

EYE KILLER

Level 5 Artillery

Medium aberrant magical beast

XP 200

HP 51; Bloodied 25

Initiative +5

AC 17; Fortitude 17; Reflex 18; Will 19

Perception +13

Speed 5

Darkvision

STANDARD ACTIONS

(mbasic) Coils * At Will

Requirement: The eye killer may not have a creature grabbed.

Attack: Melee 1 (one creature); +10 vs. AC.

Hit: 1d10+3 damage and make a secondary attack.

Secondary Attack: Melee 1 (the primary target); +8 vs. Fortitude.

Hit: 1d6+3 damage and the target is grabbed (escape ends).

(m) Crush * At Will

Attack: Melee 1 (one grabbed creature); +8 vs. Fortitude.

Hit: 2d10+2 damage.

(r) Death Stare (radiant) * At Will

Requirement: The eye killer must be in bright light or a light source must be within 20 squares of it.

Attack: Ranged 10; +10 vs. Reflex.

Hit: 2d8+4 radiant damage and the target is blinded until the end of its next turn.

Str 12 Dex 16 Wis 17

Con 15 Int 2 Cha 18

Alignment unaligned

Languages -

EYE KILLER LORD

Level 10 Skirmisher (Leader)

Medium aberrant magical beast

XP 500

HP 103; Bloodied 51

Initiative +11

AC 24; Fortitude 22; Reflex 22; Will 24

Perception +17

Speed 6

Darkvision

STANDARD ACTIONS

(mbasic) Coils * At Will

Requirement: The eye killer may not have a creature grabbed.

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 1d10+6 damage and make a secondary attack.

Secondary Attack: Melee 1 (the primary target); +13 vs. Fortitude.

Hit: 1d6+2 damage and the target is grabbed (escape ends).

Effect: The eye killer lord shifts 2 squares. If the target is grabbed, the eye killer lord pulls it to an adjacent square.

(m) Crush * At Will

Attack: Melee 1 (one grabbed creature); +13 vs. Fortitude.

Hit: 2d10+7 damage.

(r) Death Stare (radiant) * At Will

Requirement: The eye killer must be in bright light or a light source must be within 20 squares of it.

Attack: Ranged 10; +15 vs. Reflex.

Hit: 3d8+5 radiant damage and the target is blinded until the end of its next turn.

MOVE ACTIONS

Surprising Grace * At Will

Effect: The eye killer lord shifts 2 squares.

MINOR ACTIONS

Spotlight (radiant) * At Will 1/round

Requirement: The eye killer must be in bright light or a light source must be within 20 squares of it.

Attack: Ranged 10; +15 vs. Reflex.

Hit: Allies of the eye killer lord gain combat advantage against the target until the end of the eye killer lord's next turn.

Skills skill modifier

Str 18 **Dex** 18 **Wis** 18

Con 15 **Int** 3 **Cha** 23

Alignment unaligned

Languages -

ELDER EYE KILLER

Level 13 Artillery

Medium aberrant magical beast

XP 800

HP 99; **Bloodied** 49

Initiative +11

AC 25; **Fortitude** 24; **Reflex** 26; **Will** 24

Perception +17

Speed 6

Darkvision

STANDARD ACTIONS

(mbasic) Coils * At Will

Requirement: The eye killer may not have a creature grabbed.

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 2d8+5 damage and make a secondary attack.

Secondary Attack: Melee 1 (the primary target); +8 vs. Fortitude.

Hit: 1d6+4 damage and the target is grabbed (escape ends).

(m) Crush * At Will

Attack: Melee 1 (one grabbed creature); +16 vs. Fortitude.

Hit: 2d10+10 damage.

(r) Death Stare (radiant) * At Will

Requirement: The eye killer must be in bright light or a light source must be within 20 squares of it.

Attack: Ranged 20; +18 vs. Reflex.

Hit: 3d8+8 radiant damage and the target is blinded until the end of its next turn.

(r) Killing Stare (radiant) * Encounter

Attack: Ranged 20 (one creature); +18 vs. Reflex.

Hit: 4d10+9 radiant damage and the target is stunned until the end of its next turn and blinded (save ends).

TRIGGERED ACTIONS

(c) Frantic Lashing * Encounter

Trigger: The elder eye killer becomes bloodied.

Attack: Close burst 1 (each creature in burst); +20 vs. AC.

Hit: 6d6+3 damage and the target is pushed 1 square.

Str 19 **Dex** 21 **Wis** 18

Con 15 **Int** 3 **Cha** 18

Alignment unaligned

Languages -