

LEVERAGE: WATERDEEP

ONE HAND WASHES ANOTHER

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INSPIRATION

This adventure is inspired by our love of TV and movies that depict heists. The Complication Point mechanic described herein is inspired by roleplaying games like [Dungeon World](#), [7th Sea](#) and Modiphius' 2d20 system used in [Star Trek Adventures](#). We strongly encourage you to purchase these games to explore different ways to tell your 5E D&D stories.

COVER ART

A busy day in the Docks Ward near the Coven safehouse.

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**EASTMAN
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EPISODE 1: ONE HAND WASHES THE OTHER

The chimneys of Trollskull Manor must be repaired before you can open for business. With repair bills piling up, you lack the gold pieces, or dragons, to pay the Guild of Stonecutters, Masons, Potters and Tile-makers.

Luckily for you, a skilled steeplejack has his own problem that you are uniquely suited to resolve. While transporting her employer's jewelry, the steeplejack's wife was robbed. He knows where the thieves fenced the jewelry, and he's willing to repair the chimneys at a considerable discount if you can recover the jewelry before it's missed.

In Waterdeep, they say that one hand washes another. Can you help the steeplejack in exchange for affordable repairs?

RUNNING THIS ADVENTURE

While enjoyable whenever low-level PCs are in Waterdeep, Leverage adventures work best when the PCs are working to reopen Trollskull Manor. Instead of joining factions, the PCs aid guild members who need the PCs' skills. As one hand washes the other, the guild members provide discounted or free work to repair the tavern.

This adventure can easily be adapted for higher levels by increasing the DC of challenges. Consider increasing the listed DC by 1 for 3rd and 4th level characters or by 2 for 5th level characters.

ADVENTURE BACKGROUND

After saving Floon Blagmaar in Chapter 1 of *Waterdeep: Dragon Heist*, Volo rewarded the player characters (PCs) with the deed to Trollskull Manor. Once the heart of Trollskull Alley, the tavern has seen better days. To reopen for business, the PCs must scabble together enough coin for repairs and Guild licenses.

At the top of the list for repairs are Trollskull Manor's five chimneys. If the tavern can't stay warm during the winter and dry during the summer, the PCs can't attract customers. Because of its cavernous ceilings, all five chimneys must function — and none of them seem to function.

The PCs solicited three bids from licensed members of the Guild of Stonecutters, Masons, Potters and Tile-makers. Including guild license, the lowest offer is 250 gp. Even if the PCs can pool their resources to pay the full fee, it may not be the best use of their limited resources.

ADVENTURE SUMMARY

A steeplejack name **Cole Clambertop** visits Trollskull Manor with a problem. While transporting jewelry owned by her employer, House Rosznar, his wife Gilamund was robbed. He tells the PCs where the jewelry has been fenced and is awaiting transport. If they can return the jewelry before the Rosznars learn of its absence, he will repair the Manor's five chimneys at cost.

Going to the Docks Ward, the PCs easily find the safehouse where the Coven, a Rashemi gang, operates the fence operation. The PCs "case the joint" by investigating how the safehouse is operated. They must be wary, as the Coven's "matriarch" **Cybill Radomir** pays local citizens to keep their eyes open and the City Watch keep their eyes turned.

Based upon the information learned, the PCs next infiltrate the safehouse. They may impersonate guild members making an unscheduled delivery of food and ale that's already paid in full, or they may dance across rooftops before descending through an ajar third-story window. They may pose as thieves desperate to fence stolen property through the Coven, or they may even use flames to flush out the thieves!

No matter their approach, something eventually goes wrong and the heist goes sideways. Gang members may come across the PCs skulking through the safehouse, or the PCs may stumble into a cunning alarm. The PCs may be betrayed by a close confidante or a corrupt member of the City Watch, or Cybill may even make an offer that turns one PC against the others!

Once they obtain the stolen jewelry, the PCs flee over rooftops or by the streets or sewers, returning to Trollskull Manor. They give the jewelry to their new friend Cole, saving money on repairs — but making new enemies in turn.

I. INTRODUCTION

It is a quiet morning in Trollskull Alley. While you work to repair a curtain rod, a fire genasi wanders in through the front door. He pulls a still-functioning chair from a pile of debris in the center of the tavern. Dragging it up to the bar, he calls out, "Let me get the house special."

A disembodied hand pulls a dusty brown bottle from behind the bar and pours the last dregs into a small tumbler. The fire genasi takes a sip before smiling in relief. He utters, "It's been too long, Lif."

Seated at the bar is Cole Clambertop (CG male fire genasi commoner), who is being served by Lif (**specter**), the spirit of the last owner of Trollskull Manor. The PCs recognize Cole as a steeplejack who offered to repair the chimneys. When approached, Cole tells the PCs that he has come to revise his previous offer. Instead 250 gp, he's willing to fix all five chimneys for 100 gp — so long as the PCs can help him out of a jam.

If the PCs entertain his offer, Cole discloses the following information:

- Cole's wife Gilamund (LN female Illuskan human **commoner**) works for House Rosznar. Her employer tasked her with transporting jewelry for repair in the Trades Ward.
- While returning with the repaired jewelry, Gilamund was robbed by a crew of thugs headed up by her estranged cousin Olan Kemble (CE male Illuskan human **thug**).

- Lady Rosznar has not discovered the missing jewelry yet. Upon discovery, Gilamund will certainly lose her job. If the connection to her cousin is discovered, she will likely be convicted of theft. Under the Code Legal, Gilamund would be sentenced to one month's hard labor and be fined the value of the stolen jewelry (300 gp) plus another 500 gp.

Via shady guild connections, Cole knows the location of Olan's fence. He also knows that the stolen jewelry won't be moved out of Waterdeep for at least another day. If the PCs can recover the jewelry, he can repair all five chimneys for the cost of supplies and a guild license (100 gp).

Cole absolutely refuses to introduce the PCs to his guild connections. Because time is of the essence, he also dissuades the PCs from speaking with his wife. Should the PCs insist, Cole invites them to speak to Gilamund after work. While she provides evidence that her cousin has gone into hiding, Gilamund doesn't know where Olan has fled. Attempts to find him in Waterdeep are dead ends.

Once the PCs agree to help, Cole provides more information about the fence operation. Cybill Radomir (CE female Rashemi human **spy**) is the leader of a gang called the Coven that is affiliated with the Xanathar's Guild. The Coven operates a safehouse in the Dock Ward where they keep the stolen goods until they can be moved outside the city. With violence between the Black Network and the Xanathar's Guild spilling into the streets, the gang operates more brazenly. Most gang members serve as muscle to protect the operation while Cybill appraises the stolen goods.

Neither Cole nor Gilamund know how the Coven moves the fenced goods from the safehouse to the dockyard. More information about their operation is found the sidebar below.

CYBILL AND THE COVEN

Cybill is a tall woman aged around 30 years. She favors clothing that is earthen red or muddy brown, and she wears her dark hair back in a ponytail. She always carries a dagger at her side, and some say her eyes can pierce your very soul.

Like Cybill, most of the gang members are Rashemi, an ethnic group from northeastern Faerûn. A matriarchal society, the gang members are Rashemi men who unquestioningly follow the gang "mother," Cybill.

Rashemi are renowned for their stubbornness and tenacity on the battlefield. While just as resolute as their countrymen, the members of the Coven prefer a life of robbery and racketeering to that of battle. Some suggest that the Coven would take more pleasure in slaying a Hidden Lord of Waterdeep than a Red Wizard of Thay.

The Coven's business model is simple: the gang provides a safe house where thieves can sell stolen property. The Coven uses a *handy haversack* to move the property from the safehouse to a music hall near the docks. There, the stolen goods are sold to merchants and ship captains who take the goods and antiquities abroad.

II. CASING THE JOINT

While Cole's directions are precise, it takes about an hour to navigate everyday Waterdhavian traffic into the Docks Ward. Approaching from the north, you spot the safehouse from a distance due to its distinctive five-story tower. As you draw closer, you begin passing abandoned warehouses, tenements and busy grog halls serving thirsty sailors.

Making their way to the Dock Ward, the PCs easily find the Coven's three-story safehouse. You should provide the PCs with the map of the neighborhood (Handout A). The map also lists the height of each building measured in stories. The hideout is a three-story building with a tower that sits along the main thoroughfare.

INVESTIGATION

Once in the neighborhood, the PCs can investigate the safehouse. The PCs can spy on the safehouse while browsing at local shops or supping at a nearby tavern. The PCs also may gain easy entry to the many warehouses, poorhouses and tenements that dominate the Docks Ward.

Through investigating the neighborhood, the PCs learn information about the safehouse structure and Coven's schedule. Most information is uncovered with successful DC 13 skill checks. Once the PCs succeed on four skill checks, they should have enough information to devise a plan to infiltrate the safehouse and recover the jewelry. If a PC fails a check by 5 or more, mark one complication point. (See the **Complication Point** sidebar on the next page.)

The PCs may use the following methods to case the joint. This is not intended to be exclusive, and you should reward player ingenuity. Be sure to grant advantage and disadvantage based upon the scenario.

- If the PCs monitor entry and exit from the safehouse, roll Perception or Insight checks. If successful, the PCs identify a watch pattern and the times where "customers" commonly come laden with contraband. The PCs also notice a third-story window that's always ajar.
- If the PCs sneak into nearby warehouses or tenements to peer through the safehouse's windows, roll Stealth checks. Trusting the locals, the Coven has become sloppy in hiding its illegal activity. The PCs can plainly observe gang members accepting stolen goods through third story windows. While contraband is generally taken to the North Tower, some thieves are invited into the Tower.
- If the PCs spend time at a nearby grog hall called Etna's, roll Arcana or Investigation checks. A nearby raven is resting on a railing, pretending to peck at a snail while watching the hall. When a hill dwarf **sorcerer** cloaked in the garb of the Watchful Order of Magists and Protectors leaves, the raven follows her back to the safehouse.
- If the PCs contact members of one of the many Waterdhavian guilds, roll History or Persuasion checks. There is a secret entrance along the east wall where the guilds can deliver meat, cheese, beer and anything else that the gang orders.

- If the PCs start a commotion in the street or nearby alley, roll Athletics or Performance checks. Other PCs can observe how quickly the seven gang members stationed on the first floor respond to the disturbance.

At the conclusion of this section, the PCs should have an idea as to the number and capability of the Coven. The PCs also should have enough information to develop an approach to infiltrate the safehouse.

SPOTTED!

To conduct its illegal operation, the Coven pays local residents to keep an eye out for anything strange. The PCs can remain generally inconspicuous by passing a DC 10 Stealth check (use passive Stealth scores unless the PCs are actively trying to avoid detection).

The PCs are unlikely to realize that they have been spotted. The locals do not approach the PCs, but instead report them to the Coven. If spotted, all DCs are increased by 2 in Section III (Infiltration).

The Coven has also bribed local law enforcement. If the PCs report the illegal activity to the City Watch, Sergeant Danniin Pegos (LN rock gnome **guard**) promises to take action against the gang. He or another guard later tip off the Coven about the PCs, therefore increasing future DCs by 2. (This increase doesn't stack if the locals also tip off the gang.)

III. INFILTRATION

Once they've cased the joint, the PCs should decide upon their approach to infiltrating the safehouse. The PCs may use the following methods to infiltrate the safehouse. This is not intended to be exclusive, and you should reward player ingenuity. Be sure to grant advantage and disadvantage based upon the scenario.

COUNTERTHEFT

Taking this approach, the PCs gain entrance to the safehouse by posing as thieves fencing stolen goods. Once inside the safehouse, the PCs can negotiate their way into the North Tower.

To execute this approach, the PCs must have an object worth fencing. If it glitters, sparkles or is worth 100 gp or more, Cybill likely can find a buyer for it. The Coven takes a 30% cut for members of Xanathar's Guild, but Cybill works with independent thieves for a 50% cut.

To get past the front door, the PCs must convince the thugs to let them in. This requires a successful DC 10 Charisma (Deception, Intimidation or Persuasion) check. Should they fail, the PCs may retry but must use a different skill.

Once in the safehouse, the PCs are taken to the second floor where they meet Gudahl (CE male Rashemi human **thug**). Gudahl is a suspicious man who vets anyone before meeting Cybill. The PCs must succeed on two DC 12 Charisma (Deception, Persuasion) checks for failing twice before they are permitted in the North Tower. If the PCs fail, Gudahl allows them entry but eyes them suspiciously (mark two complication points).

The PCs finally meet Cybill in the North Tower. To ensure they're on the level, the PCs must succeed at three DC 13 Charisma (Deception, Persuasion) checks before suffering

COMPLICATION POINTS

Normally, a PC discerns the consequences of failed checks immediately. While this functions efficiently during combat or dungeon crawls, it may bog down heist adventures which rely heavily on skill checks.

Instead, Leverage Waterdeep uses the "Complication Points" mechanic. Instead of suffering the immediate consequences of a failed check, the PCs succeed at a cost — one or more complication points. Failed checks can alert foes as to the PCs presence, leading them to coordinate stronger and better armed allies. Failed checks may also mean that it takes longer for PCs to complete tasks. Every failure generates a narrative resource that the DM later draws upon to engage in creative storytelling that serves to keep the plot moving.

When the threat of failure is more remote, complication points are generated when the PCs fail by 5 or more. For example, the threat posed to the PCs who are casing the joint (Section 2) is much more distant than the threat posed to PCs who are actively infiltrating the safehouse (Section 3). In the more direct and dangerous scenarios, any failure generates a complication point.

Whenever appropriate, the DM can spend complication points to create a new threat or condition which the PCs must overcome. In this adventure, you can spend complication points in Section IV (The Heist Goes Sideways) or Section V (Conclusion).

three failures. The PCs may substitute Intelligence (Arcana, History, Nature, Religion) or Wisdom (Medicine, Survival) checks when relevant to the item being fenced. If the PCs fail these checks, Cybill may feign trust. Mark three complication points.

Once the PCs have convinced Cybill that they're trustworthy, she opens a hidden cabinet to pay them for the items. At this time, the PCs can see the stolen jewelry although failure here almost certainly means that the heist will go sideways imminently. (Most likely, Cybill awakens a mimic posing as the secret cabinet — see Section IV.)

SUBTERFUGE

With this approach, the PCs impersonate guild members delivering goods to the Coven. With the backdoor open, the PCs sneak into the North Tower and recover the jewelry.

To execute this approach, the PCs need a willing member of a guild such as the Bakers' Guild, the Fellowship of Salters, Packers and Joiners, or the Vintners', Distillers' and Brewers' Guild. Alternatively, the PCs may borrow (or perhaps "borrow") badges of guild membership.

The gang members are suspicious because no delivery was scheduled for this week. If the PCs succeed on a DC 12 Charisma (Deception, Intimidation, Persuasion) check, the gang members open the door and let them into the first floor of the safehouse. While being directed where to place the goods, the PCs may choose to assassinate their handlers.

ASSASSINATION

While infiltrating the safehouse, the PCs may be able to emerge from the shadows and attack a single gang member. Instead of bogging down the heist with initiative and combat, the PC can choose to silently kill or incapacitate the unnamed gang member. With each assassination, mark down two complication points that you can use later in the adventure. If that PC has the Sneak Attack ability, mark down one complication point instead.

Named gang members, like Cybill, Olan and Gudahl, cannot be assassinated.

The PCs may also decide to trick their handlers by succeeding on a DC 12 Charisma (Deception) check, thereby locking the handlers in first floor rooms.

Moving to the second and third floors, each PC must tiptoe around the safehouse to avoid waking slumbering gang members. By succeeding at two DC 13 Dexterity (Stealth) check, the PCs reach the entrance to the North Tower. Mark one complication point for each failure.

The PCs can gain entrance by picking a lock to the Tower (DC 16). They may also convince Cybill to open the door with a DC 15 Charisma (Deception) roll.

Once in the North Tower, the PCs can convince Cybill to disclose the location of the stolen jewelry with a DC 15 Charisma (Intimidation, Persuasion) check. The PCs also can locate the secret cabinet with a DC 20 Wisdom (Investigation, Perception) check. (Elves always have advantage on this check.)

STEALTH

With this approach, the PCs infiltrate the safehouse through the ajar third-story window. Once inside, the PCs can sneak into the North Tower and recover the stolen gems.

To execute this approach, the PCs must be able to reach this window. They can scale up the wall using a rope and grappling hook. From the roof of another building, they may leap to the roof of the safehouse or string up a zipline. Once on the roof, the PCs can descend through the window.

Every PC that scales the wall must make a DC 10 Strength (Athletics) or DC 13 Dexterity (Acrobatics) check. PCs who fail this check still scale the wall, but they alert gang members inside the building. Mark one complication point for each failure.

To descend through the ajar window, the PCs must gain access to the roof of an adjacent building. To leap to the safehouse roof, every PC must make a DC 12 Strength (Athletics) or DC 15 Dexterity (Acrobatics) check. PCs have advantage on these checks if they use a zipline or similar device to move from one roof to another.

PCs who fail this check still make the leap, but their landing alerts gang members inside the building. Mark one complication point for each PC's failure.

Feet planted firmly on the third floor, each PC must evade gang members by succeeding at a DC 13 Dexterity (Stealth) check to get to the entrance to the North Tower. Mark one complication point for each failure.

The PCs can gain entrance by picking a lock to the Tower (DC 16) or by convincing Cybill to open the door with a DC 15 Charisma (Deception) roll.

Once in the North Tower, the PCs can convince Cybill to disclose the location of the stolen jewelry with a DC 15 Charisma (Intimidation or Persuasion) check.

FLUSHING THEM OUT

With this approach, the PCs use an outside force to drive the Coven from safehouse. While the gang members address this outside force, the PCs dart into the building and recover the stolen jewelry.

To use this approach, the PCs must be able to influence an outside force. This could be an organization such as a guild or the City Watch, or it can be a natural force such as fire.

While members of the local City Watch are in the pocket of the Coven, the crime occurred in the Trade Ward. There, the PCs find that Sergeant Melbus Bobby (LG female Illuskan human **bandit captain**) is more concerned with the theft from a notable family. If the PCs succeed on three DC 13 Charisma (Deception or Persuasion) checks before three failures, Sergeant Bobby arranges to raid the safehouse that very night. In the aftermath of the raid, the PCs have free reign of the safehouse to search for the secret cabinet.

The PCs may be able to manipulate a guild member into shutting down the safehouse. For a 50 gp fee, the Cellarers' and Plumbers' Guild can condemn the building and eject the Coven from the building for at least a tenday. For another meager 20 gp fee, each PC can join the guild on a trial basis to gain access to the safehouse. Searching the North Tower, the PCs can locate the secret cabinet with a DC 20 Wisdom (Investigation, Perception) check, the PCs locate the stolen jewelry. (Elves have advantage on this check.)

The PCs may take a more direct approach to smoke out the Coven by setting the safehouse on fire. Most structures in the Dock Ward are constructed with wood, and fire spreads quickly in this tightly-constructed neighborhood. Regardless of race, background or profession, everyone in the Dock Ward pitches in to put out the fire lest the fire consume their home or businesses.

Once the building is on fire, the gang members abandon the safehouse to fetch water pails. In the tumult, the PCs can enter the smoking safehouse and gain ready access to the North Tower. In her haste to abandon the safehouse, Cybill left the door and the secret cabinet ajar. The PCs can stride into the safehouse and recover the stolen jewelry.

RAISING A RUCKUS

If the PCs start a commotion in the streets, it draws the attention of the locals, the safehouse guards and perhaps even the City Watch. This may aid other PCs who are sneaking into the safehouse, or it may aid PCs in escaping when the Heist Goes Sideways. As lumbering or heavily-armored PCs may not be suited for this heist, parties may supplement their approach and raise a strategic ruckus.

Arson is dangerous and very illegal. Roll 1d8+1 to determine the number of structures in the neighborhood consumed before the fire is extinguished. Mark that many complication points. If caught while escaping (see Section IV), the PCs are likely tried and convicted of the crimes of arson and damaging property.

ASSAULT & BATTERY

With this approach, the PCs fight their way into the safehouse. If the PCs elect this option, the heist immediately goes sideways. The PCs should have no fewer than three encounters in the safehouse — one at the ground floor, another on the third floor and one in the North Tower where Cybill keeps the stolen jewelry. These encounters cost 1 less complication point than normal.

At any time, the PCs could pivot from their approach and engage in violence. If the gang members are not assassinated or knocked unconscious within the first round of combat, they shout, alerting the rest of the gang. You may instead use a complication point for the gang member to raise the alarm during the first round of combat.

If an alarm is raised, the PCs encounter a complication. See Section IV for ways that the heist might go sideways.

THE SECRET CABINET

Cybill keeps the stolen jewelry in a secret cabinet in her office. If she can't be convinced or cajoled into disclosing its location, the PCs can locate the cabinet with a DC 20 Wisdom (Investigation, Perception) check. (Elves have advantage on this check.)

In addition to the stolen jewelry, Cybill keeps other jewels and coins in the secret cabinet worth 300 gp. Mark 1 complication for every 100 gp stolen.

Depending upon the season, the PCs face a different villain in *Waterdeep: Dragon Heist*. You may replace the assorted coins and jewels with an object that is owned or desired by the villain. Once in their possession, the PCs draw unwanted attention from the villain.

- **Spring:** Cybill has a counterfeit *stone of Golorr* that she has promised to the Xanathar.
- **Summer:** Cybill smuggled in the poison that the Cassalanters intend to use for their Founder's Day feast.
- **Fall:** Cybill has promised a Jarlaxle a letter containing compromising information about a member of the Lord's Alliance. He intends to use the letter to flip that member into supporting his membership in the Alliance.
- **Winter:** Cybill intercepted a letter from Thay suggesting that Manshoon is in Waterdeep. She has been negotiating with the Black Network for its return (lest any of his enemies learn of his whereabouts).

IV. THE HEIST GOES SIDeways

There is no such thing as a perfect crime, and the PCs have likely generated several complication points after failing checks. Here is where the hammer falls on the PCs.

You may use the below ideas for when the heist goes sideways. This list is neither exclusive nor exhaustive, and you can modify ideas to match the scenario. Be sure to listen to the PCs, who may inadvertently suggest great ideas.

THE CODE LEGAL

An abbreviated version of the Code Legal is found on page 222 of *Waterdeep: Dragon Heist*. For convenience, the punishment for a list of likely offenses is provided so you can remind the PCs of likely consequences.

- Assaulting a citizen carries a sentence of flogging, imprisonment up to a tenday and damages up to 1,000 gp.
- Arson carries a sentence of death or hard labor up to 1 year, with fines and damages covering the cost of repairs — plus 2,000 gp.
- Burglary carries a sentence of imprisonment up to 3 months and damages equal to the value of the stolen goods plus 500 gp.
- Murdering a citizen without justification carries a sentence of death or hard labor up to 10 years, and damages up to 1,000 gp to the victim's kin.
- Robbery carries a sentence of hard labor up to 1 month and damages equal to the stolen goods plus 500 gp.

It's a Trap! One of the PCs clatters into a simple trap constructed from pots and pans that is intended to make noise. (1 point). For each additional complication point you spend, it deals an additional 1d10 bludgeoning, piercing or slashing damage to that PC (your choice). For an additional 2 complication points, the trap is coated with a poison that puts the target to sleep. This poison duplicates the effects of a 1st level sleep spell.

Brute Squad: The PCs are confronted by two armed thugs (1 point). Add another thug for each additional point spent.

Late Night Rendezvous: Lovers engaged in an amorous embrace witness the PCs assassinate one of the gang members. Believing the man to be innocent, they report the incident to the City Watch. Two guards of the City Watch arrive at the safehouse during the heist (1 point). Add one additional guard for each additional point spent.

Backdraft: A highly flammable material stored in the safehouse erupts in flame, causing the fire to spread more quickly than expected. The PCs cannot gain access to the first floor of the safehouse to escape (1 point). For each additional point you spend, fire consumes another floor of the safehouse (maximum 3).

Liquid Courage: While pouring themselves through the city streets, a group of drunkards spy the PCs while infiltrating the safehouse. Emboldened by liquid courage, these eight commoners decide to confront the PCs for the thieves they aren't. (2 points)

Enchanted, I'm Sure: The PCs trigger the *alarm* spell cast by the mage Nura Steelfingers (LE female hill dwarf sorcerer). She casts a careful *charm person* spell on one of the PCs (2 points). If the PC fails the DC 14 Wisdom saving throw, that PC can't attack Nura and treats her like an ally.

Betrayed! Someone that the PCs confided in before the heist informs on them to Cybill. Two **thugs** are posted at each ground exits (2 points).

Watched: While in the safehouse, either Sergeant Pegos or Sergeant Bobby catches the PCs in the act (3 points).

An Offer You Can't Refuse: Cybill makes an offer that's generous enough to make a PC switch sides (3 points). This favor may have a tangible value up to 250 gp or an intangible value up to 500 gp. You can spend two additional points to double the gold piece caps, or four additional points to quadruple the gold piece caps.

Cybill may dangle forgiveness of a crime against citizens. While most involve onerous fines, the fact that a judgment has not been issued means that its value is intangible.

That's No Bookshelf: Cybill keeps a **mimic** in the safehouse to guard the most valuable objects. This mimic could show up almost anywhere in the safehouse and attack the PCs (3 points).

V. ESCAPE!

While the stolen jewelry is now in their possession, the Coven and its many allies are aware of the heist. Soon to be outnumbered by unsavory individuals, the PCs should flee before being captured by thieves or the Watch.

There is no one way to escape the safehouse, and the PCs are encouraged to think creatively. What follows are three likely options for PCs to escape, but you should creatively modify ideas to match their ideas.

FLIGHT THROUGH THE STREETS

If the PCs flee through the streets, use the Chase rules in Chapter 6 of the *Dungeon Master's Guide* (p. 252-255). Based on how the heist goes sideways, the PCs may be pursued by gang members, the City Watch or drunken hooligans. You or the PCs may roll on the Urban Chase Complications table.

Each PC can end the chase by getting more than 120 feet from their pursuers or by succeeding on a DC 15 Dexterity (Stealth) check. Should any PCs suffer a level of exhaustion or fail to hide from their pursuers, they will be captured and haled before a magister for judgment in accordance with the Code Legal.

DANCING ON THE ROOFTOPS

Instead of rushing out a door, the PCs may elect to flee across the rooftops of the Dock Ward. Refer to Handout A, which denotes the height in stories of each building.

Until they exit the map, each PC rolls DC 10 Strength (Athletics) or DC 12 Dexterity (Acrobatics) checks. If the PC moves to a higher roof, the DC increases by 5. If a PC moves to a lower roof, the DC decreases by 5.

Failure does not mean that PCs fail from the roofs. Instead, they become easier to recognize and track. Mark one complication point for each failure. These may only be used at the conclusion of the adventure.

THE SEWERS

The PCs may instead elect to flee through the sewer system below the Docks Ward. To gain entry, they first must reach the grate (see the starred circle on Handout A).

To navigate the sewers, the PCs must rely on their sense of direction (Insight or Survival), knowledge of the city (History), and sensory clues (Perception). To escape, they must succeed on four skill checks before three failures.

After the sixth check, their pursuers activate the sewer's sluice levels, suddenly sending waves of fetid water crashing through the stone tunnels. As this makes the PCs memorable, mark 2 complication points.

CONCLUSION

The escaping PCs are able to return the stolen jewelry to Cole before Gilamund's employers realize that it was ever missing. The following day, the grateful steeplejack makes good on his word, delivering the brick and mortar. He spends the next tenday repairing the chimneys and does not seek payment until the work is complete. The craftsmanship is impeccable.

If the PCs offer to pay him more than the agreed upon rate, he refuses their kind offer. He offers to refer other guild members to Trollskull Manor should they have similar problems.

XP AND TREASURE

If they successfully recover the jewelry and escape the heist, the PCs earn 200 XP. (If they try and fail to recover the jewelry, the PCs still earn 150 XP.) The PCs may also have taken up to 300 gp from the secret cabinet.

POST-ADVENTURE COMPLICATION POINTS

The PCs' actions have not gone unnoticed in Waterdeep. Before the conclusion of the adventure, you should spend your remaining complication points. As follows is a list of suggested complications; as always, the DM is encouraged to think creatively.

- **Guild Friend:** You suspect that Cole has called in favors with other guilds. Choose two guilds from the list on page 12 of Waterdeep: Dragon Heist; one-time repairs by these guilds are discounted by 10% (1 point, usable once)
- **Harpers:** Many have learned that you helped an innocent family out of tight spot. As the Harpers sponsor those who do good, you can call in a small favor at any time. (1 point)
- **Enemy of My Enemy:** By taking down the Coven, you have struck a blow against the Xanathar's interests in the Dock Ward. The Zhents of the Black Network owe you a favor that you can call in at any time — but it comes with a drawback. (1 point)
- **Watched Closely:** They can't prove anything yet, but the City Watch knows who you are. They have advantage on Wisdom (Perception) checks to notice you whenever you're in Waterdeep. (2 points)
- **The Unblinking Eye of Sylgar:** Stealing from the Coven means that you've crossed the Xanathar. His gang members trail you whenever you're in the Dock Ward (1 point). Gang members fight, carouse and disrupt business in Trollskull Alley (3 points). A **bandit captain** and **3 thugs** ambush the PCs in a darkened alley. (5 points)

EXHIBIT A: THE ROGUE'S GALLERY

BANDIT CAPTAIN

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 16 (+3) | 14 (+2) | 14 (+2) | 11 (+0) | 14 (+2) |

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger, or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. >

Dagger. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Actions

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (Chain Shirt, Shield)

Hit Points 11 (2d8+2)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 12 (+1) | 12 (+1) | 10 (+0) | 11 (+0) | 10 (+0) |

Skills Perception +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage, two handed.

Spear. *Ranged Weapon Attack:* +3 to hit, reach 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.



MIMIC

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8+18)

Speed 15 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 12 (+1) | 15 (+2) | 5 (-3) | 13 (+1) | 8 (-1) |

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage. **False Appearance (Object Form Only).** While the mimic remains motionless, it is indistinguishable from an ordinary object. **Grappler.** The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) acid damage.



SORCERER

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 44 (8d8+8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 14 (+2) | 12 (+1) | 10 (+0) | 13 (+1) | 14 (+2) |

Saving Throws Con +4, Cha +4

Skills Arcana +2, Perception +3

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Spellcasting. The sorcerer is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

- Cantrips (at will): *fire bolt, friends, mage hand, ray of frost, shocking grasp*
- 1st level (4 slots): *alarm, charm person, fog cloud*
- 2nd level (3 slots): *misty step, shatter* **Careful Spell (1/short or long rest).** The sorcerer can cast a spell without using verbal or somatic components.

Actions

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. >

Dagger. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.





SPECTER

Medium undead, chaotic evil

Armor Class 12
Hit Points 2 (5d8)
Speed 0 ft., fly 50 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 1 (-5) | 14 (+2) | 11 (+0) | 10 (+0) | 10 (+0) | 11 (+0) |

Damage Resistance acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Club. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. Hit: (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

SPY

Medium humanoid (any race), any non-lawful alignment

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 15 (+2) | 10 (+0) | 12 (+1) | 14 (+2) | 16 (+3) |

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight Of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages
Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, reach 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.



THUG

Medium humanoid (any race), any non-lawful alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 11 (+0) | 14 (+2) | 10 (+0) | 10 (+0) | 10 (+0) |

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, reach 100/400 ft., one target. *Hit:* (1d10) piercing damage.



HANDOUT A: DOCKS WARD MAP

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