

COLDSNAP, RUIN OF FROSTKEEL

Level 12 ♦ Dragon · Cold · Primal (Unique)

ATTACKS

- AC 26
FORT 28
REF 26
WILL 23
- Ⓢ **Bite:** (reach 2) +18 vs. AC; 15 + 10 cold damage.
Ⓢ **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*

55

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ONYX, GLISTENING DEATH

Level 13 ♦ Dragon · Stealth · Unique

ATTACKS

- AC 28
FORT 26
REF 29
WILL 26
- Ⓢ **Caustic Bite:** (reach 2) +17 vs. AC; 10 + 10 acid damage.
⤴️ **Spittle:** *Minor action:* (range 6) +15 vs. Reflex; 5 acid damage.
☐ ⚡ **Acid Jet:** (line 12) +16 vs. Reflex; 30 acid damage. On miss, 15 acid damage.

POWERS

Resist 25 Acid

Hide: If this creature has ranged cover other than from intervening enemies vs. a nonadjacent enemy, it is Invisible to that enemy.

☐ ⚡ **Intensify Acid:** *Use at start of round:* Until end of round, each attack or effect that deals acid damage deals 10 additional acid damage.

Sneak Attack 10: +10 damage vs. targets granting this creature combat advantage.

Sociopathic: Your warband may not include other Dragon creatures.

♦ Use with *Dragon Collector's Set: Young Black Dragon,* or *Use with Demonweb: Black Dragon Lurker*

66

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DRAGON COLLECTORS SET

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HEMLOCK, MASTER OF SECRETS

Level 14 ♦ Dragon · Mastermind (Unique)

ATTACKS

- AC 29
FORT 27
REF 29
WILL 29
- Ⓢ **Bite:** (reach 2) +20 vs. AC; 15 + 15 poison damage.
Ⓢ **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*

77

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AZURION, DUNE SCOURGE

Level 15 ♦ Dragon · Arcane · Unique

ATTACKS

- AC 29
FORT 28
REF 28
WILL 32
- Ⓢ **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 12) +18 vs. Reflex; 15 damage AND Immobilized (save ends).

POWERS

Resist 20 Lightning, Resist 10 Thunder

Blindsight: Ignores Conceal and Invisible.

Earthglide 5: *Move action:* Burrow up to 5 squares.

☐ ⚡ **Haste:** *Use on this creature's turn, once per turn:* Gain 1 extra attack action. ⤴️ *when this creature destroys a living enemy with a ⚡ attack.*

Sociopathic: Your warband may not include other Dragon creatures.

♦ Use with *Dragon Collector's Set: Young Blue Dragon,* or *Use with Deathknell: Large Blue Dragon*

88

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BLAZE, SULFURBORN WYRM

Level 16 ♦ Dragon · Fire · Rage (Unique)

ATTACKS

- AC 31
FORT 31
REF 28
WILL 29
- Ⓢ **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)*

111

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