

The Flame That Burns Underwater



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.