

## **Pietr Braincoral**

*Evil. Speaks with a German accent*

*Building an army of robot fish*

*Looking for the uranium to make the fish not wind down.*

*Needs parts from fish to build army*

*Working with Bottlenose to get fish*

*Wants to turn Moebius evil again.*

*MP. Minister of Technology*

## **The First Brass Fish**

*Is the missing Scotland Lake Officer: Victor Mackerel*

*Braincoral's heavy. Literally. He's too heavy to go to the surface*

*He winds down every half-hour.*

## **Lady Snootberry**

*Engaged to Sir Archfiend. There should be a wedding during game.*

*Assistant and Friend of Queen Fishtoria. Snootberry is worried about her.*

*Friends with Danfish. She can do a little magic and can assist Danfish with spells.*

*Rich, has resources. Archfiend is marrying her for her money.*

*Member of the Sisterhood of the Eastern Starfish*

*Does not trust Lady Kelpfish.*

## **Sir Archfiend**

***Social climber***

***Engaged to Lady Snootberry. Just wants her money and title. After wedding, will sell her to Braincoral via Bottlenose.***

***He has some resources, but wants more.***

***PM***

***Wants to build an underwater railroad down the Nile.***

**Les Poissons**

***Snooty French ambassador***

***Unreasonable. Wants war on England. Wants the Germans as an ally.***

***Is in love with Lady Snootberry***

***Started with the uranium from his holdings in the Nile, but it was stolen by the sea pirates.***

**Die Fische**

***German Ambassador.***

***Evil. Speaks with a German Accent***

***Wants to steal the Brass Fish***

***Can contact Menerva Lamprey about the Brass Fish***

***Has leverage on Moebius and wants him to assist the Fisherland.***

**Ian Dunross-Fish**

***Evil. Wants to put chips in fish's heads. Opportunity to make many Fish and Chips jokes.***

***Head of the SPL, the Society of Perch and Limpets.***

***Courting the Queen. He has put a chip in her head.***

***Inventor.***

***Wants Urchin to be his.***

***Wants to put chips in the heads of other inventor types.***

***MP***

**Queen Fishtoria**

***Queen of the Thames***

***Has a chip in her head which makes her occasionally crazy.***

***Always trusts/loves Dunross-Fish no matter what.***

**Gregory Gravel**

***Is a stonefish***

***Head of Scotland Lake***

***Looking into the mystery of the missing fish.***

***Trying to find the sea pirates.***

***His partner, Victor Mackerel, has gone missing.***

***Eelish and would like Eelish home rule.***

**Urchin**

***A childlike inventor.***

***Also a gifted mage, though she doesn't know it.***

***Sea pirate***

***Victor Mackerel is her father and has gone missing.***

**Bottlenose**

***Drunk; wants alcohol, but Lamprey forbids it.***

***Sea pirate. Has guns that shoot driftwood tipped bullets***

***Works with Braincoral to get fish parts. Archfiend will sell him Snootberry after the wedding.***

***Looks after Urchin, like a niece.***

***Knows Urchin can do magic, but isn't sure what to do about it.***

## **Menerva Lamprey**

***Leader of the Sea Pirates.***

***Also, head of the underwater, Professor Fishbone***

***Wants to be Ratfish's Guardian.***

***Stole Les Poisson's uranium and wants to sell it to the highest bidder.***

***Is having an affair with The Watchfish.***

## **Charlotte Danfish**

***Magical Protector of the Thames***

***Member of the Sisterhood of the Eastern Starfish***

***Owner of the Red Lionfish Pub***

***Wants to regain the Underwater from Lamprey***

***Working against the Fishop of Puddles, an evil spirit from the Nile.***

***Does not know Scaryfish is her father.***

***Has alcohol.***

## **Archfishop Swimmer**

***Good Guy. Head of the Angler Church.***

***Wants to stop the master slaver of the Nile.***

***Occasionally spoken to by the Angelfish.***

**MP**

***His holdings were recently attacked by the Sea Pirates.***

## **Fishop Scaryfish**

***Secretly the Fishop of Puddles, an evil spirit from the Nile.***

***Wants to be Archfishop.***

***Danfish's father, although she does not know this. He was the former Professor Herringbone, but retired when he became the Fishop of Puddles.***

**MP**

## **The Watchfish**

***Combo of all the adventurers***

***Also an inventor.***

***Fights evil in all forms.***

***Loyal to the Queen; Friend of the Queen***

***Wants to create the LDF, the League of Dangerous Fish (considering Bottlenose with whom he has a friendly rivalry).***

***Also considering Moebius***

**MP**

***Wants to find a way to help the fish of Moronvia.***

## **Dr. Hans Bert Moebius**

***Combo of all the inventors***

***Friend of Danfish***

***Has a German accent. Reformed evil. Can sabotage inventions.***

***Being extorted by German Ambassador***

*Wants to be Urchin's Guardian.*

## **Prince Lutefisk**

*The Swedish Ambassador*

*Has holdings in Africa, but also keeps slaves*

*Had Lord Kelpfish killed.*

*Recently took control of the small country of Moronvia*

*Could go either way in the war. What's in it for him?*

*Was in Paris back in the day. Both he and Les Poissons loved the same woman.*

## **Lady Kelpfish**

*Female Inventor/Archeologist*

*Just back in the Thames from Africa*

*Discovered evidence of slavery there.*

*People don't trust her.*

*She wants to join the SPL (or is already a member).*

*Builds devices using seaweed.*

*Backup mage if one is taken out.*

## **Barbelthroat Carpetshark**

*Has some shady/criminal past*

*Runs the Rio Grande Embassy where Lamprey works.*

*Has some alcohol.*

*Is having an affair with Menerva Lamprey; thinks she is a ladyfish of the evening*

*Liberal MP*

***Wants Eelish Home Rule***