



LIFE IN WATERDEEP
Waterdeep: Dragon Heist™
DOWNTIME ACTIVITIES



For Use at Fai Chen's Fantastical Faire

TABLE OF CONTENTS

FIREBALL CLEANUP COMMITTEE.....	3	GAMBLING	22
FIELD MEDIC CLASS	4	CAROUSING	23
FRAMING AN ENEMY.....	5	TAVERN KEEPING: BREWING	24
TRAINING AN ANIMAL.....	6	TAVERN KEEPING: DECORATING THE TAVERN.....	25
WATERDEEP WALKING TOUR.....	7	TAVERN KEEPING: HIRING STAFF.....	26
WEDDING	8	DIVINATION	27
FUNERAL/MEMORIAL SERVICE	9	COUNTERFEIT ARTIFACT CREATION.....	28
CRAFT FAIR & FARMERS' MARKET	10	CITIZEN'S WATCH	29
MEDITATION RETREAT	11	COURT TRICKS	30
COOKING LESSONS	12	CURING A DISEASE	31
COOKING COMPETITION	13	PRISON SENTENCE	32
CREATING A GUILD	14	SECURING PATRONAGE.....	33
SHMOOZING WITH NOBLES: HOUSE AMCANTHRA. 15		WARD COMPETITION: BOAT RACES	34
SCHMOOZING WITH NOBLES: HOUSE ROSZNAR	16	WARD COMPETITION: BATTLE OF THE WITS.....	35
WORK.....	17	WARD COMPETITION: AGRICULTURE.....	36
TRAINING	18	WARD COMPETITION: MUSICAL PERFORMANCE ...	37
SCRIBING A SPELL SCROLL	19	WARD COMPETITION: COMBAT TOURNAMENT	38
RESEARCH.....	20	PIT FIGHTING	39
CRIME.....	21		

CREDITS

Lead Designer: Ashley Warren

Editing: Bill Benham, Chris Lindsay, Claire Hoffman, Lysa Chen, Travis Woodall

D&D Adventurers League Guildmaster: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Ari Levitch, Chris Lindsay, Mike Mearls

D&D Adventurers League Administrators: Alan Patrick, Amy Lynn Dzura, Claire Hoffman, Greg Marks, Lysa Chen, Travis Woodall

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK

FIREBALL CLEANUP COMMITTEE

In the aftermath of the fireball explosion, Trollskull Alley lies in rubble. Characters can offer their help to repair the destruction and participate in a post-fireball cleanup effort.

If characters want to repair and claim the destroyed Trollskull Alley tavern, this downtime activity can be used in conjunction with that effort.

RESOURCES

The cleanup effort takes four days. The City Watch does not allow anyone near the scene of the explosion, but they have agreed to let the Carpenters', Roofers', and Plaisterers' Guild into the area to help repair the damaged buildings only. Those involved in the cleanup are not permitted to touch the charred corpses that still litter the scene.

To participate, characters need to earn the approval of the Carpenters', Roofers', and Plaisterers' Guild.

RESOLUTION

Each day, characters choose what part of cleanup they would like to assist.

Characters describe how they are assisting and roll 1d100 to determine if there is a complication (see below).

Determine an appropriate ability check for their assistance. Succeeding a DC of 13 or higher earns a point of renown. Succeeding a DC of 18 or higher also reduces the process by half a day (adding .5 downtime days back to that character's pool).

Characters can assist by offering their magical skills — such as using mage hand to remove precarious bricks — or simply with their physical abilities.

COMPLICATIONS

Despite its status as a crime scene, Trollskull Alley still gets its fair share of traffic, and the area can be quite chaotic. Characters may encounter obstacles trying to complete the project on time. Every day, there is a 10 percent chance of a complication.

D6	COMPLICATION
1	A City Watch guard has not been informed of the cleanup effort and refuses to let you through.
2	Your borrowed toolkit suddenly goes missing, and you now owe the Guild 8 gp to replace it OR commit to doing another two days of work.
3	You get in the way of the Cellarers' and Plumbers' Guild also helping with the cleanup, incurring their annoyance. You must roll your ability check with disadvantage.
4	A loose brick falls on your toe, putting you out of work for the day.
5	You catch another volunteer curiously inspecting the charred corpses still under investigation. You can either report this to the City Watch or aid the volunteer in the investigation. If you aid them, you uncover 5 gp in their pocket.
6	A resident in the neighborhood complains about the construction noise. To work more quietly, you have disadvantage on ability rolls.

FIELD MEDIC CLASS

Healing is not just a matter of magic. Although Waterdavians enjoy the luxury of readily-available medical services, many are former adventurers who know that adventuring involves a plethora of dangers.

This activity allows characters to learn field medicine skills that can be used to treat minor wounds, identify poisonous substances, and concoct a basic healing potion by participating in a week-long training program.

RESOURCES

The program is hosted by the Guild of Apothecaries and Physicians and costs 1 gp to join. The program lasts for seven days, and participants are expected to spend five hours every day at the workshop. It's hosted at the Hospice of St. Laupsenn in the North Ward. The schedule is as follows:

- Day 1: Components of a Medicine Kit
- Day 2: Applying Splints and Stitches
- Day 3: Identifying Medicinal Plants
- Day 4: Identifying Poisonous Plants
- Day 5: Potion Making 101
- Day 6: Preparing Potion Ingredients
- Day 7: Practical Exam

RESOLUTION

The characters have to pass a test at the end of the week to earn a basic certificate. This is a practical exam in which they must successfully treat an injury, identify the difference between an edible and poisonous mushroom, and successfully brew an effective health potion. They are observed during these tasks by the instructors, and each task requires a specific skill check that made with advantage. The DCs are dependent to the tier of the character:

- A Dexterity (Sleight of Hand) check to successfully apply a splint to a volunteer's wrist;
- An Intelligence (Nature) check to successfully identify an edible from a poisonous mushroom;
- A Wisdom (Medicine) check to successfully brew a health potion.
- Succeeding on two out of three of these tests earns characters +1 to Medicine and the Potion of Healing that they have created.

COMPLICATIONS

There is a lot of information presented in a short amount of time and turning theory into practice can present a challenge. Characters encounter one of the following complications. A character should be given a chance to deal with a complication before the consequences occur:

D4	COMPLICATION
1	While attempting to apply a splint to a volunteer's wrist, you accidentally twist their wrist painfully in the process. You must redo the Day 2 workshop, adding one additional day to your training, and can try again.
2	You experience an allergic reaction to an ingredient used in the potion-making process. However, you are now able to recognize this ingredient easily and can prevent becoming allergic again. Still, you must find an alternative substance to use with the same effect, adding one day to your training.
3	One of the instructors teaches in a language you don't understand. If you're not able to translate via magic or feats, you have to find an alternate source for the information, adding one day to your training.
4	When testing the formula of your health potion, you realize that you have omitted a key ingredient, and must start the process over, adding a half day to your training.

FRAMING AN ENEMY

Crime has severe consequences in Waterdeep, and characters holding a grudge can use leverage this to frame an enemy or a rival for a crime.

RESOURCES

It takes one day to develop a strategy for the frame, and three days to execute the plan. Characters should familiarize themselves with *The Code Legal*, pg. 222, to review the consequences for crime and to receive additional ideas.

A successful framing operation works best with collaborators. Characters can outsource the framing by hiring an NPC or approaching a relevant Guild to assist in creating items or establishing connections between important people.

RESOLUTION

The character determines the nature of the frame, then makes the relevant checks to determine success (see examples below):

CRIME	CHECK
Forging a document	Dexterity or Intelligence (Sleight of Hand)
Planting false evidence	Dexterity (Stealth)
Spreading a rumor	Charisma (Persuasion)
Hire someone else to do the dirty work*	Charisma (Persuasion) plus payment

*Increase the skill check if the character seeks to recruit a high-level or well-connected character, such as a member of the Zhentarim or anyone in relation to one of the primary villains.

The nature of the crime yields different results, as outlined below:

CRIME	RESULT
Petty Crime (pickpocketing, shoplifting)	Arrest, a week served in Amendsfarm, and repayment to victim(s).
Forgery (depends on the intended outcome)	Arrest, investigation, brief time served in Amendsfarm.
Treason	Arrest, investigation, exile.
Arson	Arrest, investigation, brief time served in Amendsfarm
Kidnapping	Arrest, investigation, damages, imprisonment in Castle Waterdeep dungeons.
Murder	Arrest, investigation, if found guilty, death.

COMPLICATIONS

There is much that can go wrong in this endeavor — such as getting caught planning the frame or even implicating oneself in the crime. Characters encounter one of the following complications:

D4	COMPLICATION
1	The person you frame bribes the investigators and avoids arrest.
2	You are caught by the City Watch trying to plant evidence and must spend a week serving on Amend's Farm
3	Someone you trusted to help disappears before the frame is complete, and you are unable to finish the frame job by yourself.
4	The person you hired double-crosses you. The person you attempted to frame sends mercenaries to rough you up.

TRAINING AN ANIMAL

Characters sometimes earn themselves an animal companion while adventuring. They can equip their new pet with tricks or skills to aid in travel or even combat. Note: this animal training activity only applies to non-magical familiars and creatures classified as medium or smaller.

RESOURCES

Training an animal to have a new skill takes three days. Characters should select one training activity as outlined in the table below. These activities are overseen by the Stablemasters' and Farriers' Guild and can be completed in any stable in Waterdeep.

RESOLUTION

To train an animal, characters must select the activity that corresponds with the ability they want their pet to learn.

AGILITY CIRCUIT

Animal makes a Dexterity check once per day, with advantage on the third day. A 12 or higher passes.

The animal gets +1 to Dexterity after completing the training. Also learns freedom of movement which allows them to disengage during combat.

TRAP DETECTION

Animal makes an Investigation check once per day, with advantage on the third day. A 12 or higher passes. Animal receives advantage on rolls to detect traps. They also learn danger sense, which awards them advantage on Dexterity rolls.

SCOUTING

Animal makes a Dexterity (Stealth) check once per day, with advantage on the third day. A 12 or higher passes. The animal gets +1 to Stealth after completing the activity.

RETRIEVING ITEMS

Animal makes a Dexterity check once per day, with advantage on the third day. A 12 or higher passes.

The animal gets +1 to Strength after completing the activity.

IDENTIFYING FORAGEABLE FOODS

Animal makes a Nature check once per day, with advantage on the third day. A 12 or higher passes.

The animal gets +1 to Nature after completing the activity.

After successfully completing the animal training program by passing two out of three ability checks, characters receive +1 to Animal Handling. The animal receives the result that corresponds to the completed training activity.

COMPLICATIONS

Training a wild animal, no matter how friendly, comes with its fair share of challenges. Consult the table below for a random complication a character experiences during the animal training program.

D4	COMPLICATION
1	Your animal companion is easily distracted by other people and creatures and does not always stay focused during training. This adds an additional day to your training.
2	Your animal companion does not like the treats you offer it. You spend one additional day trying to find another treat that they enjoy.
3	Your animal companion like the treats you offer it too much and gets into the whole bag. You need to spend 1 gp to replace it.
4	Your animal companion is an exotic creature not seen much in Waterdeep, and someone tries to steal it from you.

WATERDEEP WALKING TOUR

New visitors to Waterdeep may appreciate the chance to get to know the city. A Walking Tour is a great way to spend part of a day and appreciate the sights, sounds, and smells Waterdeep has to offer. In addition, this presents players with the opportunity to learn more about Waterdeep's history and lore.

RESOURCES

The tour lasts for one day. Characters can select their starting point in any of the wards:

- North Ward
- Southern Ward
- Castle Ward
- Sea Ward
- Dock Ward
- Trades Ward

The tour itself is free, but characters are expected to leave a tip at the conclusion of the tour. The amount of the tip depends on the starting location; tour guides in richer wards expect higher tips than those from middle- or lower-class wards.

- Dock Ward: 1 gp
- Trades Ward: 2 gp
- Northern Ward: 3 gp
- Castle Ward: 4 gp
- Sea Ward: 5 gp

RESOLUTION

The tour shows characters the major sights and areas of Waterdeep. Consult Volo's Waterdeep Enchiridion, to share interesting trivia with the players.

Upon completion of the tour, characters have basic knowledge of the city's layout. This provides them with advantage on any checks that pertain to navigation while in the city. They also obtain knowledge on the best places to conduct business or espionage.

COMPLICATION

The Walking Tour is a relatively low-risk activity for adventurers, but depending on what political turmoil brews in Waterdeep, characters have a 10 percent chance of encountering one of the following complications:

D4	COMPLICATION
1	A crime scene prevents the tour guide from showing you an historical landmark that you were eager to see. You do not gain familiarity with this area.
2	While in a shady neighborhood, someone attempts to pickpocket you. A Wisdom (Perception) check determines if you spot them in time. If you don't notice them, you later discover that you are missing 5 gp.
3	A "traditional culinary experience" turns out to be just a tourist trap without actual historical relevance. You lose 5 gp paying for that experience.
4	Despite claiming earlier that you wouldn't be asked for tips, your tour guide plies you for substantial tips at the end of the tour. Consult the list under Resources to determine the appropriate amount.

WEDDING

Characters may use downtime to get married OR to facilitate a wedding for a friend/family member. This is an engaging downtime activity that requires characters to use the city itself as a resource to accomplish the task.

This is a downtime activity that focuses more on roleplay than rewards (although characters can receive a reward, as listed under Resolution).

RESOURCES

It takes seven days to plan a wedding, and the wedding itself takes one day.

RESOLUTION

There are six steps they must complete:

- **Finding an officiant.** Any high-level priest at a temple is suitable, but the character must convince or offer payment to the priest. The cost of hiring a priest starts at 10 gp, minus the total of a Charisma (Persuasion) check. (If the check total is negative, that value is added to the 10 gp base cost.)
- **Booking a location for the ceremony** (can be a temple or a public space).
- **Purchasing ceremonial garb.** Characters can visit the Trades Ward to purchase appropriate clothing. Wedding garb costs 20 gp; other fancy clothing, for attendees, costs 10 gp.
- **Identifying people to serve as witnesses.** The wedding ceremony must be witnessed by two people, either other characters in the party or notable NPCs they know.
- **Obtaining a marriage license from the Scriveners', Scribes', and Clerks' Guild.** It costs 1 gp to purchase a license, which must be signed by the couple and the officiant.
- **Completing the ceremony.** This entails exchanging vows, being handfasted, and exchanging rings, as facilitated by the officiant.

When the characters have collected the necessary items and completed the ceremony, they are now married. Each character receives the Blessing of Understanding (MM, pg. 228).

COMPLICATION

Weddings are joyous events accompanied by stress. Characters have a 10 percent chance of encountering one of the following complications during a wedding. These complications are for roleplay purposes and do not have ramifications.

D6	COMPLICATION
1	A scorned ex-lover interrupts the ceremony.
2	The officiant fails to show up for the ceremony.
3	The rings have gone missing.
4	It snows heavily the day of the wedding, making it difficult for attendees to travel across the city.
5	The temple overbooked, and another ceremony is slated to take place at the same time as your wedding.
6	The officiant fumbles the vows and you are not sure if the ceremony is legal valid.

FUNERAL/MEMORIAL SERVICE

In the event that a character or NPC perishes during a quest or encounter, characters can organize a funeral or memorial ceremony to honor their fallen comrade.

RESOURCES

It takes seven days to plan a funeral and one day to hold the service.

RESOLUTION

There are three steps they must complete:

- **Finding an officiant.** Any high-level priest at a temple is suitable, but the character must convince or offer payment to the priest. Depending on the deceased person's reputation, a Charisma (Persuasion) check may be necessary to convince the priest. The base cost of leading the memorial is 10 gp minus the total of the Charisma (Persuasion) check.
- **Booking a location for the ceremony.** This can be a temple or a public space.
- **Facilitating the memorial.** Characters can work with the priest to plan the memorial.

When the characters have participated in the funeral, they each receive the Blessing of Health (MM, pg. 228).

COMPLICATION

Funerals are a time for grief and remembrance, but they can also open up conflict that long lay dormant while the person was alive. There is a 10 percent chance that one of the following complications occurs during the funeral or memorial service:

D4	COMPLICATION
1	An enemy of the dead person shows up to disrupt the memorial.
2	The corpse has somehow gone missing.
3	The gentle repose spell cast on the corpse fails, and the corpse has begun to rot unpleasantly.
4	A necromancer crashes the funeral and attempts to reanimate the body. Priests eventually subdue the necromancer, but the memorial is disrupted and must be re-planned for participants to receive the blessing.

CRAFT FAIR & FARMERS' MARKET

Characters can buy or sell crafted items and food products in this outdoor fair and market, held in the Trades Ward. DMs can flavor the craft fair to coincide with Waterdhavian holidays, or simply match the current season.

- **Spring.** The spring market features an abundance of flowers, honey, and small carved wooden items for sale.
- **Summer.** The summer market offers many brewed beverages, including mead, ale, and wine.
- **Fall.** The fall market features root vegetables, squash and pumpkins, and canned goods.
- **Winter.** The winter market features baked goods (cakes and cookies) and knitwear.

RESOURCES

The craft fair is a three-day event that occurs once every season.

BUYING ITEMS.

Characters can purchase handmade items and trinkets for 1 to 10 gp. DMs can consult the trinkets page on pg. 159 of the PHB for items for sale.

SELLING ITEMS.

Characters who have proficiency in crafting or artisanry can partner with a local guild to sell their items. In addition, characters must make a check relevant to their tools. The higher the check, the more they can sell their item(s) for.

CHECK RESULT	TOTAL COST
0 - 10	1d4 + 1 gp
11 - 20	1d4 + 5 gp
21+	1d4 + 10

COMPLICATIONS

Don't underestimate crafty folk; behind knitting needles and floured fingers are keen, competitive personalities. Characters have a 50 percent chance of encountering a challenge while at the craft fair and market. There are complications for both buyers and sellers.

COMPLICATIONS FOR BUYERS

D4	COMPLICATION
1	Someone accuses you of purchasing a stolen item. You must make a Charisma (Persuasion) check with advantage to convince them otherwise or agree to return it and lose the money you've paid for it.
2	An item you purchase from a mysterious vendor turns out to be cursed. Consult the Madness Table in the PHB, pg. 259, for a random effect.
3	An item you've purchased is broken or rancid.
4	You purchase an item, only to find it available for a cheaper price at another table after the fact.

COMPLICATIONS FOR SELLERS

D4	COMPLICATION
1	Your table is shut down by the City Watch for not displaying the proper business license.
2	Someone swipes one of your products and runs off before you can summon the City Watch.
3	A customer pays you in fake coins.
4	A rival seller with a great reputation peddles the same product as you at a lower price — and lower quality.

MEDITATION RETREAT

Characters who want to relax or reflect can go on a retreat without leaving Waterdeep. This retreat is ideal for monks or acolytes who want to reconnect with their inner values or check in with their deities.

RESOURCES

The retreat lasts for one workweek. Characters can check in to a temple (see Major Temples of Waterdeep, pg. 176). They must commit to remaining at the temple for the full week to receive the benefits of the retreat. While there, characters have the option to participate in these activities:

- Taking a vow of silence
- Joining a worship band/choir
- Fasting
- Making a daily offering
- Spending three hours a day meditating

RESOLUTION

At the end of the week, if the character succeeds at a DC 15 Wisdom (Religion) check, they gain inspiration. In addition, the next Constitution saving throw the character makes to maintain concentration is made with advantage.

COMPLICATION

Despite attempts to enjoy a peaceful week cloistered in a temple, the outside world still makes its presence known. Characters encounter one of the following complications during their retreat:

D6	COMPLICATION
1	The cats that live in the temple get into a loud fight, disrupting your quiet meditation.
2	The leader of the worship band sings extremely off-key.
3	Someone you know seeks you out during your retreat to deliver bad news, disrupting your peace.
4	You get bored after two days.
5	Someone swipes the donations from the tithing box.
6	You struggle to clear your mind while meditating; there are too many things you're worried about.

COOKING LESSONS

The Bakers' Guild and the Council of Farmer-Grocers have teamed up to offer a series of baking and cooking classes. This activity pairs well with the Tavernkeeping activities for those who want to develop recipes for their establishment in Trollskull Alley.

If characters want to join either the Bakers' Guild or the Council of Farmer-Grocers, they can have to complete this downtime activity to earn acceptance.

RESOURCES

Characters can spend up to 10 downtime days pursuing this downtime activity—choosing from subjects such as the following:

- Breadmaking
- Brewing
- Butchery & Barbecuing
- Cakes and Pies
- Cooking with Seasonal Produce (produce changes with each season)

To earn a certificate at the end of the task, characters must attend the full class, which consists of a short introductory lecture, a demonstration, and a hands-on activity in which they must complete the task related to the class.

RESOLUTION

A character who runs a tavern, inn, or other establishment that serves food, that also succeeds on a DC 13 Intelligence check with cooks' utensils, gains a bonus to the next roll they make in conjunction with the Running a Business downtime activity (see *Dungeon Master's Guild*). This bonus is equal to the number of downtime days spent on this downtime activity. The character's success also earns them entry into either the Bakers' Guild or the Council of Farmer-Grocers. The character will have to specify which guild they want to enter.

COMPLICATION

Cooking requires focus and concentration, and sometimes things go wrong in the kitchen. If you want to add a challenge to characters learning to cook, roll a d4 to determine the complication they encounter.

D4	COMPLICATION
1	Your pie crust burns and is inedible.
2	Your knife is not sharp enough to effectively fillet a fish, and tiny bones end up in your dish.
3	You mix up the salt and the sugar in your dessert. Classic mistake!
4	While attempting a flambé, you cause a kitchen fire.

COOKING COMPETITION

Characters who complete a cooking class, or are already avid foodies, can participate in a Cooking Competition. The competition is judged by members of the Bakers' Guild, the Council of Farmer-Grocers, the Fishmongers' Fellowship, and the Guild of Butchers.

RESOURCES

The competition lasts for one day and is held in the Trades Ward. Members of the public are invited to watch the competition. There are four judges, one from each guild.

RESOLUTION

Characters must win two out of three rounds to win the whole competition. The rounds include:

- Appetizer
- Entree
- Dessert

Characters can compete against NPCs or against each other. Only two people can compete in a given competition, although DMs can choose to create a bracket-style competition instead to accommodate more characters.

The winner of the competition receives a trophy — the Silver Spatula — and bragging rights. In addition, if the character is a member of one of the judging guilds, they also get their guild dues paid for the year. If the character owns a tavern, they can also display endorsements from the judging guilds.

To determine who wins the round, each character must make opposed Intelligence checks using cook's utensils. Members of the judging guilds or characters have completed the Cooking Class downtime activity at least once, this check is made with advantage.

COMPLICATION

Cooking in a public, high-pressure environment presents no shortage of challenges. During the competition, characters encounter one of the following complications:

D6	COMPLICATION
1	An audience member heckles you and the distraction causes you to burn your entrée.
2	A judge has an allergic reaction to one of your dishes.
3	You mix up the salt and the sugar in your dessert.
4	You are tasked with using an ingredient you have never heard of or tasted before.
5	Someone has swiped your specialty knives, and you are forced to use new tools.
6	You cause a kitchen fire and the audience must evacuate the area.

CREATING A GUILD

Waterdeep is home to many guilds, but not every profession is represented. Creating a new guild in Waterdeep is challenging but possible with a bit of persuasion and persistence — and paperwork.

RESOURCES

It takes sixty days to create a Guild, but the maintenance/management is ongoing.

RESOLUTION

To successfully create and run a new guild, characters need to complete the following tasks:

- **Name.** The guild's name must be unique.
- **Purpose.** Every guild has to do, make, or sell something.
- **Heraldry.** See the Designing a Crest or Coat of Arms downtime activity to pair with this.
- **Constitution and Bylaws.** The bylaws should outline the purpose of the guild, requirements for membership, and guild dues (Players can derive this from the guild dues found in Waterdeep: Dragon Heist).
- **Licenses and Permits.** The guild bylaws must be presented to receive the license.
- **Recruiting.** The event can take place at the courthouse or another public place.
- **Endorsements.** Guild rivalry is no joke in Waterdeep, so obtaining endorsements from long-standing guilds protects the new guild from rivalries or sabotages. Characters must visit three guilds of their choosing and make a pitch for their new guild. A Charisma (Persuasion) check determines the results. Characters with the Noble or Waterdhavian Noble background make this check with advantage. The characters must receive at least one endorsement to create their guild.

ENDORSEMENT RESOLUTION

D20	RESOLUTION
1 – 10	Only one guild consents to the endorsement—in exchange for half of any revenue generated by the guild for the first 30 downtime days that the character spends running it.
11 – 17	Two guilds endorse the character—each at the expense of five percent of any revenue generated by the guild for the first 30 days that the character spends running it.
18+	Characters earn all three endorsements. If characters fail to obtain three endorsements, consult the Complication table.

Once completed, you can thereafter spend downtime days managing your guild using the Running a Business downtime day (see Dungeon Master Guide).

COMPLICATION

A new guild in town puts all of the other guilds on edge. Characters experience one of these complications:

D4	COMPLICATION
1	A rival guild claims your Guild License is forged, and the City Watch temporarily shuts down your guild until you can prove otherwise.
2	Another new guild, that curiously has the exact same name as yours, starts recruiting members.
3	Your dues coffer is stolen.
4	Every artist in town charges you an exorbitant amount to create your coat of arms.

SHMOOZING WITH NOBLES: HOUSE AMCANTHRA

The noble families of Waterdeep have a rich and varied history. But unless one is fortunate enough to be born into such a legacy, it can be difficult to work into the inner circle. With some diligent schmoozing, though, a character can become a valued friend to a noble family.

RESOURCES

Developing a friendship with a noble family is an ongoing process—usually involving a series of various events, dinners, auctions, or public appearances. By spending a total of ten downtime days, a character using this downtime activity meets

RESOLUTION

After spending the requisite time in the presence of members of a noble house, the character attempts a DC 13 Charisma (Persuasion) check. Each noble family is known for something: horse training, importing, wine-making, weapon exporting, etc. Characters with a background featuring a similar expertise makes the Charisma (Persuasion) check above with advantage.

If successful, the character forms a favorable relationship with a particular noble house. In the future, this relationship could yield very real benefits—favorable trade deals, access to difficult-to-reach political personages.

The Amcanthras are known for “horse breeding and training, cattle ranching, wine-making, and weaponsmithing.” Completing one of the following activities earns the character 2 points of respect. An additional point can be earned by completing a favor. Three points earns the character the title of “Friend of the Family.”

ACTIVITY	CHECK
Horse Training	Wisdom (Animal Handling)
Crafting an Artisan Wine	Wisdom (Brewing Supplies)*
Forging a Weapon	Intelligence (Smith’s Tools)*

*Assumes proficiency with the listed tool.

To determine the success of a favor, roll the corresponding ability check:

FAVOR	CHECK
Keeping a secret	Charisma (Persuasion)
Delivering a package – no questions asked	Charisma (Deception)
Endorsing the family for a political endeavor	Charisma (Intimidation)
Procuring an item	Dexterity (Stealth) or (Sleight of Hand)

COMPLICATION

When this endeavor is approached with diligence and generosity, there is little that can go wrong. Nevertheless, there is a 10 percent chance a character encounters one of the following complications.

D4	COMPLICATION
1	A servant for the house suspects you of trying to steal a very old bottle of wine.
2	One of the nobles doubts a claim you’ve made you’ve made.
3	An elderly member of the family mishears you and accuses you of addressing them by the wrong name.
4	The nobles suspect that you have a friendship with a member of another noble family and accuse you of being a spy.

SCHMOOZING WITH NOBLES: HOUSE ROSZNAR

The noble families of Waterdeep have a rich and varied history. But unless one is fortunate enough to be born into such a legacy, it can be difficult to work into the inner circle. With some diligent schmoozing, though, a character can become a valued friend to a noble family.

RESOURCES

Developing a friendship with a noble family is an ongoing process. Completing three activities and/or favors earns the respect of the noble family. Each option takes one day, for a total of three days spent incurring respect. These activities do not need to be completed consecutively.

RESOLUTION

House Rosznar was once known for its preference for clandestine activities, including “smuggling, slavery, and other crimes” (WATERDEEP: DRAGON HEIST, pg. 13). Helping this house change its reputation for the better wins a character a valued place among it. Although it may not seem like a desirable role, this is a useful way to get close to the Black Viper — to befriend or to blackmail, depending on the character’s motivations. Completing one of the following activities earns the character 2 points of respect. An additional point can be earned by completing a favor. Three points total earns the character the family’s friendship.

ACTIVITY	CHECK
Assisting with a volunteer effort in the Rosznar’s name	Charisma
Hosting a donation soiree for a local temple	Charisma (Persuasion)
Brewing a new signature wine for the Rosznar estate	Wisdom (Medicine)

To determine the success of a favor, roll the corresponding ability check:

FAVOR	CHECK
Keeping a secret	Charisma (Persuasion)
Delivering a package, no questions asked	Wisdom (Perception)
Spreading positive rumors about the house	Charisma
Destroying historical documents that recorded House Rosznar’s former crimes	Stealth

COMPLICATION

When this endeavor is approached with diligence and generosity, there is little that can go wrong. There is a 10 percent chance that a character will encounter one of these challenges, which costs the character 1 point of friendship:

D4	COMPLICATION
1	You are inadvertently tied up in a crime that you didn’t commit, and House Rosznar wants to distance themselves from you.
2	A lesser-known Rosznar asks you to accompany them to a “meeting,” which turns out to be an illegal smuggling operation.
3	You help donate funds for a local cause, but the donation box goes missing. When the news breaks, the family is angry you have made them look distrustful.
4	You call an elderly member of the family by the wrong name, someone who had a reputation for being a shrewd crime boss.

WORK

Wealth and nobility abound in Waterdeep, but not all characters are born into money — some have to earn their way through the world. Luckily, work is readily available in Waterdeep.

RESOURCES

Performing a job requires five downtime days of effort. Characters can obtain work by visiting the Loyal Order of Street Laborers and signing up for the temp work roster.

RESOLUTION

Characters can choose from one of the following jobs, or roll a D6 to accept a random opportunity:

D6	JOB	ABILITY CHECK
1	Bartending	Constitution
2	Post-festival street cleanup	Strength
3	Courier	Dexterity
4	Security/guard	Strength
5	Entertainer for nobility	Charisma (Performance)
6	Selling goods in the Trades Ward	Charisma (Persuasion)

To determine how much money a character earns, the character makes an ability check that relates to the job they've chosen. Consult the Wages table to see how much money is generated according to the total of the check.

CHECK	WAGES
9 or lower	2 sp
10-14	1 gp
15-20	2 gp
21+	4 gp

COMPLICATION

Characters have a **10 percent** chance of encountering a complication during their workweek:

D4	COMPLICATION
1	At the end of the week you arrive at your employer to get paid, only to find that they have left town.
2	You are paired with another temp worker for the duration of the job, but they are extremely lazy, and you must complete an additional day of work to earn the same amount of pay.
3	The child of your employer is very precocious and enjoys getting in your way while you are working, requiring you to work one more day to complete the task.
4	You are given poor instructions for completing your task, and the employer is dissatisfied with your work. They pay you only half of what you were promised.

TRAINING

Adventurers who want to gain expertise in a new area can take advantage of Waterdeep's many guilds and wards.

RESOURCES

To gain proficiency with tools, characters must be a member of the guild that specializes in the tools they want to learn. In addition, they must spend one downtime day per adventure working as an apprentice to complete the training.

RESOLUTION

Training is hosted by the guild that corresponds with the tools of the character's choice. To determine if the character has successfully gleaned information during their training, they roll the specified ability check:

TOOLS	GUILD	ABILITY CHECK
Artisan's Tools	The character must specify which artisan kit they want to learn. Consult the guild list, WATERDEEP: DRAGON HEIST pg. 13, for the relevant guild.	Dexterity OR Intelligence
Disguise Kit	Jesters' Guild	Charisma (Deception)
Stationary Kit*	Stationers' Guild	Intelligence
Herbalism Kit*	Guild of Apothecaries and Physicians	Wisdom (Medicine) OR Intelligence (Nature)
Musical Instrument	Council of Musicians, Instrument-makers, and Choristers	Charisma (Performance)

*Guilds in Waterdeep do not teach skills that can be used in criminal pursuits. Characters can replace the forgery kit with a "stationary kit" and the poisoner's kit with the "herbalism kit" to still gain knowledge in these topics. A Charisma (Deception) check ensures that they continue training without the guilds catching on. A failed check results in the guild reporting the character to the City Watch.

COMPLICATION

During the training, characters have a **10 percent** chance of encountering the complication:

D4	COMPLICATION
1	Your teacher leaves halfway through the training program, and their replacement is not happy about having to teach.
2	Your teacher instructs you in rare, archaic methods, which draw comments from others.
3	Your class is disrupted by a rival guild who claims that their approach to the topic is superior. If you choose to leave your current class to join the rival guild, you will need to start the training from the beginning.
4	Your teacher's tools look a lot different than your own, and you're not sure if you're learning the skill correctly.

SCRIBING A SPELL SCROLL

Mages who visit or live in Waterdeep must check in with the Watchful Order of Magists and Protectors, who oversee the use of magic within the city. Characters can use the guidance of the Order to transfer a spell to a scroll.

RESOURCES

The time it takes to scribe a spell scroll is dependent on the level of the spell. Characters can consult with the Scriveners', Scribes', and Clerks' Guild for this information; you can consult the table below. Characters must have proficiency in the Arcana skill.

SPELL LEVEL	TIME	COST
Cantrip	1 day	15 gp
1st	1 day	25 gp
2nd	3 days	250 gp
3rd	1 work week	500 gp
4th	2 work weeks	2,500 gp
5th	4 work weeks	5,000 gp
6th	8 work weeks	15,000 gp
7th	16 work weeks	25,000 gp
8th	32 work weeks	50,000 gp
9th	48 work weeks	250,000 gp

RESOLUTION

Character makes an Intelligence (Arcana) check to determine if they successfully created a spell scroll.

COMPLICATIONS

The act of scribing a spell is a relatively low-risk endeavor, but the nature of the spell can draw unwanted attention. Characters have a 10 percent chance of encountering one of the following complications:

D4	COMPLICATION
1	You spell an important word wrong that changes the outcome of the whole spell, and must start from scratch.
2	A powerful mage finds out about your endeavor and threatens you from completing the scroll.
3	Parts of the notes for the spell you're trying to scribe are obstructed, and you must consult the Watchful Order for help, which adds another three days to your project.
4	The local temples report you to the City Watch, accusing you of dabbling in dark magic.

RESEARCH

Characters do not have to be bookish to use their downtime to investigate a subject of their choosing. This activity gives characters a chance to delve into a specific subject to satiate curiosity or aid in a quest.

RESOURCES

There are many sources for research in Waterdeep, and characters should commit one workweek of effort and a budget of 50 gp to use for access to archives, materials, or even bribes.

RESOLUTION

Characters must specify the topic they would like to research before embarking on this activity (a specific person, place, or thing). All research begins at the Temple of Oghma. Depending on the nature of the research, they will direct characters to another guild for more specific and detailed information.

TOPIC	GUILD/LOCATION
Locations/Geography	Surveyors', Map-, and Chart-makers' Guild
History	Temple of Oghma
Weaponry	Force Grey
Magic	Watchful Order of Magists and Protectors
Demographics/Census	Scriveners', Scribes', and Clerks' Guild

After one workweek, the character makes an Intelligence check. Determine how much lore a character learns using the Research Outcomes table.

CHECK TOTAL	OUTCOME
1-5	No effect.
6-10	You learn one piece of lore.
11-20	You learn two pieces of lore.
21+	You learn three pieces of lore.

It is ultimately up to you to decide what information a character gleans from this endeavor.

COMPLICATIONS

Research is surprisingly rife with threats. Powerful Waterdavians will do whatever they can to prevent certain information from getting into the “wrong hands.” Characters have a 10 percent chance of encountering the one of the following complications:

D4	COMPLICATION
1	The book you've borrowed suddenly goes missing, and you must pay 10 gp to replace it.
2	You finally uncover the perfect source to answer your research question — only to find that much of the information in it has been redacted. You lose a day to obtain another copy of the resource that isn't redacted.
3	The only information available for your topic is written in an old, archaic language that is hard to translate. You lose one workday, and must pay 10 gp, to get it translated.
4	Someone “accidentally” rams to you on the street and runs off with your bag of notes and materials. You lose two days of research.

CRIME

Crime has severe consequences in Waterdeep, and characters who risk the wrath of the City Guard do so at their own peril. Consult the Code Legal, WATERDEEP: DRAGON HEIST pg. 222, to review the punishment for crimes committed in the city.

RESOURCES

Depending on the nature of the crime, the time to execute it may vary. Characters must allocate one workweek to planning and conducting a crime. Research is required to gather information on the potential target. For every 25 gp the character spends, they receive advantage on one of the checks outlined under Resolution. Characters who are connected to the Zhentarim, the Xanathar Guild, or the Bregan D'aerthe do not have to pay this fee.

RESOLUTION

The character must declare the nature of the crime they plan to commit. Use the Code Legal for ideas should they not have a specific idea. Possible crimes include robbery, impersonation, blackmail, or forgery.

To attempt a crime, the character makes three checks: Dexterity (Stealth), Wisdom (Perception), and the player's choice. The third check should pertain to the nature of the crime; for example, if a character wants to steal a horse, you may use Wisdom (Animal Handling).

If none of the checks are successful, the character is caught and jailed. The character must pay a fine equal to the profit the crime would have earned and must spend one week in jail for each 25 gp of the fine.

If only one check is successful, the crime fails but the character escapes.

If two checks are successful, the crime is a partial success and the character completes one part of the goal. (For example, if they attempted to steal from a noble family, they know how to get into the villa, but have not yet acquired the item.) If they re-attempt the same crime at a later date, they can roll with advantage.

If all three checks are successful, the character has successfully completed the crime without getting caught.

CHECK	CRIME
Charisma (Persuasion)	Impersonation
Dexterity (Stealth)	Theft
Dexterity	Forgery
Wisdom (Insight)	Blackmail

COMPLICATIONS

Crime is incredibly risky in Waterdeep. Characters have a 50 percent chance of encountering one of the following complications:

D4	COMPLICATION
1	The item/money you steal bankrupts a long-standing business, incurring the anger of the ward where the business was located.
2	You share your plans with someone you think will help you, but they double-cross you and turn you into the City Watch.
3	The item you steal turns out to be a fake, meant to deter thieves like you.
4	You incur the wrath of a powerful family or faction, and they hire mercenaries to rough you up.

GAMBLING

A quick way to earn some coin is by gambling. This is a risky business and can yield a tidy profit or result in devastating loss.

RESOURCES

It takes one downtime day to gamble and a buy-in of at least 10 gp with a maximum stake of 1,000 gp.

RESOLUTION

There are many places to gamble in Waterdeep, both well-known and clandestine. Establishments include The Yawning Portal, Tymora's Fancy, or secretive locations such as the Zhentarim Hideout.

The character chooses three checks from this list:

- Wisdom (Insight),
- Charisma (Deception)
- Charisma (Intimidation)
- Dexterity (Proficient gaming set)
- Charisma (Proficient gaming set)

The DC for each of the checks is $5 + 2d10$; **generate a separate DC for each one**. Consult the table below to see how the character did:

RESULT	VALUE
0 successes	Lose all the money you bet and accrue a debt equal to that amount.
1 success	Break even
2 successes	Gain the amount you bet plus half again more.
3 successes	Gain double the amount you bet

COMPLICATIONS

Gambling in Waterdeep can expose characters to dangerous people, connected to some of the most powerful organizations and families in the realms. Characters have a 10 percent chance of encountering one of the following complications while gambling:

D4	COMPLICATION
1	You are accused of cheating. You decide whether you cheated or were framed. To prove that you were framed, make an Intelligence (Investigation) check; to deny that you cheated, make a Charisma (Persuasion) check. If you are caught cheating or framed, you must pay a 50gp fine or lose 15 downtime days.
2	A noble loses badly to you and vows to spread awful rumors about you. Any social checks made during downtime activities are done with disadvantage.
3	You notice your opponent cheating, and when you call them out on it, they threaten you. Determine how you respond to this naked aggression. If you respond with hostility, a fight ensues that costs you 5 gp in damages and 5 downtime days dealing with the City Watch. If you try to solve the problem diplomatically, make a DC 16 Charisma (Persuasion) check. A successful check avoids the fight and the penalties.
4	You begin to lose early in a multi-round game but have made a blood pact to stay in it until the end, regardless of how much you lose. Double your losses and halve your gains for this event.

CAROUSING

Few cities in the Forgotten Realms have a social scene as lively as Waterdeep. Taverns, restaurants, festivals, and holidays abound. Characters can spend their downtime enjoying this abundance. This also presents a chance to meet new Waterdhavians.

RESOURCES

Characters can spend **five downtime days** carousing, which can entail visiting local establishments or participating in a holiday festival. Although class division is intrinsically part of Waterdavian society, carousing helps to break down some of these barriers. Characters should determine which ward they plan to carouse in; this determines where they will incur favors or hostile contacts. The wards of Waterdeep are:

- Sea Ward (Upper Class)
- North Ward (Upper Class)
- Castle Ward (Upper Class)
- Trades Ward (Middle Class)
- Southern Ward (Middle Class)
- City of the Dead (Middle Class)
- Dock Ward (Lower Class)
- Field Ward (Lower Class)

Characters should also determine their carousing budget. It costs 10 gp to carouse with the lower class; 50 gp for the middle class; and 250 gp for upper class/nobility. (Characters who want to get close to a noble family can carouse in conjunction with the Canoodling with Nobles downtime activity.)

RESOLUTION

Carousing earns a character new contacts, for better or for worse. These contacts are related to the social class with whom they caroused. Contacts are NPCs who now share a bond with the characters. Each one either owes the character a favor or has some reason to bear a grudge. A hostile contact works against the character, placing obstacles but stopping short of committing a crime or a violent act. Allied contacts are friends who will

render aid to the character, but not at the risk of their lives. The character makes a Charisma (Persuasion) check using the Carousing table to determine what contacts they made:

CHECK TOTAL	RESULT
1-5	Make a hostile contact.
6-15	Make no new contacts.
16-20	Make an allied contact.
21+	Character made two allied contacts.

- Lower class contacts include criminals, laborers, mercenaries, and any other folk who normally frequent the cheapest taverns in town.
- Middle class contacts include guild members, spellcasters, town officials, and other folk who frequent well-kept establishments.
- Upper class contacts include the noble families of Waterdeep, visiting dignitaries, those with great wealth, famous personalities, and their personal servants. Carousing with such folk covers formal banquets, state dinners, and the like.

HOSTILE CONTACTS

The player informs the DM of the nature and location of any hostile contacts. For example, an angry cheesemonger in the Trades Ward. Whenever the DM's adventure takes place in or around the Trades Ward, the DM may decide they run afoul of their hostile contact. This could take the form of higher prices, hostile gangs learning of the character's location, a public incident, or whatever the DM feels is appropriate.

ALLIED CONTACTS

The player informs the DM of the nature and location of any allied contacts. For example, a friendly fisherman in the Dock Ward. Whenever the DM's adventure takes place in or around the Dock Ward, the player may reach out to their allied contact for information or a small favor. Contacts will not risk their lives or jail time for the character. Acceptable favors include an introduction, a small discount on a good or service, helpful information, or whatever the DM feels is appropriate.

TAVERN KEEPING: BREWING

This downtime activity is specific to brewing and can be used to help characters create custom brews and products for their taverns. Having a special, unique brew is a great way to distinguish a new tavern from the other offerings in Waterdeep.

RESOURCES

It takes **30 downtime days** to brew and test a sample batch under the guidance of the Vintners', Distillers', and Brewers' Guild.

RESOLUTION

Characters can choose to brew a 1-gallon sample batch for one of the following beverages:

- Beer
- Mead
- Wine Starter
- Rye Whiskey
- Vodka

Then, the characters must complete the following: Create a starter. The substances in the starter include the base (such as hops, honey, grapes, potatoes, grain), the catalyzing element (such as yeast), and water.

Select the tannins and additives. Additional flavorings, such as herbs, fruit, or florals, are what make the brew unique.

Determine name and label. While the sample batch ferments, characters should determine the name and design of the brew's branding.

Upon completion of the brew, a DC 15 Wisdom check with Brewer's Tools or and a Wisdom (Medicine) check to determine the success of the sample batch. If the sample turns out well, characters can present the sample to the Vintners', Distillers', and Brewers' Guild, who help the characters develop a patented recipe that they can use in their tavern.

With this patent, characters can roll with advantage for the tavern's profit henceforth unless a complication arises (see Tavern Keeping Expenses, WATERDEEP: DRAGON HEIST pg. 41).

COMPLICATION

Brewing is both a science and an art. There are a few complications that arise during this process. Each complication means the character rolls the check with disadvantage in addition to the specific complications below.

D4	COMPLICATION
1	Your brew barrel has a leak, and the batch goes bad before it finishes fermenting. No patent is issued, no benefit gained for your next check.
2	Your sample tastes delicious upon first sip — but the aftertaste is repellent, like burnt leather. Lose 2d10 +5 gp from your tavern's profit for your next check.
3	You mistake a poisonous plant for a tasty herb. The resulting brew is delicious but causes gastric distress if one drinks too much. Roll with Disadvantage for your tavern's next profit due to the public relations fiasco.
4	When you bottle or barrel your brew you forget to let out some of the pressure and the container explodes. Rodent infestation follows, subtract 5 from your next tavern profit roll.

TAVERN KEEPING: DECORATING THE TAVERN

Decorating a tavern is the perfect activity between adventures and provides a tangible boost in business for tavernkeepers.

RESOURCES

It takes **five downtime days** for characters to source decorations for their tavern.

RESOLUTION

Characters can outsource the decor and furniture for their tavern or build it themselves. To build these items, characters must be proficient in Carpenter's Tools or Woodcarver's Tools. Characters can purchase items or services from the following guilds. Players will need to specify what items/decor they want to purchase.

- Carpenters', Roofers', and Plaisterers' Guild
- Guild of Fine Carvers
- Guild of Glassblowers, Glaziers, and Spectacle-makers
- Guild of Stonecutters, Masons, Potters, and Tile-makers
- Guild of Trusted Pewterers and Casters
- League of Basket-makers and Wickerworkers
- Most Careful Order of Skilled Smiths and Metalforgers
- Most Excellent Order of Weavers and Dyers

To determine the cost of the services, characters roll a Charisma check. The count results in the following:

COUNT	COST	RESULT
0-5	10 gp	1 piece of furniture/ decoration
6-10	20 gp	2 pieces of furniture/ decoration
11-15	20 gp	3 pieces of furniture/ decoration
16-20+	30 gp	5 pieces of furniture/ decoration

Characters can roll with advantage for the tavern's profit on their next check unless a complication arises (see Tavern Keeping Expenses, WATERDEEP: DRAGON HEIST pg. 41).

COMPLICATION

It can be difficult conveying one's vision to fellow creatives. Characters have a 10 percent chance of encountering one of the following complications. Each complication means the character must roll the Charisma check with disadvantage when determining prices of items.

D4	COMPLICATION
1	You gave the artisan the wrong dimensions, and all the tables you've purchased don't fit in the space.
2	An unruly patron accidentally breaks your brand-new, beautifully-made front window.
3	The new goblets infuse beverages with a strange aftertaste.
4	The chairs were made by a talented halfling artisan but have been designed for creatures of smaller stature and do not quite accommodate for your larger patrons.

TAVERN KEEPING: HIRING STAFF

Characters may want to own the bar without dealing with the day-to-day hassles; after all, they're adventurers! Hiring employees is a cost characters will have to factor into their business, but it is well worth to keep it running like a well-oiled machine.

RESOURCES

It takes five downtime days to hire one new staff member for the tavern. Characters can consult with the Fellowship of Innkeepers for a list of qualified candidates.

RESOLUTION

Characters can hire people for the following positions:

- Bodyguard
- Bartender
- Waiter
- Chef
- Bookkeeper
- Brewmaster
- General Manager

Characters will need to interview the NPC for the position. A DC 14 Wisdom (Insight) check determines if the candidate is a viable choice for the job. If the check is a failure, automatically roll on the complication table. Next, the character can negotiate wages by rolling a Charisma (Persuasion) check. The count determines monthly wages for the employee:

COUNT	WAGES
1-5	30 gp/tenday
6-10	25 gp/tenday
11-15	20 gp/tenday
16-20+	15 gp/tenday

COMPLICATION

Hiring new people can herald success and prosperity, but there are some risks when bringing someone new into the fold. Characters have a 25 percent chance of encountering one of the following complications. The complication also means that the characters roll with disadvantage when determining their profit or losses (WATERDEEP: DRAGON HEIST, pg. 41).

D6	COMPLICATION
1	You hire someone who turns out to be a spy for a rival tavern. They steal your patented recipes.
2	Your new chef embellished their resume — which becomes very evident during their first night of service, where an awful stench emanates from the kitchen...
3	Your new bodyguard is a little too intimidating and deters your patrons from visiting.
4	Your bookkeeper turns out to be connected to the Zhentarim. If you are also a member of the Zhentarim, gain an extra 10 gp per month as your cut of this employee's illicit activities. You still roll with disadvantage when determining profits or losses.
5	Your general manager takes it upon themselves to redecorate the whole establishment, to little success.
6	Your new employee has many enemies in town, which starts to slow down business.

DIVINATION

Characters with a taste for augury may spend their downtime peering into the future by receiving a reading from a local diviner.

RESOURCES

It takes one downtime day to receive a reading. Characters can seek out a reputable fortune-teller for a more reliable reading; they can make a Wisdom (Perception) check to see if the augur's shop displays an endorsement from the Watchful Order of Magists and Protectors. In Waterdeep, a reading cost 1 gp.

Note: Roll for a potential complication before the resolution because some of the complications may affect the nature of the divination.

RESOLUTION

The character can request the nature of their reading:

- Palm-reading
- Tarot cards
- Crystal ball
- Tea leaves

Before proceeding with the reading, the administrator rolls for a complication, which may have some effect on the reading.

At the end of the session with their oracle of choice, the character chooses to make a Wisdom check. The total of the check determines the results of the divination.

CHECK	RESULT
1-5	Your reading did not give you a conclusive choices or outcomes.
6-10	Some of what you were told rings true, but you don't feel confident on making decisions based on that information.
11-15	You feel confident in the reading to let it influence some of your future choices.
16-20	You know exactly what choices you must do in your next endeavor, and what the outcomes will be.

COMPLICATION

The risk in divination is less about the activity and more about the implications of it on a character's life. Characters have a 10 percent chance of encountering one of the following complications:

D4	COMPLICATION
1	The fortune-teller is clumsy, and their clumsiness becomes apparent during some aspect of the reading; they knock the crystal ball off the table or break a tea cup, and they must start the reading over.
2	One of the tarot cards has your exact likeness on it, and the fortune-teller is just as surprised as you are.
3	The fortune-teller looks genuinely concerned at the reading they have made for you.
4	Some aspect of the reading, such as the tea you drink, or the incense burned, is highly unpleasant and you must force yourself to withstand it so your fortune can be read.

COUNTERFEIT ARTIFACT CREATION

Characters who want to throw a wrench in a villain's plans — or just want to make some cash in the black market — can create counterfeit artifacts. This is a dangerous and difficult activity with significant risk. It works best with more than one character involved in the process.

RESOURCES

It takes one month to craft the counterfeit item. Characters need to be detail-oriented to make a convincing replica.

RESOLUTION

Characters need to complete the following tasks:

Find a high-quality mock-up of the artifact. If the artifact is well-known, characters can visit the courthouse archives or consult with the Blackstaff Academy to view a high-quality drawing. If they have seen the item in person and have made notes about it, they can apply this knowledge to the project.

Compile the necessary materials. Apply the current downtime rules for item crafting (XGtE, pg. 128); a character needs raw materials worth half of the item's selling cost. Ideally, the materials used should be the same as the actual item. In the absence of that, similar materials may be used.

Craft the item. Characters must possess the appropriate tools to craft the item and should be proficient in the relevant tools. The crafting time is determined by the type of item; larger items take longer to craft, although the process is expedited with more characters involved.

Have it verified and appraised. To determine the replica's believability, the characters need to have it appraised or verified by an expert. Any member of a clandestine guild, such as the Zhentarim, can be hired for this purpose. Characters can make an Insight check to determine the accuracy of the appraisal before selling.

COMPLICATIONS

This is a high-risk endeavor in Waterdeep, where powerful people and a low tolerance for crime can spell doom for a character caught creating replicas. Roll a d4 to determine what complication the character encounters.

D4	COMPLICATION
1	The owner of the item you are trying to replicate finds out about your project and alerts the City Watch. Your workspace is stormed, and the project is seized.
2	You create such a perfect replica of a powerful object that it acts similarly and places a curse upon you.
3	You incorrectly replicate a very specific detail of the item and must redo the entire thing to get it correct.
4	The merchant you purchase supplies from is suspicious of your intent and begins sharing this suspicion freely among other Waterdavian, putting you at risk of arrest.

CITIZEN'S WATCH

Characters who want to earn a reputation for being diligent and lawful can join the Citizen's Watch, a community effort orchestrated by Waterdeep's City Watch. The City Watch has a reputation for being fair and just, and consequences to crime tend to follow suit.

RESOURCES

Being a part of the Citizen's Watch is ongoing, but it takes one tenday to be accepted into the program.

RESOLUTION

To get started, characters must check in with the City Watch. They are then assigned a ward, where they must spend a tenday getting to know the citizenry, helping where needed, and keeping an eye out for crime. While in training, characters can do the following:

TASK	CHECK
Administer basic healing until clerics arrive	Wisdom (Medicine)
Make a citizen's arrest	Strength
Assist in a cleanup effort	Charisma
Spy (but only in public places; characters are not permitted to break into private residences) and report back to the City.	Stealth

Upon completion, they are invited to serve as a volunteer for the City Watch, earning them favor with the Watch and the Masked Lords. In addition, they receive a special badge, which awards them +1 to Charisma (Intimidation) checks.

COMPLICATION

It can be hard learning the ways of the law force. During their time in training, characters encounter one of the following complications:

D4	COMPLICATION
1	You misinterpret an innocent conversation between two people and report them to the City Watch, who become frustrated that you wasted their time.
2	You attempt to make a citizen's arrest, but the target is far stronger than you are and makes an easy escape — but not before clocking you hard.
3	You accidentally accept a bribe, believing it to be a harmless gift, which is against the code of conduct for the City Watch.
4	You blow the cover of an undercover City Watch officer.

COURT TRICKS

Characters can bask in the presence of nobles as a court jester. Waterdeep's nobility eagerly hires entertainers during the city's many festivals or to impress guests.

RESOURCES

Learning court tricks takes a tenday. Training is hosted by the Jesters' Guild and costs 1 gp.

RESOLUTION

Characters can choose to learn one of the following tricks. Success is determined by a successful DC 14 check of the relevant ability below.

TRICK/PERFORMANCE	CHECK
Juggling	Dexterity
Tumbling	Dexterity (Acrobatics)
Fire-eating	Constitution
Satire/Comedy	Charisma (Performance)
Miming	Charisma (Deception)
Card trick	Dexterity (Sleight of Hand)

Upon completion of their training, characters receive Advantage on ability checks related to their chosen trick. In addition, they are invited to join the Jesters' Guild if they are not already a member. This gives them access to job opportunities and extra income.

COMPLICATION

Court tricks are deceptively simple; to the audience, jesters perform with ease and personality. But mastering the tricks can be tricky. During their training, characters encounter one of the following complications:

D6	COMPLICATION
1	While attempting a complicated backflip, you sprain your wrist. Start your next adventure with Disadvantage on Dexterity checks until you take a long rest.
2	You burn your tongue while practicing fire-eating. Start your next adventure with Disadvantage on Charisma checks until you take a long rest.
3	You test out your comedy routine for the other jesters — and not one person laughs. Your confidence is shattered. Start your next adventure with Disadvantage on Charisma checks until you take a long rest.
4	While juggling, you drop one of your clubs and it lands painfully on your feet. You start your next adventure with your speed reduced by 10 feet until you take a long rest.
5	A rival jester sabotages your magic trick, stealing your special deck of cards and replacing it with a standard one. You lose 10 gp in tips.
6	You have an allergic reaction to the makeup you must wear for your miming routine. You start your next adventure with a patchy rash on your face and Disadvantage on Charisma checks until you take a long rest.

CURING A DISEASE

Contracting a disease or curse while adventuring does not have to be a death sentence, but it must be addressed before characters can continue onto new quests — and before they suffer from irrevocable effects from the affliction.

RESOURCES

Characters can visit any temple in Waterdeep to be cured of a disease, and treatment is overseen by the Guild of Apothecaries and Physicians. The amount of time it takes to cure the illness depends on the nature of it.

The cost of healing services from a high-level cleric or a physician depends on the services rendered. The payment covers the cost of labor and healing materials needed in the treatment. Estimate 10 gp per downtime day in expenses plus the cost of material components for any spells cast.

RESOLUTION

Characters must spend the appropriate duration in quarantine in the temple of their choice. Once they are healed, characters gain advantage on checks/saving throws that pertain to contracting the same disease in the future.

THE CURE FOR WHAT AILS YOU

AILMENT	TREATMENT
Cackle Fever	2 downtime days. Treatment includes a Greater Restoration spell and time to convalesce, which reverses the effects of Exhaustion.
Sewer Plague	3 downtime days. Treatment includes a Lesser Restoration spell and food and drink to replenish strength.
Sight Rot	2 downtime days. Treatment includes a Lesser Restoration spell and a follow-up elixir to cleanse the stomach.
Lycanthropy	1 downtime day. Treatment includes a Remove Curse or Greater Restoration spell, which eradicates the lycanthropy immediately.
Miscellaneous Disease/Sickness	3 downtime days. Treatment includes time to diagnose the illness, the applicable spell, and convalescence.
Miscellaneous Curse	5 downtime days. Treatment includes time to diagnose the curse, the applicable spell, and follow-up counseling to mitigate long-term adverse mental effects.

PRISON SENTENCE

Characters who cause mischief or get tied up with the wrong crowd may find themselves doing hard time. This isn't a total loss, though, for they can use the time to learn something new.

RESOURCES

The time spent in prison is dependent on the character's crimes. Consult the Code Legal (WATERDEEP: DRAGON HEIST, pg. 222) to determine the appropriate sentence.

RESOLUTION

While in prison, characters can complete one of the following activities:

ACTIVITY	CHECK	RESULT
Starting an inmate "Storm the Castle" league	Dexterity DC 15	The character earns +1 to Dexterity (Athletics) checks on your next adventure
Learning how to play Dragon Chess	Wisdom (Insight) DC 12	The character earns +1 to Wisdom (Insight) checks on your next adventure
Join a gang	Charisma (Intimidation) DC 16	The character earns an inmate as an ally, who remains an ally once the character is released from prison. Gain a lower class allied follower with the benefits outlined in Activity 32
Brewing "prison ale"	Wisdom (Medicine) DC 14	The character earns +1 to Constitution checks on your next adventure

COMPLICATION

On any given day, life in prison can be boring or dangerous. During their time behind bars, characters are met with one of the following complications:

D4	COMPLICATION
1	Someone attempts to shank you in your sleep. A DC 12 Wisdom (Perception) check alerts you to the attempt. On a failed check, you are not harmed, but upon awakening the next day, you notice that your bed has been punctured. Gain the Flaw "I am jumpy and on edge at all times".
2	Guards confiscate your newest batch of "prison ale" and get very sick from it, adding time to your sentence. Increase the downtime cost of your prison sentence by 10 days.
3	A rival gang begins spreading rumors about you, resulting in a late night beating while you sleep. Gain the flaw "I sleep with one eye open and lash out violently at any who would disturb me"
4	Your team wins a match of "Storm the Castle," angering the rival team, and a fistfight breaks out. Someone clocks you very hard in the chin splitting the skin and leaving a nasty scar. You now look like you've been to prison and will be treated as such in social settings.

SECURING PATRONAGE

Characters who entertain and wish to make a secure career for themselves in Waterdeep can seek the support of a patron (not to be confused with a warlock patron). With an abundance of nobility, earning favor and coin is well worth the effort. (This activity can be done in conjunction with the Shmoozing with Nobles activities. If they have completed that activity, the character can apply advantage to their Resolution ability check.)

RESOURCES

It takes **five downtime days** to find and vet a patron. Characters must confer with the Council of Musicians, Instrument-makers, and Choristers for approval to seek a patron. (If the character is already a member of the guild, they can skip this part. Alternatively, they can choose to join the guild) Potential patrons include any member of a Waterdeep noble family, a prosperous innkeeper, or an NPC capable of properly paying artists.

RESOLUTION

The character must complete an interview and an audition to earn a patron. A DC 16 Charisma (Performance) check is a success. If characters already have a friendly relationship with the patron, they should roll with advantage. For every adventure played the character earns 5 gp if they spend two downtime days performing immediately following the adventure. In addition, the character is given a coin depicting the patron's likeness, which earns them free drinks at local establishments in the ward where their patron lives or operates their business.

COMPLICATION

Characters have a 10 percent chance of encountering one of the following complications. This should be rolled before the character completes the audition. Encountering a complication means the character makes their Charisma (Performance) check with disadvantage in addition to any penalties listed below.

D6	COMPLICATION
1	A string breaks on your instrument during your audition. You earn a measly 1 gp instead of 5
2	You tell a joke that your intended patron finds incredibly offensive. Lose your access to free drinks for 1 month while they cool off.
3	You are sick the day of your audition and vomit during your performance.
4	You are seized with stage fright and nerves and are unable to complete your performance. Gain the Flaw "I get the urge to void my bowels on stage"
5	A friend accompanies your intended patron to the audition and heckles you during your performance. This person is now a Hostile contact per Activity 32
6	You secure a patron, only to find out that they will pay you in "exposure," not actual coin. You earn 2 gp from pity tips instead of 5 gp from your patron.

WARD COMPETITION: BOAT RACES

Wards in Waterdeep each have a distinct culture. Intramural competition is an old Waterdeep tradition. Characters can participate in the ward competitions to earn respect and favor in Waterdeep. Although the competitions are meant to inspire and unify, characters new to Waterdeep should not be fooled: the city takes these games very seriously.

RESOURCES

The Boat Races are a competition between the Sea Ward and the Dock Ward, which are more varied than they are similar, despite their proximity to the sea. Each ward selects a small crew of five people to man a ship and sail it across the length of Great Harbor. Characters cannot use their own boat; only boats approved by the wards are permitted for the competition.

It takes one tenday to prepare for the boat race. Characters can choose which ward they support and how they want to participate:

- Designing banners with the ward mascot and colors*
- Serving on the ship crew
- Cheerleading

*Dock Ward's mascot is the swordfish and its colors are burgundy and orange; Sea Ward's mascot is the sea lion and its colors are blue and gold.

RESOLUTION

The race begins at Mistshore and ends at Queenspire cove. The first ship to reach the finish line wins. Judges from the Guild of Watermen, Most Diligent League of Sail-makers and Cordwainers, and the Order of Master Shipwrights oversee the race and the construction of the ships. Using magic is considered cheating and results in expulsion from the competition. Characters who want to attempt cheating should roll a Charisma (Deception) OR Stealth check.

Depending on the characters' role in the competition, the corresponding roll determines success. Successful morale checks allow the competing team to roll the Strength check with advantage (if characters encounter a complication and incur disadvantage, this negates that.)

CONTRIBUTION	ABILITY CHECK
Sewing a beautiful banner or flag	DC 14 Dexterity
Rousing the crowd to cheer for your ward	DC 15 Charisma
Serving on the ship's crew in any capacity	DC 16 Strength

To determine who wins the race, roll a Strength check for each team. The complications outlined below help to make the race exciting. The winning team receives a trophy and is invited to ride in the next parade.

COMPLICATION

Boat racing is exciting to watch but can be dangerous. There is a 10 percent chance teams encounter one of the following complications, **resulting in disadvantage on the Strength check** to determine the winner:

D4	COMPLICATION
1	The day of the races is extremely windy, and the water is white-capped, making the crews work harder to maintain control of the ship.
2	Someone sabotaged one of the ships and it springs a leak in the middle of the harbor.
3	A member of one crew is clearly a mage and is accused of using magic to help their team.
4	One boat is clearly better constructed than the other, making it an unfair race.

WARD COMPETITION: BATTLE OF THE WITS

Wards in Waterdeep each have a distinct culture. Intramural competition is an old Waterdeep tradition. Characters can participate in the ward competitions to earn respect and favor in Waterdeep. Although the competitions are meant to inspire and unify, characters new to Waterdeep should not be fooled: the city takes these games very seriously.

RESOURCES

The Battle of the Wits is a competition between the North Ward and the Castle Ward. Each ward selects a three-person team to represent them in a multi-round competition, which includes engaging in a debate, solving a puzzle, and solving a riddle.

It takes four downtime days to prepare for the competition. Characters can choose which ward they support and how they want to participate:

- Debater
- Puzzle-solver
- Riddle-solver
- Riddle/puzzle designer
- Banner maker*

*North Ward's mascot is the white dove and its colors are green and orange; Castle Ward's mascot is the griffon and its colors are blue and purple.

The competition is judged by a panel of judges sourced from the Jesters' Guild and the Scriveners', Scribes', and Clerks' Guild. Before having the characters roll the ability checks, the administrator should roll for a complication. The complication may impact the outcome of the competition. If a character encounters a complication, they make their ability check with disadvantage.

Depending on the characters' role in the competition, the corresponding roll determines success:

CONTRIBUTION	ROLL
Debating	DC 16 Charisma (Persuasion)
Solving a riddle or a puzzle	DC 14 Wisdom (Perception)
Designing a riddle or puzzle	DC 18 Wisdom OR Intelligence
Sewing a beautiful banner or flag	DC 12 Dexterity

To determine who wins the battle, the team will have to succeed on two out of three rolls: Charisma for the debate; Wisdom (Perception) for the puzzle; and Intelligence for the riddle. The winning ward team earns a decorative sash and is invited to ride in the next festival parade.

COMPLICATION

Those who revere their intellectual prowess often make for cunning opponents. Pepper in excitement with one of the following complications:

D4	COMPLICATION
1	There are few resources available to substantiate either side of the debate topic.
2	The puzzle ends up being far too difficult for either team to solve.
3	The answer to a riddle is rather crude and participants are hesitant to say it aloud.
4	Both debaters are so good that the judges can't determine a winner.

WARD COMPETITION: AGRICULTURE

Wards in Waterdeep each have a distinct culture. Intramural competition is an old Waterdeep tradition. Characters can participate in the ward competitions to earn respect and favor in Waterdeep. Although the competitions are meant to inspire and unify, characters new to Waterdeep should not be fooled: the city takes these games very seriously.

RESOURCES

The agriculture contest brings together all the wards in a “country fair” style event. It takes thirty months to compile and create the offerings for the contest. Characters can choose which ward they support and how they want to participate.

The contest consists of the following categories:

- Best prize livestock
- Best pie
- Best homebrewed beverage
- Best homegrown produce

Characters can also boost morale by designing a banner for their chosen ward:

- North Ward: White dove, green and orange
- Southern Ward: Mule, red and white
- Trades Ward: Mimic, green and purple
- Sea Ward: Sea lion, blue and gold
- Dock Ward: Swordfish, burgundy and orange
- Castle Ward: Griffon, blue and purple

The competition is judged by a panel of judges sourced from the Dungsweepers’ Guild, Guild of Butchers, and the Council of Farmer-Grocers.

Depending on the characters’ role in the competition, the corresponding roll determines success:

CATEGORY	ABILITY CHECK
Best prize livestock	Wisdom (Animal Handling)
Best Pie	Dexterity
Best Homebrew	Wisdom (Medicine)
Best Homegrown Produce	Intelligence (Nature)
Sewing a beautiful banner or flag	Dexterity

The ward who wins the most categories wins the contest. Roll the relevant ability check for each category to determine success. In the event of a tie, roll once more or have an NPC from the judging guild make the final call.

The winning ward team earns a decorative sash and is invited to ride in the next festival parade.

COMPLICATION

Farming and agriculture may seem like peasant work, but it takes patient and dutiful folk to cultivate land. There is a 10 percent chance one of the following complications arises during the contest:

D4	COMPLICATION
1	A rival shears one of their opponents’ prized sheep, making it too small to qualify for its category.
2	Someone spikes the vats of homebrewed beverages.
3	Both teams make the exact same pie. One team accuses the other for stealing their pie recipe.
4	It is discovered that a farmer used “gentle repose” to preserve rotting vegetables.

WARD COMPETITION: MUSICAL PERFORMANCE

Wards in Waterdeep each have a distinct culture. Intramural competition is an old Waterdeep tradition. Characters can participate in the ward competitions to earn respect and favor in Waterdeep. Although the competitions are meant to inspire and unify, characters new to Waterdeep should not be fooled: the city takes these games very seriously.

RESOURCES

The music competition brings together the Southern Ward, Castle Ward and North Ward. It takes one month to practice and prepare for the competition. Characters can choose which ward they support and how they want to participate.

The contest consists of the following categories:

- Choir
- Musical performance
- Solo vocalist
- Solo instrumental performance

Characters can also boost morale by designing a banner for their chosen ward. Southern Ward's mascot is the mule and its colors are red and white; Castle Ward's mascot is the griffon and its colors are blue and purple; North Ward's mascot is the white dove and colors are green and orange.

The competition is held at Mirt's Mansion is judged by a panel of judges sourced from the Council of Musicians, Instrument-makers, and Choristers.

Depending on the characters' role in the competition, the corresponding roll determines success:

CATEGORY	ABILITY CHECK
Choir	DC 15 Charisma (Performance)
Musical Performance	DC 15 Charisma (Performance)
Solo Vocalist	DC 18 Charisma (Performance)
Solo Instrumental Performance	DC 18 Charisma (Performance)
Sewing a beautiful banner or flag	DC 11 Dexterity

The ward who excels at the most performances wins the competitions. Roll a Charisma (Performance) for each ward to determine success. In the event of a tie, roll once more or have an NPC from the judging guild make the final call.

The winning ward team earns a decorative sash and is invited to ride in the next festival parade. The character earns 1 point of renown in the ward they helped.

COMPLICATION

Musicians and performers may seem jovial on-stage, but these artists are serious about their craft. There is a 10 percent chance one of following complication arises during the music competition. A complication causes characters to roll their ability checks with disadvantage while participating in the competition.

D4	COMPLICATION
1	Someone in the audience casts a spell on the performer, disrupting the performance while the City Watch tries to find who did it.
2	A musician's string breaks during the performance and they claim they were sabotaged.
3	One of the members of the choir sings incredibly off-key.
4	One of the wards performs a song teasing and taunting another ward, and the performers begin fist-fighting.

WARD COMPETITION: COMBAT TOURNAMENT

Wards in Waterdeep each have a distinct culture. Intramural competition is an old Waterdeep tradition. Characters can participate in the ward competitions to earn respect and favor in Waterdeep. Although the competitions are meant to inspire and unify, characters new to Waterdeep should not be fooled: the city takes these games very seriously.

To facilitate this at Fai Chen: At the first table, determine the ward in which the tournament will be held. The character faces off against an NPC opponent. If the character wins, they go on the board. They make two additional attack rolls to simulate their progression through the bracket. These rolls are combined and become their “score.” Whoever receives the highest score becomes the Champion of that ward. Characters can then face off against one another at the “Champion’s Table” during Fai Chen.

RESOURCES

The Combat Tournament brings together all of the wards. Each ward selects a fighter to serve as their “champion.” Those who want to be chosen as a ward’s champion must audition with a DC16 Charisma (Performance) check. Characters can also boost morale by designing a banner for their chosen ward:

- North Ward: White dove, green and orange
- Southern Ward: Mule, red and white
- Trades Ward: Mimic, green and purple
- Sea Ward: Sea lion, blue and gold
- Dock Ward: Swordfish, burgundy and orange
- Castle Ward: Griffon, blue and purple

RESOLUTION

There are no judges; the tournament is a bracket. The last fighter standing is the victor. Source NPC champion stats from the Monster Manual or Volo’s Guide to Monsters.

Champions do not have to be melee-only fighters; spellcasters are also welcome to participate. Bystanders are not allowed to alter the outcome of the match (like casting healing spells from afar). Fighters are not allowed to use spells that banish their opponent to another realm. City Watch and temple clerics are on hand to prevent the audience from getting out of hand and to prevent anyone from dying.

The winning fighter earns a decorative sash and is invited to ride in the next festival parade. If the character is the victor, they are seen favorably by the inhabitants of the ward in which they fought.

COMPLICATION

The tournament experiences one of the following complications which can help you illustrate the lively, nail-biting experience:

D4	COMPLICATION
1	Someone tosses something into the ring, which turns out to be just a flower — but the distraction it causes results in a solid hit from your opponent.
2	It’s revealed that two wards teamed up to win against the rest and bolstered both of their champions with a Heroes’ Feast prior to the tournament.
3	A fighter is disqualified for banishing their opponent.
4	One of the wards is accused of recruiting fighters from outside of Waterdeep.

PIT FIGHTING

Adventurers abound in Waterdeep, and despite lives of splendor and celebration, sometimes they get a little stir-crazy. The Sea Ward is home to City Watch-sanctioned pit fighting where people can throw blows in a (fairly) controlled environment.

RESOURCES

It takes one day to participate in the Sea Ward pit fights at the Temple of Tempus. Characters can return to the pit whenever they like to get some aggression out of their system.

RESOLUTION

Unlike pit fighting in other cities, victors do not earn coin; instead, they earn advantage on social checks made with the underworld of the city. Characters who win also earn a +1 to Strength OR a +1 to Charisma (Intimidation).

To determine who the character fights, you can pepper in NPCs from the book, or use the NPC stats found at the end of the Monster Manual or Volo's Guide to Monsters. The more random the NPC, the more interesting the pit fight. It's less about optimizing characters against each other and more about letting characters flex their muscles in a controlled environment.

To determine the success in the fight, the character makes three checks: Strength (Athletics), Dexterity (Acrobatics), and a special Constitution check that has a bonus equal to a roll of the character's largest Hit Die (this roll doesn't spend that die). If desired, the character can replace one of these skill checks with an attack roll using one of the character's weapons. The DC for each of the checks is $5 + 2d10$; generate a separate DC for each one.

Alternatively, if time allows, you can also play out the combat with the character and the stats of one of the NPC's you've chosen.

COMPLICATION

Those who fight in the pit do so willingly, and most who participate are good sports. But fighting the wrong opponent can create a long-lasting grudge. Characters have a 50 percent chance of encountering one of the following complications:

D4	COMPLICATION
1	You go up against someone who has a grudge against you and they appear ready to kill you.
2	You rough up the heir to a noble family; despite their willing participation, they are embarrassed by the defeat and swear to get revenge.
3	Your opponent cheats; one of their friends in the audience casts healing spells on them.
4	You land a solid hit that nearly kills your opponent.