NUCKELAVEE

TIER 3 SOLO

A skinless horse-human horror that blights the land, breaks nerve with its cry, and drags prey toward the sea.

MOTIVES & TACTICS

Blight crops, spread pestilence, isolate prey, trample, seize and drown, flee fresh water.

DIFFICULTY	THRESHOLDS	HP / STRESS	ATK / RANGE / DAMAGE
17	**20 / 32**	**12 / 8**	**+5 | Claws or Hooves: Very Close | 3d10+5 phy**

EXPERIENCE Pestilence +3 | Hunt from the Shore +3

FEATURES

Relentless (3) - Passive: The Nuckelavee can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

Amphibious - Passive: The Nuckelavee can breathe air and water and move through water without hindrance.

Pestilential Hide - Passive: The Nuckelavee has resistance to magic damage.

Pestilential Aura - Passive: A creature that enters Close range of the Nuckelavee, or starts its spotlight there, must succeed on an Instinct Reaction Roll (15) or take 3d10 direct damage. A creature can be affected only once per GM turn. Plants within Close range of the Nuckelavee wither and die. A healing potion opened within this range spoils immediately.

Raking Onslaught - Action: Make a standard attack against up to two targets within Very Close range. On a success, deal standard damage to each target.

Charge - Action: Move into Very Close range of a target that is within your movement range but further than your Very Close range. The target must succeed on a Strength or Agility Reaction Roll (15) or take 3d10+10 physical damage and be thrown back to Close range and become Vulnerable.

Take to the Sea - Action: Spend a Fear to make a standard attack against one target within Very Close range. On a success, a target no larger than the Nuckelavee becomes Restrained and is carried with the Nuckelavee as it moves toward the nearest body of salt water. The target can escape with a successful Strength or Agility Roll (15) when they take the spotlight. Until they escape, the Nuckelavee's standard attack can target only the creature it carries. If the target escapes, they land on their feet unless the fiction makes that impossible.

Screech - Action: Spend a Fear. Every target within Far range must make a Presence Reaction Roll (15). On a failure, they mark a Stress, their Evasion is lowered by 2 and they also have a -2 penalty to any Agility roll they make. This lasts until they roll with hope. A target that fails this Roll, while already under the effect of Screech, only marks a Stress.

Fresh Water Bane - Reaction: When a PC uses the spotlight to douse the Nuckelavee in fresh water and succeeds on a Finesse or Instinct Roll (15), the Nuckelavee marks 3 Stress and becomes Vulnerable until the end of its next spotlight. This can happen only once per scene.

Kick - Reaction: When a PC uses their movement to enter Very Close range of the Nuckelavee, the Nuckelavee can mark a Stress to make a standard attack. If the target is no larger than the Nuckelavee, it must succeed on a Strength Reaction Roll (15) or be thrown back to Far range and become Vulnerable. A creature can be affected only once per GM turn.

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GM GUIDANCE FOR THE NUCKELAVEE

Fresh Water Limitation: When the Nuckelavee is successfully affected by fresh water, make its reaction obvious to the players. Further attempts in the same scene have no additional effect and players may be given a clue by the GM that further attempts may waste their spotlight.

Converting the Nuckelavee: The Nuckelavee is presented as a Tier 3 encounter. If the party is considerably overpowered or underpowered for the Nuckelavee, but it makes sense to use it because the party just reached a cave or shore, use the table below for suggested values at different tiers.

Conversion Table

Tier	1	2	3	4
Difficulty	13	15	17	20
Thresholds	8/15	12/23	20/32	25/45
HP/Stress	10/6	11/7	12/8	14/9
ATK	+3	+4	+5	+6
Claws or Hooves DMG	1d10 + 3	2d10 + 4	3d10 + 5	4d10 + 6
Charge damage	1d10 + 6	2d10 + 8	3d10 + 10	4d10 + 12
Aura Damage	1d10	2d10	3d10	4d10
Reaction Roll*	12	13	15	18
Relentless (x)**	2	2	3	3
Experiences	+2	+3	+3	+4

*The number to beat for Reaction Rolls for all abilities above.
**How many uses of Relentless it has.

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