



OGRE WARHULK

UTGAR

FLAIL HURRICANE

After moving and before attacking with this Ogre Warhulk, you must roll the 20-sided die. If you roll a 1–10, it may attack normally. If you roll an 11 or higher, instead of attacking normally, it must attack each figure adjacent to it, if possible. Roll each attack separately.

MINE!

When you roll the 20-sided die for a Treasure Glyph trap with this Ogre Warhulk, you must subtract 4 from your die roll.

OGRE

UNCOMMON HERO

WARHULK

WILD

LARGE 7



8

LIFE

MOVE

5

SPACES

RANGE

1

SPACES

ATTACK

5

DICE

DEFENSE

3

DICE

150

POINTS





OGRE WARHULK



Eberron
Warriors of Eberron
11/20

MOVE

6

SPACES

RANGE

1

SPACES

ATTACK

7

DICE

DEFENSE

5

DICE

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