

COLDSNAP, RUIN OF FROSTKEEL

Level 12 ♦ Dragon · Cold · Primal (Unique)

AC 26
FORT 28
REF 26
WILL 23
SPEED F8
HP 85
BLOOD 40

ATTACKS

① **Bite:** (reach 2) +18 vs. AC; 15 + 10 cold damage.

② **Frost Blast:** (range 6) +17 vs. Reflex; 20 cold damage AND -1 speed (save ends).

❏ **Frost Breath:** (radius 1 within 10) +17 vs. Fortitude; 20 cold damage and Immobilized.

POWERS

Resist 20 Cold

Chilling Presence: (Aura 1) Each enemy and ally that starts its turn in aura take 5 cold damage.

❏ **Blizzard:** *Use when you win initiative;* each non-Cold enemy and non-Cold ally takes 5 cold damage; then its line of sight ends after 6 squares until end of round.

♦ For use with *Dragons Collector's Set: White Dragon*

© 2011 DDM Guild 1/5 ♦

ONYX, GLISTENING DEATH

Level 13 ♦ Dragon · Stealth (Unique)

AC 29
FORT 26
REF 29
WILL 26
SPEED F8
HP 75
BLOOD 35

ATTACKS

① **Caustic Bite:** (reach 2) +17 vs. AC; 15 +10 acid damage.

☞ **Spittle:** *Minor action:* (range 6) +15 vs. Reflex; 5 acid damage.

❏ **Acid Jet:** (line 12) +18 vs. Reflex; 30 acid damage; 15 acid damage on miss.

POWERS

Resist 25 Acid

Hide: If this creature has ranged cover, other than from an intervening creature, to a nonadjacent enemy, it is invisible to it.

❏ **Intensify Acid:** *Use at start of round:* until end of round, each attack or effect that deals acid damage does 10 additional acid damage.

Sneak Attack 10: +10 Damage against targets granting it combat advantage.

Sociopathic: Your warband may not include other Dragon creatures.

♦ For use with *Dragons Collector's Set: Black Dragon, Or Demonweb 24/60 (Black Dragon Lurker)*

© 2011 DDM Guild 2/5 ♦

DRAGON COLLECTORS SET

Design: D. Garry Stupack

Development: David Balder, Ville Rihtamo
D. Garry Stupack

Graphic Designers: Kevin Tatroe, Joel Broveleit

Special Thanks: DDM Guild's Supporters; Kieran Chase and Peter Lee 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 with permission. 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. © 2011 DDM Guild.

This DDM Guild product contains no Open Game Content.

These cards are current as of September 9, 2011.

HEMLOCK, MASTER OF SECRETS

Level 14 ♦ Dragon · Mastermind (Unique)

AC 29
FORT 27
REF 29
WILL 29
SPEED F9
HP 85
BLOOD 50

ATTACKS

① **Bite:** (reach 2) +20 vs. AC; 15 + 15 poison damage.

② **Spit Poison:** (range 5) +22 vs. Reflex; 10 ongoing poison damage AND Blinded (save ends both).

❏ **Death Mist:** (radius 2 within 5) +22 vs. Fortitude; ongoing 15 poison damage AND Dazed (save ends both).

☞ **Exploit Weakness:** (minor action, range 10) +18 vs. Will; target creature has -2 AC (save ends) OR grants Combat Advantage until the end of its next turn.

POWERS

Immune Poison

Whispered Counsel: *Use when rolling initiative, if a Champion ally is adjacent to this creature:* Roll one additional d20; you may choose which result to use.

❏ **Mischief:** *Use during your set-up:* Each Champion ally in your warband deals +5 poison damage with ♣ and ☞ attacks until end of battle.

♦ For use with *Dragon Collector's Set: Green Dragon*

© 2011 DDM Guild 3/5 ♦

AZURION, DUNE SCOURGE

Level 15 ♦ Dragon · Arcane (Unique)

AC 30
FORT 28
REF 28
WILL 32
SPEED F8
HP 90
BLOOD 45

ATTACKS

① **Bite:** (reach 2) +22 vs. AC; 25 damage.

☞ **Focused Breath:** Does not provoke opportunity attacks. (range 10) +20 vs. Reflex; 20 lightning damage AND creatures adjacent to target take 10 thunder damage.

❏ **Sand Storm:** (radius 2 within sight) +18 vs. Reflex; 15 damage AND Immobilized (save ends).

POWERS

Resist 20 Lightning; Resist 10 Thunder

Blindsight: Ignores Conceal; treats invisible creatures as visible.

Earthslide 5: Replaces move action; Burrow up to 5 squares.

❏ **Haste:** *Use on this creature's turn:* Take 1 extra attack action. Useable once per turn. ☞ when this creature destroys a living enemy with a ♣ attack.

Sociopathic: Your warband may not include other Dragon creatures.

♦ For use with *Dragons Collector's Set: Blue Dragon, Or Death Knell 38/60 (Large Blue Dragon)*

© 2011 DDM Guild 4/5 ♦

BLAZE, SULFURBORN WYRM

Level 16 ♦ Dragon · Fire · Rage (Unique)

AC 31
FORT 31
REF 28
WILL 29
SPEED F8
HP 115
BLOOD 55

ATTACKS

① **Burning Bite:** (reach 2) +23 vs AC; 15+10 fire damage AND ongoing 5 fire damage (save ends).

❏ **Forgebreath:** (blast 5) +21 vs. Fortitude; 25 fire damage AND ongoing 15 fire damage AND -2 to all saves (save ends both). ☞ when first bloodied.

POWERS

Immune Fire

Blazing Illuminator: (Aura 6) While within aura, each enemy and each ally is visible.

Furious Retort: Immediate action; *Use when an enemy resolves an attack that damages this creature;* make an attack that includes that enemy as a target.

Sociopathic: Your warband may not include other Dragon creatures.

Treasure Collector: You score +10 VP whenever this creature destroys a creature carrying an item.

♦ For use with *Dragons Collector's Set: Red Dragon, Or Dagoneye 55/60 (Large Red Dragon)*

© 2011 DDM Guild 5/5 ♦