



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**.



Actions



Life



Will



Command



Size



Ducats

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

Keywords

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

Character Abilities

- **Bulky**
- **Fast Swimmer (3)**
- **Limited Movement**
- **Mage (2)**
- **Water Creature**

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.



Actions



Life



Will



Command



Size



Ducats

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



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	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.



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Golden Tipped Claws	0"	-	-	-2	-

Keywords

- *Faction (Rasbaar)*
- *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)**.

Voice of Madness



PULSE Command Ability

All enemy characters within 3" receive a **Stun** counter.

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



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	3	6	5	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Colossal Jaws	2"	+2	+2	-3	Aquatic

Keywords

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

Character Abilities

- **Bulky**
- **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 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.



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	4	7	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Crushing Claws	0"	+2	+3	-	Aquatic

Keywords

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

Character Abilities

- **Bulky**
- **Mindless**
- **Water Creature**



Caandru Eel



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
3	5	4	4	1

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

Keywords

- *Faction (Rasbaar)*
- *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.



Cult Enforcer



Actions



Life



Will



Command



Size



Ducats

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

2

Actions

12

Life

4

Will

30

Size

15

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	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.



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Burning Brand	2"	-	-	-3	Smoke, Two-handed

Keywords

- Faction (Rashaar)
- Hero

Character Abilities

- Brave
- Fear (0)

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



Ducats

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.



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
3	4	5	4	2

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

Keywords

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

Character Abilities

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



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
3	4	2	3	2

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

Keywords

- Faction (Rashaar)*
- Hero*

Character Abilities

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



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. If the roll is a success, 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.



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
3	4	5	4	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Webbed Fists	0"	-	+2	-	-

Keywords

- *Faction (Rasbaar)*
- *Hero*
- *Monster*

Character Abilities

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



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
3	3	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Water Portal	6"	-	-	-	Aquatic, Blast, Reload (1), Stun

Salaacia

Keywords

- *Faction (Rasbaar)*
- *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



Actions



Life



Will



Size



Ducats

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	-

Keywords

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

Character Abilities

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

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



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
3	5	3	1	5

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

Keywords

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



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	3	1	2

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

Keywords

- *Faction (Rasbaar)*
- *Henchman*

Character Abilities

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



Aglaope



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	2	1	4

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

Keywords

- *Faction (Rasbaar)*
- *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 Telehine



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
3	5	3	1	2

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

Keywords

- *Faction (Rasbaar)*
- *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



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
2	4	4	4	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



Actions



Life



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
6	4	2	0	1

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

Keywords

- Faction (Rasbaar)*
- Henchman*
- Feral*

Character Abilities

- Concealment (+2)**
- Mindless**

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.



2

Actions

17

Life

50

Size

17

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	2	5	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Crusted Fist	2"	-	+1	-	Knockback, Stun

Keywords

- *Faction (Rasbaar)*
- *Henchman*
- *Feral*

Character Abilities

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



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	3

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

Keywords

- *Faction (Rasbaar)*
- *Henchman*

Character Abilities

- Expert Offence (2)



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Gaping Maw	0"	-	+1	-	-

Keywords

- *Faction (Rasbaar)*
- *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



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	2

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

Keywords

- Faction (Rasbaar)
- Henchman

Character Abilities

- Fast Swimmer (2)



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	2	1	1

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

Keywords

- *Faction(Rashaar)*
- *Henchman*
- *Hydra*

Character Abilities

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

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.

Insignificant

This character's *Henchman* keyword is ignored for Frequency when building your gang.



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Dementing Tentacles	0"	-1	-	-	Aquatic, Stun

Keywords

- *Faction (Rasbaar)*
- *Henchman*
- *Monster*

Character Abilities

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



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
3	4	4	4	3

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

Keywords

- *Faction (Rasbaar)*
- *Henchman*
- *Monster*

Character Abilities

- **Fast Swimmer (2)**
- **Water Creature**



Actions



Life



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	2	1	1

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

Slave

Keywords

- *Faction (Rasbaar)*
- *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**.



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	3	1	2

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

Urchin

Keywords

- *Faction (Rasbaar)*
- *Henchman*

Character Abilities

- **Mindless**
- **Pickpocket**

Unassuming

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



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	-

Keywords

- *Faction (Rasbaar)*
- *Henchman*

Character Abilities

- **Companion (Hydra)**
- **Concealment (1)**

Surrogate

All friendly characters with the *Hydra* keyword gain **Companion (Wet Nurse)** while in line of sight of this character.

Kraken Nurse

This character may only use the **ORDER** or **COUNTER** Commands on Infant Kraken.