

HEMLOCK, MASTER OF SECRETS

Level 14 ♦ Dragon · Mastermind (Unique)

ATTACKS

⊕ **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 Collectors Set: Green Dragon

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GREEN DRAGON RAIDER

Level 13 ♦ Dragon

CR 1

ATTACKS

⊕ **Poison Bite:** +16 vs. AC; 10 + 10 poison damage.

☐ **Raider's Blast:** This creature moves up to its speed, then attacks: (blast 4) +16 vs. AC; 20 poison damage.

⊕ **Claw, Claw, Bites:** Make up to 2 attacks, each against a different target: +15 vs. AC; 10 damage AND make a Poison Bite attack.

POWERS

Resist 20 Poison

CHAMPION POWERS ☐

♦ Use when a Dragon in your warband becomes bloodied: ☹ one of that Dragon's attack powers, even if the power is not normally rechargeable.

♦ For use with Tyranny of Dragons: Green Dragon

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GREEN DRAGON RAIDER

Level 13 ♦ Dragon

CR 1

ATTACKS

⊕ **Poison Bite:** +16 vs. AC; 10 + 10 poison damage.

☐ **Raider's Blast:** This creature moves up to its speed, then attacks: (blast 4) +16 vs. AC; 20 poison damage.

⊕ **Claw, Claw, Bites:** Make up to 2 attacks, each against a different target: +15 vs. AC; 10 damage AND make a Poison Bite attack.

POWERS

Resist 20 Poison

CHAMPION POWERS ☐

♦ Use when a Dragon in your warband becomes bloodied: ☹ one of that Dragon's attack powers, even if the power is not normally rechargeable.

♦ For use with Tyranny of Dragons: Green Dragon

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ATTACK ACTIONS

⊕ **Staff:** +12 vs AC; 10 Damage

⊕ **Poison Touch:** +10 vs DEF (Fort); ongoing 10 poison Damage (save ends)

ABILITIES

Human • Arcane

SPECIAL POWERS

☐ **Snake's Swiftiness:** Replaces attack action: Nearest ally makes an immediate ⊕ attack.

CHAMPION 1

- Use when any creature hits with a ⊕ attack: +10 poison Damage.
- Use at start of a round. Adjacent enemy cannot attack this creature this round.

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ATTACK ACTIONS

⊕ **Staff:** +8 vs AC; 10 Damage

➤ **Magic Missile:** (sight) +10 vs DEF (Ref); 15 Damage, ignore Insubstantial

☐ ➤ **Ray of Enfeeblement:** (range 5) +10 vs DEF (Fort); 10 necrotic Damage AND Weakened (save ends)

ABILITIES

Half-Elf • Arcane
Unique

SPECIAL POWERS

☐ **Circle of Forbiddance:** Replaces attack action: Until end of round, whenever an enemy moves into a square within 3 squares of this creature, that enemy takes 15 Damage (maximum 15 Damage per turn to each enemy).

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