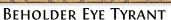








BANSHRAE WARRIOR



Level 17 ♦ Beholder • Aberrant

### ATTACKS

⊕ Bite: +19 vs. AC; 15 damage.

子 Eye Rays: Does not provoke opportunity attacks. (range 10) ひ all once all have been used.

☐ Confusion: +21 vs Will; Confused (save ends).

☐ *Disintegrate*: +21 vs Fortitude; 20 damage AND ongoing 20 damage (save ends).

☐ Hold: +21 vs Reflex; Immobilized (save ends).

☐ Telekinesis: (can target allies) Automatic hit, slide target up to 4 squares.

☐ Withering: +21 vs Reflex; 10 necrotic damage AND ongoing 10 necrotic damage AND Weakened (save ends both).

#### **Powers**

Eye Ray Frenzy: Use at start of this creature's turn: Make an Eye Rays attack against an enemy occupying a victory area as an immediate action.

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# an immediate action.

# **BERBALANG**

Level 10 ◆ Berbalang • Psionic

Level 10 + berbalang - rsionic	
	ATTACKS
AC <b>27</b>	① Claw: +15 vs. AC; 15 damage.
FORT	← Sacrificial Explosion: Minor action: (burst 1)
26	+15 vs Fortitude; 15 psychic damage. Hit or miss,
REF	each target is Dazed AND this creature takes 20
26	damage and cannot take further actions this turn.
WILL	Powers
26	Sneak Attack 5: +5 Damage against targets
	granting it combat advantage.
	☐☐☐ Berbalang Duplicates: Use when this
SPEED	creature is destroyed: This creature is not destroyed
F8	and has 20 HP instead. Place it up to 5 squares
	away from its current location.
нр 20	
BLOOD 10	"How many of that thing is there?"
10	
્યુ	
	40
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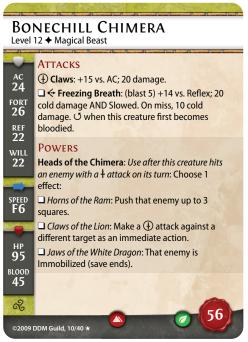




**BLOOD SCARAB** 

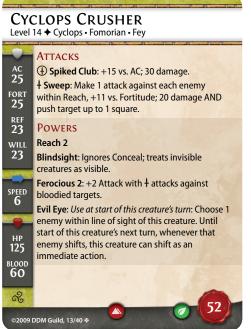
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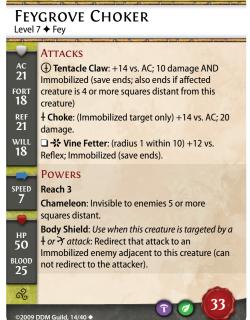




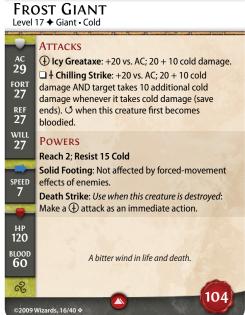


















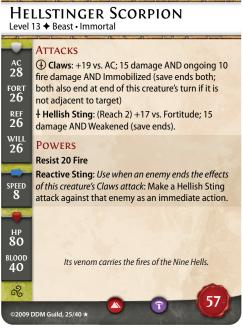














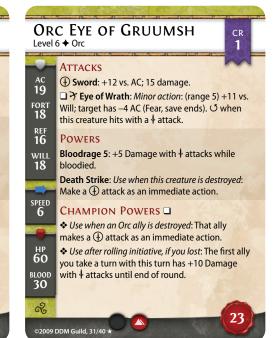




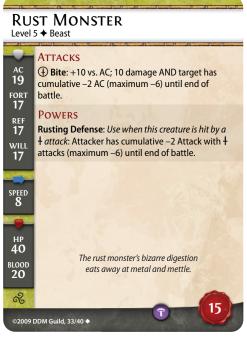




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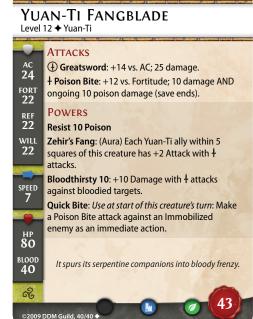












## **DANGEROUS DELVES**

**Design**: Stephen Hagan (Lead), Peter Lee, Michael Domezio

Development: Paul Grasshof (Lead), Kevin Tatroe Graphic Designers: Joel Broveleit, Kevin Tatroe Special Thanks: DDM Guild's Supporters; Kierin Chase, Peter Lee, and Scott Rouse at Wizards of the Coast.

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