

FACTION FOLIO
WATERDEEP

Road's End Robbery

Faction Folio: Waterdeep

Road's End Robbery

A Side-Trek Adventure

In this side-trek adventure, the characters act to retrieve an item from a recently deceased fence. The fence has been interred in Waterdeep's City of the Dead.

This adventure can be scaled for levels 1 – 13

by EBrun



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- Cover: Created at www.canva.com
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https://en.wikipedia.org/wiki/Controversies_about_Opus_Dei#/media/File:Cilice3.jpg
- Stag Circlet:
https://en.wikipedia.org/wiki/Jewellery#/media/File:18th_dynasty_pharaonic_crown_by_John_Campana.jpg

Roads End Robbery!

“Even in prosperous times the living robbed the dead.”

—Jocelyn Murray, *Khu: A Tale of Ancient Egypt*

Lisha's luck ran out. Lucky Lisha Kuron, a fence operating throughout the North Sword Coast, was killed two days ago. She was interred in the Road's End Tomb with her belongings, including a valuable piece of contraband that the characters need.

This side-trek provides options to use a hook from any faction and to customize the challenge for characters levels 1 – 13. Depending on the level of role play, the adventure takes 60-90 minutes.

This introductory chapter describes the side-trek adventure. Additional chapters describe:

- The City of the Dead, Waterdeep's cemetery;

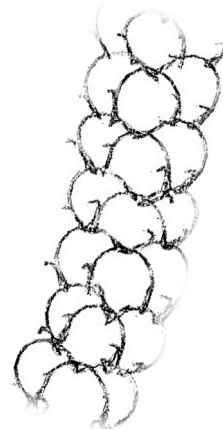
- The Hall of Records, a temple to Jergal;
- Road's End Tomb, a mausoleum for travelers; and
- An appendix containing maps.

Engaging the Characters

There are three decisions you need to make before you can start this scenario. First, you need to decide what McGuffin (plot trigger) your characters need to recover. In my campaign, the players had to recover the play, Roland's Lament, which included a coded message from a Harper agent. Three potential items are listed below. Second, decide how the characters will find out about the job. Third, set the challenge level of the adventure by using the information in the section on the Road's End Tomb.

Example McGuffins:

The **Band of Weeping** is a cilice rumored to have been worn by the priest of Ilmater and martyr, St. Jasper of the Rock. The Band of Weeping is a small chain with inward facing barbs that is worn around the thigh for those that practice mortification (offering of personal suffering to god). It will be found wrapped in red silk. Obviously, the cilice is quite uncomfortable to wear, causing 1d4 piercing damage per long rest. A good aligned person wearing the cilice can cast cure serious wounds once per long rest. [Value: 500gp]



A draft of **Roland's Lament** is a play by the famous bard, Rethi Rotori. The play, written on a scroll, is held in a plain wooden scroll tube marked with a script, 'RR.' It tells the tragic story of the missed opportunities of a noble father upon the death of his son. Surprisingly,

the play is bland and poorly written. If the characters read the play and succeed on an **investigation** roll (DC 15), they suspect that there is a coded message embedded in the tale. Besides being a bard, Rethi is a spy for one of the factions. The coded message details the plans of a rival to that faction. This item has some value (25 gp) simply because of the popularity of the author. However, the value of the coded message could be significantly more!

According to legend, the **Stag Circlet**, was a gift from Uthgrael Aumor, The Stag King, to his wife. The non-magical, golden circlet was passed down to the queen of Athalantar until the kingdom's destruction over 1000 years ago. The circlet was found in ruins near Secomber nearly 100 years ago and is the prized possession of the Moonstar (noble) family of Waterdeep. The circlet will be found in a shallow rosewood box. Uthgrael Aumor is Elminster's grandfather



Getting the Job.

You have a variety of options for engaging characters in this side trek. First, characters can learn of Lucky Lisha Kuron's death and treasure while exploring the city. They could overhear patrons at a tavern or during conversations while gambling. Second, a contact of the PCs can hire them. The following contacts from Faction Folio: Waterdeep (on DMsGuild) can be used as examples.

Father Youderian, a priest of Ilmater and caretaker of a local orphanage asks the PCs to retrieve the Band of Weeping. He is willing to pay or provide a future favor (healing spells).

Brother Ejs, a priest of Oghma and a member of the Harpers, hires the characters to retrieve Roland's Lament. A message from a Harper contact is encoded in the draft of the play.

Baba Jazinka, a shadowy old crone and trinket purveyor in Downshadow, asks the PCs to recover the Stag Circlet for a client. She offers a future favor in payment.

Getting In

Getting in to the Road's End Tomb (See page 9) during the day is easy – just walk in. It is open, clean and brightly lit. It is very likely that a funeral is taking place in one of the first floor rooms. Four statues of knights stand watch over the central stairwell. Two to six scribes sit at desks in the front of the tomb and can assist visitors in finding the appropriate burial niche. However, the scribes do need to know the location marker for the deceased. This marker can be found at the Hall of Records (page 8) in the City of the Dead. The entire Hall of Records is described in this product, but it is likely that the PCs will not visit more than the scribe offices on the first floor. If the characters claim to be related to Lisha Kuron, the scribes politely inform them that they need to provide evidence to the caretakers at the Hall of Records.

If the characters go up the stairs, they quickly realize that the interior is much larger than it would appear from the outside. Each floor above the first is identical – rings of burial niches surrounding a central staircase.

Characters will likely try to learn more about the Road's End before attempting a robbery. The following information is readily available:

- The Road's End Tomb is the final resting place for visitors to Waterdeep that die. The dead are often interred with their belongings.
- The Hall of Records (page 8), a temple to Jergal, is responsible for maintaining and operating the City of the Dead. Location

markers for someone interred in the City of Dead can be obtained from scribes at the temple.

- If the characters ask at the Hall of Records, they learn that Kuron is in niche 23 in the second ring on the north side of floor 3.
- Relatives of someone interred at Road's End Tomb can ask for the deceased belongings, but must first provide evidence of relationship to a scribe at the Records Hall.
- The City of the Dead is closed to visitors after dark. The tombs are locked and often have magical safeguards.

If characters seek information in areas that are "less than reputable," they can learn the following:

- The dead are interred with their belongings. I bet there is a lot of good loot to be had!
- The tomb is protected by enchantments set by Aghairon, Waterdeep's first Open Lord hundreds of years ago.
- The scribes at the Hall of Records are really good. I know a couple of smooth talkers that failed with forged documents. They got some pretty steep fines from the Watch.
- My cousin tried to loot the tomb. He said it was easy enough to get in, but he got confused and lost on the way out. City Watch nabbed him the next morning while he was still wandering the floors of the tomb. He is still in the pokey.
- The guards are pretty lax at night. But, they do carry signal horns. Reinforcements come quickly.

The Robbery

Review the information on patrols in the City of the Dead (page 6) and the layout and safeguards in the Road's End Tomb (page 9). Before beginning this side trek, determine the appropriate guardians based on the party size and level of the characters.

The characters will be able to successfully sneak into the City of the Dead and get to the

gates of the Road's End Tomb. Ask characters for two **stealth** checks. The first is against the passive perception of a night watch patrol (13). The second is against the scouts in one of the towers. There is only a 30% that the scouts are looking in the direction of the characters as they enter. If they are looking, the second **stealth** check is against a passive perception of 15.

If the characters fail the **stealth** check, they are not automatically confronted. Instead, place one night patrol outside of the tomb as the characters attempt to escape (see Getting Out)

The tomb itself is locked with a simple lock (DC 15). Once the characters are in, refer to the Road's End Tomb (page 9) for the actual robbery.

Getting Out

While the characters are inside of the tomb, there is a 20% chance that a passing night watch patrol notices that the door has been opened. The patrol will not enter the tomb. Instead, they will hide in the trees at the front of the tomb so that they can monitor the entrance.

If the characters failed the **stealth** check while sneaking in to the City of the Dead, a night watch patrol will notice the door has been opened and will monitor the entrance. Only ONE patrol will monitor.

A monitoring patrol will automatically observe the characters leaving the tomb, unless they take extraordinary precautions (e.g. invisibility). The patrol corporal will firmly ask the characters to drop their weapons and attempt to take them in to custody. If the characters resist, the corporal will sound his signal horn to call for reinforcements. The characters will hear horns echoing from the watch towers and eventually throughout the Wards bordering the City of the Dead. Two more patrols will arrive within 8 rounds. An additional patrol will arrive every 5 rounds. If

the characters flee, the patrols will give chase and conduct an exhaustive search if necessary.

Night Watch Patrol

At night, a patrol consists of one **mastiff**, and four **guards** led by one corporal (use **bandit captain** statistics). Watch members carry a war hammer (d8 + bonus) in addition to their blade.

Other Opposition

If the threat of a Watch patrol isn't enough, you can easily add other parties interested in retrieving the item. Use the Kobold Fight Club generator to create opposition that is appropriate for the level of the party.

(<http://kobold.club/fight/#/encounter-builder>)

Aftermath

If the characters successfully elude the Watch and other opposition, they eventually make their way through the City of the Dead and the South Ward to their predetermined meeting place. They can either fence their loot or receive the reward from the contact that hired them.

If the City Watch catches the characters, they go on trial at noon the following day. They are each fined 75 gp and sentenced to six months of forced labor. If you are feeling generous, a contact of the PCs can talk the Civilar into releasing the PCs. Of course, now the PCs owe a huge debt to that contact...



City of the Dead

Waterdeep's cemetery, the City of the Dead, is one of the few green spaces within the city. During the day, it is a popular public place for relaxing and walking the crushed rock trails that meander past trees, statues, and generally well-maintained mausoleums. As Waterdeep's population grows, some of the city's poorest families have taken to living within the tombs of the wealthy. The wealthy usually allow this as long as the occupants keep the tombs maintained, mourn daily, and vacate when the owners visit.

At night, the cemetery is closed to the public and patrolled by a small contingent of City Watch. The senior Civilar of this contingent also has an enchanted horn that sounds inside of the palace and a few temples that can be used to summon a contingent of clerics and paladins. Despite these patrols, the cemetery is often used as a clandestine meeting space for many of the city's undesirables.

Random Encounters:

(1) A simply dressed woman calls to the PCs from the entrance to a tomb. She asks them to check out spooky noises coming from deeper inside the tomb. Her family obviously lives in the tomb and seems rattled by the noise. The noise is caused by a legless animated skeleton trying to crawl out of a coffin. (2) A swarm of ravens flies overhead and lands on statues, roofs, and walls near the PCs. They appear to closely watch and follow the PCs as they walk through the cemetery. (3) A group of wailing women in black kneel in front of a tomb. After a while, they walk off in random directions - all with dry eyes and many with smiles. (4) A pack of dogs run through the cemetery, chased by a gravedigger. One of the dogs appears to have a skeletal hand in its mouth. (5) The PCs observe two figures sneak into a tomb - your call, either amorous or sinister. (6) A priest of Jergal and his acolytes are searching through the cemetery and occasionally writing notes in their journals.

Protecting the City of the Dead

During the day, a watch patrol (Passive Perception 12) consists of two **guards**. At night, a typical watch patrol (Passive Perception 13) in the City of the Dead consists of one **mastiff**, and four **guards** led by one corporal (use **bandit captain** statistics). Watch members carry a war hammer (d8 + bonus) in addition to their blade. The corporal also carries a signal horn that can be heard throughout the City of the Dead and portions of the North and Trade Wards. Two **scouts** (Passive Perception 15) are posted in watch towers. These guards have a signal horn.

Rowley Walcher (M, Half-Elf, use **veteran** statistics) is the Night Civilar (Captain of the Ward). Aveline Reignald (F, human, use **knight** statistics) is the Day Civilar.



Locations

A few centuries ago, Aghairon, Waterdeep's first Open Lord, addressed the overcrowding of the cemetery by replacing individual graves with tombs. Many of these tombs have magical protection and some include vast extra-dimensional burial grounds.

1. **Aghairon's Statue.** A lifelike marble statue of the first Open Lord of Waterdeep. The statue depicts a robed human mage, smiling face lined with age, on top of concentric steps. The steps are lit with rows of torches.
2. **Deepwinter Vault.** This abandoned tomb is a favorite place for covert meetings. The tomb also holds a secret entrance to the Tomb of the Crypt.
3. **Hall of Heroes.** This grand marble mausoleum is for warriors, heroes of the city, and members of the City Watch.
4. **Hall of Records.** *This location is unique to this adventure.* The Hall of Records is a small temple to Jergal, the Senseschal of Death. Thirteen of his followers, led by First Scrivener of Doom Zakrel, reside under the temple. This congregation conducts services, maintains tombs, and records the names and short biographies of those buried in the City of the Dead. The Hall of Records is described starting on page 8.
5. **The Hall of Sages.** This small, dusty tomb only holds around one hundred sages. Rumors tell that some of these sages were interred with their most valuable tomes or magic items.
6. **House of the Homeless.** A low row of steps leads to high metal gates. The interior is a pocket dimension consisting of an endless labyrinth of caverns housing the cremated remains of the city's poor. When known, the deceased's name is etched above the burial place.
7. **Lord's Respite.** This small tomb is made from black marble. Statues of deceased Open Lords surround three sides. The west side holds a shadowed door that obscures

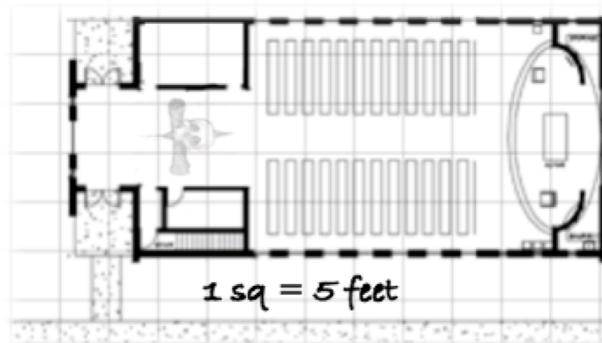
the interior. Masked Lords have the option of being buried in this tomb in full Lord regalia.

8. **Mariner's Rest.** This green marble tomb is carved to look like coral. The interior is an extra-dimensional space shaped as a vast, calm lake with burial plots along the shore. This tomb is for sailors and others lost to the sea.
9. **Merchants' Rest.** The "Coinscoffin" is the resting place for those who can afford to pre-pay for burial. A portal leads to a lightly wooded plane. Plaques on the ground mark burial plots.
10. **The Road's End.** This small, bare, tomb is the resting place for travellers to Waterdeep. The traveller's possessions are used to pay for funeral services. Any remaining belongings are interred with the deceased. This tomb is described starting on page 9.
11. **Warrior's Monument.** A sixty-foot tall stone sculpture of three men and two women, with a levitating griffon rider above, fight against humanoids (trolls, goblins, orcs, barbarians).



Hall of Records

The Hall of Records is a temple to Jergal, the Seneschal of the Dead. The priests and scribes of the temple are charged by the city to maintain the records of the City of the Dead. They also act as first responders for any unauthorized undead found in the cemetery. See page the appendix for a larger map.



The Doomscribes

The thirteen Doomscribes are all priests of Jergal (use the **priest** stat block) and are tasked with maintaining the records of the City of the Dead. In addition, they maintain the sanctity of many of the tombs within the cemetery. Four scribes assist each Doomscribe.

Zakrel, the First Scrivener of Doom, leads the Doomscribes. Zakrel is an ancient undead (use **mummy lord** stats). Zakrel spends most of his time wandering the Hall of Names, recording the whispers of his patron, Jergal. Zergal's heart is held in a secret chamber in the mausoleum that can only be accessed by teleportation.

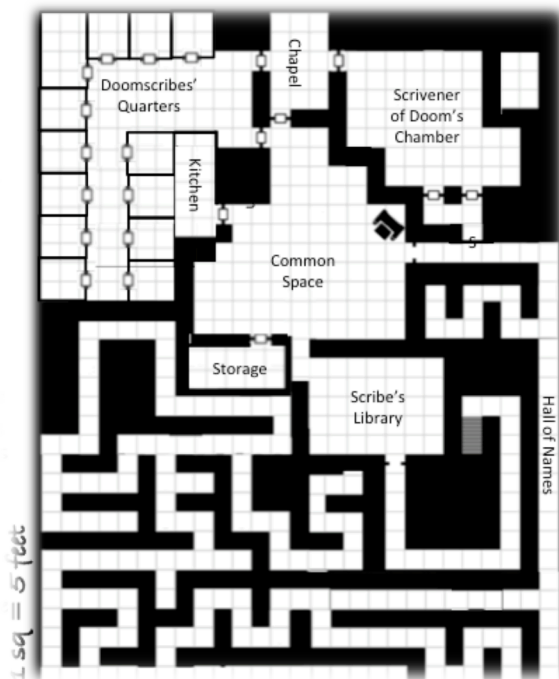


The Temple

The Hall of Records is a small temple situated near the back of the City of the Dead. A large mosaic of the holy symbol of Jergal dominates the entrance. Two statues of skeletons flank a bone white altar. Offices for scribes are located on each side of the entrance. These scribes help with identifying the internment location of deceased and verifying family relationships. Each office is enchanted with a potent **detect lie** spell. It is quite likely that a visitor will need to wait for 1d6 x 10 minutes before seeing a scribe.

The Mausoleum

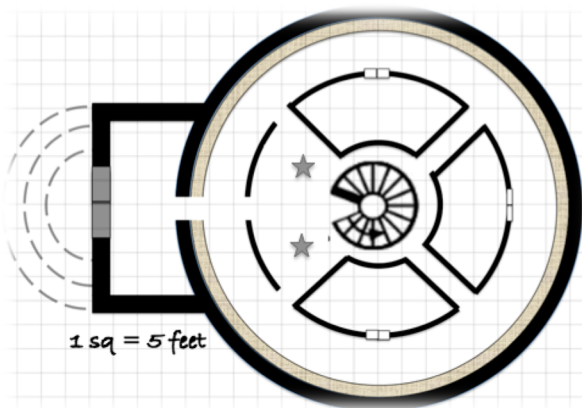
The lower level of the Hall of Records is a converted mausoleum. It holds workspace, common areas, and living quarters for the Doomscribes and the First Scrivener of Doom. The common space includes 13 niches, each containing a desiccated corpse (former Doomscribes) that can be animated to help protect the Hall (use **mummy** stats). The Hall of Names is a never-ending labyrinth of scroll shelves. Each scroll contains a brief history of a dead individual. Zergal and the Doomscribes continually add more names to the hall.



Road's End Tomb

A narrow gravel path through a garden leads to a simple two-story, domed stone structure. The Road's End Tomb is the final resting place for travellers that die in Waterdeep. The tomb is open during daylight hours and is secured by a simple lock (DC 15) at night.

First Floor



The tomb is entered through a set of large double doors. The interior walls are covered with a mural depicting a variety of travel scenes. Two information desks are located directly across from the entryway. Six scribes are on duty at all times while the tomb is open. The first floor includes three rooms that can be used for small funeral ceremonies. These rooms are used frequently, so it is quite possible that at least one is in use at any time during the day. A central spiral staircase allows access to the upper floors.

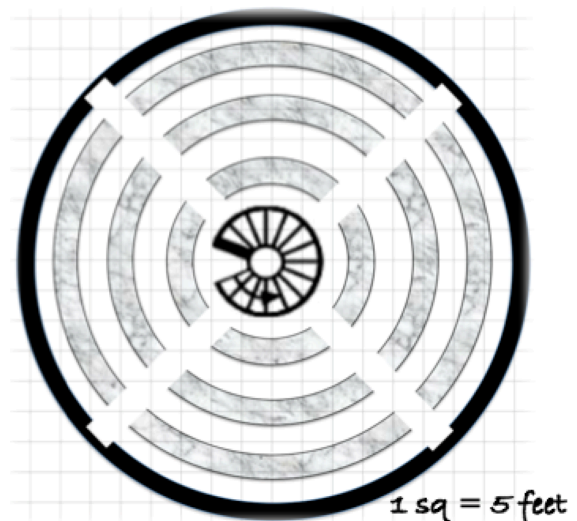
Upper Floors

From the outside, it appears that there would only be one upper floor. However, the tomb is actually an extra-dimensional space that allows for the addition of new floors as a previous floor fills. The higher you go (over 100 stories), the older the burial niches.

Each of the upper floors is identical. Concentric stone circles of burial niches surround a central

spiral staircase. Each burial niche is approximately four feet wide and opens to an extra-dimensional space (pockets within pockets!) that is seven feet deep. Niches are each three feet tall and are stacked three high.

The burial niches are divided into sections (north, south, east, west), rows (1, 2, 3) and are each given a unique number. For example, Lucky Lisha Kudron's burial niche is located on floor 3, northern section, 2nd ring, niche number 23. Each niche is covered with a metal door that contains the number and name of the deceased. A Doomscribe with the correct key can open the door. The lock can also be picked (DC 15) or the door can be pried open. However, any access besides the appropriate key triggers the magical anti-theft precautions (see below).



Anti-Theft Precautions

Theft during the day is incredibly difficult since there is a lot of activity. The scribes quickly notify the City Watch and the Hall of Records of any theft.

Shortly before dusk, a male voice sounds throughout the tomb requesting that everyone leave the premises and reminding visitors that it is considered trespassing and sacrilegious to remain in the tomb after dark.

The Road's End Tomb has two magical anti-theft precautions.

Disorientation. Opening a burial niche by any means other than the appropriate key triggers the following magical trap.

During the day, a booming voice states, "You have accessed a burial niche. Please put back any items that you are attempting to steal. The authorities have been notified." The voice continues to repeat this message and adds in descriptive information (e.g. The dark-haired elf wearing a blue cape) to the message. The scribes immediately call for assistance from the City Watch (response in 2d6 minutes) and the Hall of Records (response in 8 minutes).

At night, the opening of a burial niche triggers a disorientation trap. A fog, complete with ghostly images, rises from the floor. The characters hear raspy voices from multiple directions chanting, "Put that back, it does not belong to you." The fog fills the entire tomb. In addition, each character is disoriented. If they attempt to move, ask them how far they plan on moving. Roll a 1d4 to determine the actual direction of movement. At the central stairwell, roll a 1d4. An even number equates to moving up the stairs while an odd number equates to moving down the stairs.

If characters have taken precautions, adjust the roll for direction of movement accordingly. For example if they state that they are only going to move along a wall, roll a 1d4. An even number represents forward or right, an odd number represents backwards or left. If they have a tied a rope, they can move in the direction that the rope is fixed. The DM should roll individually for each PC for each round of movement. Cut them some slack if they come up with innovative ways to navigate!

Guardians. If a burial niche is opened by anyone besides a Doomscribe (day or night), the statues

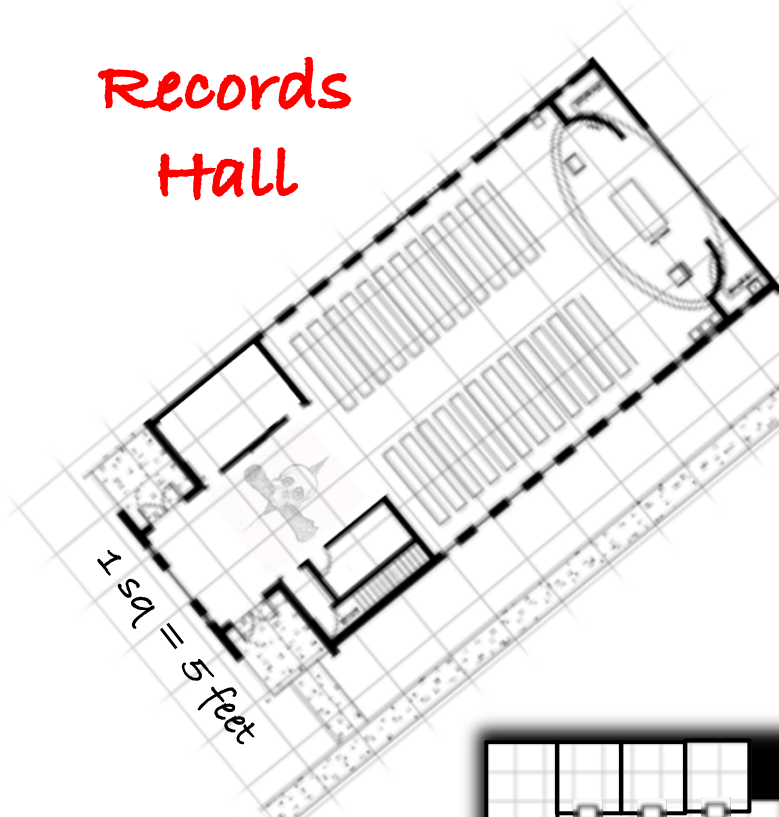
on the first floor animate and attack anyone attempting to leave tomb. You can provide an appropriate challenge for your PCs by selecting guardians based on the table below.

At night, the disorientation trap complicates combat with the guardians. Make sure you roll for direction of movement during each combat round!

LVL	Guard	Challenge
1	1 Animated Armor	Medium
2	2 x Animated Armor	Hard
3	2 x Animated Armor	Medium
3	1 x Helmed Horror	Hard
4	4 x Animated Armor	Hard
4	1 Helmed Horror	Medium
5	2 x Helmed Horrors	Hard
6	2 x Helmed Horrors	Medium
7	2 x Helmed Horrors	Medium
8	3 x Helmed Horrors	Hard
9	3 x Helmed Horrors	Hard
10	3 x Helmed Horrors	Medium
11	4 x Helmed Horrors	Hard
12-13	4 x Helmed Horrors	Medium

Appendix: Maps

Records Hall



Mausoleum

The followers of Jergal tasked with maintaining the City of the Dead live and work in this mausoleum beneath the chapel. The rooms and hallways are carved from the grey bedrock and are dimly lit with smokeless torches.

The scribe's library is lined with tables used by the Doomscribes to record the names and brief biographies of the deceased. These biographies are cataloged in the scroll racks that line the labyrinth that makes up the Hall of Names.

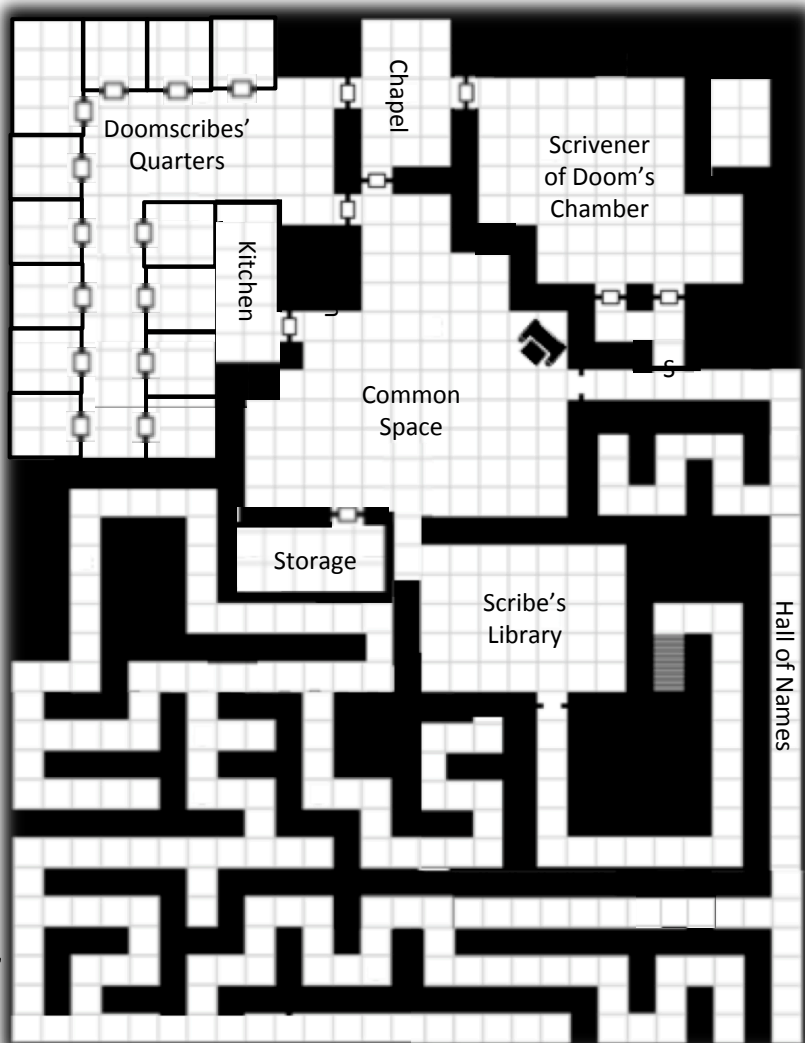
The common space is dominated by a large black marble throne. 13 niches in the common space hold desiccated corpses (former Doomscribes).

1 sq = 5 feet

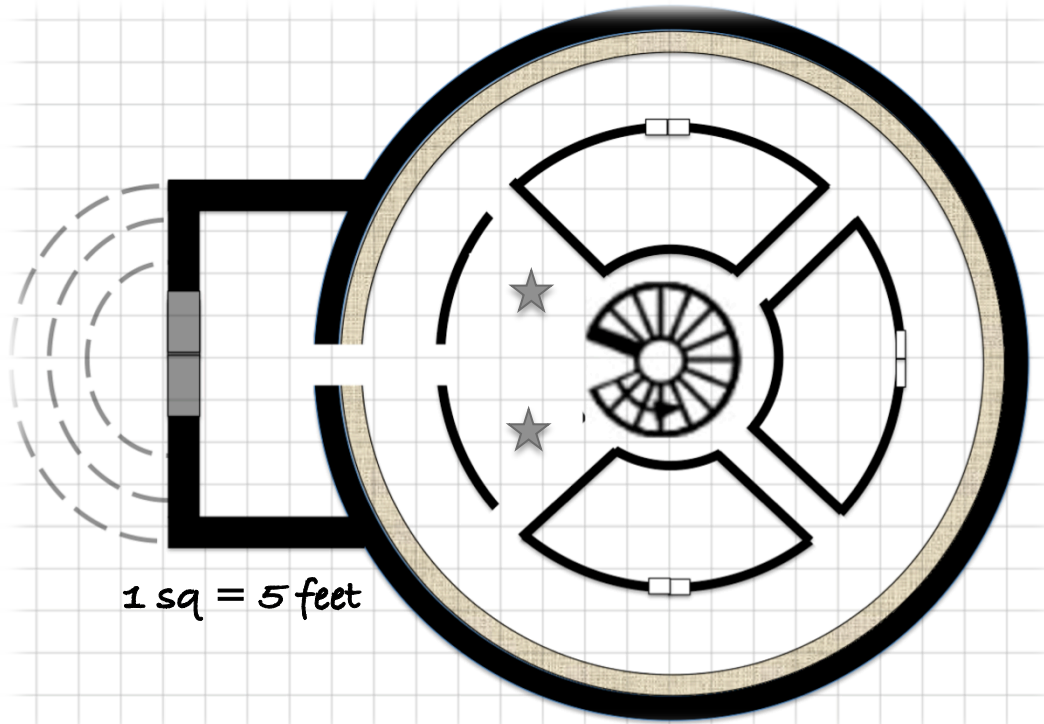
Chapel

This simple chapel is devoted to Jergal, the Seneschal of Death. The entrance is dominated by a mosaic of Jergal's holy symbol. A scribe offices are located to the left and right to assist visitors to the City of Dead in finding records of deceased. This office is enchanted with a permanent detect lie spell. Vestments and materials used in religious ceremonies are located in the two rooms behind the altar. The altar is flanked by two skeletons.

Stairs lead down to the mausoleum and priests quarters.

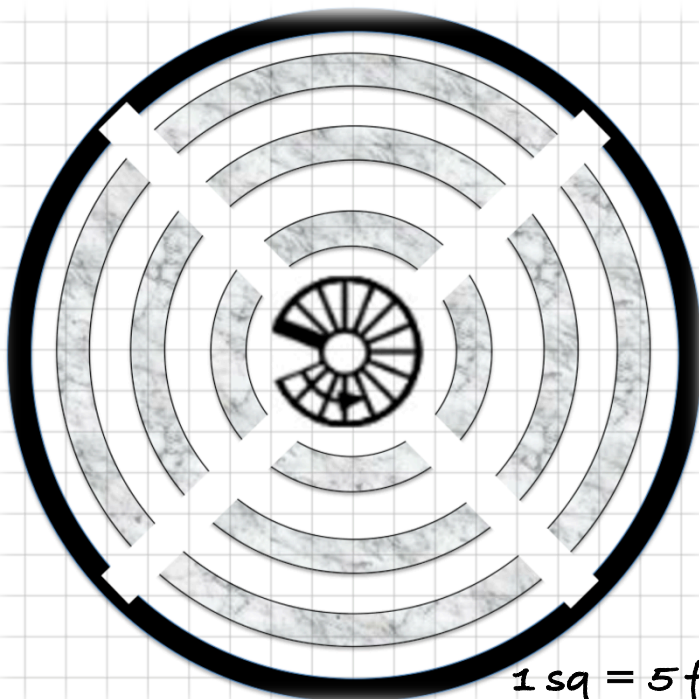


Road's End Tomb



Entry Floor

The entry hall of the tomb is unadorned grey stone. During the day, scribes sit at the two desks to help mourners find the burial niche of a deceased. Statues of well-armed knights stand vigil over the entryway. Three funeral rooms surround an immense white marble central staircase. The outside wall is covered with murals depicting different travelers.



Mausoleum Floors

Each floor is cut by four crossing pathways through concentric rings of individual internment niches. Each niche is 4 feet wide and is enchanted as an extra-dimensional space to hold the plain wood coffin of the deceased.

Each floor is dimly lit with 4 enchanted niches that resemble streaming sunlight.

City of the Dead

1. Ahghairon's Statue
2. Deepwinter Vault
3. Hall of Heroes
4. Hall of Records
5. The Hall of Sages
6. House of the Homeless
7. Lord's Respite
8. Mariner's Rest
9. Merchants' Rest
10. The Road's End
11. Warrior's Monument

