

## EYE OF FROST

Level 14 ♦ Beholder · Aberration · Cold

### ATTACKS

- AC 28  
FORT 26  
REF 26  
WILL 26
- ④ **Bite:** +17 vs. AC; 10 + 10 cold damage.
  - ⊗ **Telekinesis:** (range 8) +17 vs. Reflex; 10 psychic damage AND slide target up to 4 squares.
  - ↘ **Central Eye:** *Minor action:* (range 4) +15 vs. Reflex; ongoing 5 cold damage AND Slowed (save ends both).
  - ✱ **Eye of Frost:** (radius 1 within sight) +17 vs. Fortitude; 20 cold damage.

### POWERS

- SPEED F3  
HP 85  
BLOOD 40
- Resist 15 Cold**
  - Ice Armor:** +2 to all defenses while bloodied.
  - Freeze Ray:** *Minor action:* 1 enemy within 5 squares taking ongoing cold damage is Weakened.
  - ☐ **Calculating:** *Use before rolling initiative:* Make 1 ↘ attack as a free action.

♦ For use with Beholder Collector's Set: Eye of Frost

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## EYE OF SHADOW

Level 12 ♦ Beholder · Aberration · Shadow

### ATTACKS

- AC 25  
FORT 24  
REF 25  
WILL 24
- ④ **Bite:** +17 vs. AC; 15 damage.
  - ↘ **Blinding Ray:** *Minor action:* (range 8) +15 vs. Reflex; 5 necrotic damage AND Blinded.
  - ↘ **Eye of Shadow:** *Minor action:* (range 4) +14 vs. Will; Dazed.
  - ↘ **Shadowbind:** Does not provoke opportunity attacks. (nearest) +16 vs. Fortitude; 10 cold damage AND target has -5 Damage (minimum 5) until end of its next turn.

### POWERS

- SPEED F6  
HP 75  
BLOOD 35
- Shadowcloak:** Invisible to nonadjacent enemies while adjacent to a wall.
  - Sneak Attack 10:** +10 Damage against targets granting it combat advantage.
  - ☐ **Fade to Black:** *Replaces move action:* Teleport to a space adjacent to a wall.

♦ For use with Beholder Collector's Set: Eye of Shadow

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## BEHOLDER COLLECTORS SET

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## GHOST BEHOLDER

Level 18 ♦ Beholder · Aberration · Undead

### ATTACKS

- AC 30  
FORT 27  
REF 28  
WILL 29
- ④ **Bite:** +23 vs. AC; 15 + 10 cold damage.
  - ⊗ **Poltergeist Eye:** (range 12) +22 vs. Reflex; 15 damage AND slide target up to 4 squares.
  - ☐ ↘ **Possession Ray:** (nearest) +22 vs. Will; 25 psychic damage AND Dominated (save ends).
  - ← **Central Eye:** *Minor action:* (blast 4) +18 vs. Will; ongoing 10 damage (save ends) AND target grants combat advantage until end of its next turn.

### POWERS

- SPEED F5  
HP 65  
BLOOD 30
- Insubstantial, Phasing; Resist 10 Necrotic, Vulnerable 10 Radiant**
  - Feast on Fear:** *Use when this creature bloodies an enemy with an attack:* This creature gains +5 HP.
  - Tenacious Possession:** *Use when an enemy ends the effects of Possession Ray:* That enemy is Confused until end of its next turn. Recharge Possession Ray.

♦ For use with Beholder Collector's Set: Ghost Beholder

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## BEHOLDER EYE TYRANT

Level 21 ♦ Beholder · Aberration · Mastermind

### ATTACKS

- AC 34  
FORT 33  
REF 33  
WILL 36
- ④ **Bite:** +23 vs. AC; 25 damage.
  - ↘ **Hypnotic Ray:** *Minor action:* Does not provoke opportunity attacks. (range 10) +22 vs. Reflex; Blinded until end of round.
  - ← **Central Eye:** *Minor action:* (blast 4) +18 vs. Will; 10 psychic damage AND Dazed.
  - ✱ **Multi-Eye Bombardment:** (radius 1 within sight) +22 vs. Will; 35 damage AND slide target 1 square.

### POWERS

- SPEED F5  
HP 175  
BLOOD 85
- Multitask:** Can take 1 additional minor action each turn while active, even if dazed or confused.
  - Aura of Oppression:** (Aura 4) Enemies that start their turn in aura take 10 psychic damage.
  - ☐ **Deft Dodge:** *Immediate action: Use when targeted by an attack:* Shift up to 3 squares.

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## RANGED ATTACKS

### BASIC RANGED ATTACK

**Symbol:** ⊗

**Targets:** 1 enemy creature within range.

**Ranges:** *Sight* (any creature within line of sight), *Nearest* (nearest creature within line of sight), *Range [X]* (any creature within line of sight and within X squares of the attacking creature), *Nearest, Range [X]* (nearest creature within line of sight and within X squares of attacking creature).

**Multiple Targets:** Serial. If an attack power allows multiple basic ranged attacks, resolve each attack before proceeding to the next.

**Opportunity Attacks:** A basic ranged attack does not provoke opportunity attacks from adjacent enemies.

**Other Notes:** A basic ranged attack can be used to make an opportunity attack instead of a basic melee attack.