts failed.

HEAVY EQUIPMENT SITE

The Heavy Equipment Site is located at the eastern edge of the Hedwige Polder, near the entrance barrier. The investigators might come here by following the car they encounter near the sluice, or looking for tools to close the [sluice wheel](#).

- Various heavy-duty vehicles are parked on large mats, so that they do not sink in the wet grassland underneath.
- A group of men stand in front of a site office.

HEAVY EQUIPMENT

Seven vehicles are parked in a quarter circle around the site offices, all of them blue and clearly labeled with van Eik Marine Engineering.

- two bulldozers,
- two excavators, and
- a truck-mounted boom lift.
- Two pickup trucks, identical to the one the investigators are driving, are also parked on site.
- None of the vehicles are locked. The heavy vehicles can be operated by making an **Operate Heavy Machinery** check; the pickup trucks by making a **Drive Auto** check.

SITE OFFICE

The site office consists of two blue units, both 20 × 10 ft. (6 × 3 m) in dimension.

- There is a group of twelve men waiting in front of the office, all dressed in the same blue jackets that seen before at the sluice.
- The two office units have one door each and windows all around.

Men

Shortly after the investigators arrive, the door of the southern unit opens, and a man steps out, looking quite upset. He takes out a clipboard and addresses the other men that are standing in front of him.

- The man has thin salt-and-pepper hair, and Ted van Eik (or any other investigators employed by his company) will recognize him as Mr. van der Kier.
- Investigators that make a successful **Listen** check, or **Stealth** check to get close without being noticed, will hear that van der Kier is not speaking Dutch, but a language the investigators do not initially recognize.
- **Keeper's Note:** Besides being the site manager, van der Kier is also a deep one hybrid and a Priest. The twelve men he is addressing are also deep one hybrids ostensibly hired as temporary contractors to cover for employees suffering from food poisoning, Van der Kier is

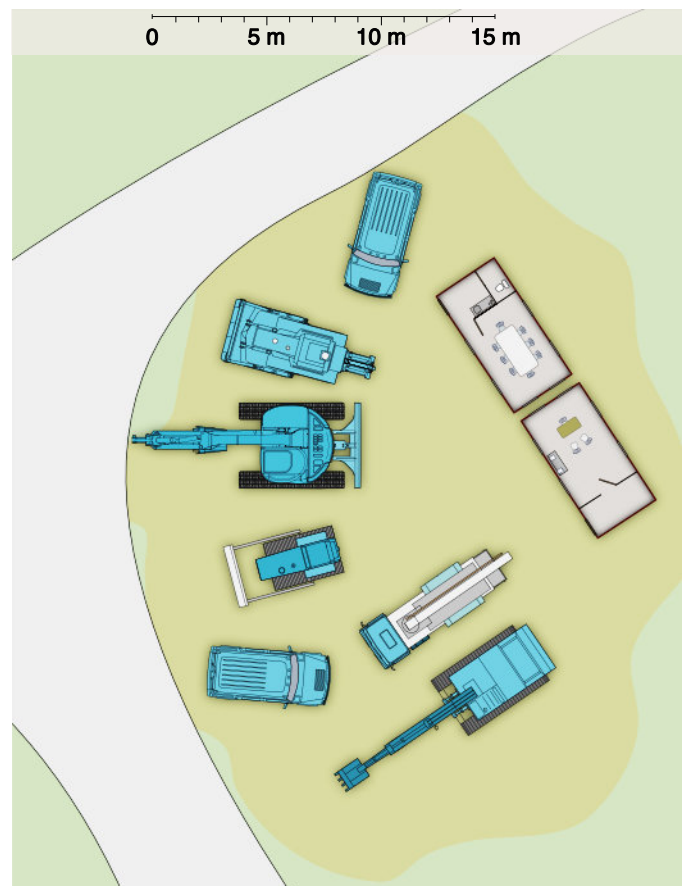
speaking R'lyehian. Investigators that make a **Cthulhu Mythos** check will recognize the language.

- Investigators that make another successful **Listen** check hear bumping from inside the southern office unit.
- If the investigators approach, the foreman stops talking and asks—in Dutch—whether he can help.
- When left alone, the workers disperse after five minutes, and drive off in various directions (including [Rousset's House](#). Van der Kier and two other workers stay near the offices; the others will not show up until the Keeper desires (see [End Game](#)).

Northern Office Unit

The door of the northern office unit opens onto a small corridor. One door leads to a small, filthy toilet, the other to a break room, with a table and chairs in the centre.

- On top of the table are a coffee maker, two loafs of sliced bread, chocolate sprinkles, peanut butter, and butter. There is also a stack of cups (all with the Van Eik Marine Engineering logo), plates, and several blunt cutlery knives (damage 1D2+DB).
- Five men lie bound and gagged on the floor of the break room. They are dressed in the same jackets as the men outside.
- A white boards hangs against the eastern wall. There are several rounded symbols written on the board. Investigators that make a successful **Cthulhu Mythos** check recognize the symbols as R'lyehian glyphs.





If freed by the investigators, the men will explain what happened to them.

- Most of the regulars called in sick yesterday with stomach poisoning. Only van der Kier and these five men came in this morning.
- Van der Kier arranged for the replacement workers that showed an hour later.
- Soon after, the men were tricked into this break room, grabbed, tied and gagged.
- The captives heard van der Kier and the others speak in an unrecognizable foreign language.

Southern Office Unit

The door to the southern office is locked, but the two windows in the eastern wall are open.

- Inside the main room, there is a desk and three chairs.
- Three filing cabinets stands against the western wall. Inside the cabinets are receipts, technical drawings, reports, and other papers.
- Going through all the paperwork requires a **Library Use** or **Accounting** check. If successful, they find proof that Mr. van der Kier ordered catering for a party from a fish mongers five days ago. According to his agenda on his desk, that fish was only served yesterday.
- The captured men in the northern unit can verify that fish was served at the company party yesterday, though none of them had any.

SECOND GHOST APPEARS

If the Keeper desires, the Heavy Equipment Site can be the location of a second encounter with a ghost.

- A middle-aged woman approaches the investigators from behind. She is dressed in the traditional costume of the region: a black dress, with a tulle cap that has an embroidered band around it. She wears gold earrings, a red necklace, and a gold cross around her neck.
- The woman introduce herself as Saar, and will tell them that those "bad men", pointing to van der Kier and his workers, hurt her and her family. She will then try to convince that the investigators should "teach them a lesson".
- If the investigators do nothing for 1D6 rounds, the ghost attempts to possess one of them and attack van der Kier that way. It first targets the person closest to van der Kier. The target should make a hard **POW** roll. If they fail, they are possessed for 1D3 rounds, and will run at van der Kier to fight him using their best **Fighting** skill.

ROUSSET'S HOUSE

Mr. Rousset's house is located in the centre of the polder, at the crossroads of two main polder roads. The brick house has a slanted roof, and two stories. It is painted white. Investigators might decide to come to the house if they found the button (badge) at the Dig Site which has a similar design as the signs seen near the house, or by following the workers from the Heavy Equipment Site.

- **Keeper's Note:** It is up to the Keeper to determine whether Rousset is at home or not when the investigators arrive. If he is—and if he does not hear anything, he will be upstairs in his bedroom (see [Rousset's Bedroom](#)). Alternatively, have him arrive in his truck when the investigators are upstairs.
- Signs with 'Depoldering NO!' are stuck on nearby trees. The font used on the sign is identical to that used on the button (badge) found in the [trailer](#).
- Roll-down shutters have been pulled down all around the building, and the front door is locked.
- Investigators that make a successful **Spot Hidden** check notice a 'Mind the Dog' sign attached to the house, with a drawing of a big German Shepard.

Back of the House

- A large propane tank is situated at the back of the house.
- Next to the tank is a garage unit. If Mr. Rousset is home, a black truck is parked there.
- A trail of blood leads from the garage to the back door.
- The back door, as well as the door of the conservatory attached to the back of the house, are both open.

Entering the House

- Investigators that enter the house should make a **Stealth** check. If they fail, Brutus the dog will come to find (and bite) them, and Mr. Rousset himself will be able to hear them upstairs—if he is at home.
- There is a nasty smell inside the house, as if the windows have not been opened in quite some time.
- Because of the closed shutters, it is very dark inside.
- The back door leads to a corridor with three doors, and the front door. Stairs lead up.

KITCHEN

The kitchen seems to have been decorated in the '70s, with mostly brown colors. It smells foul in here, a mix of blood and expired food.

- The kitchen area has a stove, cupboards, a sink, and a fridge. All look dirty.
- A conservatory is attached to the kitchen.
- The trail of blood from outside leads to a man, who is slumped against a wall in a pool of blood. He appears injured and unconscious.
- If the investigators made a successful **Stealth** when entering the building and did not disturb the dog, they see a German Shepard sleeping in a basket in the corner.

Kitchen Area

The kitchen area has a dirty brown gas stove, white cupboards, a gas boiler, smelly sink, a fridge filled with ready meals and dog food, and a microwave splattered in food scraps.

- The cupboard drawers contain knives (damage 1D4+DB).

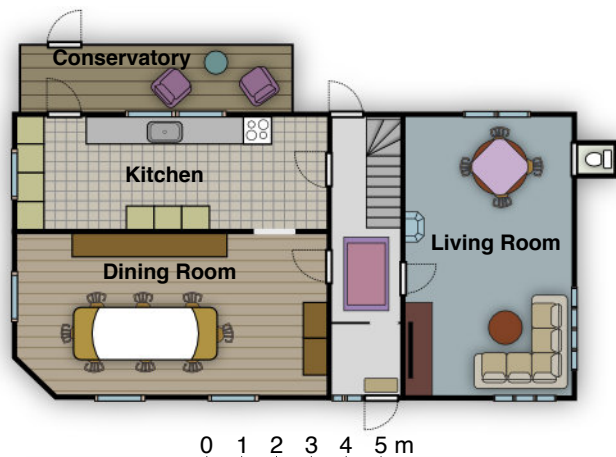
Conservatory

A door in the kitchen opens to a conservatory. Two chairs stand next to a small table with an ashtray on top. Dead plants and empty pots are scattered throughout.

Body

Slumped against southern wall lies a dead man in a blue jacket, embroidered with van Eik Marine Engineering. He has a large chest wound.

- Several of the man's fingers are missing, and the blood that came out of these wounds has collected into a pool. Investigators that see the mangled corpse must make a **Sanity** check (1/1D4+1).
- Those that make a successful **Spot Hidden** check notice that the victim has gills in his neck, which requires another **Sanity** check (0/1D4).
- The man has about a dozen rocks in his pocket, each engraved with rounded symbols. Investigators that make a successful **Cthulhu Mythos** check recognize the symbols as R'lyehian glyphs.
- **Keeper's Note:** this is the deep one hybrid shot by Mr. Rousset earlier today (see [Current Day](#)).



Dog

If the investigators have been quiet until this point (i.e. made a successful Stealth check when entering the house), they see a German Shepard sleeping in his basket near the body. Otherwise, the basket is empty.

- The dog's mouth is covered with dried blood, from having eaten the deep one hybrid's fingers.
- Investigators that make a successful Hard **Spot Hidden** check, notice that the dog wears a collar with his name: Brutus.
- **Keeper's Note:** Mr. Rousset uses his dog's name as the password for his laptop (see Living Room, below).

DINING ROOM

The dining room looks rarely used. A heavy oak table, covered with a Persian rug, stands in the middle of the room, with chairs surrounding it. Several framed photographs sit on top of a sideboard, and two cupboards stand again the wall.

- The sideboard is used for storing plates, cups, glasses, table linen, etc. The contents are dusty and does not appear to have been used recently.
- One of cupboards contain thirty-year old family board games and other toys. The other contains more copies of the poster stuck against the trees outside, with buttons (identical to the one at the [trailer](#)) and T-shirts in the same design.
- Most photos on top of the sideboard are old, yellowed pictures of a young family. The only exception is a recent photograph of a German Shepard, labeled Brutus.
- **Keeper's Note:** 'Brutus' is the password to Mr. Rousset's laptop (see Living Room, below).

LIVING ROOM

The living room is dark, with heavy oak furniture, and brown curtains. It smells of cigarettes.

- One area of the room contains the TV, and a large couch next to a round, low table with an ashtray and laptop computer on top.
- Two gold bars sit on top of another round table, surrounded by chairs.
- The fireplace does not appear to have been used.
- A door opens to a toilet.

TV

The television is turned on when the investigators enter, though the picture is paused.

- An open, empty DVD case entitled *Mermaids: The Body Found* is found near the TV. The back of the case describes the film as a documentary that aims to prove that mermaids existed, but that their existence has been covered up by government organizations.
- If the investigators unpause the documentary with the nearby remote, the voiceover describes the influence of nuclear power on the development of mermaids.



Laptop

A filthy laptop computer is set up on top of the coffee table.

- The laptop is protected with the password 'Brutus', the name of Mr. Rousset's dog, as indicated on the dog's collar, and a picture in the Dining Room (see above).
- A successful **Computer Use** or Hard **INT** check reminds the investigator that many people use the name of their pet as password.
- Hacking into the laptop requires a successful Hard **Computer Use** check.

Browser

If the investigators manage to get access to the laptop, they see a browser window with three tabs open.

- The first tab shows a post made this morning, on the conspiracy subsection of the Reddit message board. The author—Rousset—claims that he found proof of mermaid life in the Hedwige Polder. Several unfocused and underexposed photographs of what could be a coffin are attached (see [Handout 5](#)).
- The second tab is playing a YouTube version of the same documentary showing on the TV: *Mermaids: The Body Found* (see above).
- The final tab shows fragments from *Cthulhu in the Necronomicon* (see Call of Cthulhu, page 227). One excerpt explains that in order to contact deep ones, one must throw specially inscribed stones into water (see Call of Cthulhu, page 251). The other fragment explains the Elder Signs, such as the one found on the golden bars over on the table, can be used to repel deep ones (see [Handout 6](#)).
- The Keeper may allow players to make an **Idea** check if they do not remember the two men throwing stones into the water at the [sluice gate](#).

Gold Bars

Two gold bars lie on top of a round table on the opposite side of the room.

- Both bars measure half an inch (1.25 cm) high, and two inches (5 cm) wide. One bar is 2.5 ft. (75 cm) long, while the other is twice as long (5 ft./1.5 m).
- **Keeper's Note:** These are the golden thresholds missing from the [Dig Site](#). Mr. Rousset stole them from the crates in the trailer.

UPSTAIRS

The corridor stairs lead up to the first floor. The roof is slanted, requiring taller investigators to stoop in order to avoid the low ceiling.

- All investigators should make a Hard **SIZ** check. Investigators that *succeed* (i.e. larger investigators) take 1 point of damage as they bump their head against the ceiling.
- There are four doors, and a small corridor that leads to a fourth door.

Storage

The storage room is dark, and the light switch does not work. Assuming that the investigators have access to flashlights—there is one in their car—or use the flashlight function on their phone, they see three cardboard boxes, two suitcases, an old exercise bike, and a gas boiler.

- The boxes contain old novels and toys.
- The suitcases contain children's clothing, a suit, and a wedding dress.

Bathroom

The northern door in the corridor leads to the bathroom. A stained, dirty bath fills up a large part of the room. A dirty sink is covered with grey beard clippings. An empty cupboard sits in the corner.

Kid's Bedroom

The western, smaller bedroom appears to have been untouched for decades. Seemingly, the room belonged to a boy, as posters on the wall show popular '80s shows such as *The A-Team* and *Knight Rider*. There is a small desk with a drawer, and a chair.

- The desk drawer contains children's drawings, pencils, and paper. Several of the drawings show a woman and man screaming at one another.

Rousset's Bedroom

The other room belongs to Mr. Rousset. A distinct old man smell hits the investigators as they enter the room. A double bed, covered with stained sheets, stands against one wall and dominates the centre of the room. Only one side of the bed appears to have been slept on; an open coffin sits on top of the other side.

- Half a dozen shotgun shells lie on top of the bed near the coffin.
- Investigators that look inside the coffin see the mummified remains of a deep one hybrid. Despite its age, the scaly skin of the mummy still appears slippery, she is clearly female, and she has clearly visible gills, webbed hands, and feet. Seeing the mummy requires a **Sanity** check (1/1D8).
- If at home and unaware of the investigators, Mr. Rousset will be in this room. He spends most of his time looking outside the window with binoculars.

OPPOSITION

Two types of mythical creatures oppose the investigators during their stay in the Hedwige polder: The spirits of the inhabitants of Saeftinghe, and the hybrids that are descended from the deep ones that drowned said city. The Keeper can use either or both of these to progress the scenario towards an ending, as described in this section.

GHOSTS OF SAEFTINGHE

The previous part of this scenario contains two possible ghostly appearances (see [A Boy Appears](#) and [Second Ghost Appears](#)). This section contains additional ways of using the ghosts of Saeftinghe in the scenario.

- Anytime hybrid deep ones are nearby, the ghosts of Saeftinghe can appear. They will approach the investigators, persuade them to attack the hybrids, and if they fail, possess them to do it anyway.
- The ghosts favor possessing investigators that have a weapon, and can use that to attack the Hybrids.

Saeftinghe Rises

If the Keeper so desires, the sunken city of Saeftinghe can rise from the sea towards the end of the scenario.

- Ask the investigators to make a **Listen** check. Successful investigators hear the ringing of bells coming from the north. The bells become louder, and it does not take long before they can be heard by all investigators.
- Investigators that have a clear view to the north, for instance from the first floor of Mr. Rousset's House, see the city of Saeftinghe in the distance.
- At first only the towers of the castle and church towers are visible, but it does not take long before other medieval buildings appear. All are covered in seaweed and barnacles.
- If the investigators make a successful **Spot Hidden** check, they see dozens of ghosts exiting the city, and heading south towards the Hedwige Polder.
- Pelegrim, father of the mummy, is among these ghosts. He eventually makes it to the coffin, and demands his daughter's release.

DEEP ONE HYBRIDS

The investigators can run into the deep one hybrids at the [Sluice Gate](#), or at the [Heavy Equipment Site](#). This section provides other ways for them to be involved in the scenario.

- Primarily, the Keeper can use the hybrids to get the investigators back on track, for instance by having the former make their way to [Rousset's House](#), and the investigators (hopefully) following them.
- The Hybrids have contacted their pure strain kin, by throwing stones in the Scheldt and offering Sietske Buurman. The Keeper may decide to have 1D8 deep ones show up wherever the investigators are (see [statistics](#)).

Ritual

During the final phases of the scenario, the deep one hybrid priest van der Kier will start the ritual that attempts to revive the deep one mummy.

- A dozen hybrids will show up and surround the mummy's location. This will typically be Rousset's house, but the coffin could have been moved.
- Three of the hybrids will set up a pump, and unroll a long hose towards the [lake](#).
- Mr. van der Kier will show up last, and will commence the ritual, which initially involves chanting in an unintelligible language. During this process, the mummy will start to twitch.
- It is essential for the ritual to succeed that the mummy is brought into contact with seawater, and the hybrids will make sure to do so. They use the excavators to tear of the roof or walls of whatever room the coffin is in, and spray the room with water coming from the pump.
- When the water has touched the mummy, the ritual has been completed, and it will come alive. What the mummy will do after that point depends on the Keeper, but its action will typically involve assaulting the investigators, if nearby (use [statistics for deep one](#)), before attempting to escape to the sea.



END GAME

When it comes to ending the scenario, there are several options available to the investigators. The most typical ones are described here, and the scenario will most likely end with a variation on one or more of these.

Stay in Rousset's House

As van der Kier and his henchmen surround Rousset's house (see above), the investigators may decide to stay in the house, and wait for support to show up.

- By inspecting the laptop in the [Living Room](#), the investigators learn that the [golden thresholds](#) on the table and [coffin cover](#) are engraved with an Elder Sign, and can be used to repel deep ones and their hybrid kin (see Call of Cthulhu, p. 255).
- If an elder sign is placed near any of the doors of the house, that door becomes impassable for the previously mentioned creatures.
- Though ghosts are also affected by the Elder Signs, they are ethereal, and will simply pass through walls instead of doors.
- Before long, the deep ones will start to break through the walls with their heavy equipment, and gain access to the house that way.

Calling the Police

The investigators might decide to contact the police.

- There is no working phone in the house, but if the investigators call the police on their mobile phones (remember to ask for a **Luck** check to have service, see [Mobile Phones](#)), a police car with two officers will come to investigate. They will arrive 30 minutes after the call is made.
- Though the police are able to make it through the barrier gate at the entrance of the polder, they are quickly overpowered by van der Kier and his henchmen when encountered.

Offer Mummy to the Deep Ones

The investigators might decide to cut their losses, and to hand over the mummy to van der Kier.

- The deep one priest gratefully accepts the offer, and bring her back to life using the ritual described above.
- Afterwards, the hybrids will leave the area, having obtained what they came for.

However, the ghosts of Saeftinghe will not be happy about this outcome. The investigators will be chased across the polder by angry ghosts, demanding to have vengeance for their loss.

- For a considerably time after leaving the polder, perhaps even for the rest of their lives, the investigators will be haunted by ghosts.
- The Keeper might decide to end the scenario with a scene describing how each investigator encounters a ghost, for instance lying next to them in bed, sitting behind them in their car, or seeing a ghost in the mirror, etc.

Offer Mummy to the Ghosts of Saeftinghe

Similarly, the investigators might decide to give the mummy to the ghosts of Saeftinghe.

- Soon after being reunited with her father Pelegrim, the mummy transforms into a ghost of a young woman.
- Content, the ghosts will return to Saeftinghe. When all ghosts have returned, the city once again sinks into the sea.

The hybrids want the mummy for themselves. They will attempt to stop the investigators from handing her to the ghosts, and afterwards prevent the investigators from leaving the polder (see Fleeing, below).

- For the rests of their lives, the investigators will not be safe near water. If they travel by boat, it will sink in mysterious circumstances. Some of the investigators disappear, last seen near one of the many canals that Dutch cities have. Others are found drowned in their own bed, nowhere near water.

Flee

A final option available to the investigators is to flee from the polder. However, there are several reasons why this is a bad idea.

- A barrier blocks the exit of the polder. It is manned by two hybrids, one of which is standing in front of the barrier. Investigators that wish to drive through the barrier must make a **Drive Auto** check, or spin off the road.
- Even if the investigators make it past the hybrids, there are still the ghosts to consider. Unless the investigators dealt with the hybrids, they will be haunted by the ghosts of Saeftinghe until they do so.
- If the investigators try to outrun the ghosts by car, they will be followed by a knight on horseback, who will attempt to possess the driver, and turn the car around. Once the investigator is no longer possessed, a **Hard Drive Auto** check is required to keep the car on the road.

REWARDS

The Keeper may decide to hand out the following Sanity points as reward to the surviving investigators.

- Finding out what happened to Ms. Buurman, the archeologist, +1D2
- Treating Mr. Rousset with respect, +1D4
- Repelling Mr. van der Kier and his hybrids by using the Elder Signs, +1D4
- Offering the mummy to Pelegrim, +1D6

APPENDICES

CHARACTERS & MONSTERS

Walter Rousset, 65, conspiracy theorist

STR 55 **CON** 40 **SIZ** 65 **DEX** 60 **INT** 80
APP 50 **POW** 35 **EDU** 50 **SAN** 30 **HP** 10
Damage Bonus: 0 **Build:** 0 **Move:** 4 **MP:** 7

Combat

Attacks per round: 1

Brawl 45% (22/9), damage 1D3
Shotgun 35% (17/7), damage 4D6/2D6/1D6
Dodge 30% (15/6)

Skills

Accounting 65%, Archaeology 5%, Computer Use 40%, Drive Auto 40%, First Aid 40%, History 45%, Law 40% Library Use 40%, Occult 15%, Spot Hidden 35%, Swim 40%.

Languages

Dutch 50%, English 10%.

Brutus, 4, German shepherd

STR 50 **CON** 60 **SIZ** 40 **DEX** 60 **INT** –
APP – **POW** 40 **EDU** – **SAN** 40 **HP** 10
Damage Bonus: 0 **Build:** 0 **Move:** 12 **MP:** 8

Combat

Attacks per round: 1

Bite 65% (32/13), damage 1D6 +1D2 Maul damage per round. Brutus only releases on the command of Rousset.
Dodge 40% (20/8)

Skills

Jump 70%, Listen 75%, Track (Scent) 80%, Spot Hidden 60%.

Rogier van der Kier, 47, deep one hybrid priest

STR 80 **CON** 90 **SIZ** 80 **DEX** 60 **INT** 75
APP 20 **POW** 100 **EDU** 50 **SAN** 0 **HP** 17
DB: +1D4 **Build:** 1 **Move:** 8/10 Swimming **MP:** 20

Combat

Attacks per round: 1

Fighting 75% (20/8), damage 1D6+1D4
Sacrificial Dagger 60% (20/8), damage 1D4+2+1D4
Dodge 45% (22/9)

Skills

Cthulhu Mythos 35%, Jump 65%, Listen 30%, Natural World 45%, Occult 55%, Science (Engineering) 35%, Spot Hidden 55%, Stealth 35%, Swim 95%.

Languages

Dutch 50%, R'lyehian 30%.

Spells

Breath of the Deep, Contact Deep Ones, Contact Cthulhu, Shriveling.

Deep One Hybrids, temporary employees

	1	2	3	4	5	6	7	8
STR	65	65	50	50	60	70	90	55
CON	85	50	50	75	60	40	65	85
SIZ	65	45	45	30	65	55	45	65
DEX	60	90	65	50	70	65	65	70
INT	90	60	45	55	50	50	65	75
POW	45	60	60	50	85	65	55	45
APP	55	30	25	20	50	30	30	35
HP	15	9	9	10	12	9	10	14
DB	+1D4	0	0	0	+1D4	+1D4	+1D4	+1D4
Build	1	0	0	0	1	1	1	1
MP	9	12	12	10	17	13	11	9

Move: 8/8 Swimming

Combat

Attacks per round: 1

Brawl 45% (22/9), damage 1D3+DB
Dodge 30% (15/6)

Skills

Jump 45%, Listen 50%, Stealth 46%, Swim 60%.

Special Powers

Hybrids can remain underwater for up to twice as long as the average human.

Sanity Loss: 0/1D4 Sanity points to see a deep one hybrid.

Deep Ones, merfolk of Saeftinghe

	1	2	3	4	5	6	7	8
STR	90	50	75	50	35	50	65	65
CON	45	40	60	40	50	45	20	55
SIZ	110	75	80	90	55	100	90	75
DEX	60	40	50	40	55	60	50	55
INT	65	90	50	80	75	85	75	70
POW	70	45	30	35	75	75	70	50
HP	15	11	14	13	10	14	11	13
DB	+1D6	+1D4	+1D4	+1D4	0	+1D4	+1D4	+1D4
Build	2	1	1	1	0	1	1	1
MP	14	9	6	7	15	15	14	10

Move: 8/10 Swimming

Combat

Attacks per round: 1

Brawl 45% (22/9), damage 1D6+DB

Spear 45% (22/9), damage 1D8+DB

Dodge 25% (12/5)

Armor: 1-point skin and scales.

Special Powers

Deep ones can breathe underwater and are equally capable of breathing on land.

Sanity Loss: 0/1D6 Sanity points to see a deep one.

Pelegrim, and other ghosts of Saeftinghe

STR – **CON** – **SIZ** – **DEX** – **INT** 50
APP – **POW** 70 **EDU** – **SAN** – **HP** –
DB: – **Build:** – **Move:** 9/11 on horse **MP:** 14

Combat

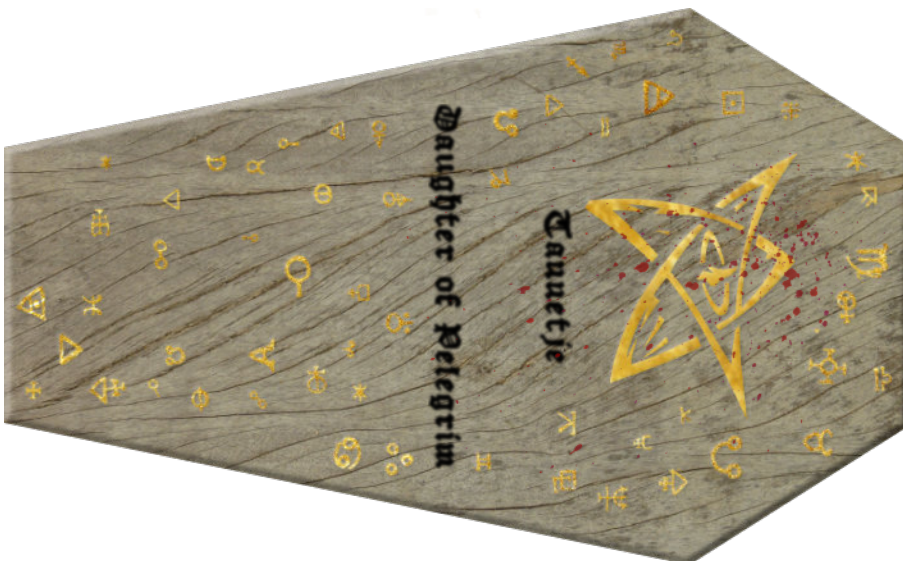
Attacks per round: 1

Possession Both ghost and target make an opposed **POW** roll: if the ghost wins, the target is possessed for 1D3 rounds.

Sanity loss: 0/1D6 Sanity points to see a ghost.

PLAYER HANDOUTS

Handout 1: Wooden Plank



Handout 2: Button Badge



Handout 3: Voice Memos

📶 No Service 16:17 2% 🔋

Voice Memos

Hulst
two days ago 00:37
Calm female voice: Hi Tanja, this is Sietske with hopefully the last of these reports, hope you have fun transcribing it...

In conclusion the archeological enquiry located a fairly typical 16th century farm. Various pottery shards were found and catalogued. Most important among the findings, however, were the gold thresholds described in earlier reports, which are inscribed with some kind of warding symbol.

That's it, that's the end. Well... Except for the weird guy who has been hanging around the dig site for the last couple of days. He is not doing anything, just looking. I took some pictures of him. When I approach him, he drives away in a black truck. Weren't all inhabitants supposed to have left by now? Anyway, see you soon.

Hedwige Polder
yesterday 00:19
Sietske, now excited: Guess I was wrong yesterday, as I have something to report! I was doing one final sweep with the metal detector in an untouched area, and found a wooden coffin, with mummified remains inside. This mummy could form the conclusive proof for the Aquatic Ape Hypothesis! In combination with the thresholds, it puts a whole new light on the Legend of Saeftinghe... Of course, the depoldering will have to be delayed for additional research, I will ask the mayor when he comes to visit tomorrow.

Hedwige Polder
just now 15:32
Nervous Sietske: Me again. There are some men here at the site, from van Eik Marine Engineering. I thought they weren't supposed to show up until tomorrow. Darned phone service! I can't get hold of the police, so I am recording this instead. So... Let's go talk to them...

The phone is put in a pocket and Sietske speaks up: Hey! What do you think you're doing over there? Those are historical artefacts!

Unintelligible male voices. The woman screams as she struggles with someone, but then suddenly becomes quiet. Same voices are heard again, followed by rustling as the phone moves around in the pocket. Moments later, the boot of a car is opened, and the boot is closed again. The car drives for a minute when the trunk is opened again.

The same male voices chant for several minutes. Then, a large splash can be heard, followed by the sound of water splashing.

Finally, the phone is picked up by the investigators.

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Handout 4: Saeftinghe Legend

📶 16:21 🔋

🔒 en.m.wikipedia.org

WIKIPEDIA

Saeftinghe legend


The **Saeftinghe Legend** is an old Dutch folk tale that tells of how the city of Saeftinghe in Zeeland came to be entirely flooded in 1584. According to the legend, the medieval city was the most prosperous in the area. Its citizens dressed in expensive silks with golden buckles on their shoes, and its houses were built with silver nails and golden thresholds. Poor immigrants were drawn to the wealthy city, but the inhabitants were notoriously stingy and chased them off.

One day, a fisherman caught a mermaid while fishing on the Scheldt, and brought it ashore. The mermaid warned the citizens of Saeftinghe against their vanity, and begged to be released. Soon her merman husband appeared on the shores, asking for his wife's freedom. When the merman was snubbed, he cursed the city:

*"The lands of Saeftinghe will fall,
Only its towers will continue to stand tall!
The people of Saeftinghe will regret the day,
When they stole my loved one away!"*

However, the citizens of Saeftinghe did not change their ways, and continued to live in luxury. On All Saint's Day 1570, a huge tidal wave washed over the Lands of Saeftinghe, destroying nearby towns and drowning all inhabitants. Though Saeftinghe itself survived the initial waves, the city soon sank into the surrounding swamps. The city's towers were the last to fall.

Some say that on foggy days, the tower bells of Saeftinghe can still be heard, calling for help that will never come. Others say that the spirits of the inhabitants of Saeftinghe still roam the area.



Saeftinghe Castle

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Handout 5: Reddit Browser Tab

The screenshot shows a browser window with three tabs: "Proof of MERMAID LIFE four", "Mermaids The Body Found: /", and "Cthulhu in the Necronomicon". The address bar shows the URL "https://www.reddit.com/r/conspiracy/comments/hd6hye/proof_of_MERM". The page title is "reddit CONSPIRACY comments". The main content is a comment titled "Proof of MERMAID LIFE found in Zeeland, Netherlands" submitted 1 hour ago by "CuriousWalter55". The comment text reads: "hi guys, as i have been telling you, there is some serious shit going on here in the hedwige polder. i told you about this archaeology dig that is going on over here right? well this this morning i saw these 3 guys heading there through my bedroom window and i followed them. they took the archeologist who was working there and 2 drove off with here and one staid. luckily i took my shotgun with me so I shot him in the leg and then found some **REALLY INTERESTING STUFFF!!!!!!!!!!!!1!!** check out these fotos I made with my phone. they are fuzzy but i will better ones later necause i took the coffin and the gold doorstep home". A link to an Imgur gallery is provided: "https://imgur.com/gallery/yed5Zfk". Below the comment is a reply from "poutsma" 4 points, 30 minutes ago, stating: "OP you need to have your head checked. Mermaids aren't real and if you can't comprehend that then I don't know what to say. The pics look like crap."

Handout 6: Scribd Browser Tab

The screenshot shows a browser window with three tabs: "Proof of MERMAID LIFE four", "Mermaids The Body Found: /", and "Cthulhu in the Necronomicon". The address bar shows the URL "https://www.scribd.com/read/294521375/Cthulhu-in-the-Necronomicon". The page title is "SCRIBD". The main content is a document titled "C T H U L H U IN THE NECRONOMICON by Dr. Laban Shrewsbury". The text reads: "Among the most vile, fanatical, and devious followers of Cthulhu are the so-called Deep Ones, who also worship Father Dagon and Mother Hydra. The Necronomicon explains that in order to make contact with these abhorrent fish men, one must throw stones in the sea, inscribed with intricate patterns." To the right of the text is a diagram labeled "Figure 4." which shows a complex, star-like geometric pattern with five points and internal lines forming a smaller star shape.

SPELLS

Breath of the Deep

- **Cost:** 8 magic points; 1D6 Sanity points
- **Casting time:** 1 round

The target's lungs fill with seawater, potentially causing an unpleasant death by drowning.

INVESTIGATORS

Hans van der Gracht, 48, mayor of Hulst



Van der Gracht has recently been appointed mayor of Hulst, a small municipality in the province of Zeeland. He is a proud Christian Democrat, a fitting background for Hulst.

As mayor of Hulst, van der Gracht faces the fact that both people and businesses are leaving the town. Even though he generally does not like PR agencies, he hired a local one to help bring attention to his city.

STR 50 **CON** 55 **SIZ** 40 **DEX** 55 **INT** 65
APP 70 **POW** 55 **EDU** 65 **SAN** 55 **HP** 9
DB: 0 **Build:** 0 **Move:** 8 **MP:** 11 **Luck:** 3D6x5

Combat

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

Skills

Charm 45%, Credit Rating 60%, Drive Auto 35%, History 40%, Intimidate 40%, Library Use 45%, Listen 60%, Persuade 75%, Psychology 75%, Spot Hidden 45%, Swim 40%.

Languages

Dutch 65%, English 5%.

Backstory

- **Description:** Always wearing a suit and tie, van der Gracht looks at least five years older than he is. When in official capacity, he always wears his gold chain of office.
- **Ideology/Beliefs:** Van der Gracht is a member of the Dutch Reformed Church.
- **Significant People:** His wife, of course. Recently, however, Hans was tempted by Sietske Buurman, an enthusiast young archeologist working in the Hedwige Polder.
- **Meaningful Locations:** Hulst.
- **Treasured Possessions:** The gold chain of office of the mayor of Hulst.
- **Traits:** Van der Gracht is highly ambitious, which got him where he is at his age.

The caster must be able to see the target. After mentally intoning the spell for a round, the spell takes effect if the caster wins an opposed POW roll with the target. If successful, the target begins to drown—falling to the floor, choking on seawater, and taking 1D8 damage each round. The target should make an Extreme **CON** roll (equal to or below one-fifth CON) after taking damage each round, if the roll is successful the salt water has been expelled and the effects of the spell cease. Note that the caster may cease the spell at any point.

Henny Heining, 26, public relations specialist



From early on it was clear that Henny was a people person. She could easily figure out their weaknesses, and used charm and lies to manipulate them.

Though Heining tried many different topics, she was not cut out for college. But since then, she used her skills to start a public relations company, with the city of Hulst recently joining as client.

STR 50 **CON** 55 **SIZ** 50 **DEX** 55 **INT** 70
APP 75 **POW** 45 **EDU** 65 **SAN** 45 **HP** 10
DB: 0 **Build:** 0 **Move:** 8 **MP:** 9 **Luck:** 3D6x5

Combat

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

Skills

Charm 75%, Computer Use 65%, Credit Rating 25%, Drive Auto 55%, Fast Talk 70%, Listen 40%, Psychology 70%, Spot Hidden 55%, Stealth 50%, Swim 45%.

Languages

Dutch 65%.

Backstory

- **Description:** Heining has dark hair and dresses fashionably.
- **Ideology/Beliefs:** There is no such thing as bad publicity.
- **Significant People:** Heining wants to impress van der Gracht, mayor of Hulst.
- **Meaningful Locations:** Heining loves spending time in the fitness facilities of her apartment.
- **Treasured Possessions:** Her laptop, Heining could not do her job without it.
- **Traits:** Heining smiles constantly.

Harry Klein, 38, reporter

Until a few years ago, Harry Klein was working for a major national newspaper as its criminal reporter.



Everything changed when he wrote a revealing piece about Ted van Eik, director of a dredging company. Klein claimed that he could back his story up with witnesses, but none of them wanted to testify in the slander court case that resulted. The story was retracted, and Klein fired. The only job he managed to find afterwards was at the *Zeeuwse Courant*, a smaller, local newspaper.

STR 50 **CON** 55 **SIZ** 50 **DEX** 65 **INT** 70
APP 45 **POW** 55 **EDU** 75 **SAN** 55 **HP** 10
DB: 0 **Build:** 0 **Move:** 8 **MP:** 11 **Luck:** 3D6x5

Combat

Brawl 25% (12/5), damage 1D3+DB
Dodge 32% (16/6)

Skills

Art and Craft (Acting) 25%, Credit Rating 30%, Drive Auto 45%, History 25%, Intimidate 65%, Library Use 60%, Listen 60%, Locksmith 35%, Persuade 25%, Psychology 65%, Spot Hidden 75%, Stealth 50%.

Languages

Dutch 85%, English 10%.

Backstory

- **Description:** Greying hair and a stubble. Harry wears glasses and comfortable clothes.
- **Ideology/Beliefs:** The people have a right to know the truth.
- **Significant People:** If he could prove that Ted van Eik is corrupt, Harry might have his old live back.
- **Meaningful Locations:** The newsroom of a newspaper.
- **Treasured Possessions:** His trusty notebook and ballpoint pen. Harry never leaves home without them.
- **Traits:** Ever since he stopped smoking, Klein is constantly chewing on nicotine gum.

Ted van Eik, 53, managing director of van Eik Marine Engineering

Van Eik does not like being ordered around, so he has been self-employed his whole life. Not all of his businesses turned out successful, though Ted will say that this was due to government interference. His most recent effort, Van Eik Marine Engineering, a maritime contracting company, is doing pretty well.



Until that nosy reporter Harry Klein started talking to some disgruntled former employees, and wrote that piece about the company. Van Eik made sure that none of those snitches would testify in the slander court case that followed, and the whole thing blew over.

STR 65 **CON** 50 **SIZ** 70 **DEX** 35 **INT** 50
APP 70 **POW** 50 **EDU** 60 **SAN** 50 **HP** 12
DB: +1D4 **Build:** 1 **Move:** 5 **MP:** 10 **Luck:** 3D6x5

Combat

Brawl 55% (27/11), damage 1D3+1D4
Handgun 45% (22/9), damage 1D10+1D4+2
Dodge 25% (12/5)

Skills

Credit Rating 60%, Drive Auto 50%, Intimidate 75%, Listen 30%, Mechanical Repair 30%, Operate Heavy Machinery 60%, Psychology 45%, Spot Hidden 45%.

Languages

Dutch 60%, Spanish 2%.

Backstory

- **Description:** Due to his stressful life, Ted looks older than he is. He wears a tracksuit embroidered with his company name.
- **Ideology/Beliefs:** Rules and regulations are just there to interfere with honest businessmen.
- **Significant People:** Journalists, and Harry Klein in particular, are always sticking their nose in where it doesn't belong. Within his company, Ted can always rely on his right-hand man, Rogier van der Kier, to take care of things.
- **Meaningful Locations:** Van Eik likes to spend his vacation in Spain.
- **Treasured Possessions:** Ted does not have a permit for his trusty .44 Magnum, so he keeps it safe in the glove compartment of his car.
- **Traits:** Ted likes to crack his knuckles during moments of silence.

Baafke Koert, 63, guide to the Land of Saeftinghe



Baafke Koert has never been a people person. When she was a teenager, she loved playing with dogs and cats, or riding horses on the sandy beaches of Zeeland. She was briefly married, but soon discovered that life as a couple was not for her. Nor were men, for that matter. After her divorce, Baafke started working as guide to the Land of Saeftinghe, giving her the opportunity to be close to nature as much as she liked.

STR 50 **CON** 60 **SIZ** 40 **DEX** 70 **INT** 65
APP 45 **POW** 50 **EDU** 65 **SAN** 50 **HP** 10
DB: 0 **Build:** 0 **Move:** 6 **MP:** 10 **Luck:** 3D6x5

Combat

Brawl 55% (27/11), damage 1D3
Dodge 60% (30/12)

Skills

Credit Rating 15%, First Aid 65%, Listen 65%, Natural World 75%, Spot Hidden 70%, Stealth 65%, Swim 40%, Track 75%.

Languages

Dutch 65%, German 5%.

Backstory

- **Description:** Baafke likes to wear comfortable outdoor clothing. Her grey hair is cut short and she wears wire rim glasses.
- **Ideology/Beliefs:** Nature's largest threat is mankind.
- **Significant People:** Baafke cannot stand Bathilde van Tiel, curator of the Hulst Museum, because she believes mayor van der Gracht gives the museum more subsidies than the Land of Saeftinghe.
- **Meaningful Locations:** Baafke loves walking through the Land of Saeftinghe, the nature reserve to the north of the Hedwige Polder, and enjoy the song of bluethroats that breed in the area.
- **Treasured Possessions:** Earlier in her life, Leona was an avid judoka and obtained the black belt. She still cherishes it.
- **Traits:** Baafke is good with animals, but not with people (and even worse with men).

Bathilde van Tiel, 67, curator museum Hulst



Bathilde van Tiel is a late bloomer. She married in her early 20s, had three children, and spent her days as housewife. When the birds had left the nest, she had the opportunity to invest in herself, and took a history degree at university. After graduating, she became convinced that Hulst needed a museum, and lobbied to found one. Ten years ago, she succeeded and became curator of Museum Hulst.

STR 40 **CON** 40 **SIZ** 50 **DEX** 40 **INT** 70
APP 65 **POW** 60 **EDU** 80 **SAN** 60 **HP** 9
DB: 0 **Build:** 0 **Move:** 4 **MP:** 12 **Luck:** 3D6x5

Combat

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

Skills

Accounting 15%, Appraise 55%, Archaeology 15%, Art/Craft (Knitting) 45%, Charm 65%, Credit Rating 50%, History 85%, Library Use 80%, Occult 39%, Spot Hidden 55%, Swim 30%.

Languages

Dutch 90%, English 20%, German 10%.

Backstory

- **Description:** Bathilde has sparkling blue eyes and shoulder-length dyed-blond hair. She wears elegant and expensive clothing.
- **Ideology/Beliefs:** Historical artifacts belong in a museum.
- **Significant People:** Bathilde cannot stand Baafke Koert, guide of the Land of Saeftinghe, because she believes mayor van der Gracht gives the nature reserve more subsidies than the museum.
- **Meaningful Locations:** The Hulst Museum.
- **Treasured Possessions:** Bathilde loves to knit, and always carries her knitting in her handbag.
- **Traits:** Bathilde has a good reputation in the village, and she is generally well liked.