

# WATERDEEP DRAGON HEIST

**Design:** Louis Martineau (lead), Darien Stupack  
Matt Noble

**Development:** D. Garry Stupack, Louis Martineau,  
Antti Kostianen

**Graphic Design:** Kevin Tatroe, Joel Broveleit, Ira Fay,  
D. Garry Stupack

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# WATERDEEP DRAGON HEIST

## COLD TERRAIN

*Pending the release of DDM Battlerules V3, please use the following following rule for cold terrain for the Human Warlock of the Fiend.*

*Two Cold Terrain Tokens are provided here.*

### TYPES OF DAMAGING TERRAIN

- ◆ **Cold Terrain:** A square of cold terrain causes 5 cold damage to creatures each time they move into, or start their turn occupying, a cold terrain square.



# ANIMATED DOOR

Level 6 ♦ Object



AC  
20

## ATTACKS

⊕ **Door Slam:** +13 vs. Fortitude; 10 damage AND place target up to 5 squares from this creature.

FORT  
20

REF  
15

## POWERS

**Dimensional Door:** *Immediate action, when an adjacent ally declares a move action:* That ally may teleport 5, instead.

WILL  
12



SPEED  
F5



HP  
45

BLOOD  
20



14

# ANNIS HAG

Level 13 ♦ Fey • Hag



AC  
21

FORT  
27

REF  
22

WILL  
22

## ATTACKS

⊕ **Claw:** (reach 2) +17 vs. AC; 20 damage.

⊕ **Crushing Embrace:** +15 vs. Fortitude; 25 damage AND Immobilized.

☐ ⚡ **Coven Magic:** (line 6) +16 vs. Reflex; 15 poison + 10 acid damage. ♻ *when this creature can see 2 Hag allies at the start of a turn.*



SPEED  
6



HP  
90  
BLOOD  
45

## POWERS

☐ **Summon Horrible Child:** *Use at end of round:* Place a new Ogre or Troll ally, with cost of 28 points or less, adjacent to this creature.

**Mother's Influence:** Ogre and Troll allies deal +5 damage.

**Coven Metamagic:** *Use with* ⚡: Each attack with this power does 25 lightning damage, instead.



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# APPRENTICE - STAFF

Level 2 ♦ Human • Arcane



AC  
14

FORT  
14

REF  
14

WILL  
18



SPEED  
6



HP  
20

BLOOD  
10



## ATTACKS

☹️ **Acid Splash:** (range 6) + 6 vs. Reflex; 5 acid damage.

☐ ❄️ **Stench Cloud:** (radius 1 within 6)  
+6 vs. Fortitude; 5 poison damage AND Dazed.

## POWERS

**Pupil:** +4 attack while within 4 squares of an Arcane Champion ally.

☐ **Arcane Switch:** *Use at setup:* Replace this creature with a new Arcane ally worth 6 points or less.



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# APPRENTICE - WAND

Level 2 ♦ Human • Arcane



AC  
14

FORT  
14

REF  
14

WILL  
18



SPEED  
6



HP  
20

BLOOD  
10



## ATTACKS

☹️ **Poison Spray:** (range 6) +6 vs. Reflex; 5 poison damage.

❑ 🏹 **Magic Missile:** (sight) +10 vs. Reflex; 10 damage.

## POWERS

**Pupil:** +4 attack while within 4 squares of an Arcane Champion ally.

❑ **Arcane Switch:** *Use at setup:* Replace this creature with a new Arcane ally worth 6 points or less.



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# BROWN BEAR

Level 8 ♦ Beast



AC  
19

FORT  
20

REF  
16

WILL  
15



SPEED  
7



HP  
75

BLOOD  
35



## ATTACKS

- ⊕ **Claws:** +15 vs. AC; 15 damage AND Slowed.  
⊖ **Maul:** Slowed or Immobilized target only:  
+15 vs. Fortitude; 25 damage AND Immobilized.



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# CAMBION DEVIL - SPELLCASTER

Level 12 ♦ Devil • Demon

AC  
26

FORT  
24

REF  
24

WILL  
24

## ATTACKS

- ☹ **Fire Ray:** (range 6) +15 vs. Reflex; 15 fire damage.
- ☐ ☹ **Torment:** (range 12) +15 vs. Will; 15 ongoing psychic damage AND Dazed (save ends both).
- ☐ ☹ **Charm:** *Minor action*, undamaged target only: (range 6) +15 vs. Will; Confused (ends when target takes damage)(save ends).

## POWERS

Resist 15 Fire

**Dark Blessing:** Devil and Demon allies have +2 attack.

☐ ☐ **Hellfire Favor:** *Use when an enemy is hit with an attack:* Target also has 10 ongoing fire damage and may not be Invisible (save ends both).

SPEED  
F6

HP  
70

BLOOD  
35



41



# CAMBION DEVIL - STAFF

Level 12 ♦ Devil • Demon

AC  
26

## ATTACKS

⊕ **Sulfur Staff:** +17 vs. AC; 15 + 5 poison damage.

❑ ✖ **Hellrifts:** (radius 1 within 10) +15 vs.

Reflex; 20 damage AND Slowed.

❑ ➤ **Charm:** *Minor action*, undamaged target only: (range 6) +15 vs. Will; Confused (ends when target takes damage)(save ends).

## POWERS

Resist 15 Fire

❑ **Haste:** *Use at start of this creature's turn:* This creature may take one extra attack action this turn.

FORT  
24

REF  
24

WILL  
24

SPEED  
F6

HP  
75

BLOOD  
35



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# CITY GUARD - SPEAR

Level 4 ♦ Human • Martial



AC  
18

FORT  
16

REF  
16

WILL  
16



SPEED  
5



HP  
35

BLOOD  
15



## ATTACKS

⊕ **Ranseur:** (reach 2) +10 vs. AC; 10 damage AND bloodied target is Immobilized.

## POWERS

▣ **Squad Tactics:** *Use at end of round:* Each Martial creature in your warband that is within 5 squares of a Champion ally may shift 2 squares as an immediate action.



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# CITY GUARD - SWORD

Level 4 ♦ Human • Martial



AC  
18

FORT  
16

REF  
16

WILL  
16



SPEED  
5



HP  
35

BLOOD  
15



## ATTACKS

⊕ **Sword:** +10 vs. AC, 10 damage AND bloodied target takes 5 ongoing damage.

## POWERS

▣ **Squad Tactics:** *Use at end of round:* Each Martial creature in your warband that is within 5 squares of a Champion ally may shift 2 squares as an immediate action.



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# CITY WATCH

Level 3 ♦ Human • Martial



AC  
16

## ATTACKS

⊕ **Cudgel:** +8 vs. AC; 10 damage AND target of level 3 or lower is Dazed.

FORT  
13

REF  
13

WILL  
13



SPEED  
6



HP  
25

BLOOD  
10



# CRANIUM RAT SWARM

Level 8 ♦ Vermin • Swarm



AC  
22

## ATTACKS

⬇ **Many Bites:** (reach 0) +15 vs. AC; 5 + 10 psychic damage.

↩ **Mind Pulse:** (burst 1) +13 vs. Will; 10 psychic damage AND Dazed.

FORT  
20

REF  
22

## POWERS

**Mental Static:** (aura 2) Enemies in aura have Vulnerable 5 Psychic.

**Swarm:** Takes half damage from ⬇ and ↩ attacks. Can occupy the space of non-Swarm enemies.

**Swarm Attack:** *Immediate action, when an enemy within reach activates:* Make a ⬇ attack against that enemy.

WILL  
25



SPEED  
7



HP  
50

BLOOD  
25



35

# CROCODILE

Level 5 ♦ Beast • Aquatic



AC  
17

FORT  
15

REF  
15

WILL  
15



SPEED  
6



HP  
45

BLOOD  
20

## ATTACKS

- ⊕ **Bite:** +11 vs. AC; 15 damage AND Immobilized.  
⊖ **Croc Roll:** Immobilized target occupying river terrain: +13 vs. AC; 20 damage AND Helpless.

## POWERS

**River Ghost:** Invisible to nonadjacent enemies while it occupies river terrain.

**Drag Prey:** *Minor action:* Slide this creature and an adjacent Immobilized enemy one square. Enemy must end adjacent to this creature.



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# DARKLING - 2 BLADES

Level 6 ♦ Shadow • Martial • Fey

CR  
1

## ATTACKS

⊕ **Twin Daggers of the Elder:** Make 2 attacks vs. the same target: +13 vs. AC; 5 damage.

## POWERS

**Vulnerable 5 Radiant**

**Blindsight:** Ignores Invisible; Ignores Conceal.

**Sneak Attack 10:** +10 damage vs. targets granting it combat advantage.

**Death Flash:** *Use when this creature is destroyed:* Each adjacent ally and each adjacent enemy is Dazed.

## CHAMPION POWERS

❖ *Use at start of round.* This creature, and each Fey ally with the Shadow keyword, are Invisible until end of round.

AC  
19

FORT  
17

REF  
19

WILL  
17

SPEED  
6

HP  
45

BLOOD  
20



21

# DARKLING - DAGGER

Level 4 ♦ Shadow • Stealth • Fey



AC  
18

FORT  
16

REF  
18

WILL  
16



SPEED  
6



HP  
30

BLOOD  
15



## ATTACKS

Ⓣ **Dagger:** +11 vs. AC; 5 damage.

## POWERS

**Vulnerable 5 Radiant**

**Blindsight:** Ignores Invisible; ignores Conceal.

**Sneak Attack 10:** +10 damage vs. targets granting it combat advantage.

**Death Flash:** *Use when this creature is destroyed:*  
Each adjacent ally and each adjacent enemy is Dazed.





# DEVOURER SOULSTEALER

Level 14 ♦ Demon • Orcus

AC  
26

FORT  
26

REF  
24

WILL  
24

SPEED  
7

HP  
80

BLOOD  
40

## ATTACKS

⊕ **Claws:** (reach 2) +18 vs. AC; 20 damage AND 10 ongoing necrotic damage.

☐ ↵ **Soul Rend:** (burst 2, living creatures only) +16 vs. Fortitude; 25 necrotic damage. ↻ when first bloodied.

## POWERS

**Blessing of Orcus:** *Whenever an adjacent living enemy is destroyed:* Heal 10 HP.

**Army of Orcus:** *Whenever an adjacent living enemy is destroyed:* Place a new Undead ally worth 8 VP or less adjacent to this creature.

☐ **Soul Leech:** *Immediate action:* An adjacent creature taking ongoing necrotic damage takes +5 ongoing necrotic damage (cumulative). ↻ at end of round.

❖ Use with Waterdeep Dragon Heist: Devourer

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# DIRE WOLF - HUNTER

Level 7 ♦ Beast • Wolf



AC  
21

FORT  
23

REF  
19

WILL  
19



SPEED  
7



HP  
60

BLOOD  
30



## ATTACKS

⬇️ **Wolfbite:** +12 vs. AC; 15 damage.

⬇️ **Knockdown:** (may use while charging)  
+14 vs. AC; 10 damage AND Immobilized.

## POWERS

**Flank:** *Immediate action, when you win initiative:*  
Move this creature up to its current speed.

**Gnaw:** *Minor action:* An adjacent Immobilized target takes 10 damage.



# DRAGONBORN DRACONIC SORCERER - SPELL

Level 15 ♦ Dragonborn • Arcane

AC  
25

## ATTACKS

⊕ **Staff:** (reach 2) +19 vs. Reflex; 10 + 10 poison damage.

✈ **Acid Bullet:** (sight) +18 vs. AC; 20 acid damage AND 10 ongoing acid damage. Hit or miss, each creature adjacent to target takes 5 acid damage.

☐ ↩ **Insidious Breath:** *Minor action:* (line 6) +16 vs. Fortitude; 10 poison damage AND Weakened. ♻ *when first bloodied.*

## POWERS

Resist 10 Fire

☐☐ **Poison the Mind:** *Use when an enemy takes poison damage:* That enemy is Confused (save ends).

FORT  
25

REF  
24

WILL  
26

SPEED  
F6

HP  
75

BLOOD  
35



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# DRAGONBORN DRACONIC SORCERER - SCEPTRE

Level 15 ♦ Dragonborn • Arcane

AC  
27

FORT  
25

REF  
24

WILL  
26

## ATTACKS

⊕ **Shocking Grasp:** Automatic hit; 10 lightning damage.

☐☐ ❄️ **Sceptre of Storms:** (radius 1 within 12) +16 vs. Fortitude; 10 thunder + 10 lightning + 10 cold damage AND Dazed (save ends).

☐ ↔️ **Breath:** *Minor action:* (line 6) +18 vs. Reflex; 20 lightning damage. ⤷ *when first bloodied.*

## POWERS

Resist 10 Lightning

☐☐ **Shifting Storm:** *Move action:* Shift up to 3 squares. One creature adjacent during that move takes 10 thunder damage.

SPEED  
F6

HP  
70

BLOOD  
35

68

# DURNAN

Level 11 ♦ Human • Martial • Unique



AC  
23

## ATTACKS

⚔ **Grimvault:** +16 vs. AC; 20 damage.

☐☐ ⚔ **Dirty Tricks:** *Minor action:* (range 3) +14 vs. Reflex; Blinded AND Slowed.

FORT  
23

REF  
22

## POWERS

**Keen Critical 19:** Scores critical hits on attack rolls of natural 19-20.

**Key Critical:** Whenever this creature scores a critical hit, the target is Weakened (save ends).

**Determined:** Makes saving throws at the start of its turn, instead of the end.

WILL  
22



SPEED  
6



HP  
75

BLOOD  
35



# ELEPHANT

Level 10 ♦ Beast



AC  
22

## ATTACKS

⬇️ **Tusks:** +16 vs. AC; 25 damage.

FORT  
25

REF  
20

WILL  
22

## POWERS

**Juggernaut 10:** +2 attack and +10 damage while charging.



**Great Mount:** Can have 1 or 2, Medium or smaller, non-Mounted Human or Martial allies as riders.

**Houdah Riders:** ⬇️ attacks vs. its riders are only possible by enemies with reach 2 or greater.

**Houdah:** Its riders have +2 AC vs. ⬇️ or ⚔️ attacks.

SPEED  
7



HP  
100

BLOOD  
50



40

# GRIFFON CAVALRY KNIGHT

Level 11 ♦ Human • Beast • Mounted

## ATTACKS

⊕ **Beak & Claw:** +17 vs. AC; 15 damage.

⊕ **Blackfire Lance:** This creature moves up to its current speed, then makes an attack: (reach 2) +17 vs. AC; 15 + 5 acid + 5 fire damage.

## POWERS

Scout

**Aerial Cavalry:** +5 damage vs. flying enemies.

AC  
26

FORT  
24

REF  
24

WILL  
24

SPEED  
F7

HP  
80

BLOOD  
40



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# HUMAN WARLOCK OF THE FIEND

Level 14 ♦ Human • Arcane

## ATTACKS

- ⊕ **Frostsoul Staff:** +18 vs. AC; 5 + 15 cold damage.  
⚡ **Eldritch Chains:** (sight) +18 vs. AC; 15 damage AND Immobilized (save ends).

## POWERS

Resist 10 Cold

Conceal 6

**Grimfrost:** *Immediate action, when this creature Immobilizes an enemy:* Choose one square occupied by that enemy. It gains cold terrain until end of battle.

❑ **Eldritch Barrage:** *Replaces attack action:* Make 3 ⚡ attacks.

❑ **Price of Blood:** *Immediate action, when damaged by an attack:* This creature is not damaged. An ally within six squares of this creature takes 25 damage (ignore resist) instead.

AC  
24

FORT  
25

REF  
25

WILL  
26

SPEED  
6

HP  
65

BLOOD  
35



55



# JARLAXLE BAENRE

Level 16 ♦ Drow • Mastermind • Unique

CR  
3

AC  
29

FORT  
27

REF  
30

WILL  
27

SPEED  
6

HP  
90

BLOOD  
45

## ATTACKS

⊕ **Rapier Lunge:** (reach 2, ignores Conceal) +21 vs. AC; 20 + 5 poison damage.

✂ **Dimensional Dagger:** Make 2 attacks: (range 6) +19 vs. AC; 10 damage.

## POWERS

Conceal 6

**Sneak Attack 10:** +10 damage vs. targets granting it combat advantage.

▣▣▣ **Riposte:** *Immediate action, when an enemy declares a ⊕ attack vs. this creature:* Make a ⊕ vs. that enemy.

**Bregan D'aerthe:** Whenever this creature hits with a ✂ or ⊕ attack, each Drow ally and each Stealth ally may shift 1 square as a free action.

## CHAMPION POWERS ▣▣▣

❖ *Use at start of any turn:* The creature activating is invisible until end of turn.

❖ *Use when a Drow ally is targeted by an attack:* That attack misses.



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# LADY AMMALIA

Level 9 ♦ Human • Arcane • Unique

CR  
1

## ATTACKS

⊕ **Poison Trick:** +11 vs. Will; 5 damage AND 10 ongoing poison damage (save ends).

✱ **Call Hellfire:** (radius 1 within 10) +13 vs. Reflex; 5 + 10 fire damage.

## POWERS

**Immune Poison**

**Doomed Soul:** Opponent scores +5 VP when this creature is destroyed.

☐ **Stoneskin:** *Minor action:* This creature has Resist 10 All until the end of its next turn.

## CHAMPION POWERS ☐

❖ *Use at start of this creature's turn:* Each enemy and each ally in a victory area takes 10 ongoing poison damage (save ends).

AC  
22

FORT  
22

REF  
22

WILL  
24

SPEED  
6

HP  
50

BLOOD  
25



27

# LAERAL SILVERHAND

Level 18 ♦ Human • Arcane • Unique

CR  
3

## ATTACKS

- ⊕ **Flaming Sword:** +20 vs. AC; 25 + 5 fire damage.
- ↘ **Silver Lance:** (sight) +21 vs. AC; 25 damage
- ↙ **Silverhair:** (burst 2) +20 vs. Fortitude; 20 damage AND Immobilized.
- ☐ ↙ **Silverfire:** (line 6) Automatic hit; 30 damage.

## POWERS

**Blindsight:** Ignores Invisible; Ignores Conceal.

**Chosen of Mystra:** *Minor action, once per turn:*

Make a ⊕ or ↘ attack.

## CHAMPION POWERS ☐ ☐ ☐

❖ *Use when an Arcane ally hits with an attack:* +15 damage on that attack.

❖ *Use at the start of an enemy's turn:* This creature may teleport 6 as an immediate action.

AC  
28

FORT  
28

REF  
29

WILL  
33

SPEED  
F6

HP  
105

BLOOD  
50



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# LION

Level 7 ♦ Beast



AC  
18

FORT  
18

REF  
18

WILL  
18



SPEED  
8



HP  
60

BLOOD  
30



## ATTACKS

⬇️ **Claw, Claw, Bite:** +12 vs. AC; 15 damage AND Slowed.

## POWERS

Hide

**Choking Bite:** +10 damage vs. Slowed enemies.

**Ambush:** *Minor action:* Choose one enemy that does not have line of sight to this creature: +10 ⬇️ damage vs. that enemy until the end of round.



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# LORD VICTORO

Level 11 ♦ Half-Elf • Arcane • Unique

CR  
1

## ATTACKS

⊕ **Hellsting Rapier:** +15 vs. AC; 10 damage AND 10 ongoing damage.

➤ **Rod of Rulership:** (range 5) +14 vs. Will; 10 psychic damage AND Dominated.

☐ ✖ **Plague of Nessus:** (radius 1 within 10) +15 vs. Fortitude; 10 fire + 15 poison damage. Hit or miss, all squares in the targeted area are considered Smoke terrain until end of round.

↻ *when this creature uses Shadowcloak.*

## POWERS

Immune Poison

**Doomed Soul:** Opponent scores +5 VP when this creature is destroyed.

☐ **Shadowcloak:** *Use at start of this creature's turn:* This creature is invisible until end of its next turn.

## CHAMPION POWERS ☐

❖ *Use when this creature is destroyed:* Spend 10 VP. Then, this creature is not destroyed, but has 20 HP remaining, instead.

AC  
24

FORT  
24

REF  
24

WILL  
27

SPEED  
6

HP  
60

BLOOD  
30



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# MANSHOON - CLONE

Level 10 ♦ Arcane • Unique



AC  
28

FORT  
28

REF  
28

WILL  
32



SPEED  
F6



HP  
85

BLOOD  
40



## ATTACKS

⊕ **Staff of Power:** +20 vs. AC; 20 damage AND push target up to 5 squares.

✱ **Fireball:** (radius 2 within 12) +18 vs. Reflex; 25 fire damage. On miss, 10 fire damage.

## POWERS

❑ **Globe of Invulnerability:** *Minor action:* Resist 10 All vs. attacks by non-adjacent enemies. Ends when this creature exits its current space.

❑ **Simulacrum:** *Use when this creature is targeted by an attack:* Place it in one of your start areas.

**Break Will:** *Minor action:* An enemy within 5 squares takes 10 ongoing psychic damage AND is Dazed.

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# MERCHANT

Level 3 ♦ Human • Zhent



AC  
14

## ATTACKS

⊕ **Trader's Knife:** +6 vs. AC; 5 damage.

FORT  
14

## POWERS

**Outfitter:** *Attack action:* Choose an effect:

- Purification Scroll:* Remove one condition affecting an adjacent ally.
- Healing Potion:* An adjacent ally heals 10 HP.
- Spell Scroll:* ⤴ an adjacent Arcane ally's ⚡ attack, even if it is not normally rechargeable.
- Potion of Dexterity:* An adjacent ally gains +2 AC and +2 ⚡ attack until this creature moves.
- Fireglyph:* An adjacent enemy takes 10 fire damage.

REF  
14

WILL  
14

SPEED  
6

**Loot:** *Use at end of round, when this creature occupies one of your victory areas:* Roll 1d20: On a roll of 15 or more, score +5 VP.

**Expired Goods:** *Whenever a round ends, after the first:* Expend (lose) one unused Outfitter effect.

HP  
20

BLOOD  
10



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# MIRT

Level 11 ♦ Human • Martial • Unique

CR  
1

## ATTACKS

⬇️ **Sword:** +15 vs. AC; 15 damage.

⬇️ **Offhand Blade:** *Minor action, once per turn:* +13 vs. AC; 5 damage.

## POWERS

**Sneak Attack 5:** +5 damage vs. targets granting it combat advantage.

**Regeneration:** *Use at start of turn:* Heal 5 HP.

❑❑ **Dodge:** *Immediate action, when this creature is hit by a ⬇️ attack:* That attack misses, instead. Then slide this creature 1 square.

## CHAMPION POWERS ❑

❖ *Use when this creature destroys an enemy:* ↻ one use of an ally's Champion Powers.

AC  
24

FORT  
24

REF  
22

WILL  
22

SPEED  
7

HP  
65

BLOOD  
30



37



# NOBLE

Level 5 ♦ Human



AC  
16

FORT  
14

REF  
14

WILL  
18



SPEED  
6



HP  
35

BLOOD  
15



## ATTACKS

⊕ **Dagger:** +10 vs. AC; 5 damage.

## POWERS

▣▣ **Highborn Order:** *Attack action:* Nearest ally makes a ⊕ attack as an immediate action.

▣ **Plans Set in Motion:** *Use at end of round:* Each ally moves up to its speed.

**Activate Latent Sabotage:** *Spend 5 VP at the start of an enemy's turn:* That enemy has -2 speed and -4 attack until end of turn.

**Highborn:** Opponent scores +5 VP when this creature is destroyed.



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# PENTADRONE

Level 11 ♦ Construct • Modron

## ATTACKS

⊕ **Slam:** +17 vs. AC; 20 damage.

☐ ⊕ **Five Arms:** +16 vs. AC; 10 damage AND make another Five Arms attack (maximum 5 attacks per round). ↻ *as a move action*.

☐ ↶ **Paralysis Gas:** (blast 5, living targets only) +15 vs. Fortitude; Stunned (save ends).

## POWERS

Immune Confused

Immune Dominated

**Clockwork Precision:** Modron allies have +2 attack during the end of round phase.

AC  
26

FORT  
24

REF  
24

WILL  
26

SPEED  
7

HP  
80

BLOOD  
40



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# PIT FIEND

Level 16 ♦ Devil

CR  
3

## ATTACKS

- ⊕ **Brawl:** (reach 2) +20 vs. AC; 20 + 5 fire damage.  
↓ **Bite:** *Minor action, once per turn:* +18 vs. AC; 10 damage AND 10 ongoing poison damage.  
↓ **Tail:** *Minor action, once per turn:* +16 vs. AC; Immobilized AND Weakened (save ends both).

## POWERS

Resist 20 Fire

**Massive Wings:** *Move action:* Choose one effect:

*Shield:* +2 AC until start of its next turn.

*Smother:* An adjacent enemy takes 10 fire damage.

## CHAMPION POWERS

❖ *Use at start of round:* Choose up to 3 contiguous squares within 10 of this creature: Each square gains fire terrain and smoke terrain until end of battle.

❖ *Use at start of turn:* Place this creature adjacent to the enemy creature with the highest HP.

AC  
28

FORT  
27

REF  
27

WILL  
27

SPEED  
F7

HP  
120

BLOOD  
60



105

# RENAER NEVEREMBER

Level 6 ♦ Human • Martial • Unique



AC  
21

## ATTACKS

⊕ **Rapier:** +13 vs. AC; 15 damage.

FORT  
18

REF  
21

WILL  
18

## POWERS

▣ **Bounding Assault:** *Replaces move action: Move up to twice its current speed.*

▣▣ **Riposte:** *Immediate action, when an enemy declares a ⊕ attack vs. this creature: Make a ⊕ vs. that enemy.*



SPEED  
6



HP  
45

BLOOD  
20



18

# SHIELD GUARDIAN – GUILD

Level 9 ♦ Construct



AC  
22

## ATTACKS

⬇️ **Fist:** (reach 2) +14 vs. AC; 10 + 5 lightning damage.

FORT  
22

REF  
22

## POWERS

**Shielding Aura:** (Aura 5) *Whenever an Arcane ally within aura is damaged:* This creature and that ally each take half damage instead.

❑ **Double Discharge:** *Whenever an Arcane ally in Shield Aura hits an enemy with a ⚡ attack:* This creature repeats that attack against the same target, but using an attack bonus of +15.  
↻ *when an Arcane ally destroys an enemy.*

WILL  
22



SPEED  
6



HP  
60

BLOOD  
30



❖ Use with *Waterdeep Dragon Heist: Shield Guardian*



30

# SLITHERING TRACKER

Level 6 ♦ Ooze • Aquatic



AC  
16

FORT  
14

REF  
16

WILL  
14



SPEED  
6



HP  
50

BLOOD  
25



## ATTACKS

⊕ **Slam:** (reach 2) +12 vs. AC; 10 damage AND Immobilized.

## POWERS

▣ **Marked:** *Use during setup:* Choose an enemy. That enemy is Marked until end of battle.

**Attack Focus:** +5 attack vs. Marked enemies.

**Sense Mark:** This creature ignores Invisible and Ignores Conceal on each Marked enemy.

**Slick Stealth:** *Use when this creature occupies river terrain:* It is invisible until the end of its next turn.



# SPY

Level 8 ♦ Human • Martial • Stealth



AC  
23

FORT  
22

REF  
23

WILL  
23



SPEED  
7



HP  
55

BLOOD  
25



## ATTACKS

⊕ **Assassin's Dagger:** +13 vs. AC; 5 damage AND 15 ongoing poison damage.

⊕ **Dodge & Thrust:** Shift 1 square, then make an attack: +14 vs. AC; 15 damage.

## POWERS

**Delayed Appearance:** Starts off the battle map.

❑ **Deep Cover:** *Use at end of round, if this creature is not on the battlemap:* Destroy one enemy with cost 10 or less. Place this creature in the space last occupied by that creature.

❑ **Blown Cover:** *Use at end of round, if this creature is not on the battlemap:* Place this creature in any victory area; it is Invisible until it moves.



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# SUN ELF ARCANA CLERIC

Level 12 ♦ Divine • Elf

CR  
2

## ATTACKS

☉ **Arcane Radiance:** (blast 3, enemies only)  
+17 vs. Fortitude; 10 + 10 radiant damage.

☐ ✖ **Arcane Lockdown:** (radius 2 within 10)  
+17 vs. Reflex; Target may not make ☞, ☉ or ✖ attacks (save ends).

## POWERS

**Beacon of Faith:** (Aura 3) Good allies in aura have +2 ↓ attack and +5 ↓ damage.

☐ ☐ **Cure Wounds:** *Minor action:* This creature or an adjacent ally heals 15 HP.

## CHAMPION POWERS ☐ ☐

❖ *Use after an Arcane ally or Arcane enemy makes an attack roll:* Reroll that attack, instead.

❖ *Use when an enemy takes radiant damage:* That enemy is Weakened (save ends).

AC  
26

FORT  
24

REF  
24

WILL  
26

SPEED  
6

HP  
70

BLOOD  
35



55



# SUN SOUL MONK

Level 12 ♦ Human • Ki

AC  
25

## ATTACKS

⊕ **Moving Strike:** *Minor action:* +17 vs. AC; 10 damage AND this creature may shift 1 square.

☐ ✨ **Sunburst:** (radius 2 within 6) +15 vs. Fortitude; 15 radiant damage.

FORT  
25

REF  
25

WILL  
25

## POWERS

Resist 5 Radiant

Blinding Critical: On critical, target is Blinded

☐☐☐ **Focus Ki:** *Minor action:* Choose one effect to apply to this creature:

*Sunfist:* Next ⊕ attack does +5 radiant damage AND target is Blinded.

*Spotless Soul:* End a condition that a save can end.

*Spotless Mind:* ↻ its ✨ attack.

SPEED  
7

HP  
75

BLOOD  
35



48

# THE BLACK VIPER

Level 11 ♦ Human • Stealth • Unique

AC  
24

## ATTACKS

⊕ **Rapier:** +17 vs. AC; 15 damage AND this creature may shift one square.

⊖ **Wicked Dagger:** +15 vs. AC; 5 damage AND 20 ongoing damage.

FORT  
21

REF  
24

WILL  
21

## POWERS

**Sneak Attack 5:** +5 damage vs. enemies granting it combat advantage.

☐ **Infiltrate:** *Minor action, when no enemy can see this creature:* It is Invisible until it resolves an attack.

☐ **Viper's Strike:** *Replaces attack action:* Shift up to 4 squares, then make 2 different ⊖ attacks against the same target, then shift up 2 squares.

SPEED  
7

HP  
65

BLOOD  
30



39

# VAJRA SAFAHR

Level 13 ♦ Human • Arcane • Unique

CR  
3

## ATTACKS

⊕ **Blackstaff:** +18 vs. AC; 10 + 10 fire damage AND push 2 squares.

⚡ **Chain Lightning:** (nearest) +17 vs. Reflex; 20 lightning damage AND nearest 2 enemies within 3 squares of target take 15 lightning damage.

## POWERS

Conceal 11

**Blackstaff Counsel:** Your warband may not contain Evil champions.

**Arcane Bane Staff:** +15 ⊕ damage vs. Arcane or Spell enemies.

## CHAMPION POWERS

❖ *Use with when this creature's ⊕ attack damages an Arcane enemy:* Target also expends (loses) 1 use of a power (Opponent chooses; any checkbox).

❖ *Use at start of round:* Arcane allies have +2 attack and +5 damage until end of round.



AC  
25

FORT  
25

REF  
25

WILL  
27



SPEED  
6



HP  
65

BLOOD  
30



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# VARGOUILLE

Level 4 ♦ Demon • Vargouille



AC  
15

## ATTACKS

⊕ **Bite:** +11 vs. AC; 5 + 10 poison damage.

☐ ↩ **Shriek:** (burst 3) +10 vs. Will; Dazed.

FORT  
13

REF  
13

## POWERS

Immune Poison

☐ **Infected Kiss:** *Use at start of an adjacent Dazed, Stunned, or Immobilized enemy's turn:* That enemy takes 10 ongoing poison damage (save ends).

**Infect the Dying:** *Use when an adjacent enemy is destroyed by ongoing poison damage:* Add a new Vargouille ally, worth 12 VP or less, adjacent to this creature.

WILL  
13



SPEED  
F6



HP  
40

BLOOD  
20



# VOLOTHAMP GEDDARM

Level 6 ♦ Human • Arcane • Unique

CR  
2

## ATTACKS

⚔ **Dagger:** +13 vs. AC; 10 damage.

☞ **Friends:** (range 4, undamaged target only)  
+12 vs. Will; Confused.

## POWERS

**Volo's Treasure:** When this creature is destroyed by an adjacent enemy, opponent scores +5 VP.

☐ **Volo's Guide:** *Use at start of round:* Choose one condition. Creatures in your warband cannot gain that condition until end of round. *Creatures that already have that condition are unaffected by this power.*

## CHAMPION POWERS ☐ ☐

❖ *Use at start of round:* Unique creatures in your warband have +2 ⚔ attack and +5 ⚔ damage until end of round.



AC  
16

FORT  
14

REF  
14

WILL  
16



SPEED  
6



HP  
45

BLOOD  
20



20

# WERERAT - SWORD

Level 7 ♦ Shapeshifter • Stealth

CR  
1

## ATTACKS

⊕ **Plague Blade:** +13 vs. AC; 10 damage AND 5 ongoing necrotic damage.

## POWERS

**Tiny Rat Form:** *Use at start of this creature's turn:* It has Phasing and is Weakened until end of turn.

**Sneak Attack 10:** +10 damage vs. targets granting it combat advantage.

**Wharf Rat:** Shapeshifters in your warband with the Stealth keyword gain the Aquatic keyword until end of battle.

## CHAMPION POWERS

❖ *Use at start of round:* Shapeshifter allies with the Stealth keyword have +2 attack and +5 damage until end of round.



AC  
18

FORT  
16

REF  
18

WILL  
16



SPEED  
6



HP  
45

BLOOD  
20



23

# WERERAT - UNARMED

Level 3 ♦ Shapeshifter • Stealth



AC  
15

## ATTACKS

⊕ Ratbite: +8 vs. AC; 10 damage.

FORT  
15

REF  
16

## POWERS

**Tiny Rat Form:** *Use at start of this creature's turn:*  
It has Phasing and is Weakened until end of turn.

**Sneak Attack 5:** +5 damage vs. targets granting it combat advantage.

WILL  
14



SPEED  
6



HP  
30

BLOOD  
15



# XANATHAR, DUNGEON MASTER

Level 17 ♦ Beholder • Mastermind • Unique

CR  
4

## ATTACKS

⊕ **Bite:** +20 vs. AC; 20 damage.

⊗ **Enemy Mine:** (range 10) +20 vs. Will; 10 psychic damage AND target makes a ⊕ attack as though Dominated.

✂ **Eyes:** *Minor action:* (range 10) +20 vs. Reflex; 15 damage AND 10 ongoing damage AND slide 1.

## POWERS

Immune Confused, Dazed, Dominated

**Pits of Madness:** *Use when an enemy starts its turn adjacent to pit terrain:* That enemy is Dazed, or takes 10 psychic damage (opponent chooses one).

▣▣▣ **Call Minion:** *Use at end of round:* Place a new Evil or Stealth ally worth 12 VP or less adjacent to this creature.

## CHAMPION POWERS

❖ *Use at start of round:* One unoccupied square becomes pit terrain until end of round.

❖ *Use when an enemy slides:* As a free action, this creature or an ally shifts up to 4 squares.

❖ *Use with Waterdeep Dragon Heist: Xanathar*

AC  
29

FORT  
27

REF  
27

WILL  
31

SPEED  
F4

HP  
125

BLOOD  
60



130



# ZIRAJ THE HUNTER

Level 11 ♦ Half-Orc • Martial • Unique



AC  
24

FORT  
24

REF  
24

WILL  
22



SPEED  
7



HP  
70

BLOOD  
35



## ATTACKS

- ⚔ **Greatsword:** +16 vs. AC; 20 damage.
- 🏹 **Greatbow:** (sight) +17 vs. AC; 20 damage.

## POWERS

▣ **Marked:** *Use during setup:* Choose an enemy. That enemy is Marked until end of battle.

**Stalk:** *Use at the end of a Marked enemy's turn:* As an immediate action, this creature may shift 2 squares, ending closer to that enemy.

**Killer in the Night:** *Use when this creature destroys an enemy:* This creature is invisible until it resolves an attack.

▣ **Smite:** *Use with ⚔ or 🏹 attack:* +10 radiant damage AND push target 3 squares.



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