

# SALTY SEADEVIL

Malifaux's oceans are relatively unexplored territory, but there is something haunting about them. Just like the vast sheets of dark water covering much of Earth, these places hold an allure that no imagination can resist for long. Most believe the sailors' tales and stories of pirates, plunder, and underwater beasts are things of the past, whose chapter has come and ended.

In truth, these stories are only just beginning.

With the Gibbering Hordes' arrival and consequent infestation in the Atlantic, oceanographers, scientists, and biologists have come to a dreadful conclusion; if such monsters came from Malifaux, what other threats lie beneath the realm's uncharted oceans? Exploration has been slow; researchers have struggled to convince patrons how critical it is that Earth understands the full extent of threats Malifaux's environs pose. Scientists with means have taken to charting the waters themselves; others weave stories to creditors about the unclaimed economic opportunities and slip away through the Breach. Some even go so far as to whisper about treasure glittering beneath the dark, mirror-like oceans. These stories are the siren-song that keeps scrip flowing into the researchers' pockets. Each week sees aquatic pioneers forging their way into new territory. Traversing Malifaux's wildest lands is not without incredible dangers, but they pale in comparison to what Earth might one day have to suffer. To these academics, finding a way to combat the monstrous Gibbering Hordes Earth-side is worth every sacrifice.

When the attacks began, most didn't give it a second thought. Death was nothing new, especially in Malifaux. It wasn't until ships sloughed into the harbor, hulls torn open and crew missing that folks began to take notice and fear the open ocean. Now only the well-armed, desperate, or insane take to these cursed waters.

Something had called them to the shores, and they were not the only ones that answered.






# Salty Seadevil

Enforcer (8), Living, Beast

<i>Might</i> 3	<i>Grace</i> 1	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> -5	<i>Intellect</i> -2	<i>Cunning</i> 1	<i>Tenacity</i> 1
<i>Defense</i> 4 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 5 (13)
<i>Willpower</i> 3 (11)	<i>Charge</i> 7	<i>Wounds</i> 10	

**Skills:** Pugilism 2, Notice 1, Intimidate 4, Athletics 2, Stealth 4, Toughness 2, Acrobatics 1, Grappling 1, Wilderness 3.


**Hard to Wound +1:** Damage flips against this character suffer .

**Aquatic Hunter:** This character's Speed is not reduced while swimming, and it can take the Charge Action while underwater. If it resolves a Charge Action in such a manner, it counts its Pugilism as 4 and the target must succeed on a TN 10 Evade Duel or reduce their **Focused** and **Defensive** Condition values to 0.






**Rancid Mucus:** This character is immune the **Poison** Condition. Attackers that target it with at least one Close Combat attack gain **Poison +1** after resolving any such action.


## (1) Angler Jaws and Claws (Pugilism)

AV: 5 (13) Rg:  2 Resist: Df  
Target suffers 3/4/5 damage.

✗ *Chum the Waters:* When damaging the target, this attack's Damage Flip gains  if the target suffered any Damage this round.

## (2) Projectile Vomit (Thrown Weapons)

AV: 1 (9) Rg:  6 Resist: Df  
Target suffers 1/1    . Characters damaged by this attack gain **Slow** and **Poison +1**.

✗ *Effluvia:* Enemy characters hit by this attack or its blasts suffer  to all Ranged Combat and Magical Skills until the start of this character's next activation.


# Salty Seadevil

The Salty Seadevil is intended to give adventurers the feeling of being stranded, circled by a predator that only strikes when the time is perfect. A splash, a roar, and screams cut short are the only evidence of an attack... along with the occasional freshly severed limb and bloody frothing water, of course. As these creatures are normally found only in Malifaux's wettest areas, it will fall to the Fatemaster on incorporating a Seadevil into their campaigns while ensuring the beast's abilities can still shine. It thrives in areas with lots of water, where its Aquatic Hunter Talent lets it move fast and hit very, very hard. Coordinated attacks might be enough to drive the creature underwater for a bit, but the Seadevil will make an explosive re-entrance whenever a Fated's guard is down. Ambush predators through and through, these oversized anglers should have Fated always checking over their shoulders and fearing every puddle they come across.

Of course, if you're looking to make your big fish a bit more flavorful, feel free to use some of the additional special rules: become a true ambush predator with Hunter Under the Water, drag dinner off the side of a boat with the aptly-named Watery Grave Trigger, or just be extra scary with Terrifying. Whatever you choose to do with your new Seadevil, remember: just add water!

## ADD - ONS

If you would like to make the Salty Seadevil more of a challenge in your adventure, feel free to add any or all of these additional options to spice things up.

**Hunter Under the Water:** If this character is fully submerged or otherwise obscured by water in some fashion before the Initiative Flip, it may emerge immediately anywhere adjacent to its body of water after the Initiative Flip (before characters begin resolving their turns in order) and make an Angler Jaws and Claws attack. This attack gains  to the Attack Flip.

### Watery Grave (Angler Jaws and Claws )

**Trigger:** After damaging, the target is dragged below the water (if applicable). Each round, the target must take an Opposed Grappling Check. On a failure, the character gains **Suffocation +1** and **Paralyzed**. On a success, the character deals 1 Damage to the Salty Seadevil and can act as normal during their turn.

**Terrifying (Living 11):** Enemy Living characters must pass a TN 11 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

