

WATERDEEP DRAGON HEIST

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These cards are current as of April 2, 2019.

ANIMATED DOOR

Level 6 ♦ Object

AC 20
FORT 20
REF 15
WILL 12
SPEED F5
HP 45
BLOOD 20

ATTACKS

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

POWERS

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



ANNIS HAG

Level 13 ♦ Fey • Hag

AC 21
FORT 27
REF 22
WILL 22
SPEED 6
HP 90
BLOOD 45

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.*

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.



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.



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.



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.



CAMBION DEVIL - SPELLCASTER

Level 12 ♦ Devil • Demon

AC 26
FORT 24
REF 24
WILL 24
SPEED F6
HP 70
BLOOD 35

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).



CAMBION DEVIL - STAFF

Level 12 ♦ Devil • Demon

AC 26
FORT 24
REF 24
WILL 24
SPEED F6
HP 75
BLOOD 35

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.



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
FORT 13
REF 13
WILL 13
SPEED 6
HP 25
BLOOD 10

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

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CRANIUM RAT SWARM

Level 8 ♦ Vermin • Swarm

AC 22
FORT 20
REF 22
WILL 25
SPEED 7
HP 50
BLOOD 25

ATTACKS
⚔ **Many Bites:** (reach 0) +15 vs. AC; 5 + 10 psychic damage.
⚡ **Mind Pulse:** (burst 1) +13 vs. Will; 10 psychic damage AND Dazed.

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.

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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

AC 19
FORT 17
REF 19
WILL 17
SPEED 6
HP 45
BLOOD 20

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.

CR 1

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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.

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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.

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DRAGONBORN DRACONIC SORCERER - SPELL

Level 15 ♦ Dragonborn • Arcane

AC 25
FORT 25
REF 24
WILL 26
SPEED F6
HP 75
BLOOD 35

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).

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DRAGONBORN DRACONIC SORCERER - SCEPTRE

Level 15 ♦ Dragonborn • Arcane

AC 27
FORT 25
REF 24
WILL 26
SPEED F6
HP 70
BLOOD 35

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.

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DURNAN

Level 11 ♦ Human • Martial • Unique

AC 23
FORT 23
REF 22
WILL 22
SPEED 6
HP 75
BLOOD 35

ATTACKS
Ⓡ **Grimvault:** +16 vs. AC; 20 damage.
Ⓡ **Dirty Tricks:** Minor action: (range 3) +14 vs. Reflex; Blinded AND Slowed.

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.

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ELEPHANT

Level 10 ♦ Beast

AC 22
FORT 25
REF 20
WILL 22
SPEED 7
HP 100
BLOOD 50

ATTACKS
Ⓡ **Tusks:** +16 vs. AC; 25 damage.

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.

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GRIFFON CAVALRY KNIGHT

Level 11 ♦ Human • Beast • Mounted

AC 26
FORT 24
REF 24
WILL 24
SPEED F7
HP 80
BLOOD 40

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.

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HUMAN WARLOCK OF THE FIEND

Level 14 ♦ Human • Arcane

AC 24
FORT 25
REF 25
WILL 26
SPEED 6
HP 65
BLOOD 35

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.

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JARLAXLE BAENRE

Level 16 ♦ Drow • Mastermind • Unique

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

AC 22
FORT 22
REF 22
WILL 24
SPEED 6
HP 50
BLOOD 25

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).

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LAERAL SILVERHAND

Level 18 ♦ Human • Arcane • Unique

CR 3

AC 28
FORT 28
REF 29
WILL 33
SPEED F6
HP 105
BLOOD 50

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.

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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

AC 24
FORT 24
REF 24
WILL 27
SPEED 6
HP 60
BLOOD 30

ATTACKS
Ⓡ **Hellding 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.

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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
FORT 14
REF 14
WILL 14
SPEED 6
HP 20
BLOOD 10

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

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.

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.

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MIRT

Level 11 ♦ Human • Martial • Unique

CR 1

AC 24
FORT 24
REF 22
WILL 22
SPEED 7
HP 65
BLOOD 30

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.

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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

AC 26
FORT 24
REF 24
WILL 26
SPEED 7
HP 80
BLOOD 40

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.

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PIT FIEND

Level 16 ♦ Devil

CR 3

AC 28
FORT 27
REF 27
WILL 27
SPEED F7
HP 120
BLOOD 60

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.

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RENAER NEVEREMBER

Level 6 ♦ Human • Martial • Unique

AC 21
FORT 18
REF 21
WILL 18
SPEED 6
HP 45
BLOOD 20

ATTACKS

- ⊕ **Rapier:** +13 vs. AC; 15 damage.

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.

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SHIELD GUARDIAN – GUILD

Level 9 ♦ Construct

AC 22
FORT 22
REF 22
WILL 22
SPEED 6
HP 60
BLOOD 30

ATTACKS

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

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.

❖ *Use with Waterdeep Dragon Heist: Shield Guardian*

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SLITHERING TRACKER

Level 8 ♦ 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.

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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 battlemat:* 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 battlemat:* 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

AC 26
FORT 24
REF 24
WILL 26
SPEED 6
HP 70
BLOOD 35

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).

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SUN SOUL MONK

Level 12 ♦ Human • Ki

AC 25
FORT 25
REF 25
WILL 25
SPEED 7
HP 75
BLOOD 35

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.

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.

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THE BLACK VIPER

Level 11 ♦ Human • Stealth • Unique

AC 24
FORT 21
REF 24
WILL 21
SPEED 7
HP 65
BLOOD 30

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.

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.

CR 39

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VAJRA SAFAHR

Level 13 ♦ Human • Arcane • Unique

AC 25
FORT 25
REF 25
WILL 27
SPEED 6
HP 65
BLOOD 30

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.

CR 3

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VARGOUILLE

Level 4 ♦ Demon • Vargouille

AC 15
FORT 13
REF 13
WILL 13
SPEED F6
HP 40
BLOOD 20

ATTACKS

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

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

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.

CR 12

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VOLOTHAMP GEDDARM

Level 6 ♦ Human • Arcane • Unique

AC 16
FORT 14
REF 14
WILL 16
SPEED 6
HP 45
BLOOD 20

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.

CR 2

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WERERAT - SWORD

Level 7 ♦ Shapeshifter • Stealth

AC 18
FORT 16
REF 18
WILL 16
SPEED 6
HP 45
BLOOD 20

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.

CR 1

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WERERAT - UNARMED

Level 3 ♦ Shapeshifter • Stealth

AC 15
FORT 15
REF 16
WILL 14
SPEED 6
HP 30
BLOOD 15

ATTACKS

⚔ **Ratbite:** +8 vs. AC; 10 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 5: +5 damage vs. targets granting it combat advantage.

CR 7

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XANATHAR, DUNGEON MASTER

Level 17 ♦ Beholder • Mastermind • Unique

AC 29
FORT 27
REF 27
WILL 31
SPEED F4
HP 125
BLOOD 60

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

CR 4

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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.

CR 44

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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.

