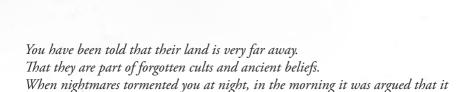




There are many creatures crawling around this world. For ones they are very real, and for others are a part of legends or fairy tales. The vastness of the world hides many of them, with species and shapes crossing the line of the imagination. For the inhabitants of the Ancient Lands, horned creatures with many heads, called Gerrothyns, which are tainting the northern Argatoria, or the snakemen from Slythia gifted with the unusual mental abilities, are unreal, and just telling about them can be a reason for mockery. So you can only speculate what the average inhabitant of these lands will say if we tell him about the infernal creatures of the Cursed Lands. Of course, a resident of Vartevia will react differently, which probably will result in the words that he has already seen a lot, and a resident of Boria, who not only will not give faith, but can lynch us for sowing fear among the populace.

Every land looks differently on beasts and strange creatures. The population is troubled by many problems and fears, which is why they prefer not to listen to the stories that something worse may come. In the forests of the Ancient Lands, there are many beasts and terrible creatures wandering in search of blood or souls. Residents, however, believe that high walls, knights and hot prayers will protect them from evil. So when they hear that mysterious evil lurks beyond the borders of the Ancient Lands, they turn their heads or get angry. Their souls are afraid because they know that the dark land of Sheol-morg and its apostles can someday return and unleash the slaughter as before. Dragons may come from far-off Sardrag and incinerate the earth, turning everything into ruins. Legions of undead from Dead Lands, hordes from Al-dukbar, are just some of the fears that the inhabitants of the Ancient Lands want to forget. So they describe their fears in legends and fairy tales, forgetting that they based them on the truth...

It is not surprising, therefore, that many do not believe in the Land of Dreams, an inconspicuous but dangerous place. A wall of tales and funny stories was built around its inhabitants. Colourful holidays and festivities are to further strengthen their belief that this is just a fantasy. Somewhere deep, however, beneath this peaceful surface of oblivion lies the grim and cruel truth that we shake off every morning. We repel bad dreams, and terrible, events are called nightmares. We do exactly the same while being in the Land of Dreams. We forget and deny the possibility of something out of sleep. The real world becomes ridiculous and after a while we no longer remember about it. We wander a land that is so real that we don't know what is true and what is reflected in a mirror. Can you convince someone that real life is on the other side?



Strange events are called coincidences, and nightmare creatures are the work of wild imagination.

Ignorance allows you to remain in delusional peace and happiness.

However, the day comes when you can no longer resist the truth. You talk about what the world around us really looks like and try to warn others.

You are the one who knows and sees. The one who learns terrible secrets and to whom the world reveals its dark face.

However, you will not be rewarded for preaching the truth. In return, you'll only hear laughter and insults, and they'll call you... freak.

- fragment of a teaching for the acolytes of the Redempti Astrati monastery from the First Chronicle of Revelations

was just a bad dream.

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Welcome in the Secret Garden

Welcome to the first Umbra Turris expansion! In this expansion you will meet creatures called Dyniaqs, learn where they come from and how to use them during the game. This unique breed offers a great range of interesting abilities that are characteristic only for it. The whole is complemented by fantastic models of unusual character and charm. They will allow you to experiment with many colours, painting techniques and build your own wonderful collection of Dyniaq. To take full advantage of this guide, you must have the main Umbra Turris rulebook.



How to play with Dyniaqs

The Dyniaqs are not, as the saying goes, a tough race, but they have considerable capabilities when it comes to attacking the enemy with abilities or items. It is worth getting to know their racial ability "Nightmare Glow", which, if used well, can hurt the hardest enemy. This will allow you to face even the most cruel and great heroes, but unfortunately it doesn't work on beasts, summoned creatures, etc. In the UT game you will repeatedly encounter the term "hero", which applies only to party members. If the "enemy" term is made, it means both an enemy hero and a beast or summoned creature.

To let Dyniaqs defend themselves against tough, hostile creatures, you must take a look at their unique beast - Arachniaq. Thanks to the ability to put him closer to the enemy, and in addition with a Hidden Counter, you can effectively distract your opponent. Particularly interesting is the additional equipment that only Dyniaqs can have. The extremely interesting Wicked Tree model is not only great for painting but can also enhance the Nightmare Glow effect during the game. The Weird Creeper, which is included with the small Dyniaq, will let your Dyniaq use Light Armour in all locations. As you will soon find out, Dyniaqs is a race with many rules that guarantee lots of interesting combinations, so read and explore them so that you can take full advantage of their huge possibilities.



Initially, you may find that the cover of this publication has colours that you need to use to paint Dyniaqs. However, nothing prevents you from using other colours when painting them. By design, this is a race from another dimension, unpredictable and mysterious. Therefore, if you want the heads of Dyniaq not to be orange, but with different colours that you saw on pumpkins of different species, nothing stands in the way. If you want your Dyniaq skin to have a different shade, because they have been anointed with rowanberry juice, are under the influence of spell, or you come up with another interesting explanation, then you can and should do it. Dyniaqs allow great freedom, so the colors in the illustrations are only a suggestion. Or maybe only one of the Dyniaqs has a secret and its skin changes colour? Play with colours, experiment and create your own party from the Land of Dreams.



If you are a keen model maker and want to create a scenery for Dyniaqs, it's worth looking at the trees first. It's good when they are somehow deformed or have various mysterious symbols on the trunks. Another element are bizarre buildings in the shape of overgrown vegetables or fruits. You can use a dried orange or look for imitations of decorative pumpkins or all kinds of artificial vegetables. Adding shutters and doors to them, or painting symbols, you will get unique Dyniaq buildings. Another element of the scenery ideal for this race are portals and their ruins. There are many companies offering great terrain, so it's worth looking for or finding something worth buying for your party.



Secret Garden

Where the border between reality and sleep fades, where the glow of the setting sun turns into the chill of the night and where anxiety turns into fear, there is a place inhabited by a race as mysterious as it is terrifying. Few simple inhabitants of cities and villages will answer the question whether this land is dreamed or exists only in reality, but there are sages and travelers claiming that in the distant forests of Agalloch there is a mysterious gate that can lead to the land of the Dyniaqs. It is like a back entrance to the Land of Dreams, which, shrouded in eternal darkness, hides great secrets. When you cross the gate to the land of Dyniaqs, you can sometimes get the impression that this is not a real world, but only our dream. Perhaps we fell asleep under its steel, decorated bars and now we wander in a dream, differently perceiving everything that surrounds us and jumping between its blurry images. Our body sometimes seems light, as if we could soar, and a moment later we can't lift a leg to take a step. We are all alone here, surrounded by dark trees and endless twilight.

In this land, time has stopped in a sense, but our fear increases by the minute. If we have a lot of willpower, we will see in a distance between the trees the glow of the Dyniaq lanterns and hear the sounds of intricately woven music. If our spirit is weak and embittered, we will wake up like from a bad sleep under an ordinary gate that someone, as a joke, placed in the forest. Wandering through the Secret Garden, treading on its moist and peat-smelling soil, which has produced so many different trees and multi-coloured plants, it is not difficult to understand why this place is called a garden. Many trees have very unnatural shapes, as if they were painted by a drunk artist who not only has too vivid imagination, but also chooses colors with crazy passion. Despite the darkness, they are clearly visible, as if everything had its internal, faint glow. The closer we approach the settlement of Dyniaqs, the more we pass the lighthouses, which with their orange glow illuminate the paths and nearby plants, adding to all the magical look.

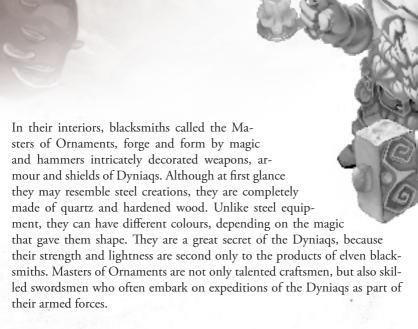
It is visible from afar that the settlement is buildings, which are partly large plants or wooden constructions that entwine creepers, strengthening their construction and becoming subtle decorations.

Many of them also have specific colours - shades of purple, intense purple or yellow. They are decorated with vegetable railings and vines curling on their walls. Between some you can see giant vines, which serve as bridges or entrances to the higher parts of the structure, which are watchtowers or houses of mages. In some windows you can see burning candles or oil lamps, illuminating the interiors of chambers filled with books, trunks and countless potions. These are the seats of the Earth Wise Men who have been in charge of old artifacts for centuries. In others, you can see the empty walls, which are decorated with floral engravings and mysterious signs. These rooms serve as meeting places for the conclave, which are gathered to set new hiking paths for Dyniaqs and discuss the course of the holidays. There are also other places, they resemble huge mounds, whose structure is supported by countless creepers and shrubs. At the same time, they create patterns on the surface of the mound that, in addition to celadon light, also radiate magical energy rising many meters above the mound's vault.

These buildings are the Ulthua temples, in which the Dyniaq druids perform rituals of planting sacred Thalbien trees, whose seeds arranged in the temple sprout in various regions of the world. Around the mound there are many helpers who constantly bear Cucurbits to the huge well located nearby, which is in fact a huge underground furnace, used to burn the fruits of the earth in its green flames. The furnaces are always right next to the Ulthua temples, so that the newly obtained energy can quickly go through the underground roots straight to the planted Thalbien trees.

In this strange place there are also many squares that have their unique names whispered louder or quieter, depending on the destination. There are prayers in some, seeds are segregated in others, and others are a place where legends are told. Mostly there are musicians in the area who play new arrivals to put them in the right mood.

The strangest thing, however, are buildings reminiscent of large-sized hollow pumpkins, from which windows fly billowing bluish smoke.



Far beyond the Cucurbit Plains there are many wooded areas in which creatures much larger than giant ravens lurk. They scramble between the trees, leaving them stuck with strange, sticky mucus, which is extremely toxic in itself. Their lairs resemble giant hollows, which only Dyniaqs familiar with taming the beast. Anyone else who enters the habitat of these creatures asks for a long and slow death. They look like big, fluffy pumpkin fruits, but they have glowing eyes and big mouths. Creepers that serve as legs do not allow them to move quickly, but despite the disproportion, this creature resembles a giant, awkward spider, constantly waiting for its prey.

In the Dyniaq language they are called Arachniaq. Sometimes, expeditions from the Secret Garden take the beasts with them to watch the trails until they return, or to look for spies tracking their processions. There are many other creatures in the forests in which Arachniaqs live, but only a few come out of the shadows, and those who do this can not only change colours, but sometimes also shape. They are commonly called Nightmares. According to beliefs, they know byways that allow them to get directly to areas outside of the Secret Garden.

Secret Garden is a place that never sleeps and where preparations of Dyniaqs for holidays and rituals are constantly underway, so everyone who goes behind the gate may have the impression that it does not attract the attention of the inhabitants. However, this place has its guardians. They look between the trees and plants, their arches and bare swords ready. Therefore, if you decided that you walk this place unnoticed, then this dream may be your last.

Notes about this race are laconic and hidden under a veil of funny stories and legends, but the true face of these creatures can be found in the books of the Halflings. Many centuries ago, in the halfling Book of Dreams, they were called Dyniaq, beings from the dimension of sleep, which, thanks to mesmeric portals, enter our world to feed on our nightmares. In some regions, they are also called Koshmarions or Pumpkin Heads.

Dyniaqs usually wander at night, passing among old villages and houses accompanied by flutes, bagpipes and drums. They are covered by a mysterious fog, which is their inseparable companion. In the glare of the lanterns they carry, their shadowy figures, greenish skin tones and leaves appear to grow out of their bodies. It happens that their eyes take on an ominous appearance and radiate a bizarre blue aura that can receive energy from hostile creatures. However, they don't do it rashly, but only when someone disrupts their parades or rituals. The halfling Book of Dreams tries to convince us that the Dyniaqs do not belong to the world-destroying evil, but are only a manifestation of the mother's secret side. Few believe in these theories...

Most Dyniaqs try to keep their fellows, but there are also those who join groups of travelers ready to accept their otherness. They disappear as suddenly as they appeared, because the reasons for their wanderings or skirmishes with other races are known only to them.

The Eternal King

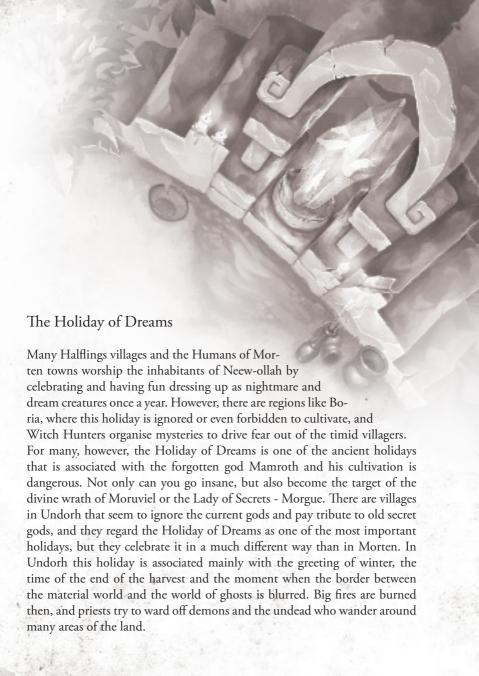
Dyniaqs worship the great king called Qabak, the grim ruler who rests on the plant throne, looking at his land of nightmares. Few came to Neew-ollah, and even fewer came back alive, but some say it is a land of ancient rites, during which its inhabitants gather around mysterious, half-living trees, worshiping them and whispering spells. Thanks to them, energy is to be formed, which allows Dyniaqs to shape plants, create new creatures, as well as portals and corridors to various dimensions.

He has been since time immemorial, giving orders and telling new stories during the annual holidays. Each of the stories is a cluster of what was with what is to come. For his attentive listeners, these are tips that help to avoid dangers and give knowledge about the mysterious world of other races. Gathered around his great throne, which stands on a hill made of prosperous, holy pumpkin fruits, Dyniags listen to every word of the Eternal King and sing songs, which are accompanied by the melody of their instruments. He is the only one who doesn't leave the Secret Garden, but his knowledge of the world goes far beyond. It comes from any plant that, if it is strong enough to have a magical aura, transmits information to the earth like a nerve. Listening to her voice, the Eternal King can read signs and symbols that very clearly depict what is happening in the universe. Only Treemen know this symbol language and can convey information over unlimited distances. Energy of the earth is felt everywhere, that's why for centuries the Treemen Druids, despite being in different regions of the world, are always perfectly oriented in many matters and considered, like King Qabak, as the greatest sages.

For the Eternal King, the Secret Garden and his subjects are part of a grand plan that is inevitably realised every day. Evil is constantly growing in strength, which is why great Dyniaq processions are more and more frequent events, which for some prove that Dyniaq is a race of evil, and for others - a race that has a mission to prepare the world in an incomprehensible way to fight this which comes from the lands of Sheol-morg. It is difficult to finally give a verdict on what the Dyniaqs are guided by and what the Eternal King's orders will be, which is why many try to get to know the inhabitants of the Secret Garden, often violating their territories and attacking them during parades. For the inhabitants of Morten or Estania, the view of the Dyniaq is not so scary, but it arouses fear in Boria and an open aggression in the monasteries.

However, there are areas where King Qabak doesn't send his processions, because even he is afraid of what is hidden in the valleys and cities of Vartevia. This is the only place where the Liches are waiting to kidnap the Dyniaqs and drain them of energy that will allow them to wield the domain of earth magic much more efficiently. The loss of the Dyniaq procession, which would be cruelly tormented, would be unacceptable to the Eternal King, so for centuries the only place in Vartevia where you could see Dyniaqs was Valhelia, However, even there it is a rare view.





The Mysterious Destiny

In the orthodox monasteries, the existence of the Dyniags is explained by the fact that the old gods have already given up the spirit, and their last material work are creatures of plants that wander the world and feed on nightmares to last. It is not difficult to see in these words a primitive approach to the subject, but there may be a grain of truth in it, which is confirmed by the monks of the Tao-fu Monastery. The ratmen say they have the notes of their monk wandering 600 years ago, who was in the Secret Garden with King Qabak himself. According to Sin-tzin The Grey, the old gods used plants and Wild Magic to create the Dyniag race so that they could draw energy from the earth, because as the most primitive it would remain full of magic even after the Dark Gods mastered Solar energy, and with it all other Domains of Magic. This will allow the race from the Secret Garden to wield magic even when all domains are consumed by the abyss. Sin-tzin also adds that the Dyniags don't feed on nightmares as the Witch Hunters want to see, but they draw some subtle energy from the nightmares, and even he wasn't able to understand what it is and how it works.

Everyone who has come into contact with this race probably has its opinion on its origin and history, which is why there is not one guiding theory, but many that are often mutually exclusive. They depend on the region, the faith professed there or the imposed ways of thinking. The truth is scattered in many places, hidden between lines of lies or wild imagination, it can be quoted by a madman and hypocritical scholar, it can also be a great plan of old gods or only their whim. The fact is, however, that the Agalloch forest hides a Secret Garden full of magic-filled beings and that they visit the cities of Humans, Elves and other races while remaining hidden. The race of living plants that have taken on a subhuman appearance reminds everyone else that they not only don't know the intentions of the gods, but that they cannot be sure what the future will bring. Dark gods are very perverse and have already used animals to create cruel races. The ancient gods used plants, but somewhere in the depths of water or deep in the rocks something may lurk the minds of scholars and no one can be sure whose god they will be children.

Byways

There is probably no race that would know more about portals than Dynia-qs. They can use mesmeric portals, which are among the fastest, but the creatures are lurking out there, which everyone is afraid of. These are dangerous old devices that were created long before the appearance of humans. No one knows who their creators were, but they talk about a race older than humans, a race that either became extinct or returned to the stars with their help. Mesmeric portals are so rare that without special knowledge and maps you cannot reach them or use their power. Colloquially, roads between portals are referred to as byways, but just like in the material world, there are better and worse byways. It also happens that the user of the portal never returns, or returns several dozen years older, and his mind is barely a scrap that doesn't allow him to exist normally.

It is completely different in the case of Dyniaqs, because their magical aura partly protects them from the effects of mistakes, and in addition, unlike other races, they are not driven by an unhealthy desire to learn about portals or reach a legendary place. If they sense a magic disorder within the portal, they won't take the risk of traveling or choose a longer but safer path. For ignorant humans or vile elves, such an obstacle will be the last they encountered in their lives, but despite the great danger, many daredevils are looking for portals in the hope of reaching forgotten places full of artifacts and other precious loot.

Wicked Trees

In many places of the Ancient Lands we can find strange plants, resembling gigantic vines that, like frozen in a strange pose, are a blot on the landscape. After a few deeper sips of Halfling wines you get the impression that these plants move behind our backs, but as soon as we look at them, they freeze motionless. Because of their unpleasant appearance and stories about them, they have gained the name of Wicked Trees. They change their color similarly to the leaves of trees, depending on the seasons, they are orange-yellow in autumn and intensely green in spring. Sometimes, however, that their color takes on unhealthy shades of rotten green and orange, thus frightening the local inhabitants. The tree then gains magical properties, and a strange liquid



seeps from its gaps, which is collected during the Dyniaq processions and from which magic potions are made. Their properties depend on the tree, because one may have juices with medicinal or strengthening properties, and others - poisonous or causing hallucinations and strange visions. It happens that charlatans or mages looking for inspiration, strong sensations or contact with another dimension of consciousness spend the night next to trees to absorb their specific energy. Unfortunately, not every tree provides experiences that allow you to survive. Trees with the darkest energy even torment such daredevils, driving them insane or driving them into eternal catatonia. Only the greatest mages can get out of this state, but then their sacrifice is not in vain, because the energy absorbed as a result of such sacrifices allows them to wield the powerful and destructive powers of mother nature.

Residents who became neighbors of such a strange tree, often found that cutting this plant is pointless, because in place of the destroyed one, another or even several are created. The only creatures that seem to possess such power are Dyniaqs, which use the power hidden in trees to perform their rituals or spells. If the power of the tree was used, a natural process begins, which was stopped for a long time. The Wicked Tree dies and decomposes, becoming part of the soil that absorbs remaining energy. Such land will never become a place where an ordinary tree or other larger plant will grow.

In some regions, Wicked Trees are called Holy Creepers, they become a place of worship for local inhabitants, and on the solstice night, the inhabitants bring their crops to them to pay tribute to old gods and those who walk at night in the light of the lantern. The Dyniaqs in their whispering language call them Thalbien, source trees, sacred bushes of mother nature.

Agalloch Forest

This huge forest full of intricate paths, huge gorges and monumental trees may slightly resemble the Autumne Forest in which the Wood Elves live, but Autumne is said to be very dark in places. Not many will say so about the Agalloch Forest, because what suits more it, is the "mystical" term. This forest is not so dense, and the trees seem shapely and less sinister. Although it is located in the territory of Argatoria, there are much less terrible beasts and creatures here. They were all caught in the past by Beast Hunters of Sheol-morg to become part of the cruel Emperor's great menagerie. The forest is not free of giant creatures, strange monstrous larvae or elementals. It has many glades and hidden places that radiate magical powers that manifest themselves in a variety of ways. You can find here magical springs, old caves with strange engravings emanating splendor and trees whose leaves have stopped in autumn colors and have lasted for hundreds of years. Among all these places, you can also see fragments of small buildings, some of which are infamous portals, which can use secret incantations to activate ancient mechanisms.

Somewhere between all these mysterious places is a small inconspicuous gate that seems abandoned, as if it used to lead to some special place. And so it is, but to enter that place, we must have a unique key.

There are many stories about how it looks, some even try to convince the naive that they can buy it for the right amount, yet the only ones who cross the gate are Dyniaqs and those who were invited by the Eternal King.

However, the Dyniaqs are not the only race inhabiting this forest. There are also Fauns living here, even though a significant part of their population was enlisted for centuries for slave service in Sheol-morg , and the rest is a shadow of its former strength. You can find here wild Goblins, Voraks, who venture in search of trophies, wild Elves and gloomy Zvantals. There are also many adventurers who are looking for rare plants, and mages, beast hunters or dreamers who are looking for portals, hoping to find some great treasures.

Fauna and flora that occur in the Agalloch Forest are much more diverse than in other forests, they also give the impression of less aggressive, however, the influence of many magical places deforms them many times, often enough that it is difficult to determine what is a mutation and what is not. Many of the local specimens also go to the tables of the noble from around the world as an unusual dish or to diversify their chambers and even costumes.

Wild Magic

Centuries ago, when primitive Humans from the areas of Argatoria set out on a journey in search of new and better places for their settlements, the world was ruled by old gods. They were silent and seemed to be dreaming rather than watching over the world and its beings. Many, however, claimed that sometimes they seemed to see their sign or hear a whisper that spoke more than the words of the wisest of the wise. There were also those who thought that magic and supernatural abilities were a manifestation of divine strength and generosity. It existed even before human foot stepped on the ground and before everything took shape. Today it is often called Primitive or Wild Magic, but it is far from something simple or unpredictable. Since the dawn of time, it has been considered the moving spirit that enabled the development of not only many things, but also, as scholars claim, races. Its strength, although extremely subtle, is very palpable to anyone who has the ability to use spells, associates with magic books or artifacts.

The books of the wise men of Yria, who during the Ice Period wrote revelations of old Adrebael, reported that the Dark Gods were attracted from the abyss by the energy of Wild Magic, and not Solar energy, as it was commonly believed. It is difficult to determine exactly what role the new gods play, whether they are Solar guards or draw Solar energy to fight the Dark Gods, but one thing remains unchanged - the old gods are still silent.

Matermagic

For an ordinary mortal whose life revolves around the seasons, breeding and harvesting, magic seems like a twisted and fickle art, but for scholars it is more like science, full of rules and logical connections, closer to mathematics than juggling. If a mage uses magic, he must take into account a number of hardly explainable rules and dependencies, and the less he senses them, the more he can become a victim of magic than its master. And so, magic in the early stages of creation is immaterial, but not everyone agrees with it...

For those who explore the knowledge of magic, there is living evidence, which shows that magic in its form can be purely material, have the will and energy that is only in living beings. However, this claim has as many supporters as the opponents, and there are regions where those who spread such slogans can be later found on the stack. In schools of magic, this is not spoken of openly, but in the nooks of libraries there are books that describe this topic so accurately that few have the courage to reach for them. This knowledge is known as Matermagic.

There is a great dispute between the connoisseurs of Matermagic and theologians whether the race of living plants called Dyniaqs arose as a result of witchcraft or because of the old god called Mamroth. However, it is certain that this race is completely magical and in its prayers and spells repeatedly turns to Mamroth. It seems that the old villages in Morten and other parts of the world that are still cultivating the old gods are a much more frequent destination of the Dyniaq night expeditions than others. Also their songs and melodies are sometimes very similar to those which can be heard in the villages hidden in the dark woods and valleys.





Dyniags can join only Neutral and Anarchist parties.

A party consisting of only Dyniaqs or having more than two heroes of this race cannot belong to a guild. There are many reasons to believe that guild rules may conflict with the objectives of this race's expeditions.



A Mage in a party consisting of only Dyniaqs can use a unique, additional spell. This spell is additional to those already possessed by the Mage!

Hell'o'win - chance 3+ range 20 cm.

Each Dyniaq hero in your party within 20 cm of the Mage receives the Fear ability until the end of the cycle.

Dyniaq with a profession from the Mages group has a re-roll of all spells from the Domain of Earth.



Racial characteristics

All descriptions of the characteristics are available in the Umbra Turris Rule-book, which is necessary to play the Dyniaq party. The following acronyms will be understandable only after reading the content of the main rulebook.

Dyniaq

LD M WS S Sp BS T W C 7 15 7 6 7 7 7 6 47

Al (N, A)

Dyniags: Nightmare Glow **Alignment:** (N, A)

Dyniags are extraordinary creatures that are surrounded by many secrets and mysteries. Few have learned what their goals and intentions are, and those who had the chance to experience meeting them, tell a lot of strange stories. Some of them may be real, because the inhabitants of the Secret Garden are creatures with unique abilities. If you hear strange sounds, and the glow of lamps and lazy fog begins to hide the area, it may mean that the emissaries of the great King Qabak are coming...

Each Dyniaq has unique abilities that allow it to transform its life energy into black energy that destroys every life. All you need is a moment's focus and Dyniaq's eyes begin to radiate an ominous glow.

After removing Action Dice, the player can choose to use Nightmare Glow as a minor action. Roll a d6 for each enemy hero in base contact with the Dyniaq. A result of 5+ means that the enemy loses 2 W. After using a Nightmare Glow, Dyniaq loses 1 W if his enemy or enemies lose any wounds.





Dyniaqs can join the team with a unique Arachniaq model. This is the beast that must be represented by the appropriate model on a larger base. The player can choose to join the Arachniaq to his party after paying the cost of the beast and only if there is a Mage in the party. General rules of the beast can be found in the game expansion.

Arachniaq LD M WS S Sp BS T W C Al 7 10 6 6 4 3 10 12 130 (N, A)

Arachniaq: Nightmare **Alignment:** (N, A)

The most terrible creature that the Secret Garden gave birth to is the great beast called Arachniaq. It moves similarly to a Giant Spider, but its appearance, half nightmarish and comical, frightens much more than large spiders or maggots. In addition, he is a being with an extraordinary intellect that makes him a creature of the worst nightmares. He can wait for months for his victim in a hideout, stuck with leaves, mosses and lurking, in order to scramble out and attack at a convenient moment. Moonlight or dense fog hides his mangy face, which for his victims is the last thing they were not pleased to see. Arachniaq thanks to its mystical powers can, being close to the victim, sneak into its mind and create nightmarish visions that few leave sane.

Arachniaq can make a Psionic Attack. He receives a +1 bonus to attack for each enemy hero in a radius of 10 cm. If the enemy loses 3 W or more, he loses his Action Dice and stumbles, dazed by a nightmare. Now the player who controls Arachniaq CAN put the enemy model 5 cm in any direction.

Additional rules:

Arachniaq starts the game as a Hidden model, deployed anywhere on the battlefield, but no more than 30 cm from its Leader.

Arachniag can hide.

Arachniaq cannot receive critical wounds.



(cost 4 DC) Troghain Whip

On the festival of Samhain, when all the inhabitants of the Secret Garden gather in the great squares, prayers are celebrated during which the young sprigs of sacred trees are ritually cut down. Most of them die, but one remains alive. It possesses the energy of life and death, becoming not only a powerful living artifact, but also an amazing weapon.

Normal Strike (re-roll), -2 to Power Strike, -1 to Precision Strike (only for Dyniaqs)

Special rule:

The opponent receives a -3 modifier to the result when attacking the Dyniaq with a Troghain Whip. Troghain Whip works on all types of enemy attacks in close combat.





Additional equipment

The equipment listed below follows the same rules as described in the main rulebook. The following items can be used only by Dyniaqs. Each counter can be bought up to 3 times for one party.

Wicked Tree (cost 6 DC)

They can be found in almost every corner of the world, but they grow most well in any place where the soil is moist and the inhabitants are plagued by bad dreams. This bizarre plant can grow much overnight if it has terribly good conditions for it. Some say that these plants attract creatures from other worlds like a magnet, which, wandering in the midst of mists and the wailing of the wind, gather around them into a great mystical conclave.

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Special rule:

The longer these bizarre plants feed on nightmares, the more they accumulate energy, which, thanks to the Dyniaq incantations, can free itself with unimaginable power.

Place a Wicked Tree counter anywhere on the battlefield when deploying your party. The mystical aura of the Dyniaq within 10 cm from the tree makes the enemy lose 3 W if the Dyniaq rolls 5+. In addition, a friendly Mage in a radius of 10 cm from the tree can regain Wounds from the tree instead of himself when casting spells. If the Wicked Tree falls to 0 W, the counter must be removed from the battlefield.



In many areas of the Secret Garden you can see the glow of mysterious lanterns, which are not only used to illuminate streets and groves, but are inseparable equipment during Dyniaq expeditions. The glow of the lantern may delude the enemy during the fight and the power will suck him dry, so that his vital energy would strengthen the light of Laindéir Dorcha. Sometimes lanterns are blessed by mages and gain power, thanks to which Secret Garden envoys become even more determined in carrying out mysterious quests.

Special rule:

The item has all the rules of Lantern / Torch.

In addition, a hero with the "Laindéir Dorcha" Lantern can make a d6 test if he becomes the target of a charge. A score of 5+ means that the enemy will lose all wounds if he gains a doublet when rolling for Power or Precision Strike.

In the Dyniaq party, the "Laindéir Dorcha" Lantern, after paying an additional cost of 4 DC, has the rules of Totem (see main rulebook).

Cucurbits (cost 7 DC)

It happens that Dyniaq has some rotten pumpkins or squashes in his pouch, which can be its unusual weapon. Mostly before charging the enemy, Dyniaq throws the rotten fruit in the face of the enemy, whispering a spell that unleashes its unusual power.

Special rule:

After making a successful charge on the enemy model, the Dyniaq can make a Cucurbit use test. Roll 2d6 and leave the results on the table until the end of the cycle. If an enemy model makes any rolls, it must remove one or more dice that have the same number as one and / or the other result obtained during the Cucurbit use test. After the end of the cycle, remove both dice.

Weird Creeper

(cost 6 DC)

The old Laindéir Dorcha lanterns hung on vines, gently swaying in the wind or even rocked by the vine itself, cast rays of light that make it difficult to see the exact shapes of Dyniaq. Their orange glow makes the whole area change its face, and all shadows seem much darker and longer.

Special rule:

At the beginning of any cycle, the Weird Creeper counter can be placed anywhere on the battlefield and it remains there until the end of the game. Each Dyniaq within 15 cm of the Weird Creeper is treated as if it had the Fanatic ability.

Pumpkin Spawn

(cost 17 DC)

These bizarre creatures resemble ordinary pumpkins, but their eyes are shining ominously, and you can hear a constant sound of smacking coming from their mouths. Sometimes Pumpkin Spawn stops, and then explodes with a big bang.

Special rule:

Pumpkin Spawn has exactly the same characteristics as Spawns of Magic, but it moves 5d6.

If Pumpkin Spawn loses all of its wounds, or if the player controlling it decides to detonate it, all models within a 15 cm radius are hit by pieces of sour pumpkin. Roll a d6. A result of 1-3 means that every enemy model loses 2 W. A result of 4-6 means that every enemy model loses an Action Dice if it has one. Dyniags within a hit radius regain 1 W.

Armour does not protect from losing wounds as a result of the explosion of Pumpkin Spawn. Pumpkin Spawn on the battlefield is subject to the rules of summoned creatures.





The following professions follow the same rules as described in the main Umbra Turris Rulebook.

Pilgrim: cost 23 DC

Smooth movement. Many of them take part in holy crusades, praying and fighting for faith.

No matter what race Pilgrim is, his M characteristic is 18 cm. He can always add 8 cm to the charge instead of the distance typical for his race.

Hypnotist: cost 18 DC

Hypnosis. It is said that they enter the mind, but few know that they can also control it.

The Hypnotist may attempt to hypnotise a hero within a 20 cm radius who has an Action Dice. Roll a d6 - a result of 4+ allows you to remove a hero's Action Dice and move him according to his M stat. If the test result is 6, the player controlling the Hypnotist can perform any action with the enemy hero.

Novice: cost 15 DC

Intercession. You don't have to believe in gods. Just believe in a novice.

A novice can make prayers to the gods to put in a word for a hero who is endangered. If any friendly hero has been attacked by an enemy and has not parried his attack, you can remove the Novice hero's Action Dice. The attacked hero can add +5 to the result when defending against the enemy.



False Identity. The greatest art of defense is not to be the target of an attack.

At the beginning of his turn, the Spy may roll a d6. A result of 3+ means that the Spy has successfully impersonated an innocent city dweller who is not involved in a fight between parties. It cannot be the target of any enemy actions until the end of the cycle, but it cannot complete any quests from the Quest Cards. If the Spy attacks enemy models in any way, he reveals his true identity and ability stops working.

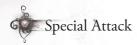
A Spy cannot use his ability while being involved in a combat.

Illusionist: cost 43 DC (Mage)

Illusion. What could be worse than a mixture of juggling and magic?

If the Illusionist becomes the target of any enemy action and has an Action Dice, he may remove it and roll a d6. A result of 3+ means that the enemy failed, so any actions like casting spells, shooting, or charging are considered unsuccessful. Additionally, the Illusionist model can be moved up to 15 cm in any direction.

An Illusionist may have one Domain of Magic



Psionic Attack LD vs W

The attacking player adds the LD stat and any modifier to the result of a d6 roll.

The defending player adds the W stat to the result of a d6 roll. If the attacker has a higher result than the defender, it means a successful attack.

If the attacker rolls a d6 and the result is 6, the defender loses 4 W regardless of the combat result.

If the result is 5 or less, the amount of damage equals the difference between the results.

If the defender's result is equal or higher, the attack was unsuccessful.

Psionic Attack cannot be parried and Armours don't work against it.

