

## 82 Deep Shambler

(Lesser Ethereal)

Q 4

C 4

Str 4\*

Res 4\*

Will 4\*

AV Bonus +1 RES roll

Claws +1

Body AV 1

Personality Model

Special Abilities

**Dimension Shift, Artificial (Ethereal), Big, Combo Attack (2-hit)**

*Dimension Shift* - Move between dimensions (no actions). Model must declare a shift before rolling to activate or using free activation. Shifting models are invisible and can move through obstacles but cannot attack or be attacked by other models, except shifting ones, and remain in dimension space until declaring to shift back. On 3 failures during activation, the model drops back into the third dimension and is *fallen*. Can see in darkness and between dimensions.

*Artificial (Ethereal)* - An ethreal being usually Summoned by an *Ethermancer* or ancient artifact. Immune to poison, Psychic Magic spells, morale and *Madness*. Can be gruesomely killed and disappears if an *Ethermancer* that summoned it is killed or flees the map or if an artifact that summoned it is destroyed.

*Big* - H2H +1 vs. smaller models. Ranged attack against at +1

*Combo Attack (2-hit)* - If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon (up to 2 attacks possible).

## 111 Dimensional Hound

Q 3

C 3

Str 4\*

Res 4\*

Will 3\*

AV Bonus +3 RES roll

Tongue +1

Body AV 1

Personality Model

Special Abilities

**Dimension Shift, Artificial (Ethereal), Big, Ethereal Attack**

*Dimension Shift* - Move between dimensions (no actions). Model must declare a shift before rolling to activate or using free activation. Shifting models are invisible and can move through obstacles but cannot attack or be attacked by other models, except shifting ones, and remain in dimension space until declaring to shift back. On 3 failures during activation, drop back into the third dimension and *fallen*. Can see in darkness and between dimensions.

*Artificial (Ethereal)* - An ethreal being usually Summoned by an *Ethermancer* or ancient artifact. Immune to poison, Psychic Magic spells, morale and *Madness*. Can be gruesomely killed and disappears if an *Ethermancer* that summoned it is killed or flees the map or if an artifact that summoned it is destroyed.

*Big* - H2H +1 vs. smaller models. Ranged attack against at +1

*Ethereal Attack* - Can attack while Dimension Shifting. Gains a +1 Ambush bonus in H2H combat but the victim can counter-attack. If it loses in H2H combat, the model falls back into 3rd dimension.

## 82 Deep Shambler

(Lesser Ethereal)

AI Routine

- Hunt (Move -> lowest pt. warband model : 1 free action)  
Switch to: a. Fallen / Transfixed / Entangled b. Fleeing  
note: use Dimension Shift while hunting. Come out to attack.
- H2H attack (1 free action when adjacent to victim: Get +1 ambush shifting out of dimension space). Use claws to grab and then bite on the next turn if victim is grabbed.
- Retreat (Dimension Shift on its turn after suffering a wound and start hunting a different victim)

Weapons and Attacks

**Big Claw (CL 0) H2H +1, Armor Break (1), Grab**  
**Big Bite (CL 0) H2H +1, Armor Break (1)**

*Grab*: If win in combat by 1+, victim cannot move away. To break free, victim must use 1 action for Strength Check (at -1) with 2+ successes. Victim may still attack in H2H. Grabber gets +1 CS when attacking the grabbed victim with a bite.

**Thick Skin (CL 0) H:1 B:1 L:1 W:2**  
 add +1 to RES Checks unless beaten by Armor Break

## 111 Dimensional Hound

Notes and Info

These monstrous bound-shaped ethereals appear within a cloud of mist as a snaking tongue that punches into victims to drain their fluids. The full body of the hound may appear if forced into the earthly realm, where it bites with massive jaws.

Weapons and Attacks

**Tongue (CL 0) H2H +1, Armor Break (1), Reach**  
**Big Bite (CL 0) H2H +1, Armor Break (1)**

*Reach* - Can do H2H attack without counterattack. If both models have weapons with *Reach* the effect is nullified.

**Armor**

**Thick Skin (CL 0) H:1 B:1 L:1 W:2**  
 add +1 to RES Checks unless beaten by Armor Break



## 139 *Ethereal Eye*

*Greater, Ethereal*

**Q 3**

**C 4**

Str **4<sup>+</sup>**

Res **4<sup>+</sup>**

Will **3<sup>+</sup>**

AV/Bonus  
+1 RES roll

**Claws**

**+1**

**Eye Beam**

**+2**

**Body AV**

**1**

**Special Abilities** **Personality Model**

**Dimension Shift, Artificial (Ethereal), Madness, Big, Uncontrollable, Shooter (Long)**

*Dimension Shift* - Move between dimensions (no actions). Model must declare a shift before rolling to activate or using free activation. Shifting models are invisible and can move through obstacles but cannot attack or be attacked by other models, except shifting ones, and remain in dimension space until declaring to shift back. On 3 failures during activation, drop back into the third dimension and **fallen**. Can see in darkness and between dimensions.

*Artificial (Ethereal)* - An ethreal being usually Summoned by an *Ethermancer* or ancient artifact. Immune to poison, Psychic Magic spells, morale and *Madness*. Can be gruesomely killed and disappears if an *Ethermancer* that summoned it is killed or flees the map or if an artifact that summoned it is destroyed.

*Madness* - Any enemy model one Long stick away and in line of sight of this model gets -1 to activation rolls and Morale Checks. Does not affect fallen models or models in other dimensions.

*Big* - H2H +1 vs. smaller models. Ranged attack against at +1

*Uncontrollable* - A summoning *Ethermancer* must spend one action each turn or the ethreal becomes a Predatory Wild Creature.

*Shooter (Long)* - Shoots with the Long stick

## 94 *Ethereal Spore*

*Lesser, Ethereal*

**Q 4**

**C 2**

Str **5<sup>+</sup>**

Res **5<sup>+</sup>**

Will **4<sup>+</sup>**

AV/Bonus  
+1 RES roll

**Tentacles**

**+0**

**Eye Beam**

**+2**

**Body AV**

**1**

**Special Abilities** **Personality Model**

**Dimension Shift, Artificial (Ethereal), Madness, Shooter (Long)**

*Dimension Shift* - Move between dimensions (no actions). Model must declare a shift before rolling to activate or using free activation. Shifting models are invisible and can move through obstacles but cannot attack or be attacked by other models, except shifting ones, and remain in dimension space until declaring to shift back. On 3 failures during activation, drop back into the third dimension and **fallen**. Can see in darkness and between dimensions.

*Artificial (Ethereal)* - An ethreal being usually Summoned by an *Ethermancer* or ancient artifact. Immune to poison, Psychic Magic spells, morale and *Madness*. Can be gruesomely killed and disappears if an *Ethermancer* that summoned it is killed or flees the map or if an artifact that summoned it is destroyed.

*Madness* - Any enemy model one Long stick away and in line of sight of this model gets -1 to activation rolls and Morale Checks. Does not affect fallen models or models in other dimensions.

*Shooter (Long)* - Shoots with the Long stick

## 139 *Ethereal Eye*

*Greater, Ethereal*

**AI Routine**

- Hunt (Move -> lowest pt. warband model : 1 free action)  
Switch to: a. Fallen / Transfixed / Entangled b. Fleeing  
note: use Dimension Shift while hunting. Come out to attack.
- Shoot Eye Beam (within 1 Med stick of target: 1 free action).
- H2H attack (only when an attacker is adjacent: 1 free action)
- Retreat (Dimension Shift on its turn after suffering a wound and move into shooting range, then start hunting again)

**Weapons and Attacks**

**Big Claw** (CL 0) **H2H +1, Armor Break (1), Grab**

**Big Bite** (CL 0) **H2H +1, Armor Break (1)**

**Eye Beam** (CL 2) **Energy (Long) +2**

**Armor Break (1), Refract, Precise**

**Grab** - If win in combat by 1+, victim cannot move away. To break free, victim must use 1 action for Strength Check (at -1) with 2+ successes. Victim may still attack in H2H. Grabber gets +1 CS when attacking the grabbed victim with a bite.

**Precise** - Attack at +2 when targeting a subsystem

**Refract** - Ranged attack into Tactical Cover at -2. Murky water range is Short. No attack in Soupy water.

**Armor**

**Thick Skin** (CL 0) **H:1 B:1 L:1 W:2**

Add +1 to RES rolls unless beaten by Armor Break

## 94 *Ethereal Spore*

*Lesser, Ethereal*

**AI Routine**

- Hunt (Move -> lowest pt. warband model : 1 free action) **Switch to: a. Fallen / Transfixed / Entangled b. Fleeing**  
note: use Dimension Shift while hunting. Come out to attack.
- Shoot Eye Beam (within 1 Med stick of target: 1 free action).
- H2H attack (only when an attacker is adjacent: 1 free action)
- Retreat (Dimension Shift on its turn after suffering a wound and move into shooting range, then start hunting again)

**Weapons and Attacks**

**Tentacles** (CL 0) **H2H, Entangle, Unbreakable**

**Eye Beam** (CL 2) **Energy (Long) +2**

**Armor Break (1), Refract, Precise**

**Entangle** - If win in combat by 1 or more, normal damage and victim must roll Strength Check with 2 successes or **entangled** and lose turn. Subsequent turns, victim must use 1 action for Strength Check with 2 successes to go free. Weapon cannot be used again while entangling

**Unbreakable** - Weapon cannot be damaged or destroyed.

**Precise** - Attack at +2 when targeting a subsystem

**Refract** - Ranged attack into Tactical Cover at -2. Murky water range is Short. No attack in Soupy water.

**Armor**

**Thick Skin** (CL 0) **H:1 B:1 L:1 W:2**

Add +1 to RES rolls unless beaten by Armor Break





**160** *Gothagga*  
Elder Ethereal

**Q 3**

**C 5**

Str **2**

Res **2**

Will **3**

Tentacles  
**+2**

Body AV  
**0**

**Special Abilities**

**Dimension Shift, Artificial (Ethereal), Madness, Huge, Ethereal Attack, Uncontrollable**

**Dimension Shift** - Can pass through dimensions. To use, the model must announce that it is dimension shifting before rolling to activate. Shifting models can move through obstacles and are invulnerable to attacks. On 3 failures during activation, the model drops back into the third dimension and is *fallen*.

**Artificial (Ethereal)** - An ethreal being usually Summoned by an *Ethermancer* or ancient artifact. Immune to poison, Psychic Magic spells, morale and *Madness*. Can be gruesomely killed and disappears if an *Ethermancer* that summoned it is killed or flees the map or if an artifact that summoned it is destroyed.

**Madness** - Any enemy model one Long stick away and in line of sight of this model gets -1 to activation rolls and Morale Checks. Does not affect fallen models.

**Huge** - H2H +1 vs. smaller models. Ranged attack against at +1

**Ethereal Attack** - Can attack while Dimension Shifting. Gains a +1 Ambush bonus in H2H combat but the victim can counter-attack. If it loses in H2H combat, the model falls back into 3rd dimension.

**Uncontrollable** - A summoning *Ethermancer* must spend one action each turn to retain control or the ethreal will act as a Predatory Wild Creature for the rest of the battle.



**45** *Possessor Face Crab*

**Q 4**

**C 2**

Str **5**

Res **5**

Will **4**

Brain Probe  
**+1**

Body AV  
**1**


**Special Abilities**

**Artificial (Ethereal), Clinging, Possess**

**Artificial (Ethereal)** - An ethreal being usually Summoned by an *Ethermancer* or ancient artifact. Immune to poison, Psychic Magic spells, morale and *Madness*. Can be gruesomely killed and disappears if an *Ethermancer* that summoned it is killed or flees the map or if an artifact that summoned it is destroyed.

**Clinging** - Gain +3 to Climb and when rolling to avoid Falling Damage. Clinging models adjacent to scenic items, walls or tunnel ceilings attack at higher elevation (+1) when in hand-to-hand combat with models on the ground.

**Possess** - If the Brain Probe causes a wound, the victim rolls a Will Check with 2 successes or loses its control to the crab. The crab can "give" its action points to the possessed model to attack an ally, move, attempt Physical Activities, or simply stand still. A controlled model cannot be forced to kill itself. The possessed model rolls a Will Check each turn to break free or the crab can let go at any time. A Sentinel within a Short distance can make the crab let go with 1 action. An adjacent Healer or Alchemist can administer medicine that removes the crab with 2 actions.



**160** *Gothagga*  
Elder Ethereal

**Notes and Info**

When summoned, this ethereal being appears as a pestilential mist with tentacles erupting from a central mass, which is covered in gaping maws and unblinking eyes. Gothagga appears in many dimensions and time periods at once, so killing it in one time or dimension has no effect on the entity itself.

**Weapons and Attacks**


**Huge Tentacles (CL 0) H2H + 2, Entangle, Unbreakable**

**Entangle** - If wins in combat by 1 or more, the attack causes normal damage and the victim must roll a Strength Check with 2+ successes or become *entangled* and lose turn. Subsequent turns, victim must use 1 action for a Strength Check with 2+ successes to go free.

**Unbreakable** - Weapon cannot be damaged or destroyed

**Armor**

**Soft Flesh (CL 0) H:0 B:0 L:0 W:2**



**45** *Possessor Face Crab*

**Notes and Info**

These bloated tick-like ethereals cling onto walls while waiting for victims to come near. They then latch on and insert a brain probe to take control of the host's body, making it follow its every command. The crabs are often found in groups, lurking in the shadows.

**Weapons and Attacks**

**Brain Probe (CL 0) H2H**

**Grabbing Claws (CL 0) H2H Grab**

**Grab** - If win in combat by 1+, victim cannot move away. To break free, 1 action for Strength Check (at -1) with 2 successes. Victim may still attack in H2H. Grabber gets +1 CS when attacking the grabbed victim.

**Armor**

**Thick Skin (CL 0) H:1 B:1 L:1 W:2**

add +1 to RES Checks unless beaten by Armor Break



## 97 Proto-Spawn of Ysoth



### Special Abilities

**Artificial (Ethereal), Big, Amphibious, Madness, Distract, Uncontrollable**

**Artificial (Ethereal)** - Summoned by an *Ethermancer*. Immune to poison, Psychic Magic spells, morale and *Madness*. Can be gruesomely killed as usual, and disappears if the *Ethermancer* that summoned it is killed or flees the map. Senses enemies without the need for light.

**Big** - H2H +1 vs. smaller models. Ranged attack against at +1

**Amphibious** - Can operate on land and underwater.

**Madness** - Any enemy model one Long stick away and in line of sight of this model gets -1 to activation rolls and Morale Checks. Does not affect fallen models.

**Distract** - Use actions to *transfix* targeted enemy unless the enemy rolls a Will Check with 2 successes. Range based on actions: 1 action = Short; 2 = Medium; 3 = Long. No effect on *Artificial* or *Undead* models.

**Uncontrollable** - The summoning *Ethermancer* must spend one action each turn to retain control or the ethereal will act as a Predator Wild Creature for the rest of the battle.

## 48 Thotag Crab



### Special Abilities

**Artificial (Ethereal), Amphibious, Benthic, Opportunistic**

**Artificial (Ethereal)** - Summoned by an *Ethermancer*. Immune to poison, Psychic Magic spells, morale and *Madness*. Can be gruesomely killed as usual, and disappears if the *Ethermancer* that summoned it is killed or flees the map. Senses enemies without the need for light.

**Amphibious** - Can operate on land and underwater.

**Benthic** - Gets -1 when attempting a Fast Dive/Ascend roll.

**Opportunistic** - Gain +1 on activation rolls when a fallen or transfix enemy is within a Short distance.

## 97 Proto-Spawn of Ysoth

### Notes and Info

These highly intelligent beings are insect-like in appearance but have a multitude of unblinking eyes on their thorax. They are difficult to control once summoned but are deadly when in combat, using their hypnotic gaze to paralyze enemies or drive them insane.



### Weapons and Attacks

**Big Bony Bludgeon (CL 0) H2H +1, Armor Break (2)**

**Big Claws (CL 0) H2H +1, Armor Break (1), Grab**

**Grab:** If win in combat by 1+, victim cannot move away. To break free, 1 action for Strength Check (at -1) with 2 successes. Victim may still attack in H2H. Grabber gets +1 CS when attacking the grabbed victim.

### Armor

**Heavy Carapace (CL 0) H:3 B:2 L:2 W:2, Natural, Sluggish, add +2 to RES rolls unless beaten by Armor Break**

**Natural** - ranged atk vs. model at -1 if adjacent to natural scenery  
**Sluggish** - requires 1 action to turn after rear attack

## 48 Thotag Crab

### Notes and Info

These creatures appear like crabs but with large biting jaws and oddly shaped limbs covered in ridges and spines. They scavenge the ethereal dimensions, tearing apart any carrion they can find. They can be summoned by an *Ethermancer* to serve a warband.



### Weapons and Attacks

**Vicious Bite (CL 0) H2H**

**Claws (CL 0) H2H, Grab**

**Grab:** If win in combat by 1+, victim cannot move away. To break free, 1 action for Strength Check (at -1) with 2 successes. Victim may still attack in H2H. Grabber gets +1 CS when attacking the grabbed victim.

### Armor

**Heavy Carapace (CL 0) H:3 B:2 L:2 W:2, Natural, Sluggish, add +2 to RES rolls unless beaten by Armor Break**

**Natural** - ranged atk vs. model at -1 if adjacent to natural scenery  
**Sluggish** - requires 1 action to turn after rear attack



## 128 Thotag Worm

**Q 4**

**C 4**

Str 5+ Will 4+ Res 5+ AV Bonus +1 RES roll

**Toothy Maw**

+1

**Body AV**

1

**Special Abilities**

**Artificial (ethereal), Madness, Burrowing, Huge, Tough, Gulp**

**Artificial (Ethereal)** - An ethereal being usually Summoned by an *Ethermancer* or ancient artifact. Immune to poison, Psychic Magic spells, morale and *Madness*. Can be gruesomely killed and disappears if an *Ethermancer* that summoned it is killed or flees the map or if an artifact that summoned it is destroyed.

**Madness** - Any enemy model one Long stick away and in line of sight of this model gets -1 to activation rolls and Morale Checks. Does not affect fallen models.

**Burrowing** - Moves under the ground with the Short Stick. Return to the surface with 1 action, but roll a Quality Check with two successes or appear one Short stick away from expected location. Roll one die. 1 = straight forward; 2 = to the right; 3 = straight backwards; 4 = to the left; 5-6 = still stuck underground. Can only be attacked in H2H combat by another Burrowing Creature when underground.

**Huge** - H2H +1 vs. smaller models. Ranged attack against at +1

**Tough** - Extra wounds. Only *fallen* on a double or triple.

**Gulp** - May choose to swallow enemy if causes a wound in H2H combat. Each turn, victim must spend 1 action for Strength Check (at -1) with 2 success to cut its way out, or 1 wound. If victim cuts out, Gulpers rolls Res Check (2 success) or 2 wounds. Can gulp multiple normal sized models or one *Big*. Vomit out with 1 action.

## 155 Xathal

Elder Ethereal

**Q 3**

**C 4**

Str 4+ Will 4+ Res 4+ AV Bonus +3 RES roll

**Claws**

+1

**Eye Beam**

+2

**Body AV**

3

**Special Abilities**

**Dimension Shift, Artificial (Ethereal), Tough, Big, Uncontrollable, Shooter (Long)**

**Dimension Shift** - Can pass through dimensions. To use, the model must announce that it is dimension shifting before rolling to activate. Shifting models can move through obstacles and are invulnerable to attacks. On 3 failures during activation, the model drops back into the third dimension and is *fallen*.

**Artificial (Ethereal)** - An ethereal being usually Summoned by an *Ethermancer* or ancient artifact. Immune to poison, Psychic Magic spells, morale and *Madness*. Can be gruesomely killed and disappears if an *Ethermancer* that summoned it is killed or flees the map or if an artifact that summoned it is destroyed.

**Tough** - Extra wounds. Only *fallen* on a double or triple.

**Big** - H2H +1 vs. smaller models. Ranged attack against at +1

**Uncontrollable** - A summoning *Ethermancer* must spend one action each turn to retain control or the ethereal will act as a Predatory Wild Creature for the rest of the battle.

**Shooter (Long)** - Shoots with the Long stick

## 128 Thotag Worm

**Notes and Info**

The ground rumbles as this giant worm-like creature erupts up from underneath, lashing tentacles out to grab victims and gulp them down into its gullet. The sight of these gigantic ethereal monstrosities is enough to drive most creatures mad.

**Weapons and Attacks**

**Toothy Maw** (CL 0) H2H +1, **Armor Break** (3)

**Huge Tentacles** (CL 0) H2H +2, **Entangle** **Unbreakable**

**Entangle** - If wins in combat by 1 or more, the attack causes normal damage and the victim must roll a Strength Check with 2+ successes or become *entangled* and lose turn. Subsequent turns, victim must use 1 action for a Strength Check with 2+ successes to go free.

**Unbreakable** - Weapon cannot be damaged or destroyed

**Armor**

**Thick Skin** (CL 0) H:1 B:1 L:1 W:2  
add +1 to RES Checks unless beaten by **Armor Break**

## 155 Xathal

Elder Ethereal

**Notes and Info**

Xathal is an ancient ethereal being that has acquired a taste for creatures of the third dimension. Xathal is able to travel back and forth between dimensions and uses this ability to avoid attacks and to maneuver into position to use its deadly eye beam.

**Weapons and Attacks**

**Big Claw** (CL 0) H2H +1, **Armor Break** (1), **Grab**

**Big Bite** (CL 0) H2H +1, **Armor Break** (1)

**Lightning Gun** (CL 2) **Energy** (Long) +2  
**Armor Break** (2), **Blast** (-1 Short radius), **Shock**

**Grab**: If win in combat by 1+, victim cannot move away. To break free, victim must use 1 action for Strength Check (at -1) with 2+ successes. Victim may still attack in H2H. Xathal gets +1 CS when attacking the grabbed victim with a bite.

**Blast** - Target attacked with CS. Models within Short blast radius must defend against CS-1 unless behind full cover.

**Shock** - If causes a wound, normal result and defender rolls a Resistance Check with 2 successes or be *transfixed*.

**Armor**

**Thick Shell** (CL 0) H:3 B:3 L:3 W:2 **Sluggish**  
*Sluggish* - requires 1 action to turn after rear attack