

Level 17 ♦ Beholder • Aberrant

90

ATTACKS

⊕ Bite: +19 vs. AC; 15 damage.

₹ Eye Rays: Does not provoke opportunity attacks. (range 10) of 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.

©2009 DDM Guild 5/40 �

Level 10 ◆ Berbalang • Psionic

AC 27

REF 26

WILL **26**

ATTACKS

BERBALANG

(Claw: +15 vs. AC; 15 damage. ← Sacrificial Explosion: Minor action: (burst 1) FORT **26** +15 vs Fortitude; 15 psychic damage. Hit or miss, each target is Dazed AND this creature takes 20 damage and cannot take further actions this turn.

POWERS

©2009 DDM Guild 6/40 ◆

Sneak Attack 5: +5 Damage against targets granting it combat advantage.

☐ ☐ ☐ Berbalang Duplicates: Use when this creature is destroyed: This creature is not destroyed and has 20 HP instead. Place it up to 5 squares away from its current location.

нр 20 BLOOD "How many of that thing is there?" 10 08

BLADERAGER TROLL

Level 12 ◆ Troll

ATTACKS ① Claw: +15 vs. AC; 20 damage.

☐ + Disembowel: +15 vs. AC; 25 damage AND ongoing 10 damage (save ends). U when this creature first becomes bloodied.

POWERS

REF 23

нр **90**

BLOOD

45

©2009 DDM Guild 7/40 �

Reach 2; Vulnerable 15 Acid; Vulnerable 15 Fire Keen Critical 18: Scores critical hits on attack rolls of unmodified 18-20.

☐ Persistent: Use when this creature is destroyed: This creature is not destroyed instead. It is destroyed at end of its next turn or if it takes damage.

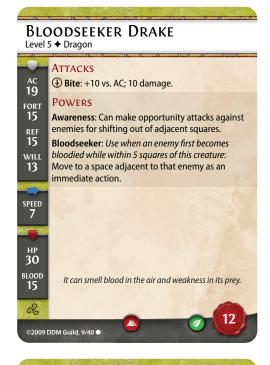
Regeneration 10: Use at start of this creature's turn: Heal 10 HP.

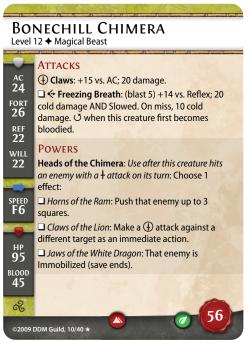
©2009 DDM Guild 8/40

BLOOD SCARAB

Level 3 ◆ Beast



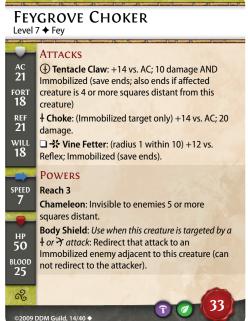




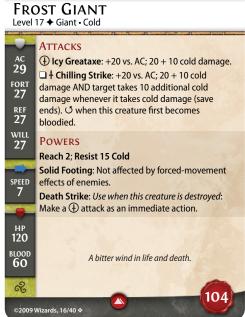


















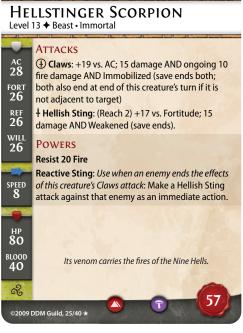










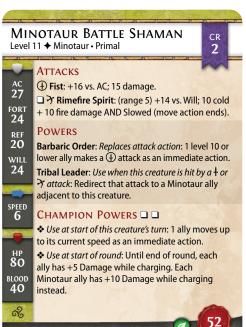








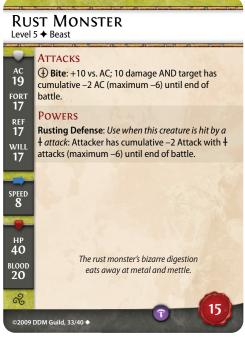




2009 DDM Guild, 30/40 *





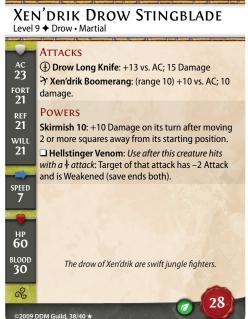
















DANGEROUS DELVES

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.

Dungeons & Dragons, D&D, D&D Miniatures, Wizards of the Coast are trademarks of Wizards of the Coast, Inc. and used under license. All Wizards character names, and the distinct likenesses thereof are property of Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. © 2009 DDM Guild and Wizards of the Coast.

This DDM Guild product contains no Open Game Content. These cards are current as of May 19, 2009.

