

The Flame That Burns Underwater



2	25	5	4	50	35
Actions	Life	Will	Command	Size	Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
3	3	5	5	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Monstrous Tentacles	3"	+1	+1	-	Aquatic, Stun

Keywords

Faction (*Rashaar*), Leader, Hydra, Monster, Unique, Discipline (*Blood Rites, Wild Magic*)

Character Abilities

- Fast Swimmer (2)
- Fear (2)
- Limited Movement
- Mage (2)
- Water Creature

Command Ability: Whispers From Yaksh

Roll a Basic Attack Roll. For every Ace, choose one different character within 3" (friend or foe). Each character chosen loses 2 Life Points.

Voice of Dagon



Actions



Life



Will



Command



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	2	3	5

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

Keywords

Faction (*Rashaar*), Leader, Rashaar,
Discipline (*Divinity*, *Fateweaving*)

Character Abilities

- Expert Sorcerer (1)
- Mage (1)
- Parry (2)
- Universal Shielding (3)
- Water Creature

All friendly characters within 6" gain
Expert Offence (2) until the end of
the round.

Command Ability: *Blessing of Dagon*
All enemy characters within 3"
receive a Stun counter.

Command Ability: *Blessing of Dagon*

Dagon Officiant



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Khopesh Daggers	0"	-	-	-1	-

Keywords

Faction (*Rashaar*), Henchman, Human

Character Abilities

- Expert Offence (1)
- Fast Swimmer (1)

Dagonite Priest



Actions 2 **Life** 12 **Will** 4 **Size** 30 **Ducats** 15

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sacrificial Dagger	0"	-	-	-	-

Keywords

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

Character Abilities

- Engage (2)
- Mage (2)

Hybrid



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
3	4	3	3	2

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

Keywords

Faction (*Rashaar*), Henchman, Human

Character Abilities

- Fast Swimmer (2)

Karcharos



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
3	4	6	5	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Mighty Jaws	0"	-	-	-3	Aquatic

Keywords

Faction (*Rashaar*), Hero, *Rashaar*,
Monster

Character Abilities

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

Lesser Ugdrú



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
3	4	5	4	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Claws	0"	-	-	-1	Aquatic

Keywords

Faction (*Rashaar*), Henchman,
Rashaar, Monster

Character Abilities

- Fast Swimmer (2)
- Water Creature

Magi-Rashaar



Actions



Life



Will



Command



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
3	5	3	4	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 (1)
- Fast Swimmer (2)
- Mage (3)
- Water Creature

Command Ability: Fury of Dagon

Pick a friendly character within 6". That character gains First Strike (2) until the end of their next activation.

Morgraur



Actions



Life



Will



Command



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
5	3	6	6	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Colossal Jaws	2"	+2	+2	-3	Aquatic

Keywords

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

Character Abilities

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

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 activation.

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.

Raadru



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
3	4	5	6	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Webbed Fists	0"	-	+2	-	Aquatic

Keywords

Faction (*Rashaar*), Hero, *Rashaar*,
Monster

Character Abilities

- Berserk
- Fast Swimmer (2)
- Fear (1)
- Water Creature

Sirena



Actions



12

Life



5

Will



2

Command



30

Size



20

Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
3	5	3	3	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	Aquatic

Keywords

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

Character Abilities

- Parry (2)
- Fast Swimmer (3)
- Mage (2)
- Water Creature

Command Ability: Hypnotic Aura

All enemy characters within 6" have -2 MIND until the end of the round.

Advanced Hybrid



Actions 2 Life 11 Will 1
Size 30 Dueats 14

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
5	4	4	3	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Weak Claws	0"	-	-	-	Aquatic

Keywords

Faction (*Rashaar*), Henchman, Human

Character Abilities

- Acrobatic (2)
- Fast Swimmer (1)
- First Strike (1)

Aglaope



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	2	3	4

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

Keywords

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

Character Abilities

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

Barchyura



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	3	5	7	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Crushing Claws	0"	+2	+3	-	Aquatic

Keywords

Faction (*Rashaar*), Hero, *Rashaar*,
Monster

Character Abilities

- Expert Protection (2)
- Fear (1)
- Mindless
- Water Creature

Slave



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	3	2	2	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	Aquatic

Keywords

Faction (*Rashaar*), Henchman, Human

Character Abilities

- Mindless

If this character ends its activation 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.

Feast For Dagon