

# Cult of the Blue Crab -Villains

## Priestess of Water (Nemesis)

Brawn	Agility	Intellect	Cunning	Willpower	Presence
1	2	4	2	3	3

Soak Value	Wound Threshold	Strain Threshold	M/R Defense
1	20	18	1

The priestess of water is an undead creature covered in barnacles.

**Skills:** Arcana 3, Cool 2, Deception 2, Discipline 2, Knowledge 3, Leadership 2, Perception 1, Vigilance 2

**Talents:** Adversary 2 (upgrade all difficulties of attacks against this target twice)

**Abilities:** Sea-legs (ignore up to 2 black dice caused by ship movement), Aquatic Fighter (ignore up to 2 black dice caused by fighting in water), the priestess can use Arcana for a series of spells.

- Floodwave (Diff: 3 purple, D: 4, Crit: -, Range: Short, Blast 3, Knockdown, Disorient 3)
- Ice Knife (Diff: 3 purple, D: 4, Crit: 2, Range: Engaged, Vicious 3)
- Magic Fog (Diff: 1 purple, until the end of the characters next turn, damage is reduced by number of successes)
- Dispel (Diff: 3 purple, end a spell effect)

**Equipment:** Heavy Robes (+1 Defense)



## Water Cultist (Minion)

Brawn	Agility	Intellect	Cunning	Willpower	Presence
2	2	1	2	2	2

Soak Value	Wound Threshold	M/R Defense
2	3	0

The cultists are smugglers who have joined the water cult for personal gain.

**Skills (group only):** Brawl, Perception, Melee

**Talents:** None

**Abilities:** Sea-legs (ignore up to 2 black dice caused by ship movement), Aquatic Fighter (ignore up to 2 black dice caused by fighting in water)

**Equipment:** Knife (D: 3, Crit: 3)

## Water Cultist, Well-Equipped (Minion)

Brawn	Agility	Intellect	Cunning	Willpower	Presence
2	2	1	2	2	2

Soak Value	Wound Threshold	M/R Defense
4	3	1/0

After some time, the cultists have made enough money through smuggling that they can afford better equipment.

**Skills (group only):** Brawl, Perception, Melee (light), Melee (heavy)

**Talents:** None

**Abilities:** Sea-legs (ignore up to 2 black dice caused by ship movement), Aquatic Fighter (ignore up to 2 black dice caused by fighting in water)

**Equipment:** Knife (D: 3, Crit: 3), Halberd (D: 5, Crit: 5, Defensive 1, Pierce 1), Chainmail (Soak+2)

## Sahuagin (Rival)

Brawn	Agility	Intellect	Cunning	Willpower	Presence
3	3	1	2	2	1

Soak Value	Wound Threshold	M/R Defense
4	15	1/0

These foul dwellers of the sea have joined the cult in return for regular feeding with raw human flesh.

**Skills:** Brawl 2, Melee (light) 2, Ranged 2, Perception 1, Vigilance 1, Coordination 1, Athletics 2, **Stealth 3**

**Talents:** None

**Abilities:** Aquatic Fighter (ignore up to 2 black dice caused by fighting in water)

**Equipment:** Claws (D: 4, Crit: 3), Trident (D: 5, Crit: 4, Accurate 1, Defensive 1, Vicious 2), Leather Armor (Soak+1), Crossbow (D: 7, Crit: 2, Range: Medium, Pierce 2, Prepare 1), pipe that gives commands to giant crabs

## Fettered Water Elemental (Rival)

Brawn	Agility	Intellect	Cunning	Willpower	Presence
4	3	1	1	1	1

Soak Value	Wound Threshold	M/R Defense
4	18	2

An involuntary servant of the cult that is not actually evil but controlled by a magical shackle.

**Skills:** Athletics 3, Brawl 3, Coordination 2, Resilience 3

**Talents:** None

**Abilities:** Bound (the elemental is bound by a magical shackle around its neck. Upon a success brawl attack, an opponent can spend AAA or ☉ to break the necklace. The elemental will be free and returns to its own plane.), Aquatic Fighter (ignore up to 2 black dice caused by fighting in water), Drown Attack (the elemental can spend AAA or ☉ to engulf an opponent. While engulfed, the opponent suffocates – after Brawn rounds, each round deals 3 strain. When incapacitated, the character suffers a critical wound each round until they die.)

**Equipment:** Paws of water (D: 5, Crit: 3), soft body (Defense+2), magical shackle



## Giant Blue Crab (Rival)

Brawn	Agility	Intellect	Cunning	Willpower	Presence
4	2	1	1	2	1

Soak Value	Wound Threshold	M/R Defense
6	16	0

A giant blue crab that follows the orders of its keeper. When the keeper is killed the crab goes out of control and will attack the nearest target.

**Skills:** Brawl 2, Vigilance 1

**Talents:** None

**Abilities:** Aquatic Fighter (ignore up to 2 black dice caused by fighting in water)

**Equipment:** Claws (D: 8, Crit: 2, Vicious 2, Ensnare 1), Shell (Soak+2)



## Hydrovampire (Rival)

Brawn	Agility	Intellect	Cunning	Willpower	Presence
2	3	2	2	3	2

Soak Value	Wound Threshold	M/R Defense
3	12	1/0

A strange creature from far-off lands that feeds by draining water from living beings through a touch attack.

**Skills:** Athletics 2, Brawl 2, Cool 2, Deception 1, Discipline 2, Knowledge 1, Melee (light) 2, Perception 1, Skulduggery 1, Stealth 2, Vigilance 2

**Talents:** Adversary 1 (upgrade all difficulties of attacks against this target)

**Abilities:** Spider Climb, Drain life (Heals 3 wounds after a successful brawl attack)

**Equipment:** Draining Touch (D: 3, Crit: 3), Sword (D: 5, Crit: 2, Defensive 1), Leather Armor (Soak+1),



## Spectres (Minions)

Brawn	Agility	Intellect	Cunning	Willpower	Presence
2	2	1	1	2	2

Soak Value	Wound Threshold	M/R Defense
2	5	2

Undead spirits that haunt the place of their death.

**Skills (Group only):** Brawl

**Talents:** None

**Abilities:** Immaterial (Defense +2, pass through walls), Creature of Darkness (suffer 2 black dice in sunlight)

**Equipment:** Ethereal Slam (D: 4, Crit: 2, Stun 2)

## Flesh Golem Snake (Rival)

Brawn	Agility	Intellect	Cunning	Willpower	Presence
4	2	1	1	2	1

Soak Value	Wound Threshold	M/R Defense
4	16	0

A gaint snake stiched together from multiple dead bodies of various creatures. It is not undead but a golem powered by an entrapped elemental spirit. It follows its last orders to the letter.

**Skills:** Brawl 3, Cool 4, Perception 2, Stealth 1, Vigilance 3

**Talents:** Adversary 1 (upgrade all difficulties of attacks against this target)

**Abilities:** None

**Equipment:** Bite (D:7, Crit: 3, Pierce 3, Ensnare 2)