

# Mermaid Adventures



An RPG of Undersea Fun



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An RPG of Undersea Fun!  
Written by Eloy Lasanta



# Hannah and Tom

*Sprite was missing and Hannah just had to find him. Her pet lobster did have a way of trying to escape, but he had been gone for far too long this time. She collected her doo-hingle and her snozzle and put them in her bag... they were sure to help her find him.*

*Going on this search involved leaving the comfort of Hannah's town, and she had to sneak out of the house so her parent's didn't notice. She made sure to swish her fins extra silently and make as few bubbles as possible.*

*It wasn't long before Sprite's trail ran cold. Her feelings began to overpower her and her tears could have filled another ocean. Then she heard a loud rumble from above. A ship? Sprite always loved ships. He had to be there!*

\* \* \*

*The ship cruised through the water, crashing through the waves on the way to Carnival Island. Tom was still bored. The trip had already lasted so long and there wasn't anything to do for a ten year old like him. He was the kind of kid to jump and wrestle and play sports. And of course, he was the only kid on board.*

*Tom hung onto the bars along the ship that keep you from falling off the ship, swinging his feet in boredom. Now, he never was too good at tying his shoe, and as he swung his feet harder and harder, his left shoe flew off into the water.*



*“Aw, man!” he shouted. Just one more thing to ruin his trip. The cheers from the adults doing the limbo and generally ignoring him came from the other room. He had gotten used to it, so he slumped back into his boredom, watching his shoe float away as they traveled away from it.*

*All of the sudden, his shoe slipped under the water. It didn’t sink... it just wasn’t there any more. Tom stood up and ran down the deck to get a better look. No, it was just gone. Then he saw a flash of a girl, the most beautiful girl he’d ever seen. In a blink, she was gone too.*

*“Hey!” he called to the adults, “There’s a girl overboard!” But no one heard him and no one came running. Looking back out to the water, Tom swallowed his fear. “Don’t worry. I’ll save you,” he murmured to himself before jumping to the water.*

\* \* \*

*“Oh no! Did he see me?” Hannah shrieked. She took out her doo-hingle, which she had on good authority was fine at helping find lobsters, and blew into it.*

*It’s high-pitched sound traveled through the water and Sprite turned up almost instantly, clacking his claws. “Hey, Hannah! What are you doing here?” he said, knowing he was in trouble.*

*“Just wait until we get home,” Hannah grumbled with a smirk. She could never stay mad at her sneaky lobster.*

**SPLASH!!!!!!**

*A boy no older than herself crashed into the water and began to sink as his ship sailed away. He didn’t look like he could really*





*swim and he seemed to be looking for something. He must have seen Hannah after all.*

*Hannah pulled out her snozzle and pressed one of the four buttons. She was told it would make her invisible, but it just lit up in a strange sequence of red, yellow, yellow, blue. She was confused slightly, but she should know better than to trust the so-called “human experts”.*

*Then she was confused by something else. So many bubbles were leaving the boy’s mouth and he was turning blue. Why didn’t he just breath water like she did? Right... humans didn’t do that. He was drowning and she had to do something. Hannah quickly swam to him and kissed him, temporarily giving Tom the ability to breathe underwater.*

*Sprite clacked his claws again, “We have to go, Hannah.”*

*\* \* \**

*Tom woke up, soaking wet and surrounded by adults, all of them saying things like “why’d you go in the water?” and “Are you ok?” He couldn’t even respond, just sitting there completely dumbfounded by what just happened to him.*

*Did he see a real mermaid or was it a dream? And did that lobster talk?*



# Mermaid Adventures RPG

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# Welcome

Welcome to **Mermaid Adventures**, an RPG of Undersea Fun! This is a tabletop roleplaying game that lets you become a mermaid of your choice and go on amazing adventures with your friends. In this book, you'll find all the instructions and ideas you and your friends need to make unique characters and craft awesome stories.

If you've never played an RPG, don't worry. Think of your favorite book, then think of your favorite character in the story. Imagine that you can take control of that character and do whatever you wanted with him or her. As a player, that's exactly what you get to do! Make your character exactly the way you want it and then have fun playing through their story.

## What You Need To Play

- The rules in this book, Mermaid Adventures
- A copy of the character sheet in the back of this book
- A pencil and scratch paper to take notes or pass back and forth
  - 10 white dice and 10 black dice
  - A great imagination
- A group of 2 or more friends ready to have fun!

## Navigators

One of the players in your group takes the role of the Navigator. The Navigator is the one that tells the story for the players. Instead of making a character yourself, you become the world around the characters and all the people they talk to (NPCs). This may sound hard, but it's very easy as long as you have an active imagination and are willing to pretend to be the king, a giant shark, the boulder falling or people being saved. You also get to decide what happens on a good or bad roll to keep the story moving along.

The first time you are the Navigator, you should try out one of the adventures in this book. They are set up to guide you through the adventure and teach you how to be a good Navigator. There are also some additional tips you can find in this book (pg. 64). Parents are





encouraged to take the roll of Navigator first, to show the kids how to do it if they seem uncomfortable with the idea.

Remember that Mermaid Adventures is about having fun!

## Players

The other players each make a single character each, which they take control of. You should take time to choose some fun details for the character as well: Do you have siblings? What do you think about sharks? What's your favorite food? These details will help you get an idea of your character's personality and quirks. As the Navigator describes what is going on in the story, the players decide how their individual character acts. Roleplaying gets to be so much fun when you are playing an awesome character that you made yourself.

## Playing the Game

In Mermaid Adventures, the Navigator and players get together for an evening of telling stories and having fun. A single evening of gaming is called a Session, where the group gets together to play through what are called adventures. Generally, these Sessions are filled with adventures that take a form similar to a TV series or acts within a movie. A single Adventure may play out over a series of Sessions or even just one. Sessions last as long as the players are all having fun. Just like a TV show, the game isn't just for fighting bad guys. There are times of rest where the characters interact and get to know each other and even others of mystery and investigation.

Roleplaying games give the players numerous options for your character, only limited by their imagination and the abilities you've chosen for your mermaid. In any given scene, your character might want to:

Listen at a door	Attack a bad guy
Intimidate a big fish	Sing a song
Steer a dolphin chariot	Discover a secret tunnel
Swim really fast	Talk to a friend
Search for a clue	Repair an object



# Rolling Dice

Mermaid Adventures uses six-sided dice to decide whether a player succeeds or fails at a task for their character. A six-sided die is often called a d6. So, “roll 3d6” means the player needs to roll three six-sided dice.

Mermaid Adventures also uses different colors of d6s, primarily white and black. White dice are noted in this book as a “W” after a number. So, 2W, means that the player would roll two white six-sided dice. Likewise, black six-sided dice are noted with a “B”. Black and white are used for simplicity, but players can easily use any two colors of dice (black and red, blue and orange, or even white and clear). If a player only has dice of only one color, they can make two separate rolls – first for the white dice, then again for the black dice.

**Example:** *A character with Mind 3 tries to solve a Difficulty 2 puzzle. The player would grab 3W and 2B dice, then roll them together to determine success. If they only have one color, they could roll 3d6 to represent white and then 2d6 to represent black.*

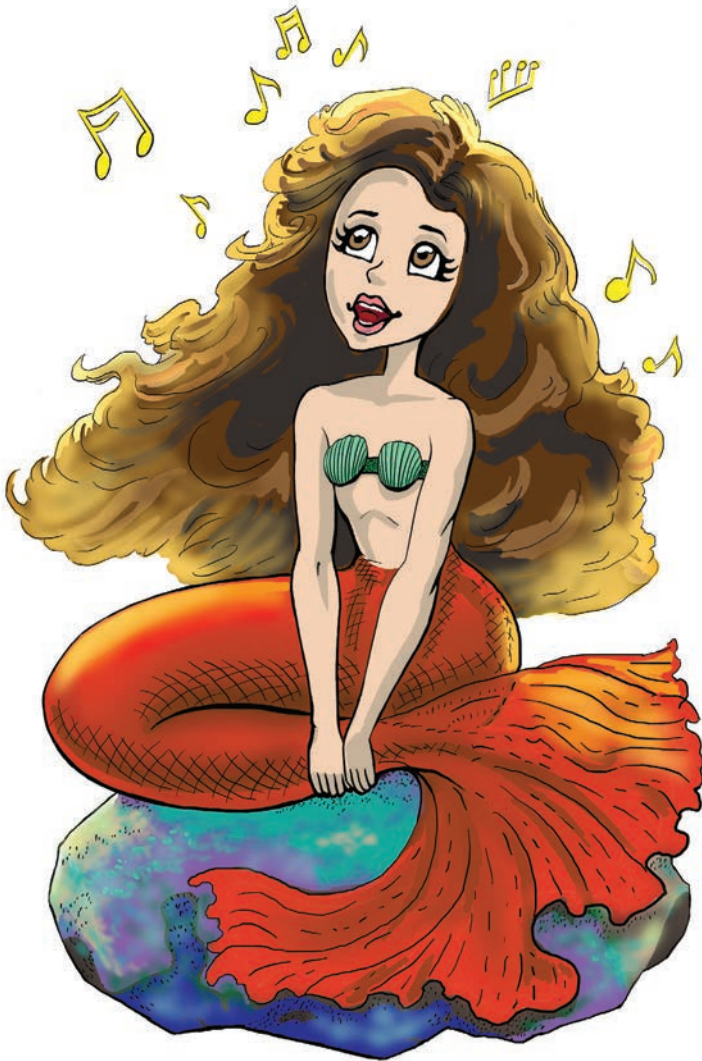
## Finding Successes

When rolling dice, players are looking for successes. In Mermaid Adventures, that means a roll of a 4, 5 or 6 on a d6. A success on a white die works in favor of the player, while a success on a black die can hurt the character by cancelling out successes on white dice. A character needs at least 1 success on a white die to succeed at their Task. More on completing Tasks on page 49.

## Who Rolls?

In Mermaid Adventures, it is assumed that the player performing a Task will be the one to roll all the dice, even if it is a Conflict (page 53). So a character with Body 3, trying to break down a wooden door (Difficulty 2) would roll the 3 white dice and 2 black dice. A character trying to hide (Mind 2) from another player’s character (Luck 3) would roll their Attribute as 2 white dice and their opponent’s Attribute as 3 black dice. If the players and GMs prefer, each player may roll their





own resistance dice, but one player rolling keeps everything simple.

## When to Roll

Rolls need to happen when there is a challenge to overcome, rolling dice should not get in the way of telling a great story. Many simple tasks can be assumed to happen automatically. For example, there is no roll for swimming, unless you're doing tricks or trying to swim faster than normal. There is no roll for talking, unless you're trying to get a certain point across or trick someone.



# Your Session

Now you and your friends have read through Mermaid Adventures and understand the rules (or you have an adult to help you through them). Whoever has taken the role of Navigator has probably read the book a couple extra times too, so they can answer any questions that might come up. You've all agreed on a time and place to play. Someone even brought cupcakes so you can play and eat great snacks at the same time! Everyone's ready. Let the game begin!

The group has decided together that Eloy will be the Navigator, as he is the most familiar with the game. He takes a place at the end of the table so he can see everyone's faces and can hear them clearly. Kristen is playing Billi (an Eelfolk who likes to help people in love), Elle is playing Spike (a tough Sharkfolk with a little clown fish friend) and Julian is playing Octoboy (a fighter and an expert trap maker). Eloy doesn't have a character of his own, because he's the Navigator. Instead, he is the world and everything in it that Billi, Spike and Octoboy will be having fun exploring.

Before the session starts, they take a moment to answer any last minute questions and get to know each other's characters. When everyone has their other small talk and conversations about their week out of the way, they are ready to play and the Navigator begins the game.

**Eloy (Nav):** Ok, you guys, when we last left off Spike's brother was turned into a sea cucumber by an evil sea witch. You guys are now at home.

**Kristen (Billi):** We have to find a way to change him back. He can't stay a cucumber forever.

**Elle (Spike):** Yeah. Is he a cute sea cucumber?

**Eloy (Nav):** As cute as a sea cucumber can be, I guess.

**Julian (Octoboy):** Find the sea witch!





**Kristen (Billi):** How would we find her now though? She's long gone.

**Eloy (Nav):** You do know that a sorcerer can track a magical trail and maybe lead you right to her. Of course, that might also lead you into Dark Lands territory.

**Elle (Spike):** I don't want to go there.

**Eloy (Nav):** Well you may not have to. Do you guys want to check out the local sorcerer?

*Everyone nods.*

**Eloy (Nav):** Can everyone give me a Mind roll, Difficulty 1, just to see if you know where it is off hand?

The players grabs some white and black dice and roll. Success!

**Eloy (Nav):** Cool, you guys totally know where to go. It's a small hut, almost hidden on the edge of town. The sorcerer's name is Jeevy and he wears long purple robes. He's an Octofolk. When you guys walk into his hut, there are a lot of glowing, magical trinkets all along the walls and he is sitting in the center Indian style (all 8 tentacles) in meditation.

**Kristen (Billi):** He looks like he's sleeping.

**Elle (Spike):** I say "Hey, Mister! We need your help!"

**Eloy (Nav):** Hahaha! He jumps up cause you scared him. "Oh, um, yes, um, may I help you?" he says, trying to gain his footing.

**Julian (Octoboy):** "We need help."



**Eloy (Nav):** He says “Yes, ok. With what? I’m a busy, busy man you see.”

**Kristen (Billi):** I say “Weren’t you just sleeping?”

**Eloy (Nav):** “Certainly not! Now if you could kindly get to your business...” he says. He seems kind of annoyed. Elle, make a Charm roll, Difficulty 2 to see if you can get him to calm down.

**Elle (Spike):** I only have Charm 2, but I’ll try.

*Elle rolls, but doesn’t succeed.*

**Elle (Spike):** I’ll take a Charm Hit to reroll.

*She succeeds with the second roll!*

**Eloy (Nav):** Good use of the rules there, Elle. Now he’s calmer and more open to listening to your questions. “Ok, fine. What can I help you with?”

**Kristen (Billi):** “Can you help us track a magical trail from this?” and I hold up the sea cucumber.

**Eloy (Nav):** “Kind of gross looking, but I can sense a lot of magic coming from it. Is it someone you know?” he says.

**Elle (Spike):** “My brother.” Spike is sad.

**Eloy (Nav):** He gives Spike an understanding look, then waves his hands around as he murmurs magic words. “Jumble, bumble, scumble, boo! Frumble, gumble, pumble, loo!” And with that the sea cucumber glows a bright yellow, with a faint trail that seems to go outside of the hut. “If you follow that trail, you’ll find the caster of this horrible spell. I wish you luck on your journey.”

**Kristen (Billi):** We're going up against a powerful sea witch. Do you think you could come with us?

**Eloy (Nav):** Billi has Magic Qualities too, right?

**Kristen (Billi):** Yeah, but she's just a kid.

**Eloy (Nav):** He says, "You have much more magic in you than you think. Use it and you will be fine." He rests his hand on your shoulder and you feel a surge of energy. You'll get an additional white die when using your Magic Qualities now.

**Kristen (Billi):** Oh, cool. That'll do.

**Julian (Octoboy):** Let's beat the sea witch!

**Elle (Spike):** Yeah! She can't do that to Spike's brother and get away with it.

**Kristen (Billi):** Let's go, guys! Mermaids away!

*Eloy then takes them through the rest of the adventure, each one increasing in tension and fun banter between the players. Hopefully, they defeat the sea witch, but it may take a couple of sessions to get there, depending upon how many obstacles Eloy puts in their way.*



# World of Mermaids

Hidden away from human eyes in the great deep live the merfolk, people born half-human and half-sea creature. Many legends surround the merfolk, carried on the tongue of many a crazy or drunken fool. Stories of the sirens that would lure sailors to their deaths by crashing their ships into rocks or sea witches with the power to summon the feared kraken spread through the lands.

Few know, however, that the merfolk truly exist, as they choose to live apart from humanity. Mostly peaceful, the merfolk have built their own kingdoms, forged their own lasting friendships, and (yes) at times had their own wars. The time of battle has long since passed and, today, the merfolk live together in harmony. They defend their borders from bandits and terrible sea monsters. They venture into the Dark Lands hoping to find lost treasures and solve untold mysteries. When they are done, many return home to the largest city in the underwater world... Atlantis.

## Atlantis

The epicenter of all merfolk society, Atlantis stands as a beacon of hope for everyone. Its golden spires cast a grand shadow, which is then illuminated by the reflection of light from crystals and coral throughout the city. The last war, which ended roughly 60 years ago, was waged between all the merfolk. Each nation fought for a piece of the underwater world, none realizing the prosperity that could be created through peace. When this war ended, a king was named ruler and all merfolk became one under a single banner.

All merfolk, from any species or town is welcome to live in Atlantis in return for a hard day's work. Eelfolk have Lobsterfolk neighbors and Sharkfolk work beside Urchinfolk with no problem, and their children play and learn together. From the outside, life in Atlantis is as carefree as can be, allowing young merfolk to go on countless adventures with little reason to worry for their safety. In practice, the capital city is often the site of assassination attempts on the royal families, monster attacks from angered sorcerers or even just the target of

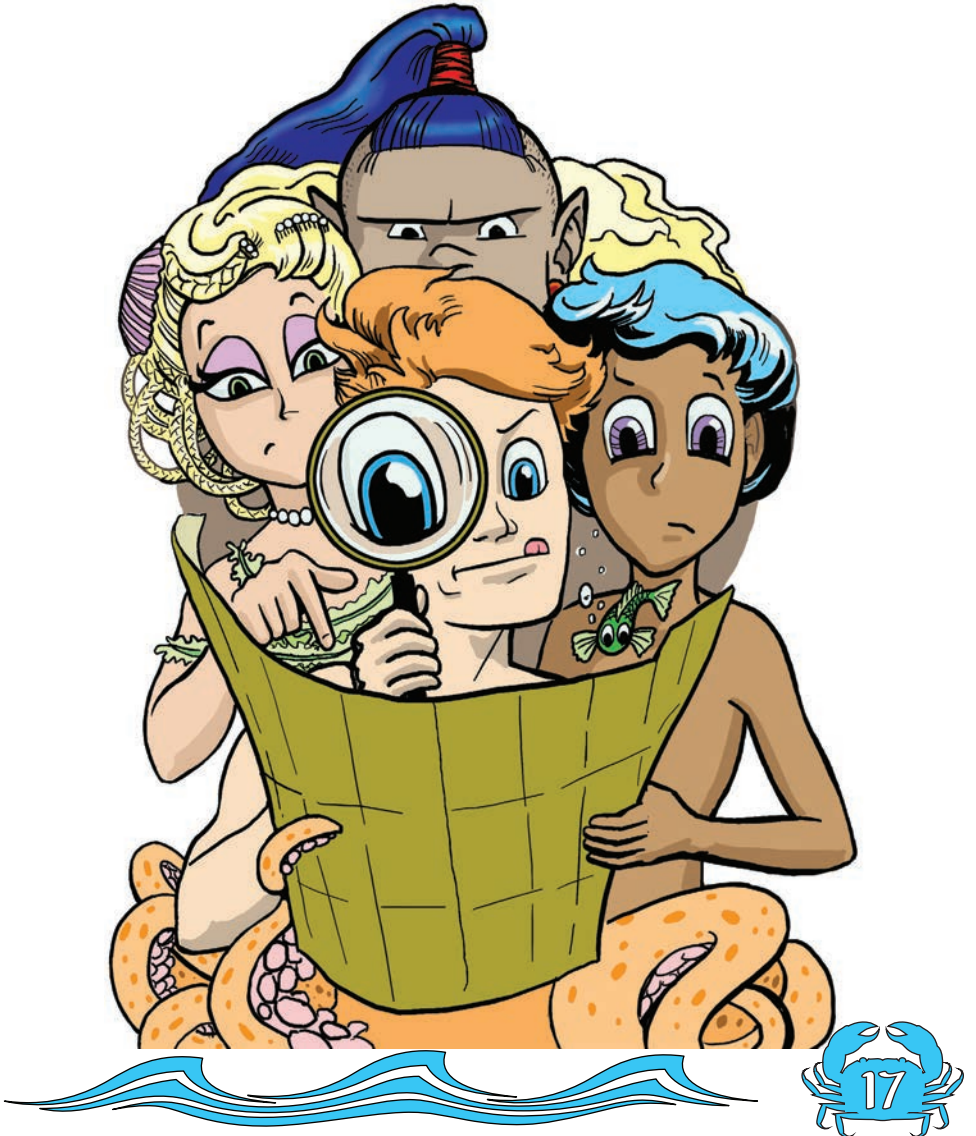




talented thieves looking for a big score. Even with the town guard, nothing is completely harmless, yet another reason why the merfolk need to get along and work together so well.

In honor of the alliance between the merfolk species, an Under-sea Olympics is held each year. Champions from each species face off in friendly competition, ensuring another peaceful year. The favorite sport of the merfolk is Clam Ball, where a team tries to run from one side of the field to the other with their clam before the other team can stop them. Lots of crashing into each other, but it's all in fun.

King Neptune and Queen Anastasia currently rule with gentle hands. The king is an older Fishfolk with a long beard and a golden



trident. He carries a kind smile and struggles with every decision to find the best course for Atlantis and his kingdom. Queen Anastasia is a beautiful woman of the people, using her love of music and dance to organize the largest festivals and balls for her subjects. She and her fellow Rayfolk are known to put on fantastic shows in the town square, free to all who can attend. They hope to use Atlantis as a shining example to the Dark lands of how to live.



# Dark Lands

Outside the lands protected by the rule of Atlantis are the Dark Lands. This region extends to untold distances and are filled with unimaginable danger. Horrible and mystifying sea creatures are rumored to live there, as well as incredible natural spectacles (such as unstopping underwater cyclones or giant clams that can devour a merfolk in one closing).

The king's best soldiers heavily guard the border between Atlantis and the Dark Lands, and it is deemed an honor to defend civilization from outside threats. However, many venture out into the Dark Lands in search of adventure, riches or even raw resources. Some believe the region to be cursed, but there is no proof of such a claim except for the few places protected by powerful sea witch sorcery. Other bands of robbers and criminals attempt to make haven in the Dark Lands to avoid the watchful gaze of the King's Guard, but are sure to stay close to the border in case they run into something truly terrifying.

## Merfolk

In the world of Mermaid Adventures, there are eight species of merfolk, each with their own personality, goals and mannerisms. For more information on how your merfolk type affects character creation, see page 58.

### Fishfolk

The most numerous of all the merfolk, Fishfolk come in all shapes and sizes. Their fins and fish body reflect those of almost any kind of fish in the ocean, from the yellow and white of a clownfish to the reflective, beautiful scales of the rainbow fish. Originally hailing from the lands to the south, Fishfolk are the most curious and adventurous of all the merfolk. The wise say that all of them are destined to bring life and beauty into the world.

It is no wonder, then, that the Fishfolk make up large portions of the Atlantis army, as well as becoming of the world's best artists and







creators. King Neptune himself is a Fishfolk and many of the merfolk believe that the world would be in chaos if another species sat upon the king's throne today. It doesn't stop other merfolk from trying, though.





## Eelfolk

The Eelfolk are slippery pranksters with the bottom half of an eel. Their reputation comes from their penchant for telling jokes, pulling pranks and always smiling... usually with the goal of making others smile too. The northern kingdoms, where Eelfolk originate, has a calendar packed with festivals and carnivals, celebrating everything from the changing in ocean temperature to when someone remembers your name correctly for the first time.

Of course, there are times when their jokes turn dangerous. More than a few have been bruised or even seriously injured by falling into an Eelfolk's prank (which differ little from traps used to hunt creatures). In essence, the laughter of others is their prey and they will go to any lengths to get it.

## Urchinfolk

Often accused of being obsessed with magic, the Urchinfolk are a strange sort. Having the bottom half of a sea urchin, these merfolk are known for their massive cities along the rocky cliffs of the southwest and even in the Dark Lands. Their people love to scrounge for lost magical relics, to the point of hoarding the most powerful for themselves.

The Urchinfolk are well-suited to travel into the Dark Lands, due to their spiny exterior, giving them the first shot at finding lost treasures. Some go on scavenging expeditions for the king, while others are bandits only out for themselves. All and all, though, the Octofolk are always wary of the Urchinfolk and their reputation for stealing magic.

## Jellyfolk

At the head of almost any hunting party are the Jellyfolk of the southeast. These merfolk have to the bottom half of a jellyfish, often making them slower than others. However, their keen minds give them an edge when it comes to strategy and warfare. This coupled with their ability to be almost completely see-through has made them some of the best hunters in all of Atlantis.

The Jellyfolk have an on-and-off rivalry with the Sharkfolk for who are the best hunters and warriors. Right now, the score is tied, each



one of their species trying to one-up the other. This can be known to overtake any issue and make them show off, even in the face of danger. Unsurprisingly, Jellyfolk take on warrior or daredevil positions within society.

## Octofolk

When someone thinks of a sorcerer in Atlantis, most come to think of the Octofolk. These merfolk have the bottom half of an octopus, giving them additional limbs that can be used just as their two arms. This can be helpful in many tasks, especially creating magical potions quickly. In the lands of the west, almost every Octofolk is taught the ways of sorcery from birth, making them the most knowledgeable in working luck and the forces of magic.

Octofolk have a bad reputation, since some of the worst sea witches of history have been of their kind. Like anything else, however, magic can be wielded for good or for evil. Octofolk are highly intelligent, but usually have to go above and beyond to prove their loyalty. When they do, however, they hold their friends dear at almost any cost.

## Rayfolk

The Rayfolk from the northwest are well known for their expert sneakiness. These merfolk have the bottom half of a stingray, making them quite beautiful and giving them the ability to flatten their body to hide. Few can find a Rayfolk if they don't want to be found. Of course, they also love to play music and dance, a time when they love to be seen (and tipped).

They have a reputation of being tricksters, unfortunately leading many to disbelieve their words. It is true that some become thieves or spies, but most Rayfolk are kind and charitable, only wanting to add love to the world. Many of them work as tailors, dancers or other careers for the creative.

## Sharkfolk

From the east come the Sharkfolk, merfolk with the bottom half of a shark. In addition, their heads can often be shaped differently based on the kind of shark that colors their heritage, pointier heads





for great whites and flatter heads for those of hammerhead birth. Each of the Sharkfolk are big and muscular, regardless on how much they work out. This helps them in the physical department, making them keen on becoming warriors (backed by their tradition of teaching their young to fight at an early age) and sports stars (it's hard to beat a Sharkfolk in Clam Ball).

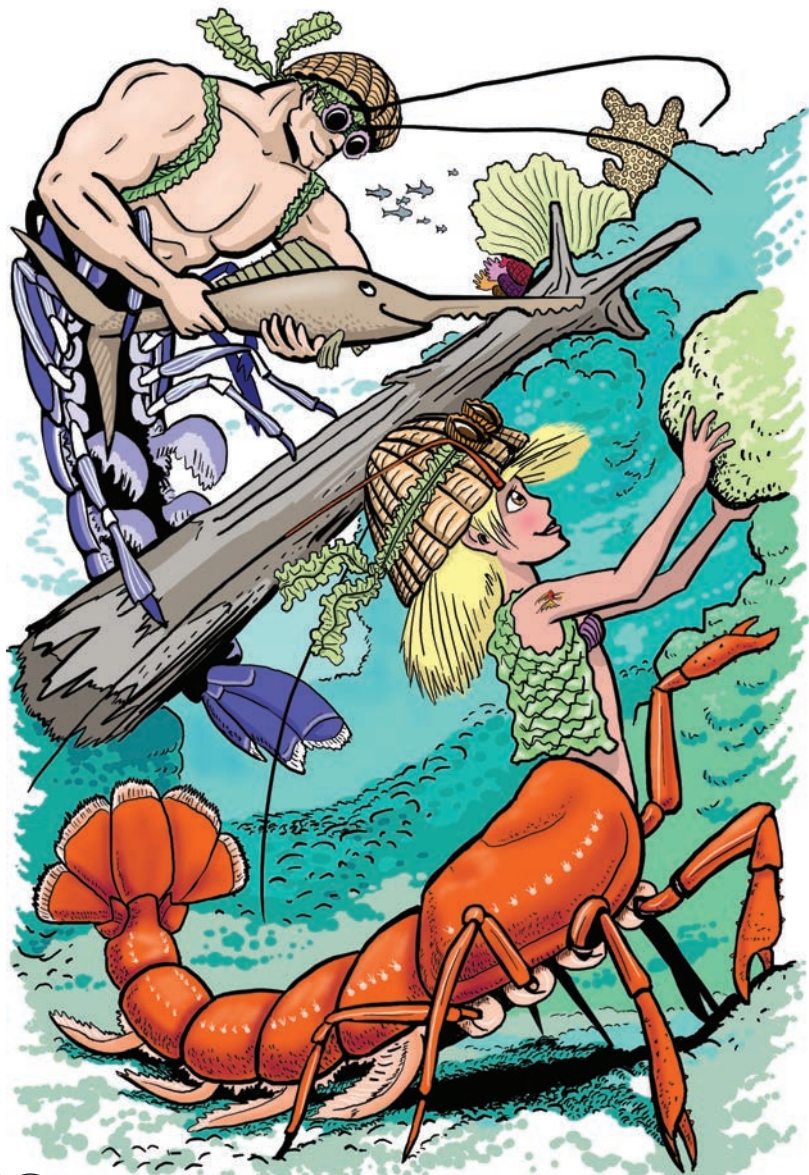
Their physical appearance has a way of scaring those unfamiliar with their people. Even though they have rows of pointed teeth and



deadly eyes, many of them are gentle giants, befriendng creatures small and large just like anyone else.

## Lobsterfolk

Hailing from the northeast, the Lobsterfolk are a culture of ingenuity and creativity. These merfolk have the lower half of a lobster, including strong claws that help with their main purpose... building





things. They look at life like a blueprint, building their true friendships and group associations like they would a sturdy table or a stylish home. Their kind is responsible for a large percentage of the homes in Atlantis, including the royal castle itself.

Lobsterfolk are known for being premiere inventors, each of them striving to come up with a new contraption of some sort in order to wow the world. Many of them look to humanity to emulate their advancements, but this has led others to think the Lobsterfolk might be too interested in humans and their toys.

## Sea Creatures

There are a multitude of different seas creatures that live beneath the waves with the merfolk. As their kin, the merfolk may speak to any sea creature just as easily as with each other, and each fish has its own personality. Certain top-world creatures strongly associated with the waves, like seagulls, can also uncannily speak with the merfolk.

### Fish

No top-worlder would ever imagine talking to a fish, but they are very much known for their ability to hold a conversation. It is not uncommon for merfolk to befriend a swordfish, clown fish or even butterflyfish. Having a fish as a friend is just like any other friend; you fight and play together, helping each other along the way.

### Piranhas

Of course, there always have to be an exception to the rule. Piranhas are the one fish that no merfolk has ever befriended. They are small, nasty, deadly and travel in schools. They eat other fish and merfolk alike and laugh as they do it. Warning: If you think you see a Piranha, run; their friends are not far behind.

### Sea Turtles

Like other turtles, they are wise and long-lived, but sea turtles have a certain calm to them. They take in every moment with joy and love to share their philosophy of harmony with any merfolk with



an ear to listen. They have a tendency to call their friends “bro” and “dude” quite a bit.

## Eels

These slimy, slithery creatures are quite frequently in the service of sea witches, drawn to power and nastiness. Those that aren’t are a rarity in Atlantis. The so-called “good” eels are often kept as pets to royalty, hoping their electric shock is enough to keep attackers or assassins at bay. Eels all speak with a lisp, similar to a snake (if snakes talked – silly thought, huh?).

## Dolphins

The highly intelligent dolphins are some of the best friends a merfolk can have, playful and full of personality. Not only that, but they also serve the people of Atlantis in any way they can. Primarily, they have the job of transporting merfolk around in chariots and carriages, since they swim faster than your fastest merfolk.

## Sharks

Large and deadly, sharks speak with deep voices and rarely allow merfolk to talk down to them. They have rows upon rows of sharpened teeth ready to chomp anyone that dares to enter their territory, save for Sharkfolk who they often allow safe passage. Sharks, on the whole, are mean and sour, but a few have been known to befriend a special merfolk here and there.

## Anglerfish

A large fish whose head has a tentacle with a bulb of light attached. Found almost exclusively in the Dark Lands, anglerfish are one of the few sources of light to be found, but with a deadly price. Their long, sword-like teeth are known to skew an overly curious merfolk who was just in the wrong place at the wrong time. Beware these creatures.

## Rainbow Fish

This fish of legend is said to exist within the Dark Lands, hidden away by powerfully evil magic. A rainbow fish has multi-colored







scales and has been rumored to be the most beautiful creature in the world (above or below the waves). It is also said that they can cure any sickness and heal any wound, making them the perfect bounty for would-be explorers and adventurers.



## Sea Dragons

Lost to the history books are legends of the sea dragons. They once existed in large number, but pollution from the top-world and being hunted by merfolk led the sea dragons to leave this world. They are large aquatic reptiles with the power and wisdom of a creature that has lived centuries, while the merfolk live only decades. It is said that King Neptune has a sea dragon egg in his possession. Will it ever hatch? Will the sea dragons return if it does? How will the people of Atlantis respond to the renowned dragons' return? Celebration... or war?

## Kraken

The most feared monster of the sea, the kraken is a giant squid capable of capsizing a human ship with its huge tentacles. Its food of choice is human, after all, but it will make due with merfolk when hungry and no ships are going by. It is a right of passage for many merfolk to venture into the Dark Lands and hunt the kraken. Most return home having found nothing, while others never return. The third, rare group returns home with tales of battling and surviving against the strongest predator in all of history.

# The Top-World

The merfolk can never let humanity know of their existence, for fear of their entire species being wiped out in another war with the top-world. This is the biggest rule set by King Neptune and everyone in the kingdom is expected to obey it. Of course, the young merfolk care little for these fears or stories that they will end their days on the plate of a hungry human. No, curiosity always gets the better of them and the merkids break the rules.

The world of mermaids is timeless. It is up to the Navigator to decide the time period that a group of mermaids will see if they venture to the top-world, each with its own perils.







# Making Characters

When all the players are comfortable with their knowledge of the world of Mermaid Adventures, it's time to create characters.

**Step 1:** Pick Merfolk Type

**Step 2:** Raise Attributes (5)

**Step 3:** Random Charts

**Step 4:** Qualities (4, plus Free Merfolk Quality)

## Step 1: Pick Merfolk Type

There are eight types of merfolk that reside in Atlantis, each with special and unique abilities. Merfolk type determines your mermaid's starting Attributes and free Quality that all merfolk of their kind possess.

### Eelfolk

**Attributes:** Body 1, Mind 2, Charm 1, Luck 1

**Free Quality - Cheerful:** Eelfolk are insanely cheerful most of the time and love to use this to spread joy to others. At times, other mermaids find them annoying, but that's their problem. Gain +1W when you do something to make someone else happy.

### Fishfolk

**Attributes:** Body 1, Mind 1, Charm 2, Luck 1

**Free Quality - Adventurous:** Fishfolk are brave and love to go on adventures to find new lands, meet new sea creatures or reveal secrets of the top-world. This makes them very curious and often gets them into trouble. Gain +1W whenever you want to discover something new.

### Jellyfolk

**Attributes:** Body 1, Mind 1, Charm 2, Luck 1

**Free Quality - Translucent:** The body of a Jellyfolk is nearly see-through in the right lighting, which can be handy when your mermaid



wants to hide (even in the open). Gain +1W whenever you don't want to be seen.

## LobsterFolk

**Attributes:** Body 1, Mind 2, Charm 1, Luck 1

**Free Quality - Shelled:** Lobsterfolk have the advantage of having a hardened shell, which can protect them from attacks or other random dangers (like traps, falling boulders, etc.). Gain +1W when defending against a Body Hit.

## Octofolk

**Attributes:** Body 1, Mind 1, Charm 1, Luck 2

**Free Quality – Tentacles:** Octofolk are good at doing things quickly with the help of tentacles they can use like hands. This is limited to tasks that can be done with their hands, since they only have one set of eyes. Gain +1W when you want to get a Task done quickly.

## Rayfolk

**Attributes:** Body 2, Mind 1, Charm 1, Luck 1

**Free Quality - Flatten:** Rayfolk can flatten their body to become thin and long. This is helpful whenever they need to hide under a layer of dust or fit through small spaces. Gain +1W to Tasks that benefit from being flat.

## Sharkfolk

**Attributes:** Body 2, Mind 1, Charm 1, Luck 1

**Free Quality – Big and Scary:** Even the nicest Sharkfolk can seem intimidating to others. This can be helpful when dealing with enemies, but can be a pain if they scare someone accidentally. Gain +1W when you want to scare someone.

## Urchinfolk

**Attributes:** Body 1, Mind 1, Charm 1, Luck 2

**Free Quality - Spiny:** Having spines all over their body, Urchinfolk are known for being great fighters. Their spines are feared by other merfolk. Gain +1W whenever you want to poke someone with your spines.





# Step 2: Raise Attributes

Attributes are the base values that represent what a character can do, ranging from 1 (the worst) to 5 (the best). Magical creatures and experienced warriors may have Attributes that go up to 10. All merfolk come with a spread of Attributes (listed previously), and then the player also receives 5 points to spend to raise the four Attributes: Body, Mind, Charm and Luck. Younger players can simply spread 3, 3, 2, 2 across their Attributes if they have trouble with adding. Attributes tell you how many White dice you get to roll for a Task. Each Attribute has it's own health, called Hits, explained in more detail on page 54.

## Body

*"I lift the boulder out of the way!"*

Body represents how strong, tough or fast your mermaid can be. You roll Body whenever there is a physical test for the mermaid to endure, like crashing down a door, lifting something heavy, swimming quickly or even attempting to harm someone.

Players can choose to take 1 Hit to Body to reroll a failed Body roll. Likewise, the Navigator may ask for a Difficulty 2 Body roll to resist 1 Hit during prolonged physical activity, like swimming for a long time without a rest.





## Mind

*“Care for a game of chess?”*

Mind represents how smart or clever your mermaid can be. You roll Mind when the character has to test his or her intellect, like trying to memorize a song, pick a tricky lock or research a strange mystery.

Players can choose to take 1 Hit to Mind to reroll any failed Mind roll. Likewise, the Navigator may ask for a Difficulty 2 Mind roll to resist 1 Hit during an especially complicated mental activity, like staying up all night studying.

## Charm

*“I’m going to sing the best song ever!”*

Charm represents how charming or scary your mermaid can be. You roll Charm when the character wants to interact socially with another character, like making a creative and engaging story, convincing someone that you are not an enemy or trying to tell if someone is lying.

Players can choose to take 1 Hit to Charm to reroll any failed Charm roll. Likewise, the Navigator may ask for a Difficulty 2 Charm roll to resist 1 Hit during very stressful times, like if the character is being teased a lot.

## Luck

*“I bet there’s a tunnel around here somewhere, right?”*

Luck represents the magic your mermaid has inside and how generally lucky they are. You roll Luck when using Magic Qualities (page 43) or for tests of chance, like suddenly finding a weapon within arm’s reach or avoiding hidden traps.

Players may choose to take 1 Hit to Luck to reroll ANY failed roll. Likewise, the Navigator may ask for a Difficulty 2 Luck roll to resist 1 Hit from magical traps or horrible acts of bad luck.

### Attribute Ratings

Level	Meaning
1	Poor
2	Fair
3	Strong
4	Excellent
5	World-class
6+	Legendary



# Step 3: Random Charts

The players get a chance to roll once on each of the following tables to get a completely random character: 1-Hair Color, 2-Hair Style, 3-Eye Color and 4-Fin Color. Roll twice on 5-Extras, then on the appropriate secondary charts, and then once more on 6-Goals. These rolls can end up giving the characters new items (page 46) and a special Goal Quality.

Each player should be allowed one reroll for each chart if they happen to get something they don't like for the character. Rolling randomly just adds a bit of fun to the process, because you can get some crazy combinations. But, in the end, all of these charts are optional, so you don't have to roll if you don't want to. If you know exactly what you want for your mermaid, you can just pick and choose from the list or make up your own with Navigator approval.

## 1. Hair Color

2	Black
3	Blue
4	Purple
5	Blonde
6	Brown
7	Highlights
8	Red
9	Pink
10	Green
11	Gray
12	White

## 2. Hair Style

2	Bald
3	Curly
4	Straight
5	Braids
6	Spiked
7	Pigtails
8	Mohawk
9	Bangs
10	Ponytail
11	Crew Cut
12	Afro

## 3. Eye Color

2	Black
3	Brown
4	Hazel
5	Green
6	Amber
7	Violet
8	Red
9	Bright Blue
10	Icy blue
11	White
12	Swirling Colors

## 4. Fin Color

2	Silver	6	Green	10	Light Blue
3	Gold	7	Red	11	Pink
4	Violet	8	Orange	12	Rainbow
5	Gray	9	Magenta		



## 5. Extras

1	Fun Items (5-1)	4	Clothing (5-4)
2	Knowledge (5-2)	5	Weird Items (5-5)
3	Features (5-3)	6	Weapons (5-6)

### 5-1 Fun Items

2	Yo-Yo
3	Doll/Stuffed Animal
4	Bucket and Shovel
5	Deck of Cards
6	Tennis Racket
7	Musical Instrument
8	Funny Mask
9	Music Box
10	Clam Ball
11	Slinky
12	Slingshot

### 5-2 Knowledge

2	Binoculars
3	Dictionary
4	Blue Prints
5	First Aid Kit
6	Art Kit
7	Notepad and Pen
8	Telescope
9	Abacus
10	Compass
11	Magnifying Glass
12	Lock Picks

### 5-3 Features

2	Glasses
3	Freckles
4	Pointy Ears
5	Tattoo
6	Piercing
7	Big Nose
8	Rosy Cheeks
9	Scar
10	Monocle
11	Eye Patch
12	Shimmering Scales

### 5-4 Clothing

2	Baseball cap	6	Locket	10	Lab Coat
3	Cowboy Hat	7	Spiked Bracelets	11	Leather Jacket
4	Glasses	8	Tiara	12	Flowing Gown
5	Friendship Bracelet	9	Uniform (player's choice)		



## 5-5 Weird Items

2	Laundry Basket	6	Dog Whistle	10	Floss
3	Can Opener	7	2d6 Paperclips	11	1st Place Ribbon
4	Makeup Compact	8	Rubber Chicken	12	Any Item of choice
5	Fork	9	Ring of Keys		

## 5-6 Weapons

2	Pocket Knife	6	Sharp Teeth	10	Sword
3	Hammer	7	Nail Gun	11	Stick of Dynamite
4	Scissors	8	Claws	12	Trident
5	Boxing Gloves	9	Axe		

## 6. Goals

2	Approval	You seek the approval of others in the acts that you do, from doing chores to please your parents or hunting a sea monster for your king. Gain +1W to perform a duty for someone else.
3	Community	You know your community like the back of your hand and will defend it to the end. Gain +1W to rolls for local information or to protect where you live.
4	The Rules	You are a stickler for the rules and like to make sure others don't break them. Gain +1W when dealing with those that break the law.
5	Collector	You pick up lots of objects on adventures, sometimes without even knowing it. At any given time, you'll have a new strange item in your pocket. Gain +1W to rolls to find random items in their bag or the environment.
6	Giving	You are the picture of charity and love to give things to others. Because you care, you may take a Hit to your Luck for another player to reroll ANY roll.



7	Survival	You are always looking for a way to survive whatever challenge come before you. Gain +1W to rolls that help you survive any attack or situation that may severely hurt you.
8	Bravery	You love to show everyone how brave you are! Gain +1W to perform Tasks that are very dangerous.
9	Competitor	You are always looking for someone to one-up. Gain +1W whenever you are in a direct competition or race.
10	Favors	You are good at collecting favors from others. Gain +1W to make deals with other or to see if you already know someone that can help in a given situation.
11	Love	You love to love and love people who are in love. Gain +1W to any roll to help people fall in love or to protect a loved one.
12	Wealth	Money is very important to you and you'll do just about anything for it. Gain +1W to any Tasks that might make you rich.



# Step 4: Qualities

Qualities are the things about your character that make them original. Everyone has something special about him or her, like being laugh-out-loud funny, creative and artistic, big and strong, super fast or really smart. No two mermaids are exactly the same. Each player gets to pick four (4) special Qualities, in addition to the Merfolk Type (page 30) and Goal (page 36) Qualities they already have. There are plenty of examples provided below, but players are encouraged to come up with whatever new Qualities make their character completely unique.

If a Task comes up that has something to do with your character's Quality, you get an extra white die to help your chances for success. You can use up to 3 different Qualities for any single roll.

**NOTE:** Younger players, or those who just haven't had the chance to read Mermaid Adventures yet, can easily just describe their characters. If your child says, "I want my mermaid to be a pretty princess", then simply write the Beauty and Royalty Qualities on their sheet. Also, you don't need to pick all the Qualities during the character creation, if you can't think of ones that fit right away. The Navigator can allow you to fill in the blanks as you play, after you get a better feel for your mermaid.

## Quality List

Below are example Qualities. Be sure to check with your Navigator to see which ones fit best for your character and with the story. If it makes sense for your character, some Qualities can even be taken multiple times with Navigator approval. Also, some qualities are negative, marked with (Neg), usually gained from dropping an Attribute to 0 Hits. These are bad, but can be just as fun to roleplay.

### Artistic

Your mermaid is known for their ability to create great pieces of art. This can be a coral sculpture, squid-oil painting or anything else creative. Gain +1W when attempting something artistic.





## **Avoid Traps**

Your mermaid always has a keen eye on their surroundings and knows how to avoid a possible trap or ambush much better than others. Gain +1W when scouting for traps or to avoid a trap that has been sprung.

## **Beautiful**

Your mermaid is cute or attractive, sometimes giving them an edge when dealing with others. Gain +1W whenever an adorable smile or wink of an eye may come in handy.

## **Brute**

Your mermaid is bigger and stronger than others, making it easier for him or her to lift heavy things or break down obstacles. Gain +1W when brute strength can help you out of a bad situation.

## **Chef**

Your mermaid is good at creating wonderful dishes that please the eye and the taste buds. Gain +1W whenever preparing food.

## **Courageous**

Your mermaid is fearless, able to look the scariest things in the face and not run away crying. Gain +1W to resist being scared by bigger merfolk or terrifying sea creatures.

## **Empathy**

Your mermaid has an easier time figuring out the emotions of someone they see or interact with. This is very helpful for knowing when to offer a kind word and when it's not a good time to crack a joke. Gain +1W to tell how someone is feeling.

## **Enemy (Neg)**

Your mermaid has an enemy (an individual or group), be it a creature that hunts them or a rival that is always out to see them fail. Gain +1B when dealing with an enemy.



## Fast Swimmer

Your mermaid is a fast swimmer, making it easier to get from place to place, swim through difficult tunnels and chase others. Gain +1W whenever swimming fast is an asset.

## Fighter

Fighting comes naturally to your mermaid, probably from growing up with brother and sisters they had to wrestle with a lot. Gain +1W whenever you need to physically fight someone.

## Funny

Your mermaid is just naturally funny, loving to tell jokes or pull elaborate pranks. Telling a joke at the wrong time can be pretty bad. Gain +1W when trying to be funny.

## Human Expert

Your mermaid knows (or thinks they know) a lot about humans. This gives them the advantage of knowing how to act and communicate if they ever run into a human. Gain +1W to any social interactions with a human.

## Library

Your mermaid has a big bookcase full of books to read, which can be useful for finding out new information. Gain +1W to research local history, regional maps or how to perform certain tasks.

## Lucky

Your mermaid has great luck, always finding a dropped coin or just happening to find the right path home. Gain +1W when deciding random things that might work in your favor.

## Mechanic

Your mermaid knows how to fix things in a jiffy, which especially draws you to the top-world and all the fun human gadgets up there. Gain +1W to any roll to repair or jury-rig an item.



## Musical

Your mermaid is a really good singer or instrument player. Being musical can help to make others happy or put on a great show. Gain +1W to perform music of any kind.

## Nosey

Some merfolk just can't mind their own business. Your mermaid likes to listen in on others' conversations or dig through things looking for secrets. Gain +1W whenever you are being nosy.



## Protective

Your mermaid wants to protect the people they care about from danger. Gain +1W to help someone else before yourself, like getting in the way of an attack or finding a place for your friends to hide.

## Puzzle Master

Your mermaid is very good at solving riddles or putting together puzzles, often making

them the smartest person in the group. Gain +1W whenever they are faced with a tough brainteaser.

## Royalty

Your mermaid is a member of one of the royal families of Atlantis, giving them special privileges that others may not have, like money and command. Stuffy parties and unwanted duties are also part of the bargain, however. Gain +1W when you can use royal heritage to their advantage.

## Scared of... (Neg)

Some characters have something they are very afraid of, like heights, the dark or certain creatures (such as snakes or sharks). Gain +1W to run away, but +1B for all other interactions.

## Sense of Direction

Even without the help of a map, your mermaid is the one to ask for directions. Gain +1W whenever you are trying to figure out where they are or where they should go next.

## Sneaky

Your mermaid is good at sneaking around, which can be helpful when hiding or trying to follow someone without being noticed. Gain +1W when you try to be sneaky.

## Sporty

Your mermaid is great at playing sports and being athletic. Gain +1W whenever participating in a sporting competition.

## Teammate

Your mermaid is really good at helping others solve issues. Gain +1W whenever making a roll for Teamwork (page 52).

## Thief

Your mermaid has sticky fingers and is skilled at taking things that don't belong to them. Gain +1W when trying to steal something.



## Tough

Your mermaid is physically, mentally, socially or magically tougher (your choice), able to take an attack and keep moving. Gain +1W to defend against an attack from a bad guy with your chosen Attribute.

## Trap Maker

Your mermaid knows the mechanics of building a good trap, often for catching animals for food or to pull off a prank. Gain +1W when the character wants to construct a trap.

## Weapon Training

Your mermaid has a weapon they are better at using than anything else they may have in their hands. Gain +1W to any attack when using their chosen weapon type.

## Writer

Your mermaid is talented when it comes to the written word, including letters, speeches, songs or poems. Gain +1W to compose a wonderful written work.

## Magic Qualities

A mermaid with a Magic Quality has achieved some level of training from a sorcerer that has given them special power. Magic Qualities are picked the same way as other Qualities, but give your mermaid magical abilities beyond what other mermaids can do.

Magic Qualities use the Luck Attribute for the roll with a varying Difficulty based on what kind of Task you are trying to perform with it. In addition, you must take 1 Hit to Luck per use of a Magic Quality, representing your mermaid's magic being drained to power their spell. You may not have more Magic Qualities than they have levels of Luck.

## Beam

Your mermaid can shoot a beam of energy that can harm an enemy or destroy an obstacle that may be in their way. Make a Difficulty 1 Luck roll to then make a second Luck attack roll with +3W.





## Emotion Surge

Your mermaid can force someone to feel an emotion, either to calm down, confuse or adversely affect the target. Difficulty is equal to the target's Mind. With a success, the target's mood changes instantly.

## Fish Form

Your mermaid can use magic to transform into a fish! This can be helpful for hiding in a school or fitting through small openings. Choose one type of fish that they can transform into at Difficulty 1. All others are Difficulty 2.

## Healing Touch

Your mermaid can touch a friend to heal their physical wounds, mental scars or stress level. Make a Difficulty 1 Luck roll to heal 1 Hit per success to a friend's Attribute (mermaid's choice).

## Hypno-Eyes

By looking into someone's eyes, your mermaid can mesmerize them into a hypnotic daze. The target loses a number of Turns equal to your mermaid's Luck. Difficulty is equal to the target's Charm.

## Human Shift

Your mermaid can turn their fins into legs, making it possible for them



to pretend to be human and walk in the top-world. This power requires a Difficulty 1 roll to change himself or herself or a Difficulty 3 roll to change someone else.

## Lullaby Song

Your mermaid can sing a beautifully soothing song that puts someone to sleep for an hour per success. Difficulty is the target's Mind.

## Shield

Your mermaid can bring up a temporary force field to surround them and protect from taking Hits. Make a Difficulty 1 Luck roll to then make a second defense roll against any attack, using Luck with +3W.

## Water Bending

Your mermaid has a magical control over water, able to bend it in a variety of directions and shapes. The Difficulty ranges from 1 for changing water currents, 2 for creating a water whip or 4 for making a tidal wave.

## X-Ray Vision

Your mermaid eye's glow, allowing them to see through a wall or other obstacles, like a squid ink cloud. In addition, you gain +1W when searching for something some is trying to hide.

### Potions

A powerful sorcerer or sea witch can make any special power or ability the Navigator can imagine into a potion. This, of course, requires ingredients to brew into a potion, usually creating a few fun adventures to get just the right items. Sorcerers are not known to provide a potion for free, however. Asking for a favor or trading something important to the character is very common.

## Animal Friends

Some mermaids form strong friendships with fish and other non-mermaid sea creatures that also live in Atlantis, complete with their own goals and personality. This could be a Sharkfolk with a clownfish friend or even an Octofolk with a couple of eel followers. While they are great for companionship or to do jobs for you, mermaids have to be



sure to be nice to their Animal Friends or they may lose them. A mermaid may not have more Animal Friends than they have levels of Charm.

Animal Friends cost 2 Quality points, but essentially become secondary characters for the player. They begin with 1 point in each Attribute, but only have 2 Hits per Attribute (instead of 4 per Attribute like mermaids). Animal Friends also get 1 free Quality to describe them, which works just like other Qualities. They may gain up to 2 additional Qualities if you spend Progress Points for enhancements (page 47).



## Items

While making your character, players may choose to spend Quality points on special items instead of Qualities. This is because some items act just like Qualities, like Binoculars (+1W to sight-based rolls) or a Dictionary (+1W to studying rolls). With the right rolls on the Extras



Random Chart (pg. 35) a character may even start with a couple items in their possession already.

The fun part about items is that you can acquire them for free throughout stories. Finding a special map or taking an enemy's sword adds to what the characters have at their disposal. If you find an item, just ask the Navigator if you can add it to your Item list. Beware, though, you can lose or break items under the wrong conditions.

## Progress Points

We all grow and learn over time and so does your mermaid. As characters go on more and more adventures, they will change and become stronger. After a successful game session, the Navigator can give up to 3 Progress Points to each player that can be spent to enhance your mermaid. Players receive 1 Progress Point for showing up to the play, but can gain more through good roleplaying and finishing adventures. Progress Points can then be spent on the following:

### **Change a Quality (1 pt)**

You can spend 1 Progress Point to change a Quality your mermaid already has to another. There should be a reason for the change, such as the character changing jobs or trying to give up one skill to learn another. Negative Qualities cannot be changed.

### **Gain a New Quality (3 pts/1 pt)**

You can spend 3 Progress Points to buy a new Quality. This is a fun way to enhance your mermaid by giving them additional dice to the kinds of rolls you like to make. You may also spend 3 Progress Points to remove a Negative Quality if they so choose.

If you have an Animal friend, giving them a new quality only costs 1 point, but remember that they can only have up to 3. Choose wisely.

### **Raise an Attribute (5 pts/3 pts)**

You can spend 5 Progress Points to add +1 to one of your four Attributes. Your mermaid could be training to be stronger (Body), learning magic from a sorcerer (Luck), going to parties to learn new jokes (Charm) or studying to become smarter (Mind). Remember that Attri-





butes cannot go higher than Level 5.

If you have an Animal friend, raising one of their Attributes costs 3 points. This will help them to survive and be more useful when they are away from your mermaid.





# Playing the Game

This chapter covers the rules of Mermaid Adventures. It's good for everyone to know the rules, so everyone can be on the same page. In a pinch, however, as long as one person has read this chapter (probably the Navigator), they can help the rest of the players get up to speed.

## Completing Tasks

The Navigator is in charge of setting the story and describing the events that happen around the characters. When a challenge is presented to your character or if you want to make a change to what is going on in the current story, you can attempt a Task. This can include anything from breaking down a door that stands in your mermaid's way, talking a shopkeeper into a discount on a pretty dress, or setting up a funny prank to hit your teacher in the face with an eraser.

Keep in mind, again, not everything needs to have a roll. It is fun to roll dice, but doing so shouldn't stand in the way of moving on with the story. Below are the rules for using Tasks.

### Step 1. Choose your Attribute

When you decide what you want to do, simply let your Navigator know and her or she will select which Attribute it is connected to. Body for physical Tasks, Mind for mental Tasks, Charm for social Tasks and Luck for magic or altering the scene. The player looks at the chosen Attribute and grabs that many White dice. Examples may include:

*"I'm going to perform a song to distract the guards."* (**Charm**)

*"I look around for the hidden note."* (**Luck**)

*"I want to chase after that guy who swimming away."* (**Body**)

*"I need to figure out which direction we need to go to get back to Atlantis."* (**Mind**)



## Step 2. Choose Qualities

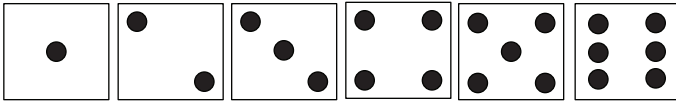
Now that you know what Attribute you are using, take a look at your character sheet and see if they have any Qualities that might apply to the current Task. Multiple Qualities can apply to the same Task if the Navigator agrees that they all fall in line with what the player wants to do, but no more than three Qualities per roll. Grab 1 additional White die for each Quality that affects the Task. Examples may include:

*“Since I have the Musical Quality, my song should distract the guards a lot.” (Charm)*

*“I’ll likely find the note! I have the Nosey Quality.” (Luck)*

*“They can’t get away, I’m a Fast Swimmer.” (Body)*

*“My Sense of Direction Quality will get us there.” (Mind)*



## Step 3. Choose Difficulty

Some Tasks are easier to do than others. Based on the story and what is happening in the scene, the Navigator chooses a Difficulty that represents how hard it is to perform the Task. The Navigator should describe what is going on and then choose the Difficulty, keeping the following in mind:

Difficulty 1	Simple Task
Difficulty 2	Mid-Range Task
Difficulty 3	Tough Task
Difficulty 4	Amazing Task
Difficulty 5	Legendary Task

The player grabs a number of Black dice equal to the Difficulty chosen by the Navigator. Examples may include:

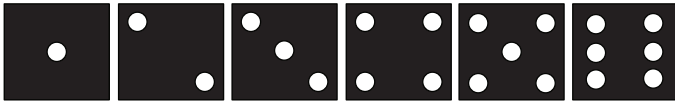


*“There are three guards with big helmets, so it won’t be easy.  
Difficulty 2.” (Charm)*

*“The room is very cluttered, making it harder to find your  
note. Difficulty 2.” (Luck)*

*“The guy you’re chasing recently ate, so he’s moving slowly.  
Difficulty 1.” (Body)*

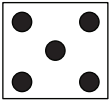
*“You aren’t very familiar with this area, so this is going to be  
very hard. Difficulty 3.” (Mind)*



## Step 4. Determine Success

Now you have a handful of black and white dice. The White dice reflect your mermaid’s chances at success, and the Black dice are the obstacles that might hold them back. The goal is to get more successes (4, 5 or 6) on the White dice than you get on the Black dice.

### White Wins

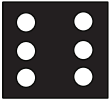


If the dice come up with more successes on White dice than Black dice, your Task succeeds and whatever you were attempting happens.

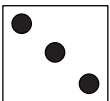


If the White dice win by 3 or more, they are very successful in their Task. The Navigator is encouraged to use the *“You succeed, and...”* statement, adding some bonus positive event to happen next due to their the player’s awesome roll!

### Black Wins



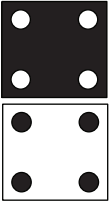
If the dice come up with more successes on Black dice than on White dice, your mermaid is overcome by the challenge and your Task fails.



If the Black dice win by 3 or more, things go very badly. The Navigator should use the *“You fail, and...”* statement, adding some extra horrible thing that happens next.



## Ties



If the White and Black dice come up with the same number of successes, your mermaid partially succeeds at their Task. The Navigator is encouraged to use a “You succeeded in your Task, but...” statement, to explain what happens next. The following event shouldn’t be too bad or too good, but present some new challenge to the players. An example would be a Tie on a Mind roll to pick a lock. This might result in breaking the lock, instead of simply picking it, leaving evidence of their presence in the area.

## Use Descriptions

Whether the dice come up as a Success or a Failure, the Navigator should try to fully describe the effect of the dice on the story. Saying “No, that didn’t work” is never as interesting as the following examples:

*“Your song was so good that you distract the guards enough to let your friends sneak past as well, AND they give you some money for your time.” (Charm)*

*“Even though it was hard, you find what you were looking for in the prince’s office.” (Luck)*

*“The guy you were chasing makes a sharp turn, so you end up losing him.” (Body)*

*“You just can’t find your way around these parts, AND you find yourself in the middle of a bad neighborhood.” (Mind)*

## Teamwork

Sometimes there are challenges that are too hard to accomplish alone. When two or more characters want to work together, this is called teamwork. Choose one player to be the final roller and the other players are the helpers. First, each helper makes Difficulty 2 roll, using the same Attribute as the Task at hand. Each helper that succeeds, gives



the final roller +1W. The final roll cannot benefit from more than +3W from either Qualities or Teamwork.

# Conflicts

When two characters or a character and an NPC are competing or opposing each other, this is called a Conflict. Examples of Conflicts can include trying to hit another character, tricking them into hurting themselves or even taunting or scaring them. Conflicts are much like other Tasks, but instead of the Navigator applying a Difficulty, you use the target's Attribute score.

The acting character first chooses which Attribute they want to use

to "attack" the defending character. Of course, they can also add any Qualities that will help them with their roll, just like other Tasks.

**Body** - Punch to the gut or swing of the weapon

**Mind** - Outsmarting a character or causing stress/anxiety

**Charm** - Cause fear or other emotional change

**Luck** - Using magic to attack

The defending character then chooses which Attribute they want to defend with. The easiest choice is the same





Attribute the attacker is using, moving out of the way of an attack or fighting against fear with courage. The defending character may also add any Qualities that would apply to help them not get hurt. When both players are done, the acting player rolls their Attribute against a Difficulty equal to the target's chosen Attribute.

At times, you may choose to defend with a different Attribute than you are being attacked with. Talking an attacker who is punching out of attacking in the first place (Body vs. Charm) or hoping against hope that you'll be able to solve a complicated puzzle (Mind vs. Luck). You must explain the reason for your choice in Attribute, just as the attacker must describe theirs.

## Taking Turns

Whenever you have more than one character that wants to act at the same time, you use the dice to decide who goes first. This is easily done with a quick roll of 1d6 + Your lowest Attribute. The player with the highest roll gets to go first. If two or more players tie for highest, they roll again to break the tie. After the highest rolling player goes, the player with the next highest number goes next. This continues until everyone has had a turn, then everyone rerolls for order again.

## Hits

If the attacking character's roll has more success than the defender, the defender takes 1 Hit to the Attribute they attempted to defend with. If the attacker rolls 3 or more successes over the defender, the defender takes 2 Hits to their defending Attribute.

If the defending character's roll has more successes than the attacker, then they take no Hits. If they roll 3 or more successes over the attacker, the attacker takes 1 Hit to their attacking Attribute.

There are times where the Navigator may have the character resist taking a Hit connected to a Task. Making their way through a very complicated mental task could cause a Hit to Mind, while getting hit by a falling boulder would cause a Hit to Body. It is important to remember that only rolls that hold some kind of danger will result in a Hit being taken. Other rolls, just determine whether the Task is successful or not.



# Falling to 0 Hits

Each Attribute can take up to 4 Hits before your mermaid shows negative effects. When they have 0 Hits left, the character cannot use that Attribute for any Task or Conflict until it heals back. You also roll on one of the following charts to see what else happens.

## 7. 0 Body Chart

2	Permanent -1 Body (Cannot go below 1)
3	Coma for 1d6 days
4	Breaks an arm (unusable for 1d6 days)
5	Falls incapacitated, unable to act until they heal the following day
6	Exhausted (-2W to all other rolls)
7	A friend gets hurt too (1 Hit to Body)
8	Dazed (-1W to all other rolls)
9	1 Item is destroyed (removed from list)
10	Stunned (Lose 1d6 turns)
11	Character gets an interesting scar
12	Some light bruising, but nothing too bad (Regain 1 Body)

## 8. 0 Mind Chart

2	Permanent -1 Mind (Cannot go below 1)
3	Phobia (Add "Scared of..." Quality to character)
4	Amnesia (forget the last day)
5	Migraine (-2W to others rolls)
6	Blackout (forget what happened the last Scene)
7	Faint (lose 1d6 turns)
8	1 Item is destroyed (removed from list)
9	Confused (-1W to other rolls)
10	Overconfident (character cannot retreat for 1d6 turns)
11	Blurred eyes, can't read for the rest of the day
12	Slight headache, but you'll be ok (Regain 1 Mind)



## 9. 0 Charm Chart

2	Permanent -1 Charm (Cannot go below 1)
3	Instant Enemy (Add an "Enemy" Quality to character)
4	Lose voice (can't use Charm for 1d6 days)
5	Isolation (wants to be alone for 1d6 days)
6	Hysterical crying (lose 1d6 turns)
7	1 Item is destroyed (removed from list)
8	RETREAT!!!! (Can only run away for 1d6 turns)
9	Sweaty Brow (+1B to Charm rolls for rest of Scene)
10	Case of the blurts (suddenly shouts out a secret)
11	Truth Time (cannot tell a lie for 1 day)
12	Slightly stressed, but you shook it off. (Regain 1 Charm)

## 10. 0 Luck Chart

2	Permanent -1 Luck (Cannot go below 1)
3	Hex (no rerolls for 1d6 days)
4	Drained of Magic (cannot use magic for 1d6 days)
5	Tainted Aura (+1B for others to cast magic)
6	Splitting Headache (1 Hit to Mind)
7	Trip and fall (1 Hit to Body)
8	Have a Tantrum (1 Hit to Charm)
9	Bad Luck (-1W to other rolls)
10	1 Item is destroyed (removed from list)
11	Lose Your Way (character gets lost)
12	Luck left you for a moment, but it's back (Regain 1 Luck)



# Healing

After resting for the night and getting some sleep, your mermaid can regain 2 Hits of your choice. So, a character that has lost 1 Mind and 2 Body could regain 1 Mind and 1 Body or 2 Body. The Healing Touch Quality (pg. xxx) can also be used to regain Hits to Body, Mind or Charm by sacrificing Luck.



# Friend and Enemies

This section has some rules and tips to help out the player that has chosen to take the reigns of the game and know the abilities of the NPCs they will become. If the other players want to read this section, they can, but it's not necessary.

Mermaid Adventures uses NPC (Non-player Character) to describe people in the world that are not being controlled by the players, like the mermaids' parents, friends and sea animals. In the same story, the Navigator may be the king of Atlantis, giant attacking crabs or even enemy mermaids trying to steal stuff. Some of these creatures and beings are natural and others magical. Not only can they be used as allies and enemies, but as possible templates if a group decides they would like to play non-mermaid characters, like a school of fish or if one player wants to become another player's Animal Friend.

## How to Read NPCs

**Name:** What the creature or being is called

**Attributes:** What dice to be rolled when playing or conflicting with the NPC

**Qualities:** Any Qualities that the NPC has, including descriptions.

**Hits:** Unlike the players' characters, NPCs have a total number of Hits, instead of Hits for each individual Attributes.

## Sea Creatures

### Sea Turtle

Body	Mind	Charm	Luck
3	1	2	1
[ ][ ][ ][ ]			

- **Travelers:** +1W for info on far away lands

- **Shelled:** +1W to resist Body Hits



### Electric Eel

Body	Mind	Charm	Luck
2	3	1	2
[ ][ ][ ]			

- **Shock:** +1W to Body attacks

- **Sneaky:** +1W to hide







## Dolphin

Body	Mind	Charm	Luck
3	2	2	2
□ □ □ □ □ □ □ □			

- **Fast Swimmer:** +1W in a swimming race

- **Funny:** +1W to tell jokes

- **Smiley:** +1W to get on someone's good side

- **Shark Fighter:** +1W against Sharks

## Big Sharks

Body	Mind	Charm	Luck
5	3	5	2
□ □ □ □ □ □ □ □			

- **Big Teeth:** +1W for bite attacks with their big, big teeth

- **Tough:** +1W for resisting Body attacks

- **Scary:** +1W to intimidate others... they are really scary



## Small Fish

Body	Mind	Charm	Luck
1	1	1	1
□ □			

- **Skittish:** +1W to run away from something scary

## Piranhas

Body	Mind	Charm	Luck
2	1	2	1
□ □			

- **Gang Up:** +1W to attack for each Piranha in their school

## Sea Dragon

Body	Mind	Charm	Luck
6	5	6	8
□ □ □ □ □ □ □ □			

- **Magical:** Any two Magic Qualities

- **Electric Breath:** +2W to attack with a blast of energy

- **Wise:** +1W for knowing when to give advice

- **Speedy:** Sea Dragons can zoom the water at lightning speeds. +2W for swimming fast.

- **Noble:** Never breaks a promise to a friend.

## Kraken

Body	Mind	Charm	Luck
8	2	4	2
□ □ □ □ □ □ □ □			

- **Scary:** +1W to intimidate others

- **Brute:** +1W for breaking and lifting things

- **Crusher:** Deals 2 hits to Body when attacking

- **Lots of Arms:** Can make 3 attackers per Turn

- **Summon:** Can be called if you own a magic Horn.

- **Tough (Charm):** Hard to talk to a monster.

## Anglerfish

Body	Mind	Charm	Luck
3	2	3	2
□ □ □ □			

- **Scary:** +1W to scare others

- **Illuminated:** They can never be blinded

- **Flash:** Victims roll Mind to resist blindness for 1d6 Turns.

## Rainbow Fish

Body	Mind	Charm	Luck
1	2	1	2
□ □ □ □			

- **Healing Touch:** Page 44

- **Unseen:** Can turn Invisible if they don't want to be found.



# Merfolk

## Merkids

Body	Mind	Charm	Luck
1	1	2	1

- One Quality of Choice

## Bandits

Body	Mind	Charm	Luck
3	3	2	2

- Sneaky: +1W to hide
- Pickpocket: +1W to steal

## Aristocrats

Body	Mind	Charm	Luck
1	3	4	2

- Negotiator: +1W when making a deal
- Smart: +1W to know things

## King's Warriors

Body	Mind	Charm	Luck
4	3	2	3

- Fighter: +1W in combat
- Protective: +1W to protect royalty

## Sea Witches

Body	Mind	Charm	Luck
3	2	3	6

- Three Magic Qualities
- Evil Deals: Can gift a mermaid with almost any magic effect, in exchange of something very important to them.

## Sorcerors

Body	Mind	Charm	Luck
2	3	2	5

- Two Magic Qualities
- Potions: Can create almost any magic effect as long as they have the right ingredients.

# Humans

## Child

Body	Mind	Charm	Luck
1	2	2	1

- One Quality of Choice

## Adult

Body	Mind	Charm	Luck
2	2	2	2

- Two Qualities of Choice



## Guard

Body	Mind	Charm	Luck
3	3	2	2
□ □ □ □ □			

- **Eye for Trouble:** +1W to catch criminals in the act
- **Armor:** +1W to resist Body Hits

## Pirate

Body	Mind	Charm	Luck
3	2	3	2
□ □ □ □ □			

- **Blunderbuss:** +1W to attack with their gun from a distance.
- **Courageous:** +1W to perform dangerous Tasks

# Top-World Creatures

## Cat

Body	Mind	Charm	Luck
1	2	1	2
□ □			

- **Jumper:** +1W when leaping
- **Claws:** +1W to scratch and hiss
- **Cute:** +1W to get people to give you things

## Dog

Body	Mind	Charm	Luck
2	2	2	1
□ □ □ □ □			

- **Hunter:** +1W to track someone by scent
- **Runner:** +1W to run fast
- **Man's Best Friend:** +1W to protect your owner

## Horse

Body	Mind	Charm	Luck
4	1	2	1
□ □ □ □ □			

- **Trample:** +1W to run over someone
- **Back Kick:** +1W to kick with hind legs
- **Horse Power:** +2W to run really fast
- **Tough:** +1W to resist Body Hits

## Seagull

Body	Mind	Charm	Luck
1	2	2	1
□ □			

- **Human Expert:** +1W to know things about humans
- **Flight:** +1W to fly really fast
- **Swipe:** +1W to snatch items from others









# Navigator Tips

This chapter has a few tools to help the Navigator with running the game. Hopefully, you find some usefulness within these pages.

## Spicing It Up

The Navigator has to wear many hats in order to make the world seem fresh and new with each NPC the characters talk to. In some cases, literally having a different hat for each character you become can be really fun! You should also think about taking on voices when becoming different NPCs. Perhaps the king has a deep, booming voice, a stingray talks like a surfer or the evil, scary Fishfolk you are fighting has a high, operatic voice.

Some Navigators and players like to dress up as mermaids to get fully into character. If this helps to set the mood, we encourage it. Remember, however, that Mermaid Adventures is about having fun, so there shouldn't be any hitting or name-calling to the other players, even if it is what your character would do. It is great to pretend, just as long as no one's feelings or bodies get hurt.

## Anything Goes

Again, Mermaid Adventures is about having fun, but don't be afraid to go outside of what is "real" to make your story better. In other words, be as creative as you want, and bring everyone else along for the roller coaster ride.

The biggest hurdle that some Navigators find is having the whole story underwater. In the real world, this would mean that you'd just hear bubbles and gurgling whenever mermaids tried to talk to each other. The bottom of the sea is dark and scary, and there's no such thing as fire under the sea to light the way.

A good Navigator can break these chains of reality and just have fun. Start your story with the characters around an underwater campfire, telling ghost stories sending everyone into shivers. Maybe one of



your players wants a catfish as their Animal Friend. Not the bottom-feeding fish, but a half-cat, half-fish animal. Why not? If it's going to make the game more fun, then forget about what's real. This game is about make-believe, so there's no reason it can't include some fiction as well.



# Event Rolls

So, you and your friends have gotten together to play Mermaid Adventures, but you have no idea what kind of adventure to run. One might be in the mood for mystery solving and another might want to hunt down a treasure. What do you do if none of the included adventures work for you? Well, you just have to roll on the following Event Tables to see what crazy session you can run for your group.

## 11. Random Event Chart

2	Disaster (11a)
3	Discovery (11b)
4	Meet Someone New (11c)
5	Magical (11d)
6	Fun! (11e)

### 11a. Disaster

2	Fire! (Yes, Underwater Fire!!!!)
3	Earthquake!
4	Zoo animals escape!
5	Someone gets sick
6	A pet is lost. Find it!
7	One of you feels lonely... the others have to cheer you up!
8	Strange sickness makes all the fish go berserk
9	Bandits Attack
10	Kidnapping
11	Evil Sorcerer is cursing people in town. Stop him!
12	Sea Monster Attack!!!



## 11b. Discovery

2	Find an ancient weapon needed to defeat an enemy
3	Lots of gold found in town, now it's overrun of merfolk
4	Find a treasure chest... but its rightful owners are around the corner
5	Find a new kind of crazy-looking fish
6	Find a lost pet... you should return it to its owner
7	A sunken ship! what kind of things will you find inside?
8	Find a dress/suit you really love! What kind of chores can you do to raise the money?
9	Overhear a juicy secret about someone in town
10	Find a Treasure Map
11	Find a Mystery Potion
12	Find a Mystery Box. Think of anything and it is inside.

## 11c. Meet Someone New

2	You're needed to help in one of the local shops
3	Imposters of the characters show up and do bad things
4	Town bully has it out for one of you
5	A famous artist is in town and needs help finding the most beautiful thing to paint.
6	Quick Joe, the gambler, comes to town to offer wealth in exchange for winning his games
7	Pinky, a joker at heart, loves to pull pranks... but has the prank on the town leader gone too far?
8	All the fish are scared of a big shark named Scar
9	A lost, scared kid... where could his/her parents be?
10	A messenger from another town comes with a letter for the king, warning of monsters on the way.
11	A master thief is stealing stuff in town. Who could it be?
12	Protect the Princess/Prince during a journey to a nearby town



## 11d. Magical

2	You have a vision of the future and it's very bad
3	You have a vision of the future and it's very good
4	One of you is the chosen to defeat a magical evil
5	Town shaman wants ingredients for a special potion and needs you to get them
6	One of you is slowly becoming a mini-kraken. Stop the change before it completes!
7	Characters switch bodies. pass character sheets to the left.
8	Plants begin to overtake the town. You need to find a spell to remove them.
9	Someone accidentally summoned a monster
10	Magical door opens to another world
11	One of you can read minds... but you can't turn it off!
12	One of you is cursed. Everything you touch turns to gold... everything and everyone

## 11e. Fun!

2	Prepare for a concert, where you're the star!
3	You enter a contest to see who is the best... in town
4	You get to borrow the dolphin chariot and take it anywhere you want
5	The carnival is in town, but something is weird
6	Time for Clamball! Players can split into two teams or play together against some NPCs.
7	You can get a new pet for the group, go and choose what to get together.
8	It's someone's birthday! Let's throw a surprise party!
9	Find an unfinished love letter between two people in town.
10	You win a shopping spree!
11	You must train for the merfolk Olympics
12	Costume party! What will you dress up as?





## Madison

Body	Mind	Charm	Luck
3	1	3	3
□□□	□□□	□□□	□□□

- **Adventurous:** +1W to explore new things
- **Collector:** +1W to find random things in your bag
- **Jade:** Madison's pet sealion who travels with her.
- **Nosey:** +1W to get into other people's business.
- **Avoid Traps:** +1W to not get caught



## Princess Chloe

Body	Mind	Charm	Luck
1	2	4	3
□□□	□□□	□□□	□□□

- **Adventurous:** +1W to explore new things
- **Community:** +1W to protect where you live
- **Royalty:** She's a princess! +1W for royal things
- **Beautiful:** +1W when being pretty will help
- **Musical:** +1W to perform music
- **Lucky:** +1W to decide random events



## Taylor

Body	Mind	Charm	Luck
3	2	3	2
□□□	□□□	□□□	□□□

- **Adventuious:** +1W to explore new things
- **Approval:** +1W to do her duty to her school and mentors
- **Funny:** +1W to tell a good joke
- **Beautiful:** +1W when being pretty will help
- **Fast Swimmer:** +1W to swim faster than others
- **Human Shift (M):** Can turn into a human using magic

## Amarah

Body	Mind	Charm	Luck
2	3	2	3
□□	□□□	□□	□□□

- **Adventuious:** +1W to explore new things
- **Bravery:** +1W to be brave
- **Artistic:** +1W to create works of art
- **Protective:** +1W to protect others from harm
- **Nosey:** +1W to get into other people's business.
- **Trap Maker:** +1W to make elaborate traps and pranks



## Hannah Marie

Body	Mind	Charm	Luck
2	2	3	3
□□□□	□□□□	□□□□	□□□□

- **Cheerful:** +1W to bring a smile to someone's face
- **Giving:** Can take a Hit to let someone else reroll
- **Beautiful:** +1W when being pretty will help
- **Courageous:** +1W to not be scared of big and scary things
- **Human Expert:** +1W to know things about humans
- **Doo-Hingle (I):** Gives +1W to track down specific animals



## Jonathan

Body	Mind	Charm	Luck
4	2	2	2
□□□□	□□□□	□□□□	□□□□

- **Flatten:** +1W to tasks that benefit from being flat
- **Competitor:** +1W when competing with someone

- **Fast Swimmer:** +1W to swim faster than others

- **Tough:** +1W to resist Body Hits

- **Sense of Direction:** +1W to know which way to go

- **Sporty:** +1W to rolls involving sports







## Ellawynne

Body	Mind	Charm	Luck
1	3	3	3
□□□□	□□□□	□□□□	□□□□

- **Adventurous:** +1W to explore new things
- **Love:** +1W to help people in love
- **Chef:** +1W to cook well
- **Puzzler Master:** +1W to solve hard puzzles
- **Tough:** +1W to resist Mind Hits
- **Sneaky:** +1W to be sneaky

## Frank the Sorcerer

Body	Mind	Charm	Luck
2	3	1	4
□□□□	□□□□	□□□□	□□□□

- **Tentacles:** +1W to multitask
- **Survival:** +1W to rolls that help you survive
- **Beam (M):** +3W to Luck attack roll
- **Water Bending (M):** Make shapes and even weapons out of water
- **Tough:** +1W to resist Luck Hits
- **Human Expert:** +1W to know things about humans





# The Rescue



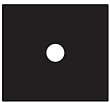
# Summary

A ship is going down in flames and the mermaids need to go save people. This isn't easy to do, since young mermaids are all told how important it is to stay hidden from humans. What will you do?

## 1. The Lights

The story begins as the group of characters is hanging out on the outskirts of Atlantis, probably not something they are supposed to be doing in the first place. When all of a sudden, the mermaids hear a loud thundering noise from above. The light shining down turns hues of bright red and orange.

### Mind



**Navigator:** Ask the players for a Mind roll (Difficulty 1). If the character has the Human Expert Quality, they may add +1W to their roll. Players that succeed know immediately that it's an explosion and fire.

The characters, as most mermaids are, will be most likely curious as to what is happening above. If they want, they can make their way to the surface to see.

### Body



**Navigator:** Ask the players for a Body roll (no Difficulty). This is a fun way to do a race to the top, with the character with the most successes getting there first. If they have the Fast Swimmer Quality, they get +1W.

## 2. Saving the People

When they get to the surface, they'll see a large sailing ship on fire. There are people and a couple of animals running around and screaming for help.

### Mind



**Navigator:** Ask the players for a Mind roll (Difficulty 2). If they have the Human Expert Quality, they get +1W. A success lets the mermaids know that the ship has an equal number of people onboard as there are mermaids, as well as 1 dog and 1 bird in a cage.



As the people are trying to climb into the second lifeboat, it too catches on fire and pieces of the boat fall on top of the people. They are buried under the rubble and the mermaids have to save them!

### Body



**Navigator:** There are many ways that the characters can try to get on the ship to save the people. If one of them has the Human Form Quality, they can grow legs and climb onto the ship in order to pull the humans off.

### Body



Otherwise, you may ask for Body rolls (Difficulty 2) for the mermaids to pull themselves up without legs. Once there, pulling them off the ship and into the water requires another Body roll (Difficulty 1) per human they want to save. They can get +1W if they have the Brute Quality.

### Luck



Also ask for a Luck roll (Difficulty 1) to see if they are lucky enough to have just the right size pieces of driftwood to lay the sleeping humans on. Success means yes!

The bird can simply be let out of its cage and it'll fly away. The dog has a collar that says his name is Chance. He doesn't like the mermaids at first, barking and walking back and forth frantically.

### Charm



**Navigator:** Ask for a Charm roll Difficulty 1. Success means they calm the dog down enough that he'll follow to safety. 3 Successes means he'll be your friend!

## 3. Getting the People to Shore

The humans are saved from the fire, but they are still a long way from shore. They aren't mermaids, so they can't live underwater with the characters, so they have to take the humans home.

### Mind



**Navigator:** Ask for a Mind roll (Difficulty 2) to see if they know where the nearest town is. If they have the Sense of Direction Quality, they get +1W. Success means they know just the direction to go.



Once they know where they're going, the mermaids begin to swim toward the nearest town. Since humans shouldn't know about mermaids, though, they have to make sure the people stay asleep.

### Luck



**Navigator:** You should ask for three Luck rolls. A failure means that the human that mermaid is transporting wakes up! A Critical failure means that one other human wakes up too. The first roll is Difficulty 1, the second is Difficulty 2 and the third is Difficulty 3. The goal is to get to shore without anyone waking up. A mermaid with Lullaby Song Quality can use their magic to ignore their rolls, but using magic on all the humans may leave them drained.

## 4. Sneaking Away

If the mermaids got the people to shore without anyone waking up, then they set the driftwood to go to the beach and be on their way. At the last minute, one of the humans (a kid) wakes up and sees them. He smiles and thanks the mermaids for saving his family from the fire and promises not to tell anyone he saw real mermaids.

If the humans did wake up, the mermaids need to convince them not to tell people in the top-world about mermaids.

### Charm



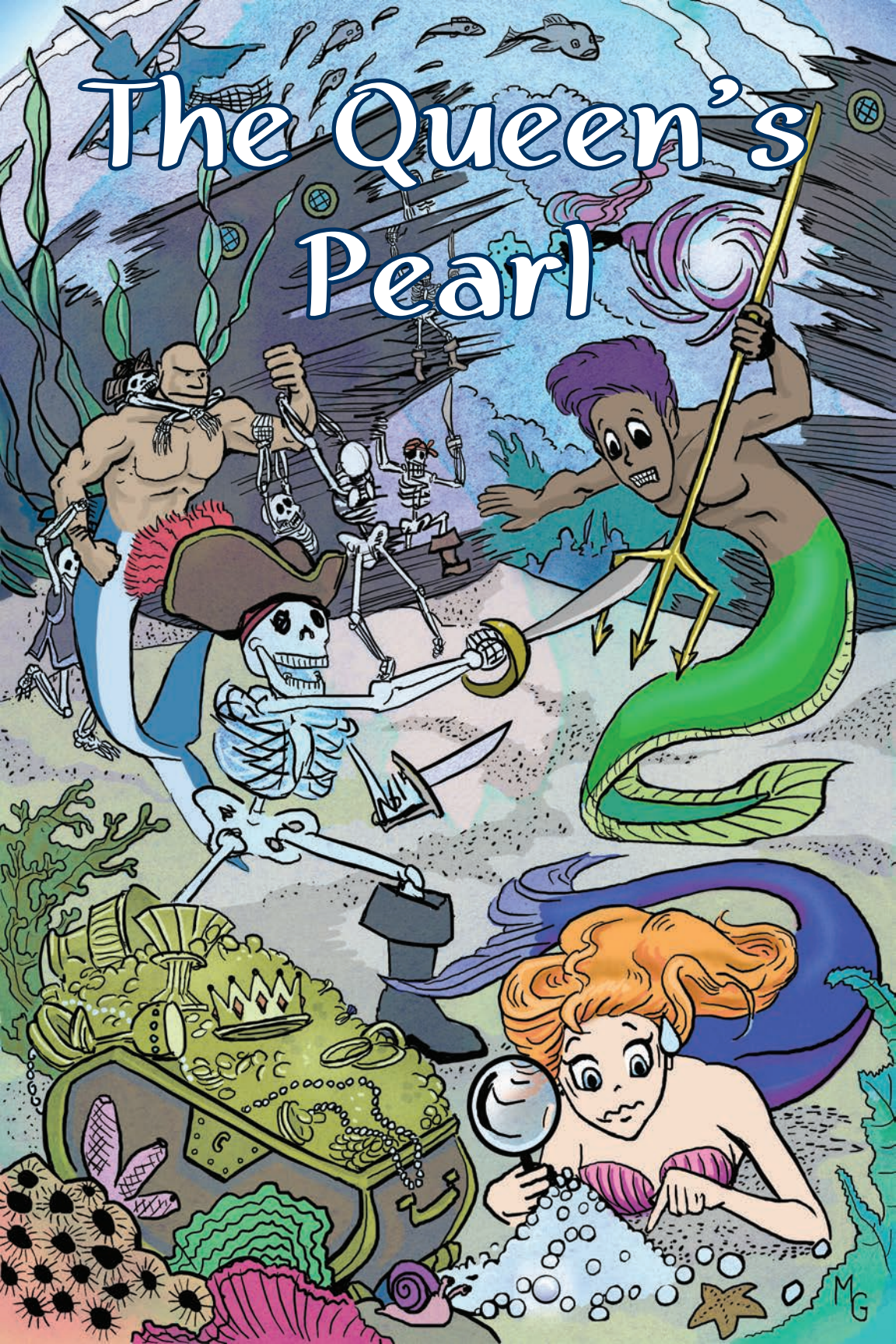
**Navigator:** Ask the players what they say to convince the humans and then ask for a Charm roll (Difficulty 2). Success means they humans agree not to spread word. A failure means the humans intend to reveal their secrets. The mermaids may have to resort to knocking them out (Body) or even using the Hypnotize Quality to convince the humans this was all a dream (Luck).

In the end, the mermaids swim away, happy in the knowledge that they saved some humans and maybe made a friend in the top-world. Being a mermaid can be very cool sometimes.





# The Queen's Pearl



# Summary

There has been a theft at the castle! Neptune, the King of Atlantis, needs someone to retrieve the lost pearl from the queen's crown. Here is your chance to capture a thief and gain a favor from royalty.

## 1. The King Needs You

This adventure begins the morning after a fancy ball at Neptune's castle. All the royal families and lords and ladies attended, and all of them walked away without something important to them. Duke Malad of the Lobsterfolk had two of his claw jewels stolen, while Lady Clout of the Eelfolk is now missing her rare golden scarf. Worst of all, the Queen's crown pearl was also stolen, driving her to tears. The king needs to take action and calls for someone to find the thieves.

?

**Navigator:** *Ask the players if any of their mermaids have the Royalty Quality. If so, they (and their group of friends) are the perfect fit for going to find the Queen's pearl. If not, their characters can easily volunteer to aid the King, since no one else has come forward to help.*

The mermaids come before King Neptune, sitting upon his throne of gold and coral. He looks like he's gotten very little sleep, and the mermaids can see that there are even a few jewels missing from his crown. Neptune thanks the mermaids for coming to help and is willing to answer any questions they may have, but it comes down to the following answers:

- The thieves were good at stealing, many of the items disappeared right under everyone noses during the party
- Ragla, the Octofolk royal sorceress, feels there is magic involved with this heist.
- There are reports of activity during the Eastern gates last night, which is a clue to the direction the culprits left in.

## 2. Finding the Bandits

The King then gives the mermaids a crystal linked to the spiritual energy that Ragla felt. It should guide the characters to the bandits'



hideout without too many hassles. They can take as much time as they want to get ready, but should keep in mind that every minute that passes lets the bandits get that much farther away.

### Mind



**Navigator:** Ask for a Mind roll (Difficulty 1) as they leave the kingdom, followed by a Difficulty 2 roll when they get farther away. +1W to those mermaids with the Sense of Direction Quality. If both rolls are successful, they are able to avoid getting lost as they make their way. Hopefully they brought a map.

The crystal glows brightly, pulsing faster and faster as they get closer to their destination.

### Luck



**Navigator:** Ask for a Luck roll (Difficulty 2). If successful, the mermaids can even see a faint magical trail left behind by the thieves. +1W if they have the X-Ray Vision Magic Quality.

## 3. The Sunken Ship

The trail leads the mermaids to a sunken ship buried in a coral wall, seemingly broken in half as it once descended to the ocean floor. Approaching the ship, it becomes very apparent that the area is booby trapped! The first is a series of harpoons rigged to fire at intruders.

### Luck



**Navigator:** Ask the players for a Luck roll (Difficulty 2), and those with the Avoid Traps Quality gain +1W. Anyone who fails on their roll will take 1 Hit to Body.

It becomes relatively safe until they enter the ship. The second trap goes off right away, attempting to drop a cage on the mermaids.

### Luck



**Navigator:** Ask for a Luck roll (Difficulty 3). Those with either the Avoid Traps or Fast Swimmer Quality gain +1W. Anyone who fails is stuck in a metal cage. Luckily, it is weak and rusting, so they can get out of it using a Body roll (Difficulty 3). Mermaids with the Brute Quality



## Body



gain +1W to this roll. If they are caught, they'll have to watch the next part from the sidelines until they can get out.

Inside the ship, the mermaid can now search around without any other traps going off.

## Mind



**Navigator:** Ask for a Mind roll (Difficulty 2) for searching the ship. Mermaids with the Nosey Quality gain +1W. A successful roll means the mermaids have found a stash containing a blueprint of Neptune's castle (used to break in), as well as a bag of jewels and other expensive items.

Unfortunately, the queen's pearl isn't with the other valuables. As the mermaids attempt to leave the ship, they see a number of merfolk, cloaked in black... the thieves.

## 4. Defeat the Bandits

The bad guys leap from the darkness, ready to fight the mermaids. There is one enemy per mermaid playing and they are wielding tridents.

## Init

**Navigator:** Use the Attributes for Bandits on page 61. Roll Initiative and start Conflicts!

As the last bandit is defeated, he takes the queen's pearl from his pocket and throws it over the mermaids' heads. When they look behind them to see where it went. The group sees that the bandit threw it to an Urchinfolk with grey skin and black veins all over their body. She crackles with energy, so it is obvious that she is a Sea Witch.

## 5. Defeating the Sea Witch

"So, they sent you to recover the pearl? How delightful. You know nothing of its true power, but I will show you," the sea witch says. She puts the queen's pearl at the end of her staff and it begins to glow. The



ground rumbles, sending ripples and bubbles through the water and out of the ground erupts several human skeletons in pirate garb, the past inhabitants of the sunken ship.

**Init**

**Navigator:** Use the Sea Witch Attributes on page 61 and the Pirate Skeleton values below. There should be at least 1 skeleton to fight per mermaid in the group, but you can add more if it feels like they are being beaten too quickly.

### Pirate Skeleton

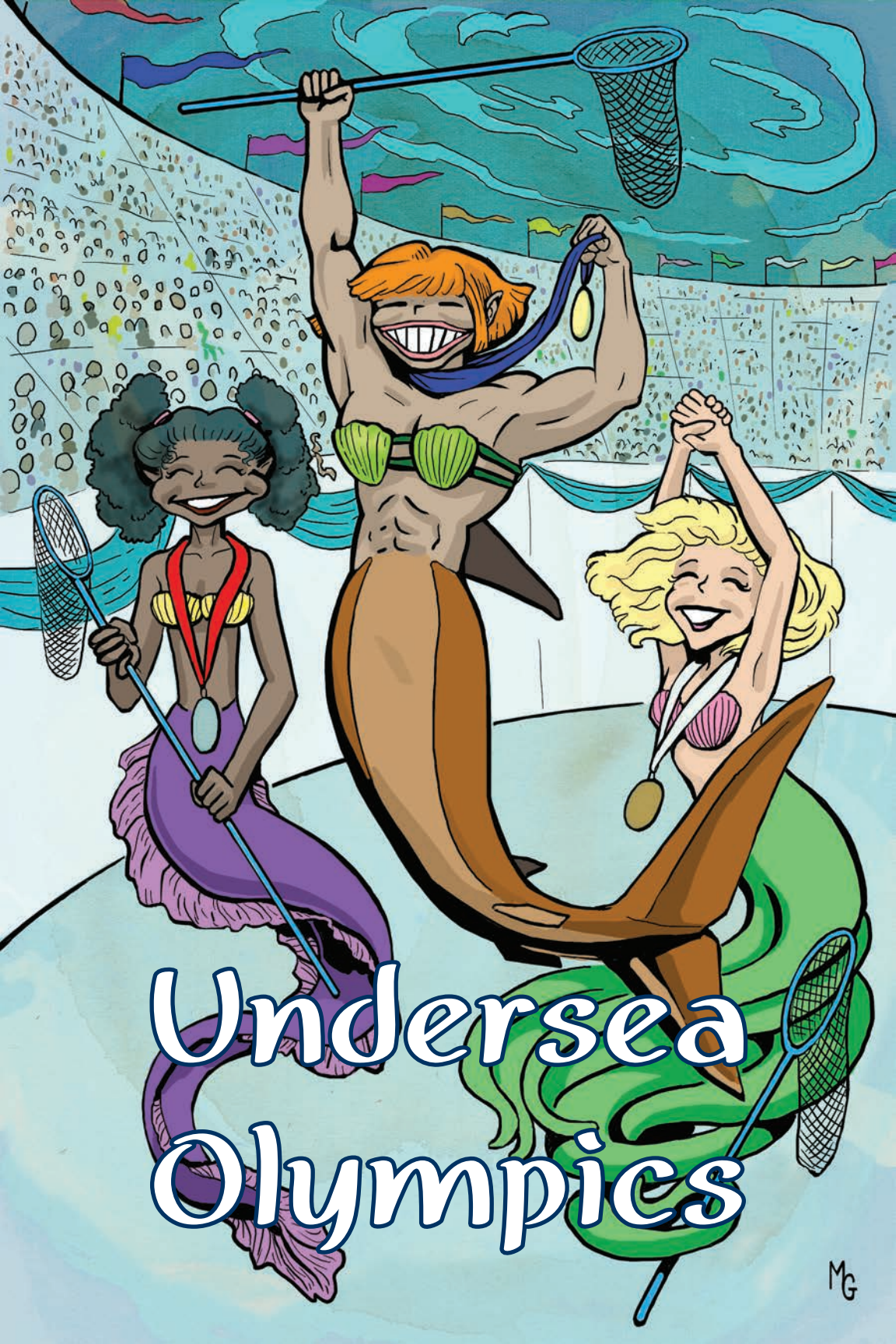
Body	Mind	Charm	Luck
3	1	1	2

- **Grr:** +1W to Scare Mermaids
- **Arg:** +1W to Resist Body Hits

## 6. Conclusion

The Sea Witch attempts to run away, but cannot muster the strength to do more than crawl. The mermaid can easily take the pearl from the staff so it can be returned to the queen. Alternatively, the staff in the hands of any sorcerer or sea witch will have the power to raise the dead. Do the mermaids give the pearl back or keep it for the power?





# Undersea Olympics



# Summary

The annual Undersea Olympics is coming up and it's up to the mermaids to make sure they win it for their town!

## 1. Recruitment

The athletes that will represent your town have been training for months in preparation, but yesterday where was an accident that left all of them unable to compete. The mermaids are reliable and friends with a Jellyfolk named Rufus, the team manager. He asks them to be on the team so that their town is not instantly disqualified.

### Mind



**Navigator:** Ask for a Mind roll (Difficulty 2) from the players. They gain +1W if they have the Sporty Quality. If they succeed, then they know that each team in the competition actually only covers three events out of a total of twelve done.

Rufus thanks those that agree outright and attempts to convince those mermaids that might be hesitant. Promise of fame and fortune are his first tool, as winners are often graced with money from sponsors like Shrimp Flakes or becoming the official spokesperson for Clam Ball. If they still don't agree, he'll owe them a personal favor later on.

## 2. Getting to the Coliseum

You are all last minute additions, so it's important that you get to the Coliseum right away! How will you get there?

### Body Mind Charm Luck



**Navigator:** Let the players know that they can choose whatever Attribute they wish in order to get there, as long as it makes sense. Below are some examples, but they can get there in whatever way they find more interesting. All rolls are Difficulty 3, so push the players to use their Qualities. A failure means they are late!

- **Swim Fast (Body):** The mermaids can just race there, using the Fast Swimmer Quality.

- **Taxi (Charm):** They can ask someone with a very





fast dolphin if they can hitch a ride.

- **Shortcuts (Mind):** They figure out the shortest route to take to make it to the Coliseum in no time.

- **Magic (Luck):** They may have a secret form of teleportation magic or something else that lets them get there quickly.

When they show up the crowd is already there, cheering as they enter at just the right time to join up with the rest of the athletes on their team. They get the chance to wave at the thousands of merfolk there to see the competition.

## 2. Event 1: Relay Race

The mermaids need to get ready for the first event, the Relay Race. This is a race run by a team of 4, instead of just one mermaid. One mermaid starts it off and then hands a baton to the next and this repeats until the 4th racer crosses the finish line. All of the competitors reach their marks on the big racing course, the referee blows the whistle and everyone takes off!

**Navigator:** Ask the players what order they will be racing in. This is a 4-person race, so use NPCs to fill in if you have less than 4 players. If you have more than 4 players, make sure they get to compete in the next event. After that's settled, the mermaids will make Body rolls (No Difficulty) to represent how fast they are swimming in the race. They obviously get +1W from the Fast Swimmer Quality, but they get +1B if they were late to the first event.

Body

+

When each of the 4 racers has made their rolls, add up the total number of successes and compare to the following results:

8+ = First Place (4 points)

6-7 = Second Place (3 points)

4-5 = Third Place (2 points)

1-3 = Fourth Place (1 points)

0 = Disqualified (No Points)



Rufus thanks the players for their effort, even if they didn't win. Now we get to the hard events.

### 3. Event 2: Animal Tricks

The 2nd event takes place within a beautiful course of rings and obstacles. It is called Animal Tricks, where the mermaids take a small trained sea animal and command it through a series of obstacles.

If the mermaid already has an Animal Friend, then they may use them for this event and enjoy +1W to their competition rolls as well. If they don't have an Animal Friend, may choose between the following animals, each of which will adjust their rolls: A cute, green seahorse named Nigel (+1W), a colorful flounder named Petal (no modifiers), and a frumpy crab named Bastian (+1B).

Charm



**Navigator:** Ask the players for this event for 3 Charm rolls (Difficulty 1). This represents their mastery of directing an animal through a maze of multicolored hoops of various sizes. When they are finished, they should add together the successes from their rolls and then add it to the team's total as well. Compare to the following results and record the team's score:

- 7+ = First Place (4 points)
- 5-6 = Second Place (3 points)
- 3-4 = Third Place (2 points)
- 1-2 = Fourth Place (1 points)
- 0 = Disqualified (No Points)

Rufus helps you wrangle your Animal Friends and congratulates the mermaids for making it this far. It has been fun, but hard work indeed. On to the last event... the most difficult yet!

### 4. Event 3: Blind Man's Puzzle

This event requires a lot of cooperation in order to win. It is a puzzle, teamwork test and race all wrapped up in one competition. The mermaids all gather near a field, where there are several puzzle pieces



spread out in different areas. One mermaid is chosen to be the team leader, while the other three mermaids are blindfolded and sent to retrieve the puzzle pieces, using only the team leader's voice to guide them.

### Charm



**Navigator:** Ask the team leader for three Charm rolls (Difficulty 1), one for each of the blindfolded searchers. This represents their yelling "Left, no your other left" and "It's right there, just reach above your head" to the shuffling competitors.

### Luck



The blindfolded mermaids all make a Luck roll (Difficulty 3, minus the number of successes the Team leader got on their Charm roll) to find the pieces quickly. A failure means it takes extra long to find the pieces and they have to roll again.

Once the puzzle pieces are back, the team leader now switches roles to the puzzle solver as well. Remember that the other teams are competing too, so you have to do this as quickly as possible.

### Mind



**Navigator:** Ask the team leader for two Mind rolls (Difficulty 1, raised by +1B for each failed roll from the blindfolded mermaids while they searched). A successful roll means they ease through the puzzle and raise the flag for their team. Add up the total number of successes and add that to their total point score.

Rufus is there to undue everyone's blindfolds and cheer the team on, quite the proud team captain. And just think, the mermaids were just regular merfolk yesterday and now they are Olympic athletes!

## 5. Award Ceremonies

All the teams have competed and all events have finished. Now, everyone sits and waits for the judges to add up everyone's score. After a little bit of nail biting, the teams are called back out to find out who the winners are. For helping him out, Rufus has agreed to let one of the players' mermaids accept the medal... if you get one.





**Navigator:** To determine what medal the mermaids get, take their total score and compare it to the following results.

*10-12+ points = Gold medal*

*8-9 = Silver medal*

*6-7 = Bronze medal*

If the mermaids didn't score enough points to get a medal, Rufus makes them special necklaces and thanks them for all their hard work. They go home winners at heart, since they at least tried. The mermaids are also invited back to compete next year if they want, so they may win next time.

If they do get a medal, however, choose one of them to go up to the pedestal. The crowd roars as they smile with pride and they have successfully made their town a winner. Returning home, they are greeted with a huge feast and a celebration! For weeks, the mermaids will be asked for autographs and appearances, though not really to the level that Rufus had mentioned.

After a few months, things return to normal, unless they decide that they truly want to be more than just stand-in olympians.







Lost in  
Dark Tunnels

# Summary

A child has gone missing in the darkest region of the Dark Lands. Can you help save them?

## 1. Hearing the News

Earlier today, a school (yes a literal school) had a field trip to the Arizian Tunnels, where the glorious never-ending whirlpools could be seen. Somewhere during the show, a young boy named Emil was lost. No one has been able to find him and word has reached your town, looking for volunteers to help with the search party.

### Charm



**Navigator:** Ask for a Charm roll (Difficulty 1) to see if they overhear someone talking or whispering about the news. If they succeed, they will be sent in the first wave of searchers. If no one succeeds, then they will be sent in the second wave.

Every capable merfolk is gearing up to go search for the boy and the mermaids can choose to join as well, or possibly set off on their own to help find the boy. In either case, they must get to the Arizian Tunnels.

### Body



**Navigator:** Ask each player for a Body roll (Difficulty 2). As long as they reach a combined total of 3 successes, they reach the Tunnels without any major delays. If they fail, the mermaids feel exhausted during their trip, each take 1 Hit to Body due to the long journey.

## 2. Entering the Maze

Of course, outside the Arizian Tunnels is where the whirlpools can be seen. It is said that within the tunnels rests a fallen star that creates the whirlpools, constantly trying to find a way for it to draw it from the ocean bottom. No one ever enters the tunnels, however, as they are a horrible maze that few ever make it back from. On the other hand, Emil's seemingly dropped King Neptune doll was found near the entrance, suggesting that the boy went against conventional wisdom.



Going through the Maze is no easy task. There is no map to the tunnels, as they are impossibly twisty and confusing. Most of the search party has begun looking around the whirlpools area, just in case Emil is there. It is up to the mermaids to go into the tunnels and hope they return.

### Mind



**Navigator:** *Some players may be wary of letting their mermaid enter the tunnels, for fear of getting lost and never coming back. Assure them that this game is about having fun, however. Ask for a Mind roll (Difficulty 1), where a success means their mermaid is courageous and up for the challenge.*

### Luck

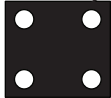


Once everyone is on board, they can go into the tunnels. Ask the players for three Luck rolls (Difficulty 2). They gain +1W if they have the Sense of Direction or Bravery Qualities. A failure means they make a wrong turn (see 4. Exiting the Maze). Each roll accounts for about 10 minutes of swimming through the blue, shimmering tunnels. They are just as beautiful as they are scary. As soon as they have all made 4 total successes, they reach the center chamber of the Arizian Tunnels.

## 3. Finding the Child

Reaching the center of the Tunnels, the mermaids find what can only be described as a gigantic clam. It is currently closed, and out of the sides, you can see skeletal arms and legs. It has eaten before. Could the boy be inside? (If the mermaid has the X-Ray Vision Quality, they can see that the boy is indeed inside the clam.)

### Body



**Navigator:** *No single mermaid is strong enough to pry open a giant clam like this. Ask the players to make a Body roll (Difficulty 4) using Teamwork (page 52). Don't forget +1W for Qualities like Brute, using Water Bending to help or even Lullaby Song to put the clam to sleep and thus weaker. On a success, they break open the clam.*





When the clam opens, the young boy is inside. He stands up, but he doesn't seem like himself. His eyes are glowing a bright white and his voice is booming. The legend of the star is true and it has taken over the boy. "I am using this boy to communicate with you. It has been such a long time, since I have seen the sky. These tunnels confuse me so and I have been lost here for centuries. Please help return me to the sky, and I will return this boy's mind to this world."

### Charm



**Navigator:** Ask the players to have their mermaids engage directly with the possessed boy. When they are done saying what they want to say, ask for a Charm roll (Difficulty 2) to see how the boy responds. A success means they make their point, while a failure means the star possessing the boy may get frustrated and attack (MerKids, page 61).

## 4. Exiting the Maze

After the mermaids have convinced the star to leave the tunnels with them, the next step is to make it out. Getting out is MUCH harder than getting in, sadly.

### Mind



**Navigator:** Ask the players for Mind rolls (Difficulty 2) with +1B for each wrong turn they made coming in, as they become confused by what turns are the right ones. If the mermaids had Chalk as an Item and marked the way they went in, they can roll at Difficulty 2 without any extra trouble. When they have made 4 successes, they have made it out.

As they exit the maze, the boy immediately swims to the middle of the never-ending whirlpools. His body is shot straight up like a bullet, and there is an explosion of light as he reaches the top. "Thank you, my new friends." Can be heard by anyone at the Arizian Tunnels.

The boy descends back down to the bottom with the rest of his class and everyone is safe. Emil is returned to his family and the mermaids have saved the day.





# Being Human



# Summary

The mermaids are stuck as humans and have to figure out how to get back to Atlantis... before it's too late!

## 1. Waking Up!

The sun shines down, but the sea breeze makes the beach comfortable. Alone, the mermaids wake up, human and covered in sand. Wait, what? Yes, they mermaids are now human.

### Mind



**Navigator:** Ask for a Mind roll (Difficulty 2) to see if the mermaids can remember how they got here. A failure means the mermaid has no memory of their last day. Success means the mermaid remembers that the group all drank super secret squid-juice from Romano's café. If anyone has the Human Shift Magic Quality, they find that it doesn't work to change them back!

It must have been the server, but none of the mermaids remember the boy's name. Figuring that out now won't do much good. They are stuck as humans and they have to figure out how to get back to Atlantis. As they stand up, they immediately fall down. Oh no! Have to learn how to walk.

### Body



**Navigator:** Ask for a Body roll (Difficulty 2) to see how quickly the mermaids pick up walking. +1W if they have the Human Expert Quality. A failure means they learn how to hobble or skip and fall down a lot before learning how to walk. The mermaid takes 1 Hit to an Attribute of their choice. A success means they take to walking just fine. A mermaid with the Human Shift Magic Quality can ignore this roll entirely.

## 2. The Festival

After mastering their feet, the mermaids begin to hear music all around them. Looking further inshore, they notice an ongoing beach festival. Maybe there are answers there! Games are in abundance at



the festival and easily distract the usually curious mermaids, especially any Fishfolk in the group. Here are a couple examples of games being played by the humans in attendance. The Navigator is encouraged to come up with others if the players want to have even more fun!

## Ring Toss

This game consists of a collection of differently-sized bottles that the player hopes to land their ring on top of. It requires a lot of aim and coordination.

### Mind



**Navigator:** Ask the player for a Mind roll (Difficulty 2), gaining +1W if they have either the Avoid Traps or Lucky Quality. A success means they land a ring in the right spot and win a prize. Succeeding by 3 or more means they win a big prize.

## Whack-A-Mole

This game is where puppets randomly pop out of holes in front of you, increasing in both speed and frequency as the game develops. The player needs to hit as many as they can in the time limit.

### Body



**Navigator:** Ask the player for three Body Rolls (Difficulty 2), gaining +1W if they have Fighter or Mechanic Qualities to figure the game out. If they get a combined total of at least 4 successes, then they win a prize. If they get 6 or more successes, they win a big prize.

## 3. Kim, the Palm Reader

Once all the games have been played, the mermaids decide to wander around and possibly look for answers. Just then, they happen upon a tent for a palm reader. This could be just the lead they need. Walking into the tent is like entering another world, a table in the center of the room with a crystal ball and lots of purple satin all around.

A pretty woman comes from behind a curtain and smiles. "Oh, you all look like you're new to town," she says, sitting down at the table. "Would you like for me to read your fortune?"

Although the whole setup looks hokey, if the mermaids let her read



their palm, her eyes glow brightly and she begins speaking in a different, deeper voice. "Visitors from another land, your path is clear. If you seek Turtle Soup, you will find your way back home." That is all she says before passing out on the floor.

### **Mind**



**Navigator:** Ask for a Mind roll (Difficulty 2) to figure out what all that meant. Success means that the mermaids remember that they passed by a turtle soup stand in the festival.

## 4. Save the Shop Owner

Running to the turtle soup stand is easy enough, but there is a big CLOSED sign posted. The mermaids should search for clues.

### **Luck**



**Navigator:** Ask for a Luck roll (Difficulty 2) to see if they can find anything interesting at the stand. Gain +1W if they have the Nosey Quality. Success means they find some tracks!

Following the tracks leads them away from the festival and into a quieter part of the woods. Eventually, they come upon a secluded wood cabin. They can hear movement inside, which means they should be careful not to be spotted by whatever enemies are here.

### **Body**



**Navigator:** Ask for a Body roll (Difficulty 2), gaining +1W if they have the Sneaky Quality. Failure means, they step on a twig or trip or fall or otherwise make noise to give away their position.

If they remain quiet, they can look through the window of the cabin and see the soup salesman tied up with a figure in dark clothing lecturing him. More important, he keeps asking the salesman about a magic scroll and it's whereabouts. If they save the salesman, maybe that scroll will help the mermaids get home!

**Navigator:** If the mermaids decide to attack up front, use the rules for Bandit (page 61) for the dark figure and



Init

his two friends also hiding out in the cabin. They can continue to be sneaky to take out the figures without anyone being the wiser or they can use magic like *Beam* or *Hypno-Eyes* to get rid of them. In any case, a fun conflict should occur here.

## 5. Getting Home

After dispatching with the kidnappers, the mermaids can untie the soup salesman whose name is Peter. He is eternally grateful and invites them back to his stand for turtle soup! If asked about the scroll the bad guys wanted, he'll reveal that there is indeed a scroll, but he knows not how to use it or read it.

When you return to his stand, he takes the scroll from a super secret compartment in the floor. Opening it up, it is written in Atlantean, not a language humans know. If the mermaids are foolish enough to read the scroll there, their legs immediately turn back into fins and they have just shown themselves as mermaids to all the humans at the festival. So, it's better they wait until they get to the beach.

Luck



**Navigator:** Ask for a Luck roll (Difficulty 2), gaining a +1W for every Magic Quality the mermaid has. Success means they return to their original forms and may now return home.

So many questions have been left unanswered, however. Who was the boy that gave them the potion that turned them into humans? Do they have more to their destiny? Why would someone target them? Answering these questions should be quite fun.





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Sophia Vasilakos  
Adam Rajski  
Sebastian Dietz  
Jack Gulick  
Herman Duyker  
No Listing  
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Hailey Bop and Isaboo  
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Evan and Sarah Edwards  
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Reid "Reidzilla" San Filippo  
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Evil Hat Productions  
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Michael 'Minder' Riabov  
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Ronald "The Ron" Odom  
Ping Ng

Amra Klein  
Rebecca J. Thomas  
Adam Boisvert  
Manuel Vögele  
Kat L.  
Chris Sigmund  
Yes  
Randall Dederick  
Chris Michael Jahn  
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Torolf  
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KaKrKlKo Warren  
Davena Embery  
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Shane Williamson  
Temaperacl  
Laura Hampton  
Sophia the Epic  
Kurt K. Goldfarb  
Vivian Greene  
Jim Ryan  
Mark Cookman



# Mermaid Adventures

Name: \_\_\_\_\_  
 Mermaid Type: \_\_\_\_\_  
 Gender: Boy Girl  
 Hair: \_\_\_\_\_  
 Eyes: \_\_\_\_\_  
 Fins: \_\_\_\_\_  
 Goal: \_\_\_\_\_  
 Extras: \_\_\_\_\_

**Body**

**Qualities**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Mind**

**Charm**

**Luck**

**Items**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Animal Friend

Name: \_\_\_\_\_

**Body**

**Mind**

**Charm**

**Luck**

Qualities: \_\_\_\_\_

\_\_\_\_\_

**Progress Points**





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## CASTING A SPELL OCTOBER 2012



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