

Fouleye, Arena Beholder

Level 18 Elite Artillery

Large aberrant magical beast

XP 4,000

Initiative +14 **Senses** Perception +17; all-around vision, darkvision

Eyes of the Beholder aura 1; at the start of each enemy's turn, if that creature is within the aura, the creature takes 5 hit points of damage from the sharp spikes and chains attached to the Beholder's armor.

HP 301; **Bloodied** 150

AC 36; **Fortitude** 33; **Reflex** 31; **Will** 29

Saving Throws +2

Speed 6, Fly 4 (hover)

Action Points 1

⊕ **Bite** (standard; at-will)

+23 vs AC; 3d8 + 5 damage

↓ **Spinning Death** (standard; recharge ☞ ☞ ☞)

The Arena Beholder Spins rapidly, striking all enemies within 2 squares.

+25 vs AC; Melee Reach 2; 1d10 + 7 The Target is pushed 2 squares and knocked prone.

↗ **Central Eye** (minor; at-will 1/round)

Range 20; +24 vs Will; -1 the target is dazed until the end of the beholder's next turn

Rolling Thunder (move; recharge ☞ ☞)

Use only when bloodied. Move Action. The Arena Beholder spins rapidly and drops to the ground. It shifts twice its movement and may pass through enemies' squares. It rolls across the battlefield capturing foes in its spikes and carrying them with it. Each creature in the path of the Beholder takes 20 damage, and is slid to a square adjacent to the Beholder at the end of its movement.

↗ **Eye Rays** (standard; at-will)

The eye tyrant may use one eye ray power (chosen at random from the list below) Using eye rays does not provoke opportunity attacks.

1—Searing Ray (Radiant): range 10; +22 vs. Reflex; 2d8 + 9 radiant damage.

2—Withering Ray (Necrotic): range 10; +22 vs. Fortitude; 1d8 + 9 damage, and ongoing 10 necrotic damage (save ends).

3—Sleep Ray (Sleep): range 10; +22 vs. Will; the target falls unconscious (save ends).

4—Telekinesis Ray: range 10; +22 vs. Fortitude; the target slides 4 squares.

5—Hold Ray (Paralysis): range 10; +22 vs. Reflex; the target is restrained (save ends).

6—Confusion Ray (Charm): range 10; +22 vs. Will; the target charges its nearest ally and makes a melee basic attack against it.; -1

Alignment Evil

Languages Deep Speech

Str 18 (+13)

Dex 21 (+14)

Wis 17 (+12)

Con 23 (+15)

Int 22 (+15)

Cha 22 (+15)