

A 5TH EDITION COMPENDIUM

BOOK OF VILE VICES



A scoundrel's guide to illegal substances and gambling
for the world's greatest roleplaying game.

BOOK OF VILE VICES

Fvery big city worthy of its name has a dark underbelly. A parallel society, where the rules are different, the morals are muddled, the laughter is louder and the desperation is deeper. Where one can indulge in the sort of things, the other society likes to pretend doesn't exist.

Where those who are ready to put everything on the line can find pleasure, wealth and power – if they don't lose themselves in the pursuit.

In this document you'll find mechanics, guidelines and flavor to help you introduce a seedier element to your D&D game. You'll be given complete rules governing 7 different types of illegal substances that can both aid and harm your characters, as well as descriptions for 5 different betting games that'll entertain both your players and their characters. With the Book of Vile Vices in hand, your party will never again sit idle and bored in a tavern taproom.

Enjoy – and roll responsibly!

Disclaimer

As someone who's experienced first-hand the harm to both people and families substance abuse can cause, it's important for me to emphasize that this document is not meant to glorify or trivialize addiction or drug use. I feel strongly that there's a way to explore hard topics through roleplay – just as we might deal with violence, death, romance, etc. – in a safe way, without causing harm to anyone. That being said, these rules are not for everyone or for every table. Be mindful that while introducing drugs and gambling to a D&D-game might seem like innocent fun to you, it might make other people uncomfortable. Please make sure that everyone at your table is comfortable exploring these sensitive topics before using this product.

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ILLEGAL SUBSTANCES

In a world of magic and fantasy, it should be no surprise that there's many harmful substances going around. If a substance is perceived to be enough of a peril to the stability of society, they're declared illegal and relegated to dark alleys and shadowy taprooms. Such substances, though often addictive and debilitating, are not always wholly without merits, and thus present a lure to even esteemed and powerful adventurers. Below you'll find seven examples of illicit substances as well as rules for generating your own.

RULES

An illegal substance has descriptions detailing their dosage, usage, effects, overdosing and withdrawal. Using this template, you can quickly create illegal substances of your own. Below is an explanation of the various terms.

DOSE

A description of the typical dose a Small or Medium creature needs to achieve the substance's effect. Unless otherwise stated, a Large creature needs to consume four doses, a Huge creature needs 16 doses and a Gargantuan creature needs 64 doses to achieve the same effect.

USE

A description of how to use the substance. The methods described here aren't necessarily the only way to consume the substance, just the most common method.

EFFECT

Information about when the substance takes effect, how long the effect lasts, and what both the beneficial and detrimental effects are.

OVERDOSING

A description of what happens if you consume more than one dose of a substance while already affected by it. For all substances, consuming a new dose while still under the effect of a previous dose resets the effect and duration of the substance, but some substances have additional beneficial or detrimental effects when consuming additional doses beyond the first.

WITHDRAWAL

Most substances have an adverse effect that occurs either immediately after the effect of the substance has worn off, or after a set amount of time has passed since the last dose. When determining DC's or the severity of the withdrawal, you'll often see a reference to 'the number of doses used'. This refers to the number of doses used since last completing withdrawal for that specific substance. There are no rules governing the mental aspect of withdrawal, as this is usually better handled through roleplay than by rolling dice.

ILLEGAL SUBSTANCES

Name	Rarity	Price per dose
Dawnflower	Common	10 gp
Faersrezz Fungus	Uncommon	50 gp
Illithid's Kiss	Uncommon	50 gp
Mistleaf	Common	5 gp
Rot	Uncommon	25 gp
Sight	Rare	100 gp
Spelldust	Rare	50 gp

DAWNFLOWER

Common Illicit Substance

This golden flower was originally grown by priests of the sungod Lathander, who used the flower sparingly during religious ceremonies to better inspire their followers to worship. Because of its soothing and mood-lifting effects, the flower has since grown in popularity outside the Morninglord's monasteries. Because of its dangerous side-effects and addictive quality, the possession, production and sale of Dawnflower (outside Lathander's monasteries) is now illegal in most parts of civilized Faerun.

Dawnflower-users are recognizable by the golden hue their skin takes on while under its effect. With prolonged use, this golden hue spreads to eyes, teeth and nails, giving them a sickly and unnatural look. A Dawnflower-user will also usually talk quickly and with unwavering self-assurance.

Dawnflower is also known as 'Sunlord's Blessing', 'Glow' or 'Dawn'. Users often refer to the consumption of Dawnflower as 'getting gilded' or 'suntouching'.

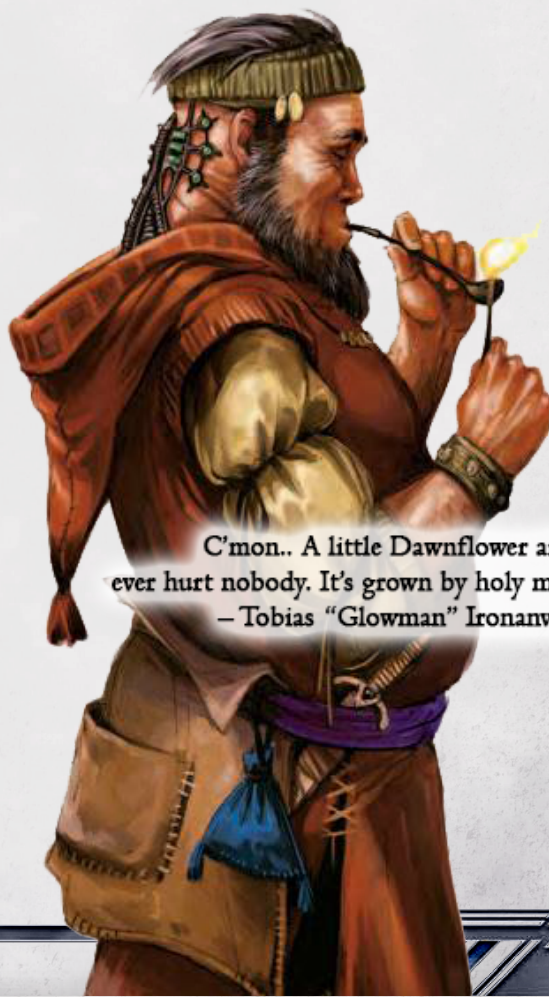
Dose. One Dawnflower-petal, often dried and crushed. A single dose of Dawnflower costs around 10 gp, while a whole Dawnflower with seven petals sells for around 50 gp.

Use. You can eat a dose of Dawnflower as an action, or smoke it in a pipe over the course of 1 minute.

Effect. 10 minutes after consuming a dose of Dawnflower, you begin to feel warm, confident and relaxed. For 1 hour, you have advantage on Charisma saving throws and skill checks, as well as resistance to radiant damage. You also have disadvantage on Strength and Dexterity saving throws and ability checks.

Overdosing. For each dose beyond the first, you must succeed on a DC 10 Constitution saving throw or gain a level of exhaustion.

Withdrawal. When the effect ends, you must make a Constitution saving throw against a DC of 10 + the number of doses used. On a failure, you gain one level of exhaustion.



C'mon.. A little Dawnflower ain't ever hurt nobody. It's grown by holy men, isn't it?
— Tobias "Glowman" Ironanvil

FAERZRESS FUNGI

Uncommon illicit substance

Faerzress-infused fungi is one of the more insidious exports to come out of the Underdark. The weird magical radiation that suffuses the tunnels of the Underdark often seeps into the vegetation of that dark world, giving the growths arcane – and addictive – properties. If transported to the surface world, a Faerzress Fungus is held in dark and damp containers, but must still be quickly consumed lest it loses its magical qualities.

While under the effect of Faerzress Fungi, a user emits a faint glow, often pink, purple or green in hue, and will often move in twitches and behave erratically. Prolonged use can cause these traits to become permanent. Many long-time users develop eccentric behavior or become outright insane.

Faerzress Fungi is also known as 'Underdank' and 'Faze'. Users often refer to the consumption of Faerzress Fungi as 'going under' or 'fazing'.

Dose. A handful of dried fungi. A single dose usually costs around 50 gp on the surface, but might sell for as little as 10 gp in the Underdark.

Use. You can eat a dose of Faerzress Fungi as an action.

Effect. Immediately after consuming a dose of Faerzress fungi, your skin begins to crawl and you start to feel an eerie and otherworldly sensation. For 1 hour, you gain advantage on saving throws against spells and magical effects, and resistance to damage from spells. You are also inflicted with short-term madness (roll on the Short-Term madness table on page 259 of the *Dungeon Master's Guide* to find the nature and duration of this madness).

Overdosing. If you use three or more doses of Faerzress Fungi, you are inflicted with long-term madness, and if you use five or more doses, you are inflicted with indefinite madness (see page 260 of the *Dungeon Master's Guide* for more information on these types of madness).

Withdrawal. Withdrawal from Faerzress Fungi makes you distracted and moody. 24 hours after you last consumed a dose of Faerzress Fungi, you gain disadvantage on Intelligence, Wisdom and Charisma ability checks. This effect lasts 24 hours for each dose of Faerzress Fungi used.

ILLITHID'S KISS

Uncommon illicit substance

An expensive delicacy, Illithid's Kiss is a drink made by boiling and distilling the remains of an intellect devourer and mixing the result – a pinkish liquid – with strong alcohol (whiskey or rum, preferably) to mask its overpowering taste and smell. While generally considered a dangerous substance, Illithid's Kiss is often not as heavily regulated as other illicit substances, since it's a favorite among the powerful individuals of higher society.

Users of Illithid's Kiss show no outward signs of use, but an astute observer might recognize users by their increased intelligence and measured speech. Extreme use can also grant users aberrant powers of the mind.

Illithid's Kiss is also known as 'Brain Brine' or 'Flay'. Users often refer to the consumption of Illithid's Kiss as 'getting flayed' or 'kissing the squid'.

Dose. An ounce of pinkish liquid. A single dose costs around 50 gp, while a whole bottle containing 30 doses of Illithid's Kiss sells for around 1,000 gp.

Use. You can drink a dose of Illithid's Kiss as an action.

Effect. One minute after ingesting a dose of Illithid's Kiss, you feel your intellect sharpen and your body weaken. For 1 hour, you gain advantage on Wisdom and Intelligence ability checks and saving throws. You also gain disadvantage on Strength and Dexterity ability checks and saving throws.

Overdosing. If you use a second dose of Illithid's Kiss, you also gain the ability to telepathically communicate with any creature you can see within 30 feet of you. If you use a third dose of Illithid's Kiss, you also gain the ability to cast the spell *detect thoughts* at will. Each time you use a dose after the first, you must make a DC 15 Constitution saving throw. On a failure, you don't gain any of the additional effects described above, but are instead stunned for the duration.

Withdrawal. When the effect ends, you must make a Constitution saving throw against a DC of 15 + the number of doses used. On a failure, you gain one level of exhaustion. Additionally, 24 hours after you last used a dose of Illithid's Kiss, you must make a DC 15 Wisdom saving throw. On a failure, you are inflicted with long-term madness (see page 260 of the *Dungeon Master's Guide*). Using Illithid's Kiss temporarily suppresses this madness for 24 hours, but doesn't cure it.

MISTLEAF

Common illicit substance

Mistleaf is probably the most common of all illicit substances. Relatively inexpensive and easy to grow in large fields – often by followers of the nature goddess Yondalla – Mistleaf can be found in nearly all corners of Faerun. Causing only mild addiction and adverse effects, Mistleaf can even be grown, sold and bought legally in many places, such as Luskan, Amn and Goldenfields.

While affected by Mistleaf, a user will often wear a dumbfounded expression or sheepish grin, a sign of the giddiness the herb causes. Prolonged use of Mistleaf also causes 'misty' eyes – a dull, pale sheen over the eyes, that seemingly has no affect on the user's eyesight.

Mistleaf is also known as 'Demongrass', 'Laughleaf' or 'Yondalla's tobacco'. Users often refer to the consumption of Mistleaf as 'getting misty' or 'misting'.

Dose. A pinch of dried Mistleaf. A single dose costs around 5 gp, while a bag holding 25 doses sells for around 100 gp.

Use. You can use a pipe or similar object to smoke a single dose of Mistleaf over the course of 1 minute.

Effect. 10 minutes after consuming a dose of Mistleaf, you begin to feel light and relaxed. For 1 hour, you have temporary hit points equal to your level. You also gain disadvantage on Intelligence and Wisdom ability checks.

Overdosing. For each dose beyond the first, you must succeed on a DC 10 Constitution saving throw or become poisoned for the duration. If you fail this saving throw twice, you fall unconscious for the duration, or until you take damage.

Withdrawal. When the effect ends, you must make a Constitution saving throw against a DC of 10 + the number of doses used. On a failure, you gain one level of exhaustion.

ROT

Uncommon illicit substance

This black, tar-like liquid is harvested from undead creatures by unscrupulous necromancers and dark priests. Essentially distilled blood of an undead creature, Rot smells bad and tastes worse. The dark liquid, which is sold in small vials, carry traces of the necromantic energy that fuels the undead, allowing anyone to gain a brief taste of an undead creature's numbed existence. Despite it's foul nature, Rot is very popular among street beggars and vagrants, who use it to keep pain and hunger at bay.

Rot-users are easily recognizable by their grayish skin, dead eyes and often ghastly smiles. Long-time users also show signs of hair loss, decaying teeth and general muscle atrophy.

Rot is also known as 'ghoul's blood' or 'grave drink'. Users often refer to the consumption of rot as 'rotting' or 'gravecrawling'.

Dose. An ounce of dark liquid. A single dose of Rot costs around 25 gp, while a small flask containing 10 doses sells for around 200 gp.

Use. You can drink a dose of Rot as an action.

Effect. Immediately after consuming a dose of Rot, you begin to feel numbed in both mind and spirit. For 8 hours, you have a +4 bonus to your Constitution score and you don't need to breathe, sleep, drink or eat. You also have disadvantage on Dexterity saving throws and ability checks.

Overdosing. For each dose beyond the first, you must succeed on a DC 15 Constitution saving throw or suffer a level of exhaustion.

Withdrawal. When the effect ends, you must make a Constitution saving throw against a DC of 15 + the number of doses of Rot you've consumed. On a failure, your Constitution score is permanently reduced by 1. If this causes your Constitution score to become 0, you die and rise as a mindless zombie at the start of your next turn.

SIGHT

Rare illicit substance

In the deep mines of Dis, second circle of Hell, tormented slaves hack away at unyielding rock to produce pieces of fine, red crystal. Grinning pit fiends mutter profane curses as they grind the crystals into fine sand and distribute the finished product to unscrupulous vendors all across the planes.

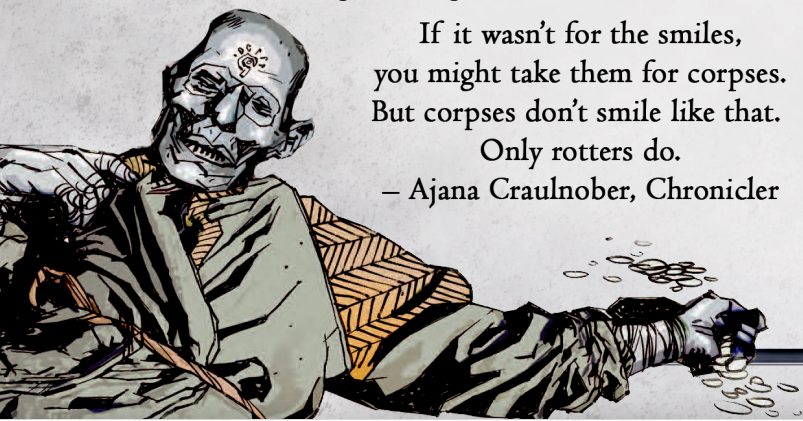
Sight is one of the most expensive, potent and ultimately dangerous drugs in Faerun. So much so, that the possession and sale of Sight is often associated with devil worship, carrying severe penalties that goes beyond fines and jailtime.

Recognizable by the tinge of red in their pupils, Sight-users are often wealthy (or trying desperately to acquire wealth), since a Sight-user without gold is not long for this world. Regardless of their economic situation, all Sight-users are slaves to their drug and (often without their knowledge) the Archdevil Dispater, who oversees the production of Sight – and who'll collect the soul of any unfortunate user who succumbs to the dangerous drug.

If it wasn't for the smiles,
you might take them for corpses.
But corpses don't smile like that.

Only rotters do.

– Ajana Craulnober, Chronicler



Sight is also known as 'devil's promise', 'the final sin' or 'traveler's dust'. Users often refer to the consumption of Sight as 'traveling the crimson road'.

Dose. A speck of red crystal. A single dose of Sight costs exactly 100 gp, and bulk discounts are never offered.

Use. You can place a dose of Sight in the corner of your eye as an action.

Effect. Immediately after consuming a dose of Sight, your pupils turn crimson and you feel an intense sense of clarity of both mind and vision. For 1 hour, you have truesight out to a range of 60 ft. and advantage on Intelligence, Wisdom and Charisma checks and saving throws.

Overdosing. Taking additional doses of Sight has no adverse effects besides making withdrawal harder.

Withdrawal. 24 hours after your last dose of Sight, you must make a Constitution saving throw against a DC of 17 + the number of doses you have used. On a failure, your Constitution score is permanently reduced by 1d4. You must repeat this saving throw again one week, one month and one year after your last dose of Sight. This reduction can't be reversed except with the *wish* spell, but is temporarily suppressed for 24 hours whenever you use a dose of Sight.

If withdrawal from Sight causes your Constitution score to become 0, you die and the archdevil Dispater takes possession of your immortal soul. You can't be returned to life unless the archdevil chooses to release it.

SPELLDUST

Rare illicit substance

More than a century past, a plague of spells scoured most of Faerun. The Spellplague, caused by the death of the goddess of magic, Mystra, caused incredible devastation, signs of which still exists today. Pockets of spellplague – often manifesting as azure crystals – remain across Faerun. Braving spellplagued lands is dangerous, but those who do can harvest the blue crystals and turn them into a powerful drug: Spelldust.

Spelldust-users can be recognized by a bluish tinge to their lips and fingertips. Veins of blue light also glow underneath the skin of long-time users.

Spelldust is also known as 'Mystra' or 'Magepowder'. Users often refer to the consumption of spelldust as 'weaving' or 'infusing'.

Dose. A pinch of Spelldust. A single dose costs around 50 gp, while a pouch with 50 doses sells for around 2,000 gp.

Use. You can rub a single dose of Spelldust under your lips as an action.

Effect. Immediately after consuming a dose of Spelldust, you feel your connection to the weave becoming painfully strong. For 1 hour, whenever you cast a spell, the spell takes effect as if it was cast with a spell slot one level higher than the spell slot you used to cast it. However, you also lose hit points equal to the level of the spell slot used to cast it (this loss of hit points can't be prevented).

Overdosing. Taking an additional dose of Spelldust doubles the effect: the spell slot level is increased by two instead of one, but you also lose twice as many hit points when you cast a spell. For each dose beyond the first, you must succeed on a DC 15 Wisdom saving throw or become inflicted with long-term madness (see page 260 of the *Dungeon Masters Guide*).

Withdrawal. When the effect ends, you suddenly find it hard to connect with Mystra's Weave. Whenever you cast a spell, you must roll a spellcasting ability check against a DC of 10 + the level of the spell slot used to cast the spell. On a failure, the spell fails and has no effect. This condition lasts 24 hours for each dose of Spelldust used.

GAMBLING

A nice game of chance is an awesome way to meet new friends, have gold change hands, and breathe a little fresh air into a session. Below are five of the most common betting games enjoyed by Faerun's gamblers.

DRAGONCHESS

Dragonchess is a form of three-dimensional chess with a fairly complicated ruleset. Dragonchess requires a sharp mind to play effectively and is popular with everyone from nobles and knights to common street hustlers.

Dragonchess involves moving board pieces resembling dragons, knights, peasants and so on around on a tiered playing board. Usually played on a timer, a game of Dragonchess takes about 30 minutes from start to finish.

While it is a complex game, a match of Dragonchess is fairly simple to resolve at the table:

1. The players roll an Intelligence (Dragonchess) check against each other.
2. Repeat step 1 until a player has won two Intelligence (Dragonchess) checks, thus winning the match.

Dragonchess is played as a best of three match to reduce variance and make it more likely that the winner is usually the most skilled player. If you want to reduce variance further, make matches best of five or even best of seven.

KOBOLD'S KNUCKLES

Kobold's Knuckles is a popular casino game. Using a set of dice, players play against the house, usually represented by a dealer (or the barkeep, if played in a tavern or bar), making bets as they go. In essence, Kobold's Knuckles is a simplified version of blackjack that uses dice instead of playing cards, where multiple players can play at the same time.

1. Each player makes a bet (which the dealer must approve).
2. Each player rolls 1d6 + 1d4 in the open.
3. The dealer rolls 1d6 in the open and 1d4 behind a screen.
4. Each player can in turn choose to roll additional 1d4's until they decide to stop. If their total ever exceeds 10, they lose their bets.
5. After all players have rolled their d4's, the dealer reveals their hidden d4 and rolls additional d4's until the total is 8 or higher. If the total exceeds 10, all players still in the game win the amount they bet.
6. When the dealer has finished rolling, players with a total lower than the dealer's lose their bets, players with the same total as the dealer reclaim their bets, and players with a result higher than the dealer's win their bets.

A game of Kobold's Knuckles usually goes on until someone – usually the players – find themselves relieved of all their gold.

Cheating

Where there's gambling, there's usually also cheating. If a player character (or NPC) wants to try and cheat in a game, they must make a Deception (Sleight of Hand) check against the passive Perception of all onlookers. On a success, they can reroll one of the game's skill checks or one of the dice they've rolled (if playing a dice game). On a failure, well, that depends on who notices...

LOREMASTER

Loremaster is a popular tavern game that combines a physical challenge with a trivia quiz. Loremaster is usually played head-to-head, with two participants (or teams) performing a straining physical challenge while asking each other difficult trivia questions. The first contestant who fails the physical challenge or can't answer a trivia question, loses the round. Loremaster is played best of three, with the winner being the first to win two rounds.

1. Player 1 chooses a physical challenge, which can be assigned a Strength (Athletics), Dexterity (Acrobatics or Sleight of Hand) or Constitution skill check (see examples below).
2. Player 2 chooses a trivia topic, which can be assigned an Intelligence (Arcana, History, Nature or Religion) skill check (see examples below).
3. The players make two contested skill checks, one for the physical challenge and one for the trivia quiz.
4. A player that wins both contests, or one contest if the other contest is a draw, wins the round. If both players win one contest, or both contests end in a draw, the entire round is a draw.
5. Repeat steps 1-4 until a player has won two rounds, switching who picks the physical challenge and who picks the trivia topic each round. If the third round ends in a draw, the entire match is a draw.

Participants can choose any physical challenge within reason, as long as a skill check can be assigned to it. Popular choices include:

- **Strength (Athletics) – Arm Wrestling** – the players ask each other questions while arm wrestling.
- **Strength (Athletics) – Keg Holding** – the players ask each other questions while holding a heavy keg above their heads.
- **Dexterity (Acrobatics) – Jump Rope** – the players ask each other questions while jumping a jump rope.
- **Dexterity (Acrobatics) – Dancing** – the players ask each other questions while doing a complicated dance.
- **Dexterity (Sleight of Hand) – Knife Game** – the players ask each other questions while playing the knife game (quickly stabbing back and forth between one's fingers).
- **Constitution – Drinking** – the players ask each other questions between beers or shots of strong alcohol.

As with the challenges, players can choose any trivia topic, as long as it can be assigned to an Intelligence skill, such as:

- **Intelligence** – math questions, riddles, puzzles, etc.
- **Intelligence – Arcana** – Famous wizards, powerful spells, elemental creatures, spell reagents, etc.
- **Intelligence – History** – Historic battles, noble families, historic dates, etc.
- **Intelligence – Nature** – Famous forests, healing herbs, canine creatures, fey creatures, etc.
- **Intelligence – Religion** – Deities, the dwarven pantheon, Oghma's dogma, fiendish creatures, etc.

SAVA

This odd version of chess is a drow invention. Two players play against each other using ebony pieces resembling drow warriors, mages and priestesses. The goal of the game is to destroy the other player's 'noble house'. In many ways, Sava resembles chess, except that the game's rules allow for trickery and deception, as players can make another character's piece turn traitor, disguise their pieces as other pieces, and so on. Thus, sava is a game of skill, deception and insight. A game of sava takes roughly 30 minutes. To determine who wins, each participant makes three rolls:

- An Intelligence (Sava) check.
- A Charisma (Deception) check.
- A Wisdom (Insight) check.

Compare the combined totals of the three rolls to determine the winner of the game (on an equal result, the game ends in a stalemate). If you want, you can also handle these checks as individual skill contests (Sava check vs. Sava check, Deception check vs. Insight check), with the winner being the player who wins the most skill contests.

Never cheat a half-ogre in a game
of knuckles. Trust me on that.
— Yannik One-arm

THREE-DRAGON ANTE

Three-Dragon Ante is a card game that gives crafty players a chance to use their skills as salesmen and liars to win big piles of gold. Favored among guards, sailors and traveling merchants, you'll nearly always find someone in the tavern going at it with a game of Three-Dragon Ante.

Three-Dragon Ante is a simple and fast form of poker, where all players agree on an amount of coin to play for – with the winner taking the entire pot. When the players have decided what they're playing for, a round of Three-Dragon Ante goes something like this:

1. Shuffle the Aces (Dragons), Kings, Queens, Knights and 10's (Squires) from a standard deck of playing cards into a pile, and deal three cards face down to each player. Leave the remaining cards (Aces, Kings, Queens, Knights and 10's) face down on the table (this pile is called the 'Dragon's Hoard').
2. Player 1 (usually the oldest) bets at least one of their cards by putting them face down on the table, describing the suit and rank of the cards they're betting and – if they want to – which cards they would like in return. The player is allowed to lie, but must name cards that are a part of the game.
3. Going clockwise around the table, each other player can put the same amount of cards down on the table, declaring which cards they're offering in return for Player 1's cards (lying is still allowed).
4. If only one other player makes an offer, the two players exchange cards (without showing them to the rest of the table). If multiple players make offers, Player 1 must choose between the offers (without seeing the cards).
5. If no offers are made, Player 1 can either choose to keep their cards, or they can take the same amount of cards from the top of the 'Dragon's Hoard', decide on three cards to keep, and shuffle their remaining cards into the 'Dragon's Hoard'.
6. Going clockwise around the table, repeat steps 3 to 6 for each player.
7. After the first round, players are no longer forced to bet cards when it's their turn and can instead choose to pass. Keep going around the table until all players are either happy with their hands or have bet cards a maximum of three times.
8. All players reveal their hands and the player with the strongest hand wins the pot.
9. If playing more matches, the player seated to the left of Player 1 starts the next match, and so on.

THREE DRAGON ANTE HANDS RANK

Hand	Description
Court of Dragons	The best hand is a Dragon, King and Queen of the same suit: a Court of Dragons.
Straight Flush	Consecutive cards in the same suit (such as a King, Queen and Knight of Hearts).
Three of a Kind	Three cards of the same kind – with three Dragons of course being the best.
Flush	Three cards of the same suit, such as three hearts or three spades.
Straight	Three cards in consecutive order.
Pair	Two cards of the same kind.
High Card	If you have nothing else, the strength of your hand is determined by the highest card.

A VALEUR RPG COMPENDIUM

This document was made with [GM Binder](#).

We hope you enjoy the rules laid out in this document. If there's anything missing, let us know at [Valeur RPG](#). If you like it, leave a comment or review – it means a lot to us!

A big thank you to everyone who purchased this product on the [DM's Guild](#). You are helping adventures become real and dreams come true. Also, feel free to check out our work for Waterdeep: Dragon Heist, where you might find a good use for these rules:

[Complete DM's Bundle - All our products for Waterdeep: Dragon Heist in one bundle](#)

[Chapter 1: A Friend in Need – DM's Resources](#)

[Chapter 2: Trollskull Alley – DM's Resources](#)

[Chapter 3: Fireball – DM's Resources](#)

[Chapter 4: Dragon Season – DM's Resources](#)

[Gray Hands – Faction Missions](#)

[Zhentarim – Faction Missions](#)

