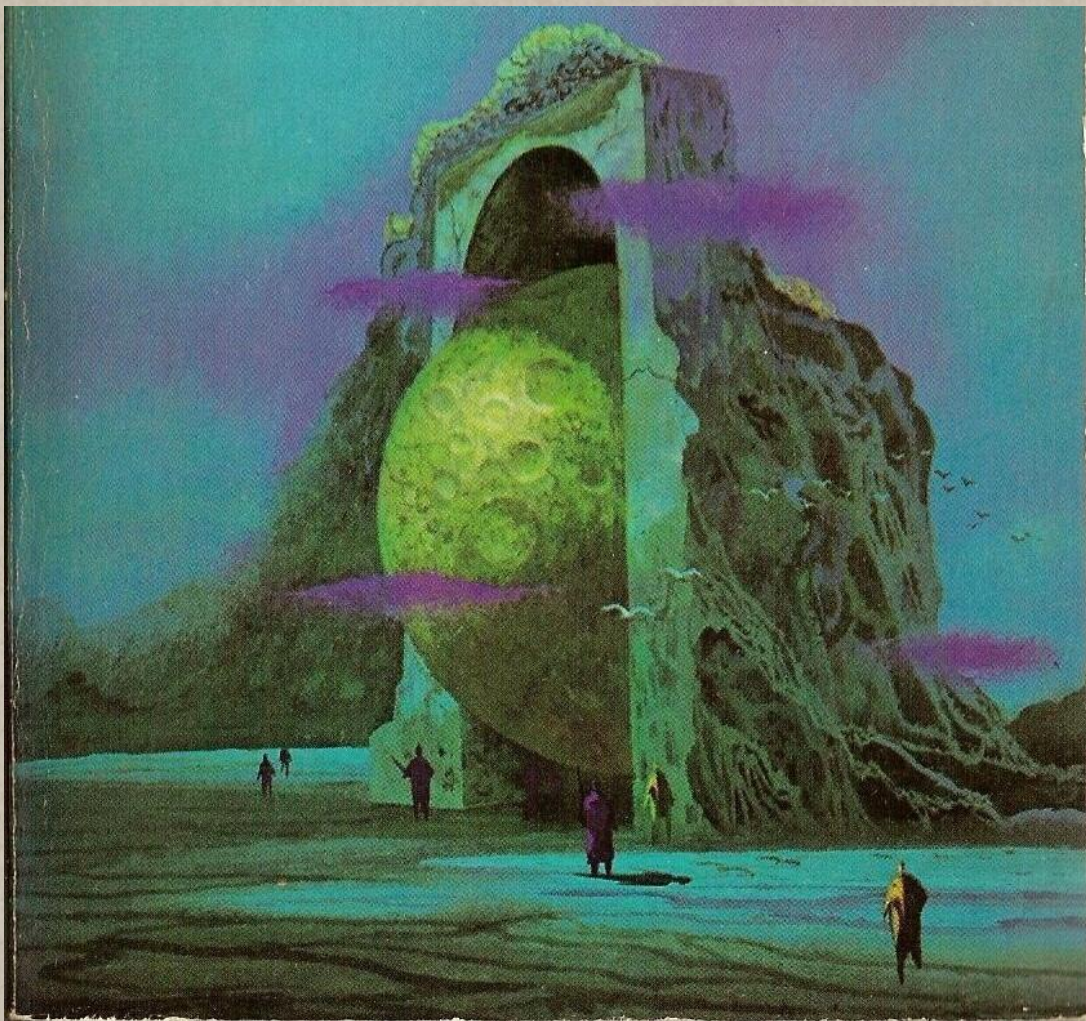


EXPEDITION :
AGARTHA DESCENT :
Scramble to the center of the Earth
2e

Beastuary :

Eldritch Encounters



NPC Behaviour rules

Avoidance : When rolling for control of this model, add +2 to your roll for every friendly model Engaged with it.

Aquatic : Count has having [all Passable & Impassable Water] Terrain Affinity. Instead of deploying this model normally, the player who deploys it must first place twice the amount of hexes in Passable Water hexes, scattering the initial one and placing the rest connected to it in such a way that the NPC may be fully deployed in it afterward, which he then proceeds to do.

Camouflage [] : While in the terrain type indicated, this model always count as Dodging.

Skittish : If the winning roll for control of this model is over this model's Awareness and it is Engaged, it must Disengage.

Swarm : At the beginning of every turn except the first, spawn 1 identical model adjacent to every model with this rule already on the board.

Horde : When you roll this result on the Hostile table, spawn 3 models (each are worth the cost on the profile). If there is a number indicated in Brackets next to this rule, spawn that number of model instead.

Nest [] : In addition to spawning the Hostiles rolled, spawn the **Nest** building indicated in bracket.

Neutral : This model may only resolve Attacks or Charges against player models after an Attack has been resolved against it (either successful or not).

Primordial hostility: After Deployment, if you have any number of models on the field with this rule, choose an enemy unit. Models of the chosen unit gains Fear [Wild Subhuman].

Territorial : When rolling for control of this model, lower the roll by -1 for each model within X, X is its Awareness.

Ceiling Predator : Do not deploy this model at the beginning of the game. When rolling for control of this hostile, if the winning roll is above its Awareness, skip this Hostile's Activation if it is in Reserve, or put it back into Reserve if it is not Engaged. If it is below or equal to its Awareness and in Reserve, Scatter it 2d6 from the center most hex and spawn it there, then the player controlling it Activates it as he wishes. Additionally, when this model Disengages, it may elect to return in Reserves. It is also capable of attacking Floater units while they are in the air.

Stalker : If the winning roll for control of this model is below or equal to its Evasion and no model has LoS to it within their Awareness range, it immediately Hides, or must continue Hiding.

Husked : Cannot be Healed (this only affect the Heal action). Each time this model would be killed as a result of taking a Graze or Cut Wound, Test its Strength. On a success ignore that Wound and the enemy player gains 1 Dread.

Wandering Husk



<u>Wandering Husk</u>	Cost : 1 Silver
<i>Husk</i>	
AP : 1	Discipline : 1
Movement : 2	Evasion : 3
Accuracy : 3	Labour : 3
Strength : 3	Awareness : 1

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>	Melee: [/] / [X]	Horde
Body	0		Range : Range 8 [X]	Swarm
Head	0			Husked

Special : Husk Horde : When adding models for the Swarm rule, Deploy these adjacent to the closest map edge.

Buried Husks



<u>Buried Husks</u>	Cost : 2 Silver
<i>Husk, Deep</i>	
AP : 1	Discipline : 1
Movement : 0	Evasion : 1
Accuracy : 4	Labour : 1
Strength : 4	Awareness : 1

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>	Melee: [/] / [X]	Horde (10)
Body	0			Swarm
Head	0			Husked

Special : Buried Ankle-Biters : This model does not prevent others from entering the hex it stands in, but it gains Hazardous.

The Lemur Minor



<u>Lemur Minor</u>	Cost : 10 Silver
<i>Beast, Deep</i>	
AP : 2	Discipline : 4
Movement : 4	Evasion : 6
Accuracy : 6	Labour : 2
Strength : 6	Awareness : 4

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Attack</u>	<u>Common Sp Rules</u>
Limbs	0	<input type="checkbox"/>	Melee: [/] / [X] Deadly	Terror
Body	0	<input type="checkbox"/>		Immune to Morale
Head	0			Horde

Deep Warlock



<u>Deep Warlock</u>	Cost : 12 Silver
<i>Deep, Academic</i>	
AP : 2	Discipline : 3
Movement : 3	Evasion : 7
Accuracy : 5	Labour : 5
Strength : 5	Awareness : 6

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>	Melee: [/] / [X]	
Body	0	<input type="checkbox"/>	Range : Range 8 Acc +2 [X]	
Head	0			

Special :

Forbidden Science : When gaining Control of this model, choose between Muic Malediction, Necromancy or Prophetic Sight. This model gain this rule until you lose Control of it. You may elect not to choose any of these rules to Deploy 3 Derelict Husks along any edge of the map.

Dark Pact : Whenever a Player wins a Show Leadership Parley action against this model, it additionally gains Control of this model until it becomes Shaken. This model gains +1 Discipline for each Friendly or NPC Husk model within 3.

The Shades



Shades	Cost : 10 Silver
<i>Deep</i>	
AP : 3	Discipline : 9
Movement : 3	Evasion : 1
Accuracy : 7	Labour : -
Strength : 5	Awareness : 9

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Attack</u>	<u>Common Sp Rules</u>
Limbs	0	<input type="checkbox"/>	Melee: [/] / [X X X]	Neutral
Body	0	<input type="checkbox"/>		Terror
Head	0	<input type="checkbox"/>		Ignores all Terrain types
				Immune to Morale

Special :

Beyond the Grave : Attacks against this model are resolved as an Accuracy Test, however after the attack is resolved, resolve a Face-to-Face Awareness test between it and the model who hit it, if the player controlling the Shades win, all Wounds are canceled.

Guide through the Underworld : Whenever a Player wins a Show Leadership Parley action against this model, it additionally gains Guidance +1. A model with Guidance ignores Obscurity, Hazardous and only takes a Grievous when failed a Lethal terrain test. The first time a model reaches Guidance 3, the Player owning it gains 25 Silver, and whenever a model reaches Guidance 5, it permanently gains either +1 Discipline or +1 Awareness.

The Horde of Husks



Horde of Husks	Cost : 12 Silver
<i>Husks</i>	
AP : 2	Discipline : 3
Movement : 2	Evasion : 3
Accuracy : 3	Labour : 3
Strength : 4	Awareness : 1

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>	Melee: [/] / [X] Dual Wielder, Quickstrike, Flurry 2	Swarm (3x Derelict Husk)
Body	0	<input type="checkbox"/>	Range : Range 8 [X] Dual Wielder, Quick Shot	Husked
Head	0	<input type="checkbox"/>		Immune to Morale
		<input type="checkbox"/>		
		<input type="checkbox"/>		

Special : Husk Horde : When adding models for the Swarm rule, Deploy these adjacent to the closest map edge.

The Shapes



Shapes	Cost : 15 Silver
<i>Deep</i>	
AP : 2	Discipline : 5
Movement : 5	Evasion : 5
Accuracy : 5	Labour : -
Strength : 5	Awareness : 7

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Attack</u>	<u>Common Sp Rules</u>
Limbs	0	<input type="checkbox"/>	Melee: [/] / [■]	Nimble
Body	0	<input type="checkbox"/>		Terror
Head	0			Immune to Diplomacy
				Ignores all Terrain types

Special :

Fed by Shadows : This model gains a bonus to its Accuracy, Strength and Evasion equal to the Obscurity Level currently affecting the Hex it stands in, and if it gains any bonus this way, it also gains **Reach**. Additionally, if it Attacks a target in an Hex affected by Obscurity rules, the attack gains **Deadly**.

Hurt by Light : At the end of each of its Movement, this model immediately takes a number of / Wounds equal to (Light Source level - Obscurity Level) affecting the hex it stands in.

The Cave Aberration



Cave Aberration	Cost : 20 Silver
<i>Beast, Deep</i>	
AP : 3	Discipline : 4
Movement : 3	Evasion : 7
Accuracy : 7	Labour : -
Strength : 7	Awareness : 2

Location	Armour	Health	Attack	Special
Limbs	3	L : <input type="checkbox"/> <input type="checkbox"/>	Melee: Pen 1 [X /] / [■ X]	Tough
Body	6	B : <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
Head	3	H : <input type="checkbox"/> <input type="checkbox"/>		

Special : Deploy this model in Reserve, and Scatter 3 Pits D6 from the centermost hex of the map. While in Reserve, whenever a model resolves an Excavate Action and rolls a 1, immediately Deploy this model in the Excavated hex and resolve an Attack against the Excavating model (this cost 1 AP). If this model is still in Reserve during the Hostile phase, whoever wins control of it may spend 1 AP to Deploy it adjacent to any Pit, and it may immediately return into Reserve whenever it ends a Movement adjacent to a Pit. This model ignores Engagement as long as it has any remaining Limbs Health boxes.

The Lemur (Major)



Lemur Major	Cost : 25 Silver
<i>Beast, Deep</i>	
AP : 3	Discipline : 6
Movement : 3	Evasion : 5
Accuracy : 7	Labour : 6
Strength : 8	Awareness : 5

Location	Armour	Health	Attack	Common Sp Rules
Limbs	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Melee: [X] / [■] Deadly	Terror Immune to Morale Tough Horde [3x Lemur Minor] Swarm [Lemur Minor]
Body	0			
Head	0			

Special :

Lemur Hunting Grounds : after Deploying this model, Players alternate placing 6 Pits on the map. When resolving this model's Swarm rule, deploy the Lemur Minor anywhere on the map, adjacent to a Pit.

The Franklinites



Franklinites	Cost : 35 Silver
<i>Deep</i>	
AP : 1	Discipline : 9
Movement : 0	Evasion : 1
Accuracy : 9	Labour : -
Strength : 4	Awareness : 9

Location	Armour	Health	Attack	Common Sp Rules
Limbs	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	[Stun]	Neutral
Body	0			
Head	0			

Special :

Deathless : This model is not removed from play when killed and does not grants Silver. Each NPC phase, test its Strength, if successful remove one Wound from its Profile, even if it died (if so it is no longer dead), and spawn 1 Pain token.

From the Icy Depths : After Deploying this model, place a Snow tile in the hex it stands in and in each hexes adjacent to it. If this model is in play, Spikes and Glaciers gain Hazardous, and set the Weather rules to Cold. While **alive**, each NPC Phase, the player gaining Control of it must replace 2d3 tiles connected to this model their equivalent on the Arctic Terrain list (use Snow if they do not have an equivalent one), or 2d6 if this model is Hostile. The controlling Player may also replace Snow hexes by Spikes.

Frozen Famine : While this model is alive, at the beginning of the 2nd turn and every turn after, increase the Weather rules from Cold to Freezing or from Freezing to White Out. Any player model adjacent to it may give it a Ration to ignore this, or a Warm Meal to reduce it instead.

The Juvenile Old One



Juvenile Old One	Cost : 45 Silver
<i>Beast, Deep</i>	
AP : 4	Discipline : 5
Movement : 1	Evasion : 9
Accuracy : 6	Labour : 1
Strength : 7	Awareness : 5

Location	Armour	Health	Attack	Common Sp Rules
Limbs	0	<input type="checkbox"/>	Melee: [X] / [■] Quickstrike, Poison 2, Reach 3	Terror Tough Camouflage [Sump] Aquatic Stalker
Body	0	<input type="checkbox"/>		
Head	0	<input type="checkbox"/>		
		<input type="checkbox"/>		

Special :

Entropic Aura : Player models within 5 of this model suffer -2 to any Value used in a roll that would result in causing wounds to another model (this includes Charge, Attacks and Special Actions).

Growing Conditions : When resolving this model's Aquatic rule, place Sumps, then surround each placed Sump by a Cavern hex. Hexes placed this way are affected by Obscurity 5 for the duration of the game. This model cannot move into non-Sump hexes.

Digging his Domain [2 AP] : Place a Cavern hex adjacent to one connected to this model, or replace such a Cavern hex by a Sump or a Sump by a Pit.

The Anomalous Entity



Anomalous Entity	Cost : 45 Silver
<i>Deep</i>	
AP : 3	Discipline : 7
Movement : 3	Evasion : 1
Accuracy : 7	Labour : -
Strength : 5	Awareness : 5

Location	Armour	Health	Attack	Special
Limbs	0	L : <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Melee: Pen 2 [X] / [■] Quickstrik, Reach	Terror Floater Vantage Point Neutral
Body	0	B : <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
Head	0	H : <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

Special :

Strange Seed : The Player winning Control of this NPC must choose a Common Anomaly. Deploy the chosen Anomaly in the hex is activates it, and it counts as that Anomaly until a Player chooses a different Common Anomaly (if triggering the Anomaly grants it a State rule such as Pulsating or Crackling, it remains in that state until a different Anomaly is selected).

The Shadows



Shadows	Cost : 10 Silver
<i>Deep</i>	
AP : 4	Discipline : 7
Movement : 5	Evasion : 9
Accuracy : 7	Labour : -
Strength : 7	Awareness : 9

Location	Armour	Health	Attack	Common Sp Rules
Limbs	0	<input type="checkbox"/>	Melee: [/] / [■]	Nimble Terror Immune to Diplomacy Ignores all Terrain types Camouflage [Obscurity] Swarm [Shapes]
Body	0	<input type="checkbox"/>		
Head	0	<input type="checkbox"/>		
		<input type="checkbox"/>		

Special :

Living Shadows : Increase the Obscurity by 1 each Hostile phase while this model is in play.

Hurt by Light : At the end of each of its Movement, this model immediately takes a number of / Wounds equal to (Light Source level - Obscurity Level) affecting the hex it stands in.

The Lemur (Ur)



Lemur (Ur)	Cost : 50 Silver
<i>Beast, Deep</i>	
AP : 4	Discipline : 7
Movement : 3	Evasion : 1
Accuracy : 7	Labour : -
Strength : 9	Awareness : 5

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Attack</u>	<u>Special</u>
Limbs	0	L : <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Melee: Pen 2 [X X] / [■ ■] Quickstrike	Terror Tough Territorial Vantage Point
Body	0	B : <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
Head	0	H : <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

Special :

Terror Incarnate : If you have any model with LoS to this one, at the beginning of every turn, gain 1 Dread.

Gigantic : This model may Move through Walls, remove the Wall hex after it does. It may resolve Melee Attack and Charges against Floater models (but not models On the Roof) .

The Oneirophobia



The Oneirophobia	Cost : 50 Silver
<i>Deep</i>	
AP : 4	Discipline : 8
Movement : 2	Evasion : 9
Accuracy : 9	Labour : 1
Strength : 2	Awareness : 6

<u>Attack</u>	<u>Special</u>
Melee: Pen 6 [-2 Discipline] / [■ X]	Nimble

Special :

The Dreamer : Before the start of the battle, each player selects one Character, Leader or Hero unit from the opponent's army. Those models are the targets for the Oneirophobia.

Phantasmal : Place this model in the centermost hex during Deployment. It ignores Terrain rules, intervening models and any obstruction, and may always move in and end its activation in any Hex.

Psychology : Players start the game with 3 Dread, and set Obscurity to 3. During its Activation, the Oneirophobia may spend 2 AP to increase Obscurity by 1. At the end of any player model's Activation, if that model is in an hex affected by an Obscurity level higher than its Awareness, its owner takes 1 Dread.

Nightmare Realised : If Obscurity reaches 10 or all non-target models are Shaken, immediately Scatter 5 Oneirophobia models 2d6 from the centermost hex. All Oneirophobia loses 3 AP, gain a Health pool of 1 Health box as well as +5 Strength and Movement, and counts as Dodging while in an Hex affected by Obscurity. Roll for Control of these normal. They may now Attack or Charge their targets.

The Hornless Gorg



Hornless Gorg	Cost : 50 Silver
<i>Deep</i>	
AP : 3	Discipline : 8
Movement : 5	Evasion : 8
Accuracy : 8	Labour : -
Strength : 8	Awareness : 8

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Attack</u>	<u>Special</u>
Limbs	6	L : <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Melee: Pen 1 [X] / [■] Deadly, Headshot! Range: R6 Acc -2 [■] Deadly, Headshot! Mount Charge Acc 7 Str 7 [X] / [X X]	Tough Ignores Engagement
Body	7 H	B : <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
Head	5 H	H : <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

**Eldritch
Encounters**

3d6

- 3 Oneirophobia
- 4 Shadows
- 5 Anomalous Entity
- 6 Franklinites
- 7 Shapes
- 8 Horde of Husks
- 9 Shades
- 10 Deep Esoterist
- 11 Buried Husks
- 12 Wandering Husk
- 13 Lemur (Minor)
- 14 Cave Aberration
- 15 Lemur (Major)
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- 17 Lemur (Ur)
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