



FANTASY SKIRMISH GAME

Bestiary



SPELLCROW

Welcome!

At the moment, you are reviewing Bestiary - a supplement for Umbra Turris. You will find here descriptions, rules, and stats of many beasts and creatures from the Umbra Turris Universe. It's being updated from time to time, and thanks to that, new rules are appearing, as well as the previous ones being refined. We are always open to your suggestions and ideas, so we encourage you to write to us whenever you have any.

The designs of beasts were made by Tommaso Lucchetti who can perfectly capture their vibe. We do our be(a)st to make the miniatures as close to his projects as possible. Tommaso is constantly working on new drawings, so look out for his next fantastic ideas!



Now, a few words about Bestiary. The rules of using beasts in the game are simple, and you can read them on the next page. Of course, to fully understand them, you should know the main rules of Umbra Turris Skirmish Game. Every beast has its cost, and it's easy to see what party it can join. If, during your games, you will spot that any rules are unclear, or something is not as it should be, get in touch!

Thank you for your support and we wish you great games!

Peter Pirianowicz



BESTIARY 1.4



GENERAL RULES OF BEASTS

If a player wants to join a beast, he must have a Mage in his party. A party can only have one model selected from the Beasts list for every 500 DC.

Beasts cannot repeat in one party.

All Beasts have Stubborn and Fear special rules.

Beasts cannot be issued orders and cannot make Precision Strikes.

Beasts cannot complete quests from Quest Cards or be their target.

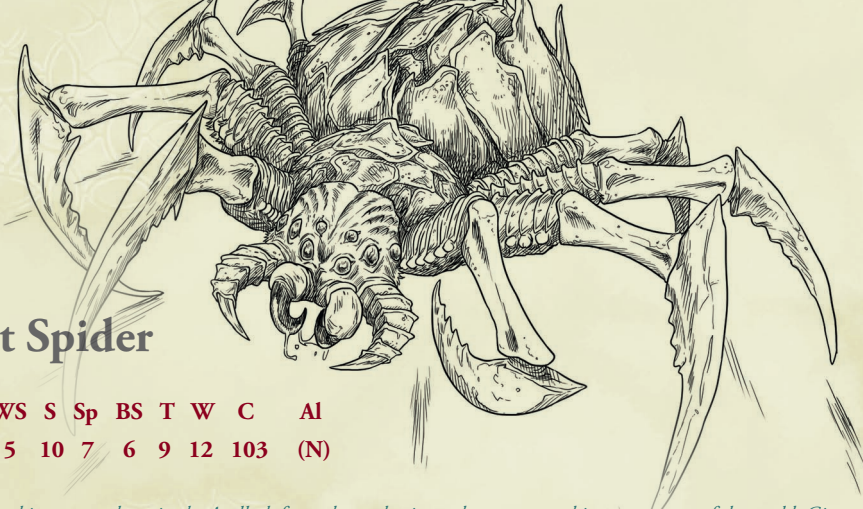
Beasts cannot use the rules of climbing, jumping, swimming and cannot hide.

Beasts can add up to 8 cm to the range of their Movement during a charge.

A Beast can never be stunned by a hero, but when it fights with another beast, it can be. The beast may receive a Critical Strike, but it doesn't lose all Wounds. It loses 4 W instead.

All Beasts, thanks to their tough skin, are treated as having Light Armour in all locations.

Beasts are not heroes.



Giant Spider

LD M WS S Sp BS T W C AI
3 10 5 10 7 6 9 12 103 (N)

They say that this race was born in the Agalloch forest, but today it can be encountered in every corner of the world. Giant Spiders inhabit woods, caves, and even cities, where they hide in the ruined temples or old dungeons to lurk for their victims. They are usually guided by their instincts, but it's hard to define how intelligent these creatures are. Their unusual attribute is that their primal behaviours can be tamed by talented handlers who can teach them surprisingly a lot. Then such Giant Spider becomes a very unique companion of circus troupes, scouts armies or other groups which value its great advantages.

A Giant Spider can make Precision Strikes.

Fast Strike

Giant Spiders are slow creatures, but they attack with an exceptional speed. When charging, M stat of a Giant Spider is equal 20.

Poisonous Venom

If an enemy hero lost any Wounds during combat with a Giant Spider, roll a d6. On 5+ that hero loses his Action Die and 2 additional Wounds.

Sasquatch

LD M WS S Sp BS T W C AI
5 10 6 11 7 4 8 14 109 (G, L, N)

Ambush

This mysterious beast inhabits far lands of Yria, Fogr-hor and Forbidden Lands. It can be encountered also in the area of Ancient Lands, where it tries not to catch the travellers' eyes. Many think that they are guardians of magical places, which in exchange bless them with longevity.

Trail expert

Thanks to the Ambush special rule, a Sasquatch can be deployed within 30 cm from his party instead of 20 cm. A Sasquatch can hide, and when it is in base contact with any terrain or is within it, it cannot be the target of shooting.

Groooooaaal!!!

If an enemy hero loses 3 or more Wounds during combat with a Sasquatch, roll a d6. On 4+, a Sasquatch regains the Action Die. This test can be made only once per cycle.





The Ancient

LD	M	WS	S	Sp	BS	T	W	C	AI
6	10	5	8	5	4	10	9	88	(A)

This is an exceptionally intelligent and cunning beast, whose whispers can be heard as a voice in a head. It may appear to its victim not as a horrible, shapeless creature, but as a deity, whose subtle requests will be gladly complied. Thus it is difficult to assess whether the one whom the Ancient serves is not in fact its puppet.

Before the battle, The Ancient allows a player to draw 1 more Quest Card.

Whispers

The Ancient can make a Whispers test in its turn if it doesn't charge. Roll a d6, and on 4+ the test is successful. If there is an enemy model within 20 cm from The Ancient, you can move that model up to 20 cm in any direction.

Ancient Power

If an enemy model within 30 cm from The Ancient failed to cast a spell, The Ancient, regardless of having an Action Die, can immediately make a Magic Test with a -1 modifier to cast the same spell. The Ancient cannot cast spells from the Shaman's table.

Plaguebringer

LD	M	WS	S	Sp	BS	T	W	C	AI
5	10	6	10	6	4	8	12	91	(E)

The darkness left its guardians in the dark woods, so that they can spread plagues and fear. These gloomy, sinister beasts listen only to the most corrupt and evil creatures. Their stench spreads over huge distances, but it is extremely difficult to track them down. Plaguebringers can poison nearby areas for a very long time, causing much suffering and many deaths.

Plague

If a Plaguebringer reduces an enemy hero to 0 Wounds, that model must be immediately removed from the game. Then each enemy hero within 10 cm from the Plaguebringer loses 2 W. If another enemy hero is reduced to 0 Wounds this way, each enemy model within 10 cm from that hero loses its Action Die if it has one. In addition, each enemy hero within 15 cm from a Plaguebringer has LD 4 during the Initiative phase.





Dryad

LD	M	WS	S	Sp	BS	T	W	C	AI
6	10	7	7	5	4	9	7	68	(G, L)

Forest dwellers know the wood creatures called Dryads well. It is said that it was a race that had served the Treflog centuries ago, but was relieved of this duty and today Dryads favour anyone whose intentions are consistent with their peaceful attitude.

A Dryad can hide.

Wooden Shards

A Dryad has many tough, wooden calluses, which is why it is always treated as if it had a Wooden Shield.

The Power of Nature

A friendly Mage within 20 cm of a Dryad may cast an Ally of the nature spell. If a Dryad lost all Wounds during the game, don't remove it from the table. Make a d6 test at the beginning of the new cycle. A result of 5+ means that the Dryad regains 1 W. If there are other friendly models within 10 cm of the Dryad, they also regain 1 W. If the test was failed, remove the Dryad from the battlefield.

Werewolf

LD	M	WS	S	Sp	BS	T	W	C	AI
7	10	7	9	8	4	8	10	81	(N, A)

Fury

Most Werewolves can be found in their homeland Valhelia, but many of them wander even to the most distant lands. They are intelligent, furious creatures that live mainly at night. When they join other races, they always do it with prudence, because they trust only other Werewolves.

There can be more than 1 Werewolf in the party.

Furious Leap

If a Werewolf makes a Move, it can roll 2d6 after removing the Action Die and add the result to the range of the Move.

Wild by Nature

A friendly Mage within 15 cm of a Werewolf may add +1 to Magic Tests from Domain of Nature. In the first cycle, the Anarchists party gains one Rage Die thanks to a Werewolf.





Minotaur

LD	M	WS	S	Sp	BS	T	W	C	AI
4	10	6	13	6	3	8	18	135	(A, E)

Trampling

During charge, a Minotaur can always re-roll any number of dice rolled for any strike in combat. The second result must be accepted.

Battle Amok

If a Minotaur reduces an enemy hero to 0 W, it can roll a d6. A result of 5+ means that the Minotaur binds the head of the defeated enemy down, and the freshly shed blood causes a Battle Amok. A model of the defeated hero is immediately removed from the battlefield. The Minotaur gains the Fury ability for the remainder of the game.

If the Minotaur has the Fury ability and reduces an enemy hero to 0 W, it can roll a d6. A result of 5+ means that the Minotaur festoons its body with the corpse of the defeated enemy and gains the Permanent Fear ability for the remainder of the game. A model of the defeated hero is immediately removed from the battlefield.



Troll

LD M WS S Sp BS T W C AI
4 10 5 12 5 3 8 13 110 (N, A, E)

Regeneration

At any point during its turn, a Troll can try to regenerate in its Minor Action. Roll a d6. On 5+, the Troll regains 2 W. If the result of this roll is 1, the Troll loses 1 W. The Regeneration test cannot be modified!

Rage

If the W stat of a Troll is equal 7 or less, it is overwhelmed by Rage, and gains the Permanent Fear ability. This ability works only when the Troll has 7 or less Wounds.

Forest Satyr

LD M WS S Sp BS T W C AI
6 10 5 8 6 4 7 8 70 (G, N, A)

Before the battle, a Forest Satyr allows a player to draw 1 more Terrain Card.

The Creature of the Earth

If a Forest Satyr gets in base contact with an edge of the terrain as a result of its Move, it can be immediately placed next to an edge of any other terrain on the battlefield, which means the end of its Move.

Revival

If a Forest Satyr is reduced to 0 W, it is not removed from the game. It returns to its deployment zone without an Action Die if it had one, and regains 1 W. If the Forest Satyr is reduced to 0 W again, it is removed from the game.



Vampire Lord

LD	M	WS	S	Sp	BS	T	W	C	AI
6	15	7	8	8	4	8	8	85	(E)

Bound by blood, Fear

A Vampire Lord is a hero. He must buy the Leader profession for 5 DC, but he cannot buy any other profession.

The party of the Vampire Lord is treated as Evil, but it can include heroes of different alignments and races - except for Werewolves.

The party of the Vampire Lord cannot join any Guild.

Immortality

At the beginning of the cycle, just after placing all Action Dice, a player controlling a Vampire Lord can remove the Action Dice from 3 heroes in its party, and subtract 1 W from each of these 3 heroes. Thanks to this, the Vampire Lord gains additional 3 W. If during the game the Vampire Lord reduces an enemy hero to 0 W, the Vampire Lord immediately gains 2 W, and the enemy model is immediately removed from the game.

A Vampire with 0 W is not removed from the table. It remains there until the end of the game or until a friendly hero gets in full base contact with the Vampire Lord. When it happens, at the end of the cycle, the Vampire Lord can roll a d6. On 3+, the hero loses 1 W, and the Vampire Lord regains 1 W. If a Vampire Lord is reduced to 0 W by a Head Hunter, a Witch Hunter, or a Priest, he is immediately removed from the game. As long as the Vampire Lord has 0 W, the party has no Leader.

Yh-Cthu

LD	M	WS	S	Sp	BS	T	W	C	AI
7	10	5	8	8	4	8	8	80	(E)

Before the battle, an Yh-Cthu allows a player to draw 2 more Quest Cards.

Omniscient

If an Yh-Cthu is in the party, before the battle, you must roll a d6. On 3+, all enemy models lose the Ambush ability and need to be deployed as normal. If there are no models in the enemy party with the Ambush ability, two heroes, which are in the party with the Yh-Cthu, can use the Ambush ability.

Whispering in Minds

In its turn, an Yh-Cthu can choose an enemy model within 30 cm and roll a d6 to creep into its mind. On 1-2 the enemy's mind resisted the Yh-Cthu's will. On 3-4 the enemy model loses its Action Die if it had one. You can move this model in any direction up to its LD x 2. On 5-6 a player controlling the Yh-Cthu can immediately remove an Action Die from the enemy model and make any actions with it.



Familiars

General rules

There can be only 1 Familiar in the party.

A Familiar doesn't have its own Action Die.

A Familiar grants no cover and is not an obstacle on the way of moving friendly and enemy heroes. It is only a counter.

Common Familiars

Before the battle, but after setting up the terrain and Loot Counters, one chosen hero with one of the professions given below can roll a d6 to see if a Common Familiar will accompany him.

Bard, Wizard, Witch Hunter, Scoundrel, Ranger, Street Judge

On 3+, a player needs to place a Common Familiar in base contact with any Loot Counter on the battlefield.



When any friendly hero gets in full base contact with a Loot Counter guarded by a Common Familiar, after making a Loot Test, that hero can shuffle the Quest Deck and draw 1 card.

If a card states "Reveal this card before the battle", the hero shuffles it back into the deck and regains his Action Die if he doesn't have one.

If a card doesn't state "Reveal this card before the battle", a player can keep it and add it to his other Quest Cards. Once it's done, remove the Common Familiar counter from the battlefield.

Nuglak



A Nuglak Familiar can join the party for **3 DC**.

Before the battle, but after setting up the terrain and Loot Counters, place a Nuglak in base contact with any Loot Counter on the battlefield.

When any friendly hero gets in full base contact with a Loot Counter guarded by a Nuglak, after making a Loot Test, that hero can shuffle the Quest Deck and draw 2 cards.

If both cards state "Reveal this card before the battle", the hero shuffles them back into the deck and draws one item from Additional Equipment (not counted to the limit).

If one card states "Reveal this card before the battle", and the other doesn't, a player can choose - his hero regains an Action Die, or the player keeps the card without "Reveal this card before the battle" statement.

If none of the cards states "Reveal this card before the battle", a player can keep them both and add them to his other Quest Cards.

Once it's done, remove the Nuglak from the battlefield.

Aarg



An Aarg Familiar can join the party for **3 DC**.

Before the battle, but after setting up the terrain and Loot Counters, place an Aarg in base contact with any Loot Counter on the battlefield.

When any friendly hero gets in full base contact with a Loot Counter guarded by an Aarg, after making a Loot Test, that hero can shuffle the Quest Deck and draw 2 cards.

If both cards state "Reveal this card before the battle", the hero shuffles them back into the deck. In the next cycle, its party wins the Initiative, regardless of all other rules.

If one card states "Reveal this card before the battle", and the other doesn't, a player can choose - his hero regains an Action Die, or the player keeps the card without "Reveal this card before the battle" statement.

If none of the cards states "Reveal this card before the battle", a player can keep them both and add them to his other Quest Cards.

Once it's done, remove the Aarg from the battlefield.

