



EYE OF FROST

66
POINTS

LE

LVL: 33 **MELEE ATTACK**
AC: 22 +5 (15)
SPD: F3 **RANGED ATTACK**
HP: 80 (sight) +14/+9 (10 cold)

TYPE: Large Aberration (Beholder)

SPECIAL ABILITIES: **Flight**; **Immune Cold**, **Radiate Cold** (adjacent enemies have -2 attack)

Central Eye ☐ (Cone: 20 cold; DC 16)

Eye Rays (replaces attacks: sight; roll 1d20 and use indicated effect or an effect with a lower number. Choose target after rolling).

1-5 *Slide (Push or Pull target up to 4 squares; DC16; voluntarily save) and roll again.*

6-12 *Cold Ray (10 cold damage and -2 speed; DC16)*

13-18 *Ice Storm (radius 2; 15 cold damage; DC16)*

19-20 *Crystallize (destroy target creature and replace with a statue; DC16)*

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GHOST BEHOLDER

111
POINTS

LE

LVL: 15 **MELEE ATTACK**
AC: 23 +9 (10 magic)
SPD: F3 **RANGED ATTACK**
HP: 70 (range 6) +14/+9 (10 magic)

TYPE: Large Undead

SPECIAL ABILITIES: **Flight**; **Magecurse Eye**

☐☐☐ (immediate: sight; creatures take 10 damage when casting a spell); **Dual Activation** (can take 2 turns in each round); **Incorporeal**;

Eye Rays (replaces attacks: sight; roll d20 and use indicated effect or effect with a lower number)

1-6 *Weaken (-2 attack, -5 damage; DC19)*

7-13 *Paralysis (living creature paralyzed; DC19)*

13-18 *Fear (target must make a morale save)*

19-20 *Possession (Sight or any living creature within 6 squares; Dominate; DC19).*

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EYE OF SHADOW

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POINTS

CE

LVL: 10 **MELEE ATTACK**
AC: 20 +4 (5)
SPD: F7 **RANGED ATTACK**
HP: 65 (range 6) +9/+4 (10)

TYPE: Large Aberration (Beholder)

SPECIAL ABILITIES: **Conceal 6**; **Central Eye** ☐ (cone: -2 save and 25 damage; DC 16)

Flight; **Hide**; **Shadow Jump** ☐☐ (swift; Place this creature in any space bordered by a wall that it can see at least part of. Can be used only when this creature is in a space bordered by a wall).

Eye Rays (replaces attacks: sight; roll 1d20 and use indicated effect or effect with a lower number)

1-8 *Teleport (teleport target up to 3 squares; DC16)*

9-18 *Umbral Ray (20 negative damage; DC16)*

19-20 *Shadowmaze (sleep; DC 16)*

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