



Any character with the ***Faction (Rashaar)*** keyword may use this ***Command Ability***:

Soul Drain



PULSE Command Ability

Make a Basic MIND Roll.

The number of Aces is the number of **Life Points** lost by any one character (friendly or enemy) in base contact. Replenish that many **Will Points**.



The Flame That Burns Underwater

Keywords

- Faction (*Rashaar*)
- Leader
- *Hydra*
- *Monster*
- *Unique*

Character Abilities

- Bulky
- Expert Grappler (3)
- Fast Swimmer (3)
- Limited Movement
- Water Creature



Movement	Dexterity	Attack	Protection	Mind
3	3	4	5	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Brawling Tentacles	0"	+1	-	-	Stun
Ornate Trident	2"	-	+1	-	Aquatic

Hydra's Gifts

PULSE Command Ability

Mutating tentacles emerge from flesh nearby.

Every other character (friendly and enemy, not including this one) within 2" loses **2 Life Points** and gains **+2 DEXTERITY** until the end of the round.

Dragging Down

This character may re-roll failed dice rolls when making **Drown** actions.

Brawling Tentacles

The Flame's tentacles thrash around, hitting anyone that gets close! When making a **Combat** action with this weapon, roll once, and apply the roll to every character (friendly and enemy) in base contact.



Magi-Rashaar

3	12	5	4	30	24
Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
4	4	2	3	6	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Ancient Trident	2"	-	+1	-	Aquatic, Two-handed

Keywords

- Faction (*Rashaar*)
- Leader
- Discipline (*Blood Rites*, *Runes of Sovereignty*, *Wild Magic*)

Character Abilities

- Expert Sorcerer (2)
- Fast Swimmer (1)
- Mage (3)
- Water Creature

Fury of Dagon

PULSE Command Ability

Pick a friendly character in line of sight within 6". That character gains **First Strike (2)** until the end of their next turn.

Rent-born

Each round, one friendly character (including this one) may subtract 1 from the **Cost** of a Magic Spell they attempt to cast (to a minimum of 0).



Paartul Matriarch

3	22	4	4	50	25
Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	3	3	3	3	5
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

Keywords

- Faction (*Rashaar*)
- Leader
- Monster

Character Abilities

- Bulky
- Fear (-1)
- Water Creature

Birth

PULSE Command Ability

Place one **Crybaby** within 6" of this character. The new Crybaby acts just like any other friendly character, and can be activated this round as normal.

Matriarch

All friendly characters with the *Feral* keyword gain **Companion (Leader)** as long as this character is on the board.

Postpartum

If one or more Crybabies are killed within 6" of this character, it gains +3 ATT for the rest of the round.



Thalidraur

Keywords

- Faction (*Rashaar*)
- Leader
- Monster

Character Abilities

- Expert Offence (2)
- Fast Swimmer (2)
- Fear (-2)
- Water Creature

Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
3	3	5	5	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Ancient Claws	0"	-	1	-1	-

Hide of The Deep *AURA Command Ability*

Until the end of the round, all friendly characters within 3" of this character gain **Expert Protection (2)**.

Lead Through Fear
Whenever another character (friendly or enemy) is killed within 6" of this character, this character replenishes **1 Command Point** and **1 Will Point**.

Foetid Pheromones

Other friendly characters that start their activation within 6" of this character gain **First Strike (1)** until the end of their activation.



Actions 3 **Life** 14 **Will** 3 **Command** 5 **Size** 40 **Duels** 20

Movement	Dexterity	Attack	Protection	Mind
4	4	3	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Golden Tipped Claws	0"	-	-	-2	-
Voice of Madness	0"	-1	-	-3	Stun, Template

Keywords

- Faction (*Rashaar*)
- Leader
- Monster

Character Abilities

- Universal Shielding (4)
- Water Creature

Blessing of Dagon

AURA Command Ability

Until the end of the round, any friendly characters within 6" gain Expert Offence (2).

Herald of an Old God

Whenever this character uses an **ORDER** or **COUNTER** Command, roll a dice.

On a 7+ this Command doesn't use a **Command Point**.



Morgraur

Keywords

- Faction (*Rashaar*)
- Hero
- Monster
- Unique

Character Abilities

- Bulky
- Brawler (2)
- Fast Swimmer (3)
- Fear (-3)
- Limited Movement
- Mindless
- Water Creature

Actions	Life	Will	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
5	3	6	5	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Colossal Jaws	2"	+2	+2	-3	Aquatic

Serpentine

This character is able to move through spaces smaller than its base to a minimum of 2". It must be able to fit where it ends its turn.

Swallow Whole

When this character makes a Combat action (not an Attack of Opportunity) against a target character with a Size of 40mm or less and rolls at least 5 Aces, instead of calculating Damage as normal, instead immediately remove the target character from play as a casualty.



Brachyura

Actions	2	Life	20	Will	1	Size	50	Duels	18		
Movement	4	Dexterity	3	Attack	4	Protection	7	Mind	2		
Weapon	Crushing Claws	Range	0"	Evasion	+2	Damage	+3	Penetration	-	Abilities	Aquatic

Keywords

- *Faction (Rashaar)*
- *Hero*
- *Monster*
- *Feral*

Character Abilities

- Bulky
- Mindless
- Water Creature



Caandru Eel

Actions	Life	Will	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
3	5	4	4	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Mauling Talons	0"	-	+1	-	Aquatic

Keywords

- *Faction (Rashaar)*
- *Hero*
- *Monster*
- *Feral*

Character Abilities

- Expert Grappler (2)
- Fast Swimmer (2)
- Mindless
- Primitive
- Water Creature

Patient Hunter

If this character exits water and charges in the same action, it counts as charging from above.



2	13	2	1	40	14
Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	5	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Iron Mace	1"	+1	+1	-	Stun

Keywords

- Faction (*Rashaar*)
- Hero

Character Abilities

- Expert Offence (2)

Bolster Your Faith

AURA Command Ability

Until the end of the round, all friendly characters within 3" gain +1 PROTECTION.



Dagonite Priest

Actions	2	Life	12	Will	4	Size	30	Ducats	15
Movement	4	Dexterity	4	Attack	3	Protection	3	Mind	4
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Sacrificial Dagger	0"	-	-	-1					-

Keywords

- Faction (*Rashaar*)
- Hero
- Discipline (*Blood Rites*, *Wild Magic*)

Character Abilities

- Mage (2)
- Engage

Sacrifice

For every **Life Point** this character causes a character to lose with a Combat action using the Sacrificial Dagger, it replenishes **1 Will Point**.

This character may make Combat actions against friendly characters.



Demagogue

Keywords

- Faction (*Rashaar*)
- Hero

Character Abilities

- Brave
- Fear (0)

Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	3	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Burning Brand	2"	-	-	-3	Smoke, Two-handed

Prove Yourselves to Dagon! *AURA Command Ability*

Until the end of the round, any friendly character that starts a Run/Climb action within 6" gains +2" MOVE for that action provided they charge.

Eldritch Incense

Any friendly character making a Combat action within 3" gains **Fear (0)** for that action.

Burned Flesh

If a Combat action with the Burning Brand results in no Protection roll for the target, add 2 to the Damage.



Actions	Life	Will	Size	Dueats	
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	3	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Herding Spear	2"	-	+1	-	Knockback, Two-handed

Keywords

- Faction (*Rashaar*)
- Hero

Character Abilities

- Brave
- Hunter

Herding

Any friendly character with the *Monster* keyword that starts a Run/Climb action within 2" of one or more characters with this rule gains +2" MOVE for that action.

Encouragement

Friendly characters with the *Feral* keyword that start their turn within 6" and line of sight of this character automatically pass their **Primitive** roll.



Karcharos

Actions	2	Life	15	Will	1	Size	50	Duels	18
Movement	3	Dexterity	4	Attack	5	Protection	4	Mind	2
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Mighty Jaws	0"	-	-	-3	Aquatic				

Keywords

- *Faction (Rashaar)*
- *Hero*
- *Monster*
- *Feral*

Character Abilities

- Fast Swimmer (3)
- Fear (-2)
- Mindless
- Water Creature



Krakenhost

Keywords

- Faction (*Rashaar*)
- Hero

Character Abilities

- Companion (**Hydra**)
- Expert Grappler (2)
- First Strike (1)
- Limited Movement
- Mindless

	2		12		2	
Actions	Life	Will				
Movement	Dexterity	Attack	Protection	Mind		
3	4	3	3	2		
Weapon	Range	Evasion	Damage	Penetration	Abilities	
Unarmed	0"	-	-	+1	-	

Heart **Spawn - 3LP**

Place a new Infant Kraken in base contact with this character. The new Infant Kraken acts just like any other friendly character, and can be activated this round as normal. This ability may only be used once each round and only if this character has 4 or more **Life Points** remaining.

Living Vessel

When this character is killed, before removing it from the game, make a basic **MIND** roll. Place an **Infant Kraken** in base contact with this character, plus an additional **Infant Kraken** in base contact with one of the new **Infant Krakens** for each Ace in the roll. The new **Infant Krakens** act just like any other friendly character and can be activated as normal this round.



2 22 2
Actions Life Will

50 24
Size Ducats

Movement	Dexterity	Attack	Protection	Mind	
4	3	5	3	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Barbed Tentacles	2"	0	-1	-2	Aquatic, Stun

Keywords

- *Faction (Rashaar)*
- *Hero*
- *Monster*
- *Hydra*

Character Abilities

- Engage
- Expert Grappler (2)
- Fear (-1)
- Vampiric Attack (2)
- Water Creature

Climbing Suckers

When this character makes a **DEXTERITY** roll as part of a **Run/Climb** action, it counts all fumbles as failures.



Paliaa

2	13	5	2	40	19
Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	4	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Claws	0"	-	-	-1	Aquatic

Keywords

- Faction (*Rashaar*)
- Hero
- Monster
- Discipline (*Runes of Sovereignty*)

Character Abilities

- Fast Swimmer (2)
- Mage (1)
- Water Creature

Gift of the Elder Gods

PULSE Command Ability

Until the end of the round, all friendly characters with the *Henchman* keyword gain **+1 ATTACK** while they are within 6" and line of sight of any number of other friendly characters with the *Monster* keyword.



Raadru

Actions	2	Life	20	Will	2	Size	50	Duels	20
Movement	3	Dexterity	4	Attack	5	Protection	4	Mind	3
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Webbed Fists	0"	-	+2	-	-				-

Keywords

- *Faction (Rashaar)*
- *Hero*
- *Monster*

Character Abilities

- Fast Swimmer (2)
- Fear (0)
- Water Creature



Salaacia

Actions	2	Life	17	Will	4	Size	40	Duels	16
Movement	3	Dexterity	3	Attack	3	Protection	3	Mind	2
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Water Portal	6"	-	-	-	Aquatic, Blast, Reload (1), Stun				

Keywords

- Faction (*Rashaar*)
- Hero
- Feral

Character Abilities

- Fast Swimmer (1)
- Water Creature

Dimensional Pool

After resolving an attack with the Water Portal, leave the the blast marker in place.

Until the end of the round the space beneath counts as water.

Gusher

This character can make **Drown** actions against opponents no matter whether they're in water or not.

Additionally, it gains **+2 ATTACK** when making a Drown action.



Secreting Myxin

Keywords

- *Faction (Rashaar)*
- *Hero*
- *Monster*
- *Feral*

Character Abilities

- Parry (3)
- Mindless
- Slippery
- Vampiric Attack (2)
- Water Creature

Actions	Life	Will	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
4	2	4	1	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Sticky Burst	6"	+2	-	-	Stun, Reload (2)
Grasping Jaws	0"	-	-	-2	-

Mucus

This character gains
+4 DEXTERITY for any **Combat**
actions (including Attacks of
Opportunity) if the attacker is within
3".

Additionally, any enemy character
within 3" of this character suffers
-1 to their **MOVEMENT** and
DEXTERITY.



Sirena

2	12	5	1	30	18
Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
3	5	3	1	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

Keywords

- Faction (*Rashaar*)
- Hero
- Monster
- Hydra
- Discipline (*Blood Rites*, *Runes of Sovereignty*)

Character Abilities

- Engage
- Fast Swimmer (4)
- Mage (2)
- Water Creature

Hypnotic Song AURA Command Ability

Until the end of the round, any enemy characters within 6" of this character have -2 MIND.

Dragging Down

This character may re-roll failed dice rolls when making **Drown** actions.



Advanced Hybrid

Actions	2	Life	10	Will	2	Size	30	Duels	12		
Movement	5	Dexterity	4	Attack	3	Protection	1	Mind	2		
Weapon	Weak Claws	Range	0"	Evasion	-	Damage	-	Penetration	-	Abilities	Aquatic

Keywords

- *Faction (Rashaar)*
- *Henchman*

Character Abilities

- Acrobatic (2)
- First Strike (1)
- Water Creature



Aglaope

Actions	2	Life	10	Will	5	Size	30	Duels	12
Movement	4	Dexterity	5	Attack	2	Protection	1	Mind	4
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Unarmed	0"	-	-	+1					-

Keywords

- *Faction (Rashaar)*
- *Henchman*
- *Monster*
- *Discipline (Fateweaving, Wild Magic)*

Character Abilities

- Expert Sorcerer (1)
- Fast Swimmer (2)
- Mage (1)
- Water Creature

Dragging Down

This character may re-roll failed dice rolls when making **Drown** actions.



Bounding Telchine

Actions	2	Life	11	Will	2	Size	40	Duels	9
Movement	3	Dexterity	5	Attack	3	Protection	1	Mind	2
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Unarmed	0"	-	-	+1					-

Keywords

- *Faction (Rashaar)*
- *Henchman*
- *Feral*

Character Abilities

- Primitive
- Water Creature

Leaper

When this character makes a successful **Jump** action, add 2" to the movement distance.



Bulbous Toad

Actions	2	Life	14	Will	2	Size	50	Duels	13
Movement	2	Dexterity	4	Attack	4	Protection	4	Mind	2
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Tongue Harpoon	12"	+1	-	-	Aquatic, Knockback, Reload (1)				

Keywords

- Faction (*Rashaar*)
- Henchman
- Monster
- Feral

Character Abilities

- Fast Swimmer (2)
- Mindless
- Primitive
- Vampiric Attack (1)
- Water Creature

Barbed Tongue

The Tongue Harpoon's **Knockback** moves the target directly towards this character rather than away.

Feeder

This character's **Vampiric Attack** special rule activates even if it isn't in base contact with its target.



Crybaby

Keywords

- *Faction (Rashaar)*
- *Henchman*
- *Feral*

Character Abilities

- Concealment (+2)
- Mindless

2
Actions

4
Life

30
Size

5
Ducats

Movement	Dexterity	Attack	Protection	Mind	
6	4	2	0	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

Bait

Friendly characters may attack this character as if it were an enemy.

If a friendly character kills this character, it loses the **Mindless** rule for the rest of the game.

Piercing Wail

Any enemy characters within 6" of this character have **-1 DEXTERITY**.

Unsightly

This character can be deployed anywhere on the board at ground level, at least 6" away from any enemy characters or objectives.



Cymothoan Crusher

2 17
Actions Life

50 17
Size Duels

Movement	Dexterity	Attack	Protection	Mind	
4	3	2	5	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Crusted Fist	2"	-	+1	-	Knockback, Stun

Keywords

- Faction (*Rashaar*)
- Henchman
- Feral

Character Abilities

- Bulky
- First Strike (3)
- Primitive
- Mindless
- Water Creature



Dagon Officiant

Actions	2	Life	12	Will	2	Size	30	Duels	HJ
Movement	4	Dexterity	4	Attack	3	Protection	4	Mind	3
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Khopesh Daggers	0"	-	-	-1					-

Keywords

- *Faction (Rashaar)*
- *Henchman*

Character Abilities

- Expert Offence (2)



Dagonite Zealot

Actions	2	Life	10	Will	2	Size	30	Duels	HJ
Movement	4	Dexterity	6	Attack	3	Protection	1	Mind	1
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Wave-blade Knife	0"	-	+1	-					-

Keywords

- Faction (*Rashaar*)
- Henchman

Character Abilities

- Aerial Attack
- Expert Offence (1)
- Mindless



Actions	Life	Will	Size	Duels	
2	12	1	40	16	
Movement	Dexterity	Attack	Protection	Mind	
3	5	4	3	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Heavy Tentacles	1"	+1	-	-	Knockback

Keywords

- *Faction (Rashaar)*
- *Henchman*

Character Abilities

- Berserk
- Companion (Hydra)
- Expert Grappler (2)
- Fast Swimmer (2)
- Water Creature



Hellhound

Actions	2	Life	10	Will	1	Size	30	Duels	10
Movement	4	Dexterity	4	Attack	3	Protection	2	Mind	1
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Gaping Maw	0"	-	+1	-	-				-

Keywords

- *Faction (Rashaar)*
- *Henchman*
- *Monster*
- *Feral*

Character Abilities

- First Strike (1)
- Primitive
- Mindless
- Water Creature

Climber

This character always counts as rolling at least one Ace when making **Climb** rolls.



Actions	Life	Will	Size	Dueats
Movement	Dexterity	Attack	Protection	Mind
4	4	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Dive Knife	0"	-	-	-	Aquatic

Keywords

- *Faction (Rashaar)*
- *Henchman*

Character Abilities

- Fast Swimmer (2)



Infant Kraken

Keywords

- Faction(*Rashaar*)
- Henchman
- Hydra

Character Abilities

- Concealment (2)
- Primitive
- Water Creature
- Vampiric Attack (1)

Actions	Life	Will	Size	Ducts
Movement	Dexterity	Attack	Protection	Mind
4	5	2	1	1
Weapon	Range	Evasion	Damage	Penetration
Unarmed	0"	-	-	+1
Abilities				

One Mind

When this character makes a Combat action, it gains +1 to its ATTACK for every other Infant Kraken in base contact with the target.

Writhe Inside

When this character successfully damages an enemy character (after its Protection roll), you may remove this character from the game as if it were killed. If you do, place it on the damaged character's card. For the rest of the game, that character always counts as having a **Stun** counter.



Lesser Rhyll

Actions	2	Life	11	Will	4	Size	30	Duels	13
Movement	4	Dexterity	4	Attack	3	Protection	3	Mind	5
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Dementing Tentacles	0"	-1	-	-	Aquatic, Stun				

Keywords

- *Faction (Rashaar)*
- *Henchman*
- *Monster*

Character Abilities

- Fast Swimmer (1)
- Fear (0)
- Water Creature



Lesser Ugdru

Actions	2	Life	13	Will	1	Size	40	Duels	14		
Movement	3	Dexterity	4	Attack	4	Protection	4	Mind	3		
Weapon	Claws	Range	0"	Evasion	-	Damage	+1	Penetration	-1	Abilities	Aquatic

Keywords

- *Faction (Rashaar)*
- *Henchman*
- *Monster*

Character Abilities

- Fast Swimmer (2)
- Water Creature



Slave

Actions	2	Life	8	Size	30	Duels	4
Movement	Dexterity	Attack	Protection	Mind			
4	4	2	1	1			

Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

Keywords

- Faction (*Rashaar*)
- Henchman

Character Abilities

- Mindless

Feast for Dagon

If this character ends its turn in base contact with a friendly character with the *Monster* keyword, you may choose to remove it from play as a casualty.

The *Monster* character immediately replenishes **5 Life Points**.



Urchin

Actions	Life	Will	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
4	5	3	1	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Flint Dagger	0"	-	-	-	-

Keywords

- *Faction (Rashaar)*
- *Henchman*

Character Abilities

- Mindless
- Pickpocket

Unassuming

If this character disengages successfully and does not use the action to charge another enemy character, make a 0AP Attack of Opportunity with this character before moving.



Wet Nurse

Keywords

- *Faction (Rashaar)*
- *Henchman*

Character Abilities

- Companion (Hydra)
- Concealment (1)

Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	2	3	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

Surrogate

Friendly characters with the *Hydra* keyword within 6" and line of sight may use this character's **Will Points** as if they were their own.

Kraken Nurse

When you place a new **Infant Kraken** in line of sight of this character, this character recovers 1 lost **Will Point**.