

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.