“We fight to stay alive, to give our people food and shelter, to find a place we can make our home.”
— Erthen Geomancer

“The Erthen are a symbol of man’s folly. We created demons, and they turned on us.”
— SoL Faith Bringer

Erthen are a race formed from a mixture of human, mineral, and organic matter fused with the genetic makeup of creatures native to the Basement. They were engineered through a combination of genetic manipulation and biokinesis. Erthen appear humanoid in general, but exhibit traits that reflect their other genetic properties. They were created to operate in the extremely dangerous, psycho-reactive subterranean realm known as the Basement. Due to their unique blend of genetic makeup, Erthen are able to survive in the Basement for extended periods without danger of the transformative process that converts humans into Chimera.

During the Final War, Erthen were used by the World Alliance as fodder. Despite their sentience, they were viewed as expendable. During Operation ODIN’S HAMMER, thousands of Erthen were slaughtered. This massacre, in which the Erthen were abandoned by the World Alliance, led to a revolt by the Erthen against their human masters.

Erthen are unable to live for extended periods of time on Earth’s surface due to their requirement for a high concentration of carbon dioxide. For this reason, when they travel to the surface world, they take special breathing apparatuses. Some Erthen now make their homes in highly specialized biodomes created specifically to support their physiology. These biodomes are situated at the highest levels of the Basement, just below Earth’s surface in the area commonly called the First Landing.

Though a few biodomes still exist, Erthen have been forced to expand beyond the relative safety of their historical homes. In recent years, Erthen have attempted to terraform areas of the First Landing and regions of the surface world to support their physiology, though these efforts have been met with extreme resistance from humans and inhabitants of the Basement. Erthen are driven by their historical hatred for the humans that created and then abandoned them as well as their desperate need to explore and expand their biodomes.
Classification: Earth / Nether

Death Vines consist of a larger percentage of vegetative matter relative to their Erthen counterparts. Their thick foliage allows them to blend in with their surroundings and provides them natural camouflage. They also have a special affinity with water, and can merge with water to conceal their presence. Their arms end in thick vines, which they can grow at will. They are proficient with using these vines as weapons, wielding them as humans would a whip. They can also use the vines to entangle and strangle their opponents.

**DEATH VINE**

**Camouflage: Defense (Passive) [ R / V / E ]**

The Death Vine receives a +2 Defense against Ranged Combat attacks when in Difficult Terrain instead of the typical +1.

**Constrict: Close Combat-Ranged Combat [ R / V / E ]**

The Death Vine can constrict a target when making a Close Combat or Ranged Combat attack. If the attack is successful, the target is injured as normal and a Constrict marker is placed on the target. A character with a Constrict marker must spend their next action to remove the Constrict marker and can take no other action. A character can only have one Constrict marker at a time.

**Hydro Merge: Move-Defense (Passive) [ V / E ]**

The Death Vine can Move through Water Terrain with no increase to Move cost and receives a +1 Defense when in Water Terrain.
GEOMANCER

Classification: Earth / Nether

Of all the Erthen, geomancers most closely reflect their human creators. Although they are roughly human in appearance, they do have a thick hide of soil and rock. Geomancers have a deep affinity with the natural world around them, which allows them the ability to modify terrain. They can use the composition of the Earth’s soil, rock, and vegetation to heal their Erthen brethren even from a distance. Finally, they can pass through the Earth at will, allowing them to avoid obstacles on the surface.

Earth Travel: Move [ R / V / E ]

The Geomancer can Move through Difficult, Elevated, and Water Terrain with no increase to Move cost.

Heal: Special [ R / V / E ]

The Geomancer can flip an Earth character’s counter (including its own counter) from injured to healthy if the target is within Weapon Range and line of sight.

Alter Earth: Special [ V / E ]

The Geomancer can place two Clear, Difficult, or Water Terrain markers on any spaces on the battleground within Weapon Range and line of sight, permanently changing the type of terrain for the spaces. The Geomancer cannot place terrain markers on Elevated Terrain spaces occupied by characters.
Classification: Earth / Nether

Hellebore were genetically engineered to combat the human enemies of the World Alliance. Though roughly humanoid in appearance, Hellebore upper torsos are dominated by sinister mutated flowering plants that give the Hellebore their name. Also known as “white hellebore,” these plants are extremely toxic to animals and humans alike. The Erthen’s creators also ensured the toxicity would effect creatures from the Basement. Hellebore are able to excrete their toxins in a burst. The Hellebores’ foliage provides them natural camouflage and — like geomancer — they are able to travel through the Earth.

**Camouflage: Defense (Passive)** [ R / V / E ]

The Hellebore receives a +2 Defense against Ranged Combat attacks when in Difficult Terrain instead of the typical +1.

**Toxin Burst: Ranged Combat (Area Attack)** [ R / V / E ]

The Hellebore can use the Toxin Burst ability when making a Ranged Combat attack. The attack affects all spaces within Weapon Range and line of sight, including spaces adjacent to the Hellebore. If the attack covers more than one elevation, choose the affected elevation level. This ability has no effect against Mechanical characters and other Erthen.

**Earth Travel: Move** [ V / E ]

The Hellebore can Move through Difficult, Elevated, and Water Terrain with no increase to Move cost.
**ION CORE**

**Classification: Earth / Nether**

Ion Core have thick, rocky hides that provide extremely good protection. As their name suggests, they have a central core that provides them a very strong positive charge. Ion Core have the ability to manipulate this charge, releasing it in a powerful cation blast. Ion Core were the only Erthen not designed by Bruno Pontecorvo and the World Alliance. Instead, the Ion Core were created by geomancers as a way of battling the Combine’s army of ARMS. The Ion Core’s cation burst is specifically designed to target electronic components.

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**Cation Blast: Ranged Combat (Area Attack) [ R / V / E ]**

The Ion Core can use the Cation Blast ability when making a Ranged Combat attack. Place the target space of the Cation Blast template within Weapon Range and line of sight. The elevation level of the target space is the affected elevation level. Add one die to attacks against Mechanical characters.

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**Magnetic Force: Ranged Combat [ V / E ]**

The Ion Core can use the Magnetic Force ability when making a Ranged Combat attack. The target of this attack does not receive character or terrain Defense bonuses and cannot use any Defense abilities. This attack does not injure the target; however, if the attack is successful, the target can be moved to any space within the Ion Core’s Weapon Range and line of sight. This ability can be used by the Ion Core on itself and its allies, but a Ranged Combat attack roll is still required. If this ability forces the target to withdraw from one or more adjacent enemy characters, the enemy characters do not receive free immediate Close Combat attacks. The Ion Core can target a Huge character with this ability as long as the entire Huge character is within Weapon Range and at least one space of the Huge character is in line of sight.
TREMOR

Classification: Earth / Nether

Tremors are mammoth stone-giants. They were conceived as a means to combat the Order of the New Dawn’s monstrous abominations. Tremors have extremely dense, rock-covered hides that gives them exceptional defense against almost all types of attacks. Their size and brute strength gives them the ability to generate localized shockwaves by striking the ground.

**Huge: Special (Passive) [ R / V / E ]**

For a full description of the Huge ability, reference the For What Remains rulebook, p. 20.

**Stoneskin: Defense (Passive) [ V / E ]**

If the Tremor is injured by an attack, roll one die. If the result is 8 - 10, ignore the injury.

**Shockwave: Ranged Combat (Area Attack) [ V / E ]**

The Tremor must use the Shockwave ability when making a Ranged Combat attack. The Tremor cannot make a normal Ranged Combat attack. The attack affects all spaces within Weapon Range and on the same elevation level as the Tremor, including spaces adjacent to the Tremor. Make a Ranged Combat attack against each affected character. The attacks do not injure targets; however, if an attack is successful, place a Shockwave marker on the target. A character with a Shockwave marker must spend their next action to remove the Shockwave marker and can take no other action. A character can only have one Shockwave marker on it at a time. This ability has no effect against Huge characters.
ERTHEN / AREA ATTACK EXAMPLES

**Cation Blast Example:** The target space of the Cation Blast template is placed within the Ion Core’s Weapon Range and line of sight. Both HARPIs are on the same elevation level as the target space and are affected. Because the HARPIs are Mechanical, the Ion Core will roll an addition die for the Ranged Combat attacks.

**Toxin Burst Example:** The green box is the extent of the Hellebore’s Weapon Range. The Hellebore chooses to affect the Elevated Terrain. The Vanguard is unaffected because the Hellebore does not have line of sight to it and because it is Mechanical. Even though the Commander is Mechanical, he is also Human and can be affected. The Hellebore would now make a Ranged Combat attack against the Commander.

**Shockwave Example:** The blue box is the extent of the Tremor’s Weapon Range. The normal elevation level is affected because that’s the elevation level the Tremor is on. The Vanguard is unaffected because it is on Elevated Terrain. The Hellfire is unaffected because it is Huge. The Tremor would now make a Ranged Combat attack against the Commander. If the attack is successful, a Shockwave marker is placed on the Commander.