



Background

For years the lady pirate Anaïs d'Indigo terrorised the coast, escaping to a hidden cove whenever her enemies came close. Over time she took many paramours, but none so close as a merman named Caldustel. Together they had several children of mixed merfolk-human blood. Their three sons, Françoise, Etienne, and Philippe, take after their mother's human side and serve with her aboard her hen frigate the *Scouse Trough*. Their daughter, Avenastel, takes after her father's merfolk nature and often swims alongside the ship with her dolphin friends. When the maritime predations of the family d'Indigo grew too much for the coastal communities to bear, they seized Captain Anaïs with a cunning ploy, jailing her. Her children evaded capture and are holed up in the submerged grottoes behind their hidden cove. The townsfolk fear that their pirating will resume and are willing to pay a handsome reward for the capture of the siblings. More money is offered for them alive and in bondage than killed outright, in part because the townsfolk hope to learn where the bulk of the stolen treasure now lies. They are offering \$500 per d'Indigo sibling alive, or \$200 per dead one.

The players will be given directions to the partially submerged entrance to the d'Indigo siblings' grotto lair. From there it is up to them as to how to enter the complex and deal with the threats therein. Due to the nature of this adventure, it will be useful for at least some of the players to have the *Swimming* or *Diving* talents. The d'Indigos, having merfolk blood, all possess the *Diving* talent naturally. The brothers also have the *Seamanship* talent, and the sister has *Animal Handler*. All have skill with their chosen weapons.

The Grottoes

The map shows the underwater cave complex with air-filled grottoes. One hex depicts a regular single hex, not a megahex. The caves are small and the water-filled connecting tunnels narrow (3 feet wide). The water dampens sound very effectively, and it is almost impossible to hear in one cave what happens in another. Shallow Water is 1 foot deep (-2 MA), Wading Water is 3 feet deep (MA halved), and Deep Water is 6 feet deep (MA 2). The entrance chamber (room 1) is illuminated by sunlight if entered during the day. Caves with people will have lantern light, otherwise caves are dark.

1 - Entrance (black arrows) to the grottoes is here. There are a pair of Crabmen (**C**) here. In a debris pile (*) of gnawed, waterlogged scraps is a pewter ring set with an opal (\$80). Sunlit cave, if daytime.

2 - This cave connects to many others. Resident here is a Thunderbolt Eel (**T**). Among the sea urchins and starfish on the rocky seabed are a pair of Chrysanthemum Urchins (**U**). Unlit.

3 - This Crabmen brood chamber contains a pair of Crabmen (**C**). There is also a Foam Slime (**S**) here. On the exposed rock (*) is a clutch of Crabmen eggs, for which a collector or cook would pay about \$80. In the water (*) is a jade hairpin carved like a sea dragon (\$160), which requires a 4/IQ roll to spot (may be modified by talents). Unlit.

4 - Etienne d'Indigo (**E**) is here, going through crates of pillage (*) that contain amphoras of spiced wine. He is the strongest of the siblings and will fight alone unless very outmatched, in which case he will try to enter the tunnel to room 6. His attributes are ST 14, DX 11, IQ 11, MA 10. He wields a Great Hammer (2d+2) with a head like an anchor. Lantern-lit.

5 - A human crew member (**H**) is here, with the attributes ST 13, DX 10, IQ 8, MA 10, and carrying a belaying pin (1d+2 club). There is a Chrysanthemum Urchin (**U**) in the water. There is a pile of prepared sealskin (*) weighing 6 pounds (\$35 per pound), which is used to create waterproof garments and boots. Lantern-lit.

6 - Françoise d'Indigo (**F**) is here, studying the logbook of the most recently raided ship. He is the eldest of the siblings and will fight or

withdraw intelligently. His attributes are ST 13, DX 12, IQ 12, MA 10. He wields a barbary sword (2d+1 1-handed bastard sword). A human crew member (**H**) is here organising ship supplies (*) including lantern oil, rope, and sail canvas. He has ST 12, DX 11, IQ 9, MA 10, and carries a flensing ax (2d war ax). He is very loyal and will shield Françoise if the latter needs to escape. Lantern-lit.

7 - Philippe d'Indigo (**P**) is here, practicing his mandolin playing. He is the youngest of the siblings and his attributes are ST 11, DX 14, IQ 13, MA 10. He carries a pair of harpoons (treat as spears). A human crew member (**H**) is here drinking and carving scrimshaw. Her attributes are ST 13, DX 9, IQ 8, MA 10. She has a billhook (2d halberd). If they are overmatched, Philippe will try to escape to room 9 if possible. There is a chest here (*) with a 4d lock (Françoise has the key). It contains paper-wrapped packets of hardtack and seal meat, plus a pouch of \$168 in coins. Lantern-lit.

8 - There is a Thunderbolt Eel (**T**) in the waters and a Foam Slime (**S**) floating in the darkness. There is a small cabinet (*) here with necklaces, hair combs, and bangles, most of them made from shell, bone, and coral, plus a fine gold filigree choker that previously belonged to a noble lady (\$230). Unlit.

9 - Avenastel d'Indigo (**A**), who is physically a mermaid, spends most of her time here with her pet Kraken (**K**), Charybdis. Her attributes are ST 12, DX 13, IQ 14, MA 10. She wields a flamberge (2d broadsword) with wave-like edges, made of a waterproof alloy. Charybdis has ST 60, DX 10, IQ 4, MA 2. A small chest on the cave floor (*) contains Avenastel's trinket collection, included a jeweled coral tiara (\$450) that her brothers gave her, dubbing her "queen of the sea". A rotten sea chest in the water (*) remains from previous pirates who used these caves and contains a strand of pearls (\$150) and a silver goblet with cabochons (\$60). The chest requires 4/IQ to find (may be modified). Lantern-lit.

The Creatures

Thunderbolt Eel - ST 4, DX 12, IQ 4, MA 12, -4 DX to hit in water. A Cidri analogue to Earth's electric eel, the thunderbolt eel can deliver a potent electrical shock on a successful hit. Its bite does 1d-3, while the shock does 1d+2 fatigue damage. Someone knocked out by the shock is at risk of drowning unless rescued. Leather, cloth, or other non-conductive armor protects against the shock and reduces the damage, but chainmail, plate, and other metal armors do not.

Chrysanthemum Urchin - ST 1, DX 10, IQ 2, MA 4. A member of the flower urchin family, this colorful urchin has venomous spines. If stepped on, roll 1 die and subtract the victim's armor value. If the result is greater than zero, the spines penetrate their skin and deliver a painful toxin that does 2d damage. Often surrounded by other urchins and colorful aquatic plants, a character needs 4/IQ to spot one before stepping on it (3d if a *Naturalist*). The urchins neither attack nor flee; they merely wander and feed.

Foam Slime - ST 20, DX 1, IQ 1, MA 4 on water. This aquatic slime looks like a large, persistent patch of dirty sea foam. It tries to float onto creatures at the water's surface (often feeding on unwary seabirds). Once it sticks to its victim it moves over them and attempts to drown them. Each turn is a ST Contest between the victim and the slime, and losing means the victim spends that turn underwater. The slime is weakly corrosive and only does 1 point of damage per turn, but this is cumulative as it works its way underneath armor (so 3 point armor only protects for the first 3 turns). This damage is on top of any drowning damage it inflicts. The slime is only damaged by fire and by being pulled apart by hand. Each successful hand hit on the slime does 1 point of damage to it (modified by critical success).

Crabmen - ST 6+1d, DX 10, IQ 3, MA 8. See *In The Labyrinth* for more info about these creatures.

Kraken - See *In The Labyrinth* for more info about this creature.

KEY

-  CAVE FLOOR
-  SHALLOW WATER
-  WADING WATER
-  DEEP WATER
-  TUNNEL ACCESS
-  SUBMERGED TUNNEL
-  TUNNEL BELOW FLOOR

