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OWLBEAR

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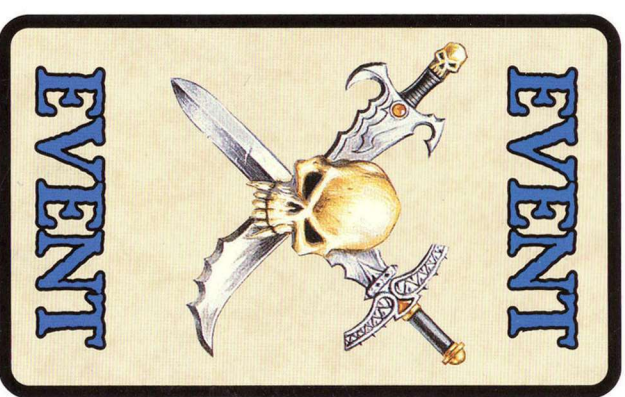
Wounds:	15
Move:	5
Weapon Skill:	3
Strength:	4 / 5
Toughness:	4
Attacks:	2 (special)

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit FoE	2	3	4	4	4	4	5	5	5	6

**Special Rules**  
The owlbear attacks with both it's beak and claws:

Beak : Strength 5  
Claws : Strength 4

VALUE 300G EACH



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RUST MONSTER

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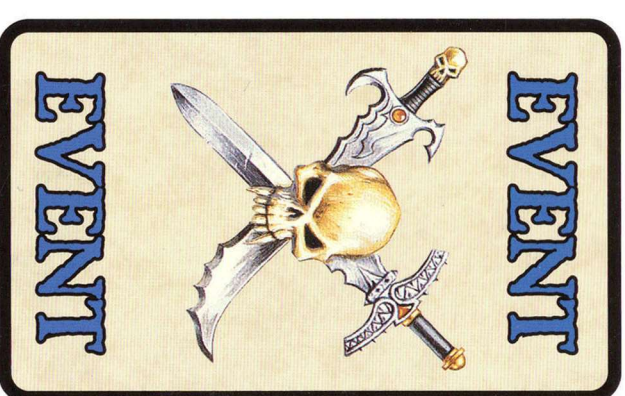
Wounds:	7
Move:	4
Weapon Skill:	2
Strength:	3
Toughness:	3
Attacks:	1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit FoE	3	4	4	4	5	5	6	6	6	6

**Special Rules**  
Rust Metal  
\* Any nonmagical weapon made of metal that hits the rust monster has the possibility of corroding. Roll 1D6:

1-2 : The weapon rusts before your eyes, discard the weapon  
3-6 : No effect

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UMBER HULK

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Wounds:	26
Move:	4
Weapon Skill:	4
Strength:	5
Toughness:	6
Attacks:	2

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit FoE	2	3	3	4	4	4	4	4	5	5

**Special Rules**  
Confusing Gaze  
\* Any player on the same board section as the umber hulk, are unable to avoid it's gaze and must roll 11+ on 2D6 adding their Willpower. If they fail roll, 1D6 on the table below:

1-2 : The player is transfixed and does nothing  
3-5 : The player walks in a random direction  
6 - The player attacks all adjacent players/monsters

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DISPLACER BEAST

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Wounds:	24
Move:	5
Weapon Skill:	4
Strength:	3
Toughness:	4
Attacks:	2

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit FoE	2	3	3	4	4	4	4	4	5	5

**Special Rules**  
Displacement  
\* The displacer beast projects a magical illusion that makes it appear to be standing nearer its location than it actually is.

All attacks both melee and ranged have a -1 modifier  
The displacer beast is never pinned

VALUE 375G EACH

