EYE OF FROST Level 14 ★ Beholder · Aberration · Cold ATTACKS (1) Bite: +17 vs. AC: 10 + 10 cold damage. Telekinesis: (range 8) +17 vs. Reflex; 10 psychic damage AND slide target up to 4 squares. 26 ₹ Central Eye: Minor action: (range 4) +15 vs. REF 26 Reflex; ongoing 5 cold damage AND Slowed (save ends both). - **Eye of Frost**: (radius 1 within sight) +17 vs. Fortitude; 20 cold damage. SPEED F3 POWERS 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

EYE OF SHADOW

Level 12 ◆ Beholder · Aberration · Shadow

ATTACKS AC 25 Bite: +17 vs. AC; 15 damage. Binding Ray: Minor action: (range 8) +15 vs. Reflex; 5 necrotic damage AND Blinded. From 24 From 25 Will 24 Will; Dazed. Shadowbind: Does not provoke opportunity attacks. (nearest) +16 vs. Fortitude; 10 cold damage AND target has -5 Damage (minimum 5)

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BEHOLDER COLLECTORS SET

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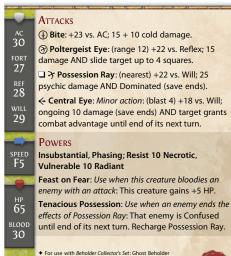
until end of its next turn. POWERS Shadowcloak: Invisible to nonadjacent enemies while adjacent to a wall. Sneak Attack 10: +10 Damage against targets granting it combat advantage. □ Fade to Black: Replaces move action: Teleport to a space adjacent to a wall.

GHOST BEHOLDER

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Level 18 ★ Beholder · Aberration · Undead

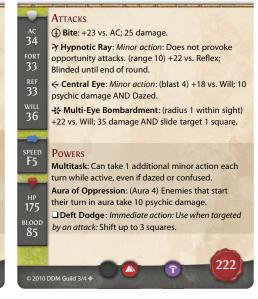


BEHOLDER EYE TYRANT

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Level 21 ♦ Beholder · Aberration · Mastermind

◆ For use with Beholder Collector's Set: Eve of Shadov



RANGED ATTACKS

BASIC RANGED ATTACK.

Symbol: 3

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.