

LEVERAGE: WATERDEEP

WASTE NOT, WANT NOT

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INSPIRATION

This adventure is inspired by our love of television and movies that depict heists. The Complication Point mechanic described herein is inspired by roleplaying games like [Dungeon World](#), [7th Sea](#) and Modiphuis' 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 Castle Ward of Waterdeep.

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**EASTMAN
DUNN PRESS**

EPISODE 2: WASTE NOT, WANT NOT

Trollskull Manor stinks. With its sewage system impossibly clogged, you don't have the gold to pay the Cellarers' and Plumbers' Guild for its repair to say nothing of the fines that you're racking up daily. Your neighbors hold their noses and pray you fix this nuisance.

Your only spot of luck in this terrible week is that a journeyman plumber has his own problem that you are uniquely suited to resolve. His nephew has been accused of poisoning a pastry shop's dough with sewage — a crime that he possibly couldn't have committed. The plumber is willing to snake the tavern and clear up any misunderstanding with the magisters if you can break his nephew out of the Master Bakers' Hall.

In Waterdeep, they caution waste not, want not. Can you help the journeyman to avoid the exorbitant cost of repairs?

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.

Upon taking title to Trollskull Manor, the PCs started opening rooms in the derelict tavern. The PCs quickly learned that the sewage system was impossibly clogged with filth and refuse — and now everyone in the neighborhood knows just how much it stinks to own Trollskull Manor. Foot traffic in the alley is sparse, and the urchins Nat, Jenks and Squiddly have begun selling clothespins to their neighbors.

Journeyman of the Cellarers' and Plumbers' Guild have inspected the lavatory. Including guild license, the lowest offer is 400 gp. Absent a rich benefactor or reckless loan shark, the PCs can't afford to pay the guild rate.

Meanwhile, the PCs were summoned before North Ward magisters. Trollskull Manor has been declared a public nuisance, and a 10 gp fine accrues each day that the nuisance is maintained. There is a very real chance that the PCs need to surrender up the tavern.

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 a sign of gratitude, 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 SUMMARY

A journeyman plumber named Flaps Vitosian visits fetid Trollskull Manor with a problem of his own. His nephew Putty has been falsely accused of intentionally poisoning the dough at a nearby pastry shop. While he was nowhere near the shop on the day in question, Putty honestly believes that he is the culprit. Choked with guilt, he surrendered himself at the Master Bakers' Hall.

Going to the Castle Ward, the PCs investigate the dealings of the Bakers' Guild in the nearby taverns and markets. They can also "case the joint" by observing the comings and goings around the Master Bakers' Hall. Armed with this information, the PCs next infiltrate the safehouse. They may sneak in through a sewer pipe leading under the Hall or they may descend from the roof down an exhaust vent into a broken oven. They might also pose as vendors delivering exotic ingredients, fixers who can solve guild problems, or even artisans learning the noble art of breadmaking.

Having infiltrated the Hall, the PCs sneak around the basement and find Putty locked in a secret room. As he is still convinced that he poisoned the dough, they must break Putty's false memory of the crime before fleeing for the safety of Trollskull Manor.

No matter their approach, something eventually goes wrong and the heist goes sideways. The PCs may encounter the master baker or the warlock who implanted Putty's false memory. They may stumble upon ad hoc traps in the Hall, or even be outed by one of their trusted contacts!

Having freed Putty, the PCs make their escape from the Hall. Pursued by irate bakers, the PCs can paddle through the foul sewers or scurry back up the exhaust vent. They might commandeer an elevator out the service entrance or even fight their way through the main entrance.

Upon returning to Trollskull Manor, the PCs return Putty to his uncle. They make new friends with the plumbers, who make the necessary repairs — but they've made new enemies in turn.



I. INTRODUCTION

It stinks in Trollskull Alley. After opening the lavatory, a vile odor reminiscent of an otyugh's lair hangs in the air. Customers aren't coming in, and even the **specter** Lif doesn't stick around. To make matters worse, posh North Ward magisters have deemed the tavern a public nuisance and are imposing fines totaling 10 gp per day.

The Cellarers' and Plumbers' Guild recently came to Trollskull Manor to inspect the lavatory. Given the drastic work required to bring the lavatory up to code, the guild has quoted 400 gp for the repairs. The PCs just don't have the coin to pay for the repairs — and there's a very real chance that Trollskull Manor will be condemned.

The adventure begins at Trollskull Manor, where the PCs are discussing how to fix this mess.

It stinks to own Trollskull Manor — literally. After forcing the lavatory open, a pool of excrement sloshed out the door and down the stairs. The smell hangs in the air, permeating the whole neighborhood. You can't afford to pay for guild repairs, and magisters are imposing fines for maintaining a public nuisance. There is a very real chance that you'll lose Trollskull Manor.

A tall, broad shouldered man walks into Trollskull Manor with a purpose. Unlike other visitors, he seems unaffected by the foul odor. "I believe we can help each other," he announces. "Whose outhouse do I have to drain to get an ale around here?"

Flapignon "Flaps" Vitosian (CG Illuskan human **commoner**) is a journeyman with the Cellarers' and Plumbers' Guild. He provided estimate for repairs, and he is acutely aware of just how much pressure the PCs are under.

Flaps has a problem of his own. His nephew Putty (CN Illuskan human **commoner**), a fellow plumber, is the captive of the Bakers' Guild. Flaps wants the PCs to break him out and return him to his brothers and sisters in the Cellarers' and Plumbers' Guild. If they can do so, he will repair the lavatory and make the fines disappear.

Putty has been accused of using sewage to poison the dough at Cannoli's, a North Ward pastry shop. Two people died from eating poisoned pastries while another dozen needed clerical intervention.

Based upon that week's schedule, it should be evident that Putty couldn't have committed this crime because he was working in the Southern Ward. Fellow guild members can vouch for his location, serving as an alibi to the crime.

The problem is that Putty is certain that he committed this heinous act. After being accused, Putty described his crime in great detail to Flaps. Later that evening, he went to the Master Bakers' Hall and turned himself in to the Bakers' Guild. While he doesn't wish to plead guilty to this crime, Putty wishes to ease his conscience by helping care for those he believed he poisoned.

OFFER ACCEPTED!

If the PCs entertain his offer, Flaps discloses that Putty has been trapped in the basement of the Master Bakers' Hall for three days. He hasn't been taken to the City Watch to be arrested and charged, and the bakers won't let him speak to his family or guild members.

Flaps believes that the Bakers' Guild hasn't taken Putty to the City Watch for two reasons:

- First, the Bakers just don't have enough evidence against Putty for a magister to find guilt under the Code Legal. If Putty enters a contrite plea of guilty, the magister won't examine the evidence as closely.
- Second, the Bakers' Guild is trying to use Putty as leverage against the Cellarers' and Plumbers' Guild. T. Darius Baker III, the heir apparent to the guild master, is demanding that the two guilds' contracts be renegotiated immediately, and the terms of the proposed deal clearly favor the bakers.

If the PCs agree to take the case, Flaps promises to promptly fix the PCs' problems (both fecal and legal). He also provides them with the location of a sewer pipe that travels underneath the Hall (see Section II: Casing the Joint).

WHAT ACTUALLY HAPPENED TO PUTTY

Flaps is correct — Putty was on the other side of the city when the crime was committed. The true culprit in this matter is Willifort Crowell, the Cassalanter family butler, who was testing a poison for the Founders' Day feast. As a doppelganger, Crowell took the form of a human plumber and contaminated the dough.

As wealthy nobles, the Cassalanters have connections with less-than-scrupulous members of the Watchful Order of Magists and Protectors. Crowell paid a warlock named Salazar Apelido to implant a false memory in the mind of a plumber. After meeting in a Docks Ward groghouse, Salazar implanted the memory of poisoning the dough into Putty's mind.

Salazar's spell only lasts for 1 day but may be cast again to maintain the false memory. As a result, Salazar returns to the Master Bakers' Hall once a day to visit the prisoner and convince him to plead guilty.

II. CASING THE JOINT

The trudge to the Castle Ward is made more difficult by the early morning traffic, as soldiers, magisters and workers make their way to work.

Turning onto the Street of the Sword, you narrowly avoid colliding with a teen carrying a basket of rye bread. "Hot and fast!" she shouts to you as she continues on her way.

Making their way to the Castle Ward, the PCs easily find the Master Bakers' Hall. This three-story brick building prominently features in the Street of the Sword. Bakers dressed in the white guild uniforms enter to pay their dues and scribble down new recipes, while customers tender payment for past due accounts.

In addition to the Master Bakers' Hall, the following six Castle Ward locations are pertinent to this adventure.

GREGORIO ARMS

This slate gray rental villa sits across the street from the Hall. For 10 gp, the PCs can rent a room for the week, or they can sneak into an unoccupied room. By spending one day dedicated to the surveillance of the Hall, one PC can identify the guard schedules and the bakers' shifts. They also notice that the prominent chimney at the top of the Hall does not blow any smoke, suggesting that it is out of use. The PCs can reasonably believe that they can sneak into—or onto—the Hall.

If the PCs sneak into an unoccupied room but do not pay the owner, mark 1 complication point.

THE YAWNING PORTAL

The PCs likely made friends and acquaintances after their visit to the Yawning Portal in Chapter 1 of *Waterdeep: Dragon Heist*. While the common room is fairly barren early in the morning, business picks up during the lunch hour and doesn't let up until closing time in the middle evening.

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 V (The Heist Goes Sideways) or Section VI (Conclusion).

The PCs can talk with the familiar faces on page 20 of *Waterdeep: Dragon Heist*. In particular, the following NPCs can provide information pertinent to this adventure:

Durnan is the proprietor of the Yawning Portal. If asked about the Bakers' Guild, he discusses his favorite breads and pastries that they sell. He loves their quality but wishes their prices were more affordable for all his customers.

The acclaimed author **Volo** is no further along in writing his next work, *Volo's Guide to Spirits and Specters*, than when the PCs last saw him — but he bears bruises on his face and hands. Recently, he threw a small soiree for his godson's birthday and he sprang for a fancy cake. The bake shop invoiced him at twice the rate they'd quoted (which frankly he could scarce afford to begin with). Now that the invoice is two weeks overdue, baker thugs have started to use aggressive collection efforts with the author. He has sought the anonymity of the Yawning Portal so he can put quill to parchment.

Scorchflour is a down-and-out goliath **commoner** drowning his woes in the back of the tavern. Last season, he'd opened a tavern in the Trades Ward. With such slim profit margins, he tried to skimp on certain guild obligations. One day, a representative from the Bakers' Guild came and saw that the inn wasn't serving guild-approved rolls; the next day, the tavern was burned to the foundation.

CASTLE WARD MARKET

This open-air market sits just south of Trader's Way in the heart of the Castle Ward. It is filled with merchants who are selling their wares from the backs of carts and wagons. For each successful DC 10 Wisdom (Insight) check to locate business opportunities, they meet one of the following NPCs:

Captain Esav (LN male Chultan **deepwater captain**) looks completely out of place in the market. After arriving in port, his Waterdhavian buyer was nowhere to be found. He's desperately trying to unload the last of his cargo of rice flour and cacao fast — and cheap (10 gp). His ship is scheduled to depart in the afternoon.

Ciawi Li (CG female Illuskan human **scout**) is dressed in the fine silks of Kara Tur. She sells various spice blends from those foreign shores to individuals in Waterdeep. Finding guilds to be distasteful to deal with, she flatly refuses to sell to anyone in guild uniform.

Handamar Gemcouper (LE male svirfneblin **scout**) smuggles supplies between Waterdeep and the Underdark. On his last run, he came across legitimate wares that he's been offloading in the market. At this point, Handamar only has a glass jar of Menzoberranzan yeast left to sell.

As the Bakers' Guild has interest in all of these products, its members watch the market. Mark 1 complication point for each PC that fails their Investigation check.

ASP'S STRIKE

This quaint two-story tavern is popular with the working class of the Castle Ward. It offers affordable drinks, free games and indoor plumbing — what's not to love? The PCs should avoid the goulash if they don't want upset stomachs. The PCs can talk with the following NPCs, who provide information pertinent to this adventure:

Gruntheron (LG shield dwarf **commoner**) is a bricklayer whose guild sent him to repair an exhaust vent at the Master Bakers' Hall. He's come out three times this week but still hasn't laid a single brick. Whenever he arrived at the Hall, T. Darius Baker III tried to renegotiate the repair costs — "it's like he doesn't know how guilds work."

Janness Mossflower (LG female lightfoot halfling **commoner**) just delivered a large order of wicker baskets to the Hall. Flush with coin, she boasts about the profit margin that she gets courtesy of the League of Basketmakers & Wickerworkers. She encourages any PC who appears nimble-fingered to consider joining the guild.

Bakers are also known to frequent the Asp. Mark 1 complication point for each NPC that the PCs speak with.

NURNEENE'S MARVELOUS MASKS

With its motto "clothing for every occasion," this narrow shop sells posh suits, masks and costumes to the wealthy denizens of the Castle Ward. Six attractive staffers of various races and gender identities work on the first two floors while the owner, Nurneene sews magical masks on its top floor. The third floor is used as storage for new and existing stock. The PCs can purchase apparel from all walks of life from this store. To determine prices, refer to the Adventuring Gear chart in Chapter 5 of the *Player's Handbook*.

To make sure that she makes the rent each month, Nurneene also sews the uniforms of the Bakers' Guild. If the PCs find their way to the third floor, they can find the white cloaks with blue chevrons which are worn by members.

If the PCs steal Bakers' Guild uniforms, mark 2 complication points. Mark 1 more complication point if the PCs are rude to the staff.

TOWER OF ORDER

This four story stone structure is surrounded by a sparkling green fence that gives off a strong aura of abjuration. Only members of the Watchful Order of Magists and Protectors are welcome here, although anyone who can cast arcane spells may inquire as to the benefits of membership.

If the PCs come to the Tower of Order, they are greeted by Salazar Apelido (CE male **warlock**), a strawberry blonde half-elf with a bushy beard. Mark 1 complication point. After a PC demonstrates arcane aptitude by casting a 1st level spell, Salazar launches into the recruitment speech. After describing the many benefits of membership, he mentions the initial membership fee of 25 gp as well as monthly due of 3 gp.

If the PCs ask about the Bakers' Guild, mark 3 complication points. Salazar discusses the two guilds' mutually beneficial arrangements. Primarily, members of the Order purchase spell components from the Bakers, who have supplies of exotic spices from faraway locales. Most times, they pay the Bakers in coin; in rare cases, the magists pay by providing spellcasting services.

III. INFILTRATION

After Casing the Joint in Section II, the PCs can reasonably identify the five methods to infiltrate the Master Bakers' Hall. If the PCs try to infiltrate during business hours, increase each DC by 2 to reflect the number of bakers in the Hall.

SEWER PIPE

Back at Trollskull Manor Flaps provided the PCs with instructions on how to enter the Hall via the sewer system. He offers the use of a guild rowboat that they can use to navigate the sewer system to a narrow underground cavern beneath the Hall. While in the cavern, they can open a drainage pipe and sneak into the Hall.

The sewage flow picks up speed underneath the Hall, and to quietly land their rowboat near the drainage pipe is a team effort. Each PC must make a DC 13 Strength (Water Vehicles) check. If more than half of the PCs fail their check, mark 1 complication point because of the ruckus caused.

The PCs enter the Basement Map at Room 11a.

VENDORS

The PCs might pose as vendors delivering supplies to the guild house. While the PCs may suggest any number of desirable supplies, they may have already purchased discounted goods from the NPCs in the Castle Ward Market.

Arriving at the Master Bakers' Hall, the PCs are brought before T. Darius Baker III (LE Chondathan human **master baker**). If they succeed at three Charisma (Deception or Persuasion) checks before three failures, T. Darius lets the PCs into the basement through a side door in his office. The PCs enter the Basement Map in Room 10.

If the PCs fail to convince T. Darius that they are legitimate vendors, he still allows them into the basement of the Hall. Mark 3 complication points which reflect his increased suspicion of the PCs.

BUSINESS OPPORTUNITIES

The PCs can pose as merchants looking to do business with the Bakers' Guild. While the PCs may suggest any number of profitable ventures, they may have already learned of the Guild's needs from the NPCs at the Asp's Strike.

Arriving at the Master Bakers' Hall, the PCs are brought before T. Darius Baker III. If they succeed at three Charisma (Deception or Persuasion) checks before three failures, T. Darius instructs his lackeys to escort the PCs to see the greater operation in the basement. The PCs enter the Basement Map at the left starred location of Room 1.

If the PCs fail to convince T. Darius that their opportunities will be profitable, he may still see a criminal role for some of them. He allows them into the basement of the Hall. Mark 3 complication points which reflect his increased suspicion.

BAKERS

The PCs can pose as bakers in training at the Hall — but must talk their way through the apprentices' entrance. If they succeed at three Charisma (Deception or Persuasion) checks before three failures, the guards allow them into the basement for evening classes. PCs that have bakers' uniforms have advantage and earn one automatic success for this skill challenge. However, mark 1 complication point as other bakers soon realize that their uniforms have gone missing. The PCs enter the Basement Map at the right starred location of Room 1.

Should the PCs fail to convince the guards that they are students, a professor comes along and vouches for them. Nevertheless, mark 3 complication points which reflect the guards' increased suspicions.

ASSASSINATION

While infiltrating the Hall, the PCs may be able to emerge from the shadows and attack a single baker. Instead of bogging down the heist with initiative and combat, the PC can choose to silently kill or incapacitate the unnamed gang member. For each assassination, mark 2 complication points that represent the alarm caused by finding a dead or unconscious body in the Hall. If that PC has the Sneak Attack ability, mark down 1 complication point instead.

Once in the basement, the PCs can choose to assassinate any escorts and explore the basement. They can also choose to assassinate other unnamed NPCs that they encounter.

EXHAUST VENT

As noted by Gruntheron, the main oven in the basement of the Hall is undergoing repairs. If they can get up to the roof, the PCs can rappel down the exhaust vent and onto the oven racks. Each PC must make two DC 13 Strength (Athletics) or Dexterity (Acrobatics) checks while descending down the vent. Mark 1 complication point for each failed check, as the PCs make an awful racket going down the vent.

Pushing open the oven, they enter the Hall basement in Section IV at the starred location in Room 19a.

IV. DELVING THE BASEMENT

The basement of Master Bakers' Hall (**Map A**) is well lit by *everburning torches*. While the basement is built from gray hewn stone, some floors are covered with wooden planks. Everything is coated in a fine floury mist.

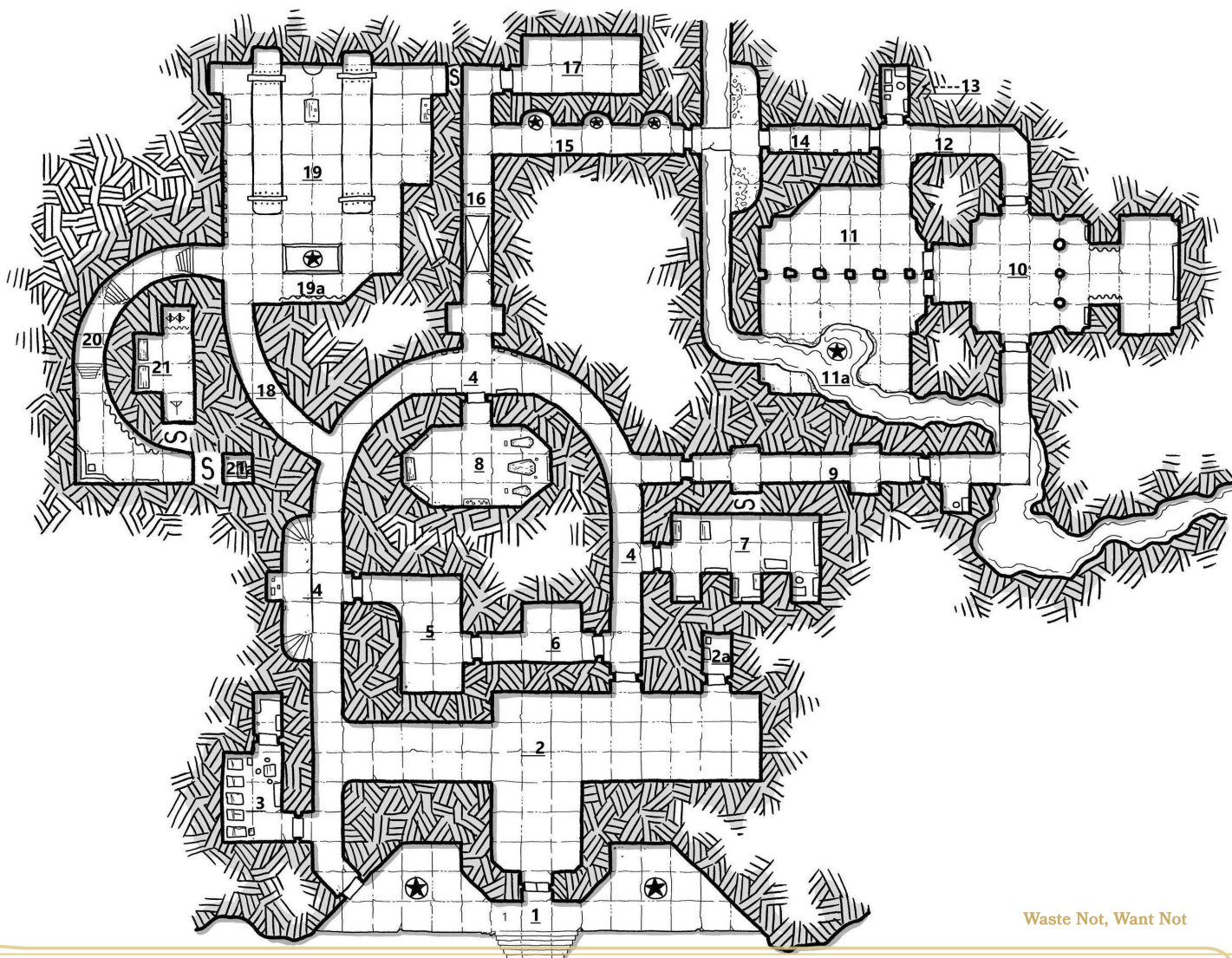
At any time of day, bakers occupy the basement of the Hall. As dungeon master (DM), you should decide how and when bakers might pop up and be troublesome. The PCs will find it easier to traverse the Hall if disguised as bakers, and they generally will encounter fewer bakers around shift changes and in the evening.

While Flaps knows that his nephew is trapped in the basement of the Hall, he doesn't know the room where Putty is being held. The PCs can travel from room to room in hopes of finding Putty before he confesses to a crime he didn't commit.

While the Bakers' Guild is not outwardly known to be violent, it employs vicious guards to protect its assets. In the event the PCs fail to assassinate a baker and roll initiative, the heist immediately goes sideways (see Section V).

1. FOYER

Steep stairs from the main level lead into the basement of the Hall. If they reach this room in Section VI (Escape), the PCs can escape through the main entrance.



2. LOCKER ROOM AND TASK ORDERS

Here, each shift of bakers changes into their guild-approved uniforms for baking. Dirty linens and uniforms are stuffed into large bins on the far-right wall. Large benches and shallow cubbies provide a place for the bakers to change their clothes and store personal possessions. An immense blackboard is located on the left-hand wall, listing the names of shops and task orders for the day.

A PC can spend 1 minute ransacking the cubbies to find 20 gp worth of assorted coins and jewelry. Mark 2 complication points if any personal property is stolen.

2A. FOREMAN'S OFFICE

Each shift foreman uses this office. Five nicely-carved wooden chairs are arranged around an oaken desk that sits in the middle of the room,

3. PANTRY

The bakers store many of their supplies in this room. Two small carts rest along the northern wall covered with a stack of pressed linens.

4. MAIN HALLWAY

This long hallway and the adjoining chambers are main avenues for people to walk through the basement. Mark 1 complication point if the PCs aren't accompanied by a member of the Baker's Guild during the busy time of the day.

5. CLASSROOM: ESSENTIALS

Small desks are carefully ordered in this room, with quills, inkwells and other utensils thoughtfully located around the room. Different techniques for baking are detailed on three large slate chalkboards. An instructor's notes are neatly stacked on a lectern at the front of the room.

6. CLASSROOM: MASTER

Seven comfortable leather-backed chairs surround a small cedar table near the door. At the south end of the room, a single oven sits dormant. Decorating equipment sits on the three workstations, clearly for intended for master classes.

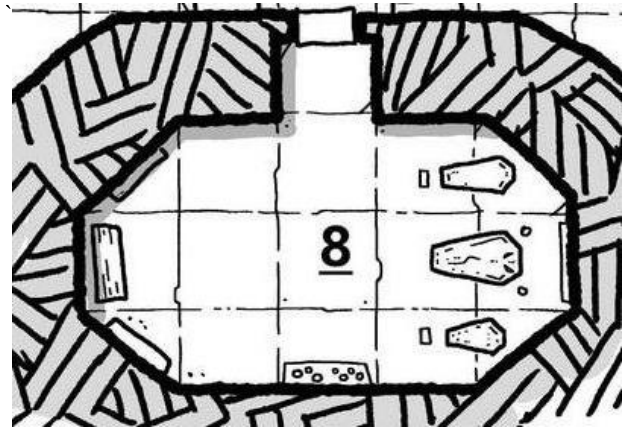
7. RECORDS ROOM

Large bookcases and cabinets line this room. The guild's written records dating back a century rest on their shelves.

DOORWAYS ON THE MAP

The PCs encounter three types of doors in the Hall basement. Some doors are unlocked and require no special manipulation, while other doors are locked and require a DC 15 Dexterity (Thieves' Tools) check to unlock. If the PCs don't re-lock doors behind them, mark 1 complication point. (Use your discretion in determining whether doors are locked or unlocked.)

Other doors are secret and are marked with an "S" on Map A. PCs must succeed on a DC 15 Wisdom (Perception) check to locate secret doors. Elves have advantage on checks to locate secret doors.



8. PRIVATE MEETING ROOM

This large private meeting room holds a sinister secret — this is where the bakers bury the competition when negotiations go poorly.

A desk made of rich mahogany occupies the western part of the room. A venerable portrait of the present guild master T. Darius Baker the Second hangs behind the desk, while a small trophy of a baker rests on top of a stack of papers. Two chairs sit in front of the mahogany desk.

When the small trophy is lifted, it opens a trap door over a 20 ft. pit filled with broken chairs and desiccated remains of humanoids. Any creature that falls into the pit must make a DC 15 Dexterity saving throw. A target takes 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

The PCs can notice this trap with a DC 15 Wisdom (Perception) check, and its trigger can be disabled with a DC 10 Dexterity (Thieves' Tools) check.

9. MAIN ACCESS HALLWAY

The main hallway is mirrored on both sides with long floor-length mirrors inlaid into small alcoves in the wall. Visibility is high here. Unless they are escorted by a guild member, mark 1 complication point for each PC who fails a DC 15 Dexterity (Stealth) check.

10. MAIN ELEVATOR

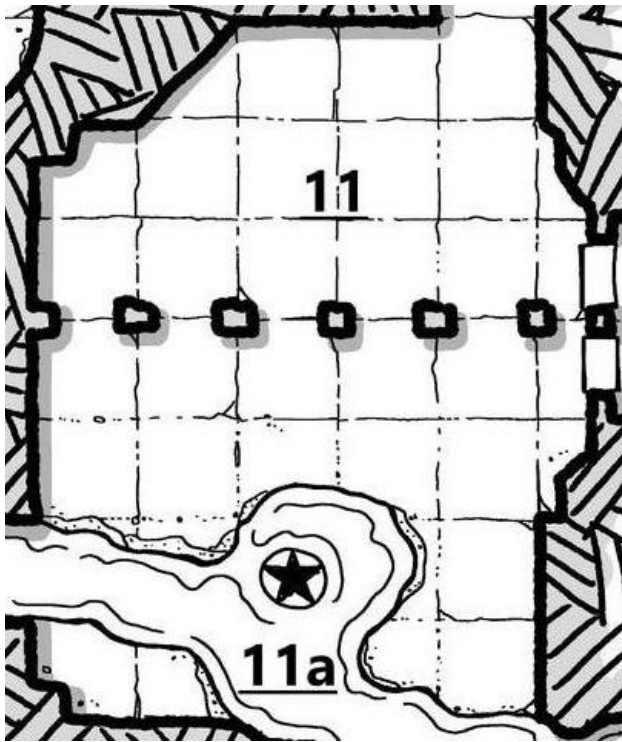
This room houses the elevator system used to bring baked goods upstairs and large barrels of baking supplies downstairs. Using this elevator is simple, but noisy. If the PCs fail at a DC 13 Intelligence (Investigation) check to notice and apply nearby lubrication, mark 1 Complication Point.

If they reach this room in Section VI (Escape), the PCs can escape through the service door.

11. MASS DOUGH PRODUCTION

In the northern half of the room, large barrels house various types of flour. Yeast, sourdough starters, salt, and large kettles are here to mix mass amounts of dough with long paddles like an oar.

The bakers installed several sinks in the southern portion of this room. Here, customers with "past due accounts" work off their debt by cleaning dirty dishes and utensils.



11A. MAIN DRAIN TO SEWERS

A large drainage pipe below the main sink in room 11 leads directly to the sewers. If they reach this room in Section VI (Escape), the PCs can escape into the sewers.

12. FLOUR COVERED HALLWAY

This hallway is covered in bread flour left by messy cooks. Unless each PC succeeds at a DC 10 Dexterity (Stealth) check, mark 1 complication point as the PCs leaves floury prints on the floor in other rooms.

13. WASHROOM

Bakers use this room to relieve themselves. If the PCs don't wash their hands after using the washroom, mark 1 complication point.

14. HALLWAY

Guards hang their coats along the southern wall of this otherwise-nondescript hallway.

15. CONTROL STATUES

A steam and pressure release system is hidden in the mouths of three griffon statues along the northern wall of this hallway. The heads are levers that control the amount of steam released by the trap in Room 16. The PCs can discern the purpose of these traps with a DC 13 Intelligence (Investigation) check.

The heads have been set to a default position by the day crew. If inspected by the PCs, a successful DC 14 Intelligence (Investigation) or Dexterity (Thieves Tools) check will allow the trap to only deal 5 (2d4) fire damage when the trap is triggered.

16. TRAPPED HALLWAY

The big X on Map A marks a series of pressure plates that release the pent-up steam used to heat the water used in Room 11. The statues in Room 15 can control the flow.

While workers are washing dishes, the steam is released to heat the water. While in use, T. Darius Baker III uses this as a trap against thieves. Anyone who steps on these panels must make a DC 13 Dexterity saving throw as hot steam sprays over their bodies. A target suffers 10 (4d4) fire damage on a failed save, or half as much on a successful save.

17. MAIN PROOFING ROOM

This red brick room is slightly warmer than other rooms in the basement. A prisoner is housed here — the sweat-soaked and exhausted Belle (CG female tiefling **scout**). After a baker caught her stealing bread for her starving family, T. Darius Baker III has brought her to the Hall where he intends to make an example of her.

If freed, Belle takes the first opportunity to sneak out of the Hall. Mark 1 complication point.

18. DESCENDING STAIRCASE

This staircase slopes downward to Room 19.

19. MAIN BAKERY

The main bakery is a large room lined on its edge with worktables, baking and decorating stations. Two long brick ovens line the middle of the room.

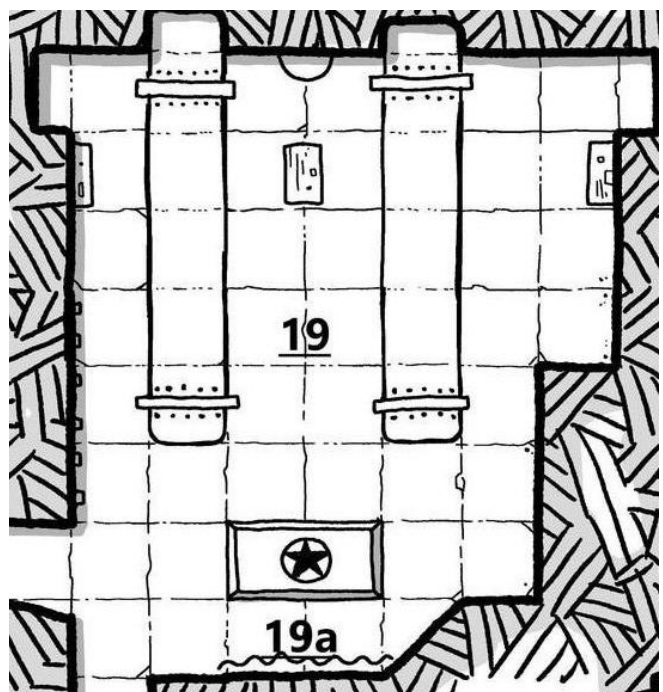
19A. BAKERY FIREPLACE

The bakery fireplace is currently inoperable. It lies cold, but there is fuel on the fire in case it needs to be used at a moment's notice.

20. DESCENDING HALLWAY

This stairwell descends down into what appears to be a dead end. If they succeed on a DC 15 Wisdom (Perception) check, the PCs notice the secret doors to sections 21 and 21a.

If the PCs can't locate the secret doors, Putty cries out in mental anguish. Mark 3 complication points.



21. QUALITY INGREDIENT STORAGE

This small room is full of tightly sealed containers labeled with the names of rare ingredients. **Putty** is locked up here; his mobility is limited as he's tied to a tether away from the door.

21A. UNIQUE INGREDIENT STORAGE

This room is sealed and locked. It contains small chests and sealed containers with many tiny jars containing the most unique and rare of ingredients. 3 small bottles of residuum and 75 gp worth of gems can be taken from here. Mark 1 complication point if the PCs steal from this room. (This point can only be spent in the conclusion of the adventure.)

PERSUADING PUTTY

"No guilt is forgotten so long as the conscience still knows of it."

Having located the innocent plumber, the PCs can finally speak to Putty. He wholeheartedly believes his false memory and after much interrogation, he is ready to admit his crime to the City Watch. While grateful that they came to save him, Putty doesn't wish to leave the Hall with the PCs.

The PCs can convince Putty to leave the guildhall basement by causing him to doubt his memory. They can address logical flaws with the false memory and break its hold, or they can use their knowledge of magic to convince him that he's been tricked. After three successful DC 13 ability checks, the hold over Putty is broken and he follows the PCs out of the basement.

In the alternative, the PCs can also knock out Putty and carry him along their escape route. If so, mark 5 complication points as his limp body slows down their escape.

V. 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.

Time to Take Your Medicine The **warlock** who implanted the false memory has returned to repeat the ritual. He encounters the PCs while they escape with the nephew (1 point).

Look Ooze Coming Around the Corner A **sourdough ooze** has picked up on the PCs' trail, positioning itself between them and the exit (2 points).

Resetting the Pressure A worker reset the steam pressure trap in Area 16. Each PC on the plate must make DC 13 Dexterity saving throw. A PC takes 10 (4d4) fire damage on a failed save, or half as much damage on a successful one (2 points).

Clamoring Distraction The Baker's Guild is clearly alerted to the PCs' shenanigans and are terribly noisy about finding the responsible culprits. This is very distracting to the PCs. Impose disadvantage on one Wisdom, Intelligence or Charisma ability check that the PCs make during their escape (1 point per player).

Brute Squad: The PCs are confronted by two armed **thugs** (1 point). T. Darius Baker III is in command (3 points).

Hungry Drifter A hungry urchin spied the PCs scoping out the service entrance earlier. In exchange for dinner, he lets the Bakers know that they have burglars (2 points).

This Path's Stale! The PCs see a baker pull a hatch, flooding the hallway with stale and moldy bread. This section of the hallway is now impassable terrain (3 points; usable once).

Note: you should not use this to trap the PCs — they should always have a way around this complication.

Wicks Dipped into Guild Ink Two bakers stagger out of a closet, hastily buttoning their uniforms and brushing at their hair. They raise an alarm at your presence (1 point).

Spilled Sack of Flour A baker spills a sack of flour, exploding everywhere. The PCs must make DC 13 Constitution saving throws or be poisoned for 1 minute (1 point). For each additional point spent, increase the DC by 1 (maximum 3 points).

I Know You! One of the NPCs from the Asp's Strike has come to the Hall to do business. Oblivious to the ongoing heist, the NPC identifies the PCs as adventurers, not bakers (1 point).

VI. ESCAPE!

The PCs can escape in one of four ways: (1) out the sewer, (2) through the chimney door or (3) through the main entrance or (4) through the service door.

Out the Sewer: If the PCs reach room 11a, they can reach a boat waiting in the sewers below the large drain. It looks like they will make a clean getaway until 5 angry bakers begin pursuit in a boat of their own. Use the Chase rules in Chapter 6 of the *Dungeon Master's Guide* (p. 252-255) to determine whether the PCs escape.

Through the Chimney: If the PCs descended down the chimney in Room 19a, they can escape by ascending the rope back up the chimney. While they're climbing, bakers begin stoking the oven below them to prevent their escape. Each PC must make a two DC 13 Strength (Athletics) checks to scale the chimney.

Meanwhile, the bakers have begun to stoke the fuel in oven in hopes of smoking out the intruders. If any PC does not make it out of the chimney within five attempts, that PC is frightened of fire for the next month.

Through the Service Door: If the PCs get to Room 11, they can try to exit the Hall basement via the service elevator.

However, they must pose as bakers or common laborers for long enough for the bakers to let you leave before the City Watch can interview you. If the PCs succeed on three DC 13 ability checks before three failures, they escape without additional consequences.

The PCs can inventively use skill and tool proficiencies to blend in with the bakers, making small talk until they are released from the elevator. They might use Nature to discuss nuanced flavors of certain fruits, or they may use Religion to discuss Illmater's favorite flavor scone (*answer: habanero, because life is pain*). The PCs are only limited by their imagination about what might be relevant.

Through the Main Entrance: If the PCs get to Room 1, they can try make their way to the main entrance by the Street of the Sword. Guards flood towards the basement as bakers raise the alarm. The PCs must fight their way out the front door.

The following group of foes cover the exits to the Hall: 3 **guards**, 2 **apprentice wizards** and 1 **scout**. For each additional PC after the fourth, add 1 guard and 1 scout.

CHEESE IT!

If the PCs would fail in their escape attempts, they can instead sacrifice a combined 100 gp of equipment to escape. This might represent the PCs tossing aside dead weight as they paddle down the sewers, pelting pursuers with blunt objects or even bribing unscrupulous guards.

VI. CONCLUSION

The escaping PCs are able to return Putty to his uncle unharmed. A horse and carriage take him outside Waterdeep where he can lay low until the wrath of T. Darius Baker III is abated.

Over the next five days, a crew of seven grateful plumbers make good on Flaps' word to unplug the sewage system by engaging in their thankless profession. Perhaps more importantly, the North Ward magisters have seemingly forgotten the fines imposed upon Trollskull Manor.

If the PCs offer to pay the plumbers for their work, they refuse their kind offer. (They will accept food and drink during their meal breaks, however). Flaps offers to refer other guild members to Trollskull Manor should they have similar problems.

If Belle escaped from Room 17 of the Hall, she later comes to Trollskull Manor on a busy afternoon where the PCs struggle to serve their growing clientele. In gratitude, she serves drinks and waits tables through the evening. At the end of the night, she and PCs can discuss bringing her on in a more permanent role.

XP AND TREASURE

If they successfully break Putty out of the Hall, 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 20 gp in coins, 75 gp in gems and three *vials of residuum*.

VIAL OF RESIDUUM

Wondrous item, uncommon

This small vial of dust looks like sparkling sand. Each vial of residuum contains 10 pinches.

When a pinch is used, the dust functions like a *detect magic* spell had been cast. If 3 pinches are used, the dust acts as an *identify* spell.

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. A list of suggested complications follows; as always, the DM is encouraged to think creatively.

- **Guild Friend:** You suspect that Flaps and Putty have 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 a tight spot. As the Harpers sponsor those who do good, you can call in a small favor at any time. (1 point)
- **Devilish Eyes:** While they don't know it, the warlock was in league with the Cassalanters' doppelganger butler, Willfort Crowelle. For fouling up his plans, agents of the Cassalanters follow the PCs around whenever they are in the Sea Ward (1 point). Urchins pick the pockets at the least opportune moment (3 points). The PCs' next violation of the Code Legal is reported to the City Watch with surprising accuracy (5 points).
- **It Rises Again!** Bits of sourdough stuck to your clothes. It takes several days, but the dough proofs, and rises again at an unfortunate later date. A number of **gooey rolls** can return in a later encounter once they've had time to expand (1 point per ooze).
- **A Loaf To Pick** Your escapade has angered the Bakers' Guild greatly. In his great and furious rage, T. Darius Baker III has blacklisted you from any Bakers' Guild operations. Food service guilds are reluctant to work with you for fear of drawing the Baker's ire (2 points).

APPENDIX A: THE ROGUE'S GALLERY

APPRENTICE WIZARD

Armor Class 10
Hit Points 9(2d8)
Speed 30ft.

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

Skills Arcana +4, History +4
Senses passive Perception 10
Languages Common
Challenge 1/4 (50 XP)

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mending, prestidigitation*
1st level (2 slots) *burning hands, disguise self, shield*

Actions

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

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

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

Bonus Action

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.

DURNAN

Medium humanoid (human), neutral

Refer to page 203 of *Waterdeep: Dragon Heist* for Durnan's statblock.

GOOEY ROLL

small ooze, unaligned

Armor Class 8

Hit Points 19 (3d6+9)

Speed 10ft., climb 10ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Skills Stealth +2

Damage Resistances acid, cold, fire

Condition Immunities blinded, charmed, deafened, exhausted, frightened, prone

Senses blindsense 60ft. (blind beyond this point), passive Perception 8

Languages None

Challenge 1/4 (50 XP)

Amorphous. The roll can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the roll remains motionless, it is indistinguishable from glazed sweet rolls.

Actions

Icing Bop. Melee Weapon Attack: +3 to hit, reach 5 ft., one target Hit 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid 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 or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target Hit 4 (1d6 + piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

MASTER BAKER

medium humanoid (human), neutral

Armor Class 15 (chain lined apron)

Hit Points 44(8d8 + 8)

Speed 30ft

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

Saving Throws Dex +4, Int +4

Skills Acrobatics +4, Perception +4, Baking +6

Senses passive Perception 14

Languages Common

Challenge 2 (450 XP)

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

Cantrips (at will): *friends, prestidigitation, vicious mockery*

1st level (4 slots) *charm person, healing word, heroism, hideous laughter, sleep*

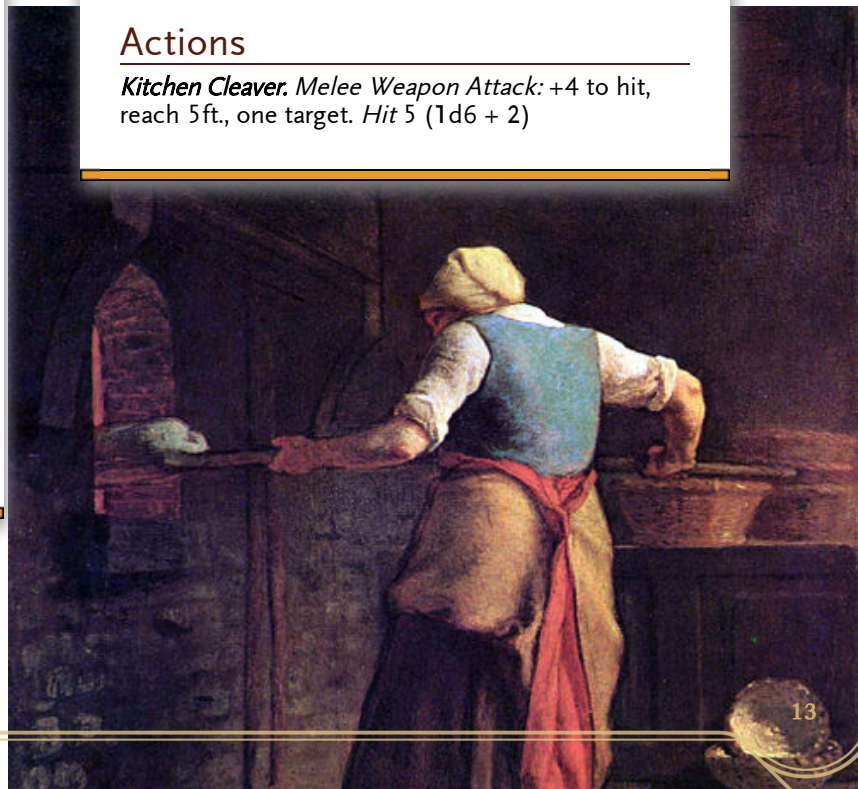
2nd level (3 slots): *enthrall, hold person*

Time For Tea and Scones. The baker can serve wonderful food while taking a short rest. Any ally who eats the food regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The baker can confer this benefit on itself as well.

Bribe With Sweets (2/Day). The baker can use a bonus action on its turn to target one creature within 30 feet of it. If the target can see the baker and his treats, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the baker's next turn.

Actions

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



SCOUT

medium humanoid, lawful neutral

Armor Class 13 (studded leather)
Hit Points 16 (3d8+3)
Speed 30ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages Common

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks

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

Longbow. Ranged Weapon Attack: +4 to hit, ranged 150ft./600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

SOURDOUGH OOZE

large ooze, unaligned

Armor Class 8
Hit Points 45 (6d10 + 12)
Speed 10ft, climb 10ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (2)	14 (+2)	2 (5)	6 (2)	1 (5)

Damage Resistances acid

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft (blind beyond this radius), passive Perception 8

Languages

Challenge 2 (450 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

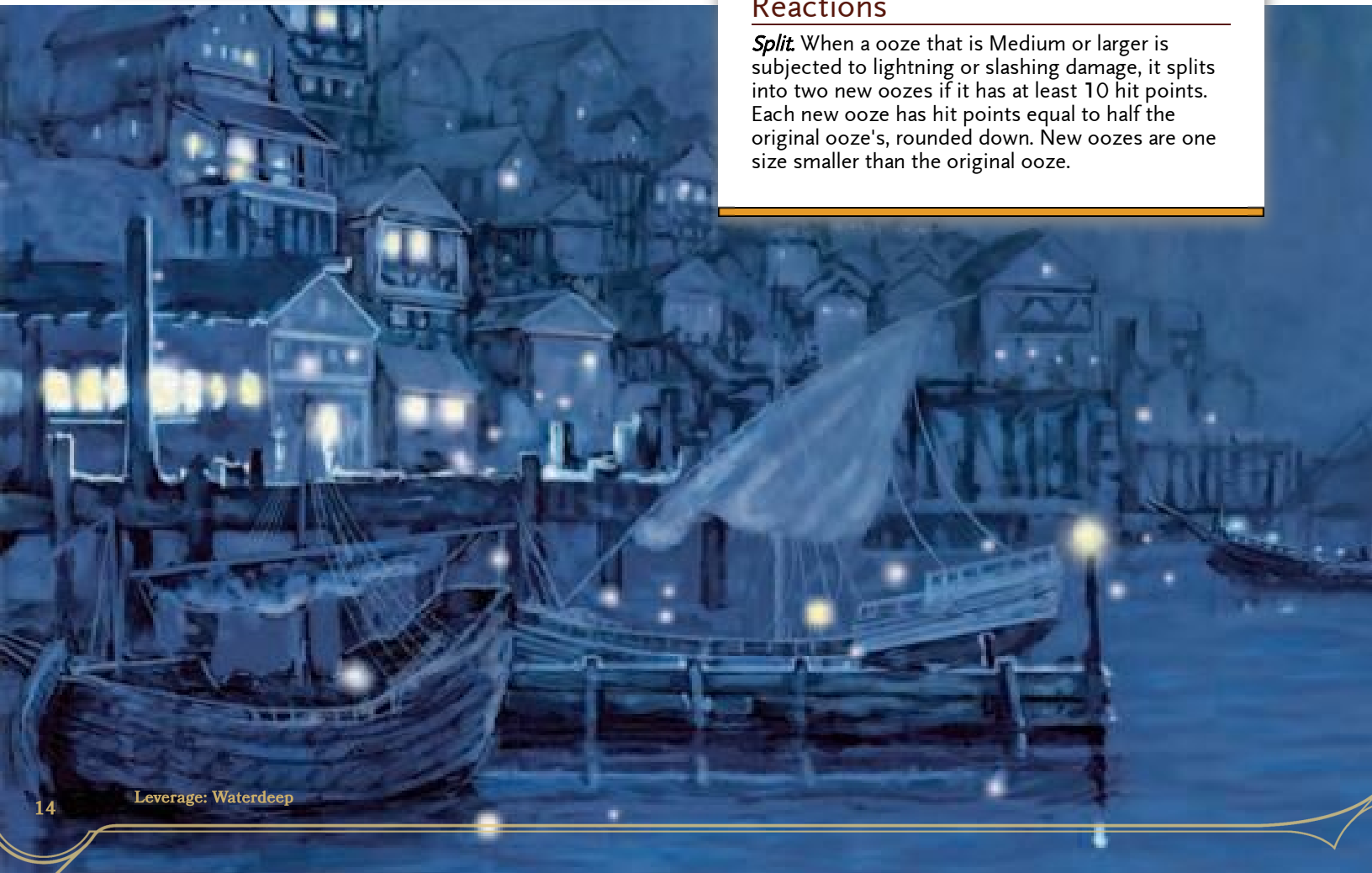
Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check

Actions

Pseudopod. *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage

Reactions

Split. When a ooze that is Medium or larger is subjected to lightning or slashing damage, it splits into two new oozes if it has at least 10 hit points. Each new ooze has hit points equal to half the original ooze's, rounded down. New oozes are one size smaller than the original ooze.



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

Life Drain. *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.

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

URCHIN

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	12 (+1)

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

Fast Hands. The urchin can use an object as a bonus action.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target Hit 4 (1d4 + 2) piercing damage.

VOLOTHAMP GEDDARM

Medium humanoid (human), chaotic good

Refer to page 218 of *Waterdeep: Dragon Heist* for Durnan's statblock

WARLOCK

medium humanoid (human), neutral evil

Armor Class 14 (studded leather)

Hit Points 30(6d8 + 12)

Speed 30ft

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

Skills Arcana +3, Deception +4

Senses passive Perception 11

Languages None

Challenge 2 (450 XP)

Spellcasting. The warlock is a 4th level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips: *eldritch blast, friends, prestidigitation*

1st-2nd level (2 2nd-level slots) *charm person, hellish rebuke, misty step, suggestion*

Memory Wipe. *Melee Spell Attack:* A target creature must succeed on a DC 12 Charisma saving throw or the warlock can replace the last 24 hours worth of memories with ones the warlock implants

Actions

Dagger. *Melee or Ranged Weapon Attack* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage

MAP A: BASEMENT MASTER BAKER'S HALL

