

# SHARN II

## COUNCIL OF ROACHES

By Elven Tower



# Free Version

**INTRODUCTORY ADVENTURE**



**EBERRON ADVENTURE FOR 3RD TO  
7TH LEVEL CHARACTERS**



# SHARN II

## COUNCIL OF ROACHES

Levels 3<sup>rd</sup> to 7<sup>th</sup> adventure

### Author

Derek Ruiz (aka Elven Tower)

### Editor

Ken Carcas

### Cover Art:

DMS Guild Creator Resource - Eberron Scenes & Symbols Art Pack

### Illustrations:

Some illustrations from Eberron Guild Creation Resources

All other illustrations, maps, and pictures by Elven Tower

### Playtest Team

Aurora Ayala, Jacky Rama, Kervin Ruiz, Román Huerga García, Sofía Compean, and Youxz Ortiz

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.

©2016 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.

All other original content material in this work is copyright (2018) by Derek Ruiz (aka Elven Tower) and published under the community Content Agreement for Dungeon Masters Guild



# TABLE OF CONTENTS

Cover.....	1
Credits.....	2
Table of Contents.....	3
Introduction.....	4
Adventure Primer.....	7
Part 1. Boromar Ambush.....	9
Part 2. Meeting the Lord Major.....	19
Part 3. House Inspection.....	22
Part 4. The Roaches' Lair.....	26
Adventure Conclusion.....	31
Appendix I - NPCs and Creatures.....	33
Appendix II - Maps.....	37
Appendix III - Handouts.....	44
Appendix IV - Roach Thralls.....	50
Easter Egg.....	53
Thank You Page.....	54

This is a FREE preview. Keep reading and get a taste of what this adventure is about. A section of this adventure's Part 3 and an excerpt of the Creatures and Handouts appendices are included. If you like it, you can purchase the [full module here](#).

Welcome to *Sharn – Council of Roaches*, a Dungeons and Dragons 5e adventure for the Eberron Campaign Setting. This adventure is the second of three installments of introductory modules that showcase Sharn, the City of Towers. The first adventure in the series is [Sharn, The Missing Schema](#). Two NPCs in this module make an appearance there too, but this adventure can be played as a stand-alone module if needed.

The fantasy elements that make Eberron stand out from other settings are present in this adventure: swashbuckling action, arcane ancient mysteries, and the perfect mix of steampunk, science, and magic.

This adventure is designed for **four to six 3rd - 7th level characters** and is optimized for **five 5th level characters**.

# PART 3. HOUSE INSPECTION

*We have a strong presence in council. It's not only Llyra Boromar, though. We have many allies.*

*~Saidan Boromar*

The characters visit councilor Borian Haldorak's house in Upper Dura. They are attacked by roach thralls.

If the characters decide to revisit the Thadian mansion or the Oaks restaurant, they may have a chance to speak with Maza Thadian's sons. Meryn Thadian and Malys Thadian are in a poor mental state after losing their mother. They do not know much about the insect transformation but it does not seem to surprise them very much. Both of them knew their mother for more than 150 years. After her strange sickness nine months ago, Maza Thadian was never the same person. Both of her sons noticed the change in personality but could not do anything about it. In a way, she had died already. The sickness and symptoms are similar to the ones that the council reported for Councilor Borian.

## COUNCILOR BORIAN'S HOME

Ask how the characters wish to reach Highhold Ward, in Upper Dura, and describe their ascent accordingly. Highhold Ward is a majority dwarf neighborhood. The ethnic influence of the people that live there is visible in the different types of architectures. Most towers here are wider and squatter than in the rest of the city. Most of them have no windows, but balconies are a common sight.

The homes are carved chambers in the towers with no windows. From inside, it appears as if the place was inside a mountain. Dwarves have adapted well to living high in the towers of Sharn but they can only change their ways so much. Councilor Borian Haldorak's home is near the top of Adamantine Tower.

## B1. Main Door

The main door to the councilor's home is at the end of a hallway that goes from the edge to the center of the tower. Many doors of other wealthy dwarves' homes open to this hallway. There is no response if the adventurers knock on the wooden door.

A successful **DC 16 Dexterity (Thieves Tools) check** disables the complex lock on the front door. A successful **DC 20 Strength (Athletics) check** allows a character to force their way in using sheer strength.

Alternatively, the door has **AC 14, HP 18**, and resistance to non-magical, non-adamantine piercing damage.

## B2. Living Area

The largest chamber in the house. The lavish lifestyle of Councilor Borian Haldorak is obvious here. The stone walls are carved with epic scenes of dwarves fighting hordes of orcs and giants. The wooden furniture is sturdy and fine. There is an unfinished statue of Councilor Borian in the middle of the room. It is still bare rock from the waist down. Exquisite carpets and vases decorate the room. A large red curtain separates the living area from the bedroom (**Area B4**).

Any character with a **passive Perception score of 18 or higher** or a successful **DC 18 Wisdom (Perception) check** notices a faint clicking sound from behind the curtain. If the character warns his companions, they will not be surprised when the battle begins.

If any character moves within 10 ft. of the curtain covering **Area B4** it triggers the roach thralls ambush.



# Borian Haldorak's Home



## Treasure

- The silverware set on the table is worth **30 gp**.
- Three fine porcelain vases in the room can be sold for **20 gp each**.
- There is one **potion of healing** in the desk's drawer.

## B3. Latrine

There is a porcelain latrine hole on the floor of this chamber. The latrine goes down the complicated sewers system of the city. Many normal sized cock-roaches escape down the latrine as soon as the door is opened.

## B4. Bedroom

A group of roach thralls is waiting inside the bedroom to ambush and kill the adventurers. Lord Mayor Cathan ir'Demell sent them there to do that. Councilor Borian Haldorak is here too, still in humanoid form.

When a character moves within 10 ft. of the curtain, the roaches emerge and attack immediately. Borian Haldorak (**roach thrall**), 3 **roach thralls**, and 6 **failed roach thralls** attack the party. Use the **guard (MM, p347)** statblock for Borian Haldorak in humanoid form. He transforms into a roach thrall upon reaching 0 **HP**. All roaches fight to the death.

When a roach thrall or failed roach thrall reach 0 **HP**, it triggers its *hemolymph* ability which causes it to explode in acid. The damage output is different for both creatures.

As previous, have each PC witnessing the scene make a **DC 13 Wisdom saving throw**; failure results in the PC suffering a **Short Term Madness** (DMG, p258+) and a **-2 penalty** to further such scenes for the next 24hrs. Any PC succeeding this or future saving throws is immune to the effects of witnessing such a scene for 24hrs.





At the end of the 2<sup>nd</sup> round of combat, if Elric Boromar has not been discovered in Area B8, he fires a bolt as he enters in from the balcony to help the party destroy the roach thralls. A successful DC 10 Wisdom (Insight) check reveals that although Elric visibly notices the party members, he is solely focused on the attacking thralls. When the last roach thrall dies, Elric drops his crossbow to the floor and raises his hands. He wants to talk.

A successful DC 16 Intelligence (Investigation) check allows a character to find a fake brick on the north wall that activates a secret door. The door leads to Area B5.

## Adjusting the Encounter

Level 3 – Remove 2 Roach Thralls

Level 4 – Remove 1 Roach Thrall

Level 5 – As written

Level 6 – Add 1 Roach Thrall

Level 7 – Add 1 Roach Thralls and 1 Failed Roach Thrall

## B5. Secret Room

The secret room contains a lone locked wooden chest. The chest is trapped. A successful DC 14 Intelligence (Investigation) check allows a character to find a poison dart trap (DMG, p123) designed to trigger once the chest is opened. A successful DC 16 Dexterity (Thieves Tools) check using allows a character to deactivate the trap.

If a character opens the chest without deactivating the trap, he must make a successful DC 17 Dexterity saving throw, taking 12 (4d6) poison damage on a failed save.

## Treasure

The chest contains some valuables that belonged to Borian Haldorak.

- Several purses containing **250 gp** in various denominations.
- A deed to the house, owned by Borian Haldorak. Show the players **Handout 3 – (House Deed)**
- A purse with 2 blue diamonds (valued at **300 gp each**).
- **2 potions of healing.**
- A House Kundarak bank note for 170,400gp. Show the players **Handout 4 – (Kundarak Bank Note)**
- A scroll case with a piece of parchment inside; the parchment reeks an acrid smell. Show the players **Handout 5 – (Chemical Message)**. This is the Lord Mayor's ambush order for Borian Haldorak and the other roaches. The message appears only in chemical form and cannot be understood. Casting *comprehend languages* (PHB, p224) or devising some other reliable method will reveal the parchment for what it is. If the message is deciphered, show the players **Handout 6 – (Translated Message)**.

## B6. Larder

The room is full of crates and barrels of food and beverages. The room smells putrid because all vegetables and meats are rotten. A successful DC 14 Intelligence check allows a character to determine that the food was abandoned here for at least two weeks. There is nothing of value in this area.

## B7. Kitchen

There are two preparation tables and a large cauldron in the middle of the room. The smell of putrid food is not as strong as it is in Area B6. Borian Haldorak has eaten most of the stuff in this room





already. He had expensive tastes in food and drinks before but the roach thrall inside him cannot differentiate fine food from rotten food.

## B8. Balcony

The double wooden doors to the balcony are unlocked. The balcony offers a spectacular view of the city. Two statues of dwarven guards in armor decorate the place. There is a stone bench next to the handrail.

Despite the council's best efforts, Ilyra Boromar found out what was said in the council session she was barred from attending. Boromar agents recently discovered important information. She sent Elric to the councilor's home to talk to the PCs. Elric Boromar is hiding in the balcony, waiting for the adventurers. If the party triggers the ambush encounter from **Area B4**, Elric emerges from the balcony and helps them kill the roaches.

If a character goes to the balcony before the fight, they discover Elric Boromar sitting on the stone bench, looking at the city. He knows there are giant roaches in the bedroom and wishes to talk.

## ELRIC BOROMAR'S DEAL

This conversation can occur after the roach ambush (**Area B4**) or before the encounter if a character finds Elric in the balcony (**Area B8**). Elric wants to talk and has some good information to offer. If the characters attack him, he drops the map to the roaches' lair and jumps down the balcony.

Elric Boromar has a simple mission. He wants to sway the adventurers from further pursuing the

### SIDEBAR 8

#### Roleplaying Elric Boromar

Elric Boromar is one of the most successful members of the clan. He is Saidan's cousin and enjoys a nepotism position of prestige within the clan. Elric also has the complete trust of Ilyra Boromar.

Elric Boromar is a bold halfling. Whenever there's an operation no one wants to do, it is always Elric who ends up doing it. He enjoys the thrill of danger. Despite this, he is a good negotiator who seldom uses torture or force. He does not fear the Sharn Watch but he fears the monsters of Daask.



Boromar Clan. Despite the clan's involvement in hundreds of shady things in the past, they are the good guys in this matter. The Boromars have thousands of agents and spies; they have now located the roaches' lair. Elric is willing to give the characters a map to the lair if they agree to continue their mission and get rid of the roaches. Here are some arguments for Elric Boromar in this conversation:

- I know you think we're guilty of this. But we don't use magic to get our way. The roaches killed both Councilor Maza and Councilor Borian. It would not serve our purposes to kill Borian, you know? He has supported Ilyra Boromar for years.
- Don't you see what happened? The Lord Mayor set you a trap. He sent you here to die. We still don't understand his involvement with the roaches but we believe they are working together with the Droamite monsters of Daask.
- My agents have tracked the roaches main lair down to Lower Tavick's Landing. We know you have your own motivations to go there. But Councilor Ilyra Boromar also wants you to go there and get rid of those abominations. Borian was our ally and we want justice too.
- If you help us, you'll be highly regarded by the Boromar Clan. Hell, Saidan Boromar will want to thank you personally.

Elric shows the players a rough map of Black Arch Ward (Lower Tavick's Landing). An X at the end of an alley marks the spot where the lair entrance is supposed to be.

If **Bloody Spear** is not with the party, **Elric Boromar** offers to accompany them down the lair.

Proceed to **Part 4. The Roaches' Lair**.



# Roaches' Lair

1st Level

C1

C2



C4

C3

2nd Level

3rd Level

C5

C6

C7



1 Square = 5 ft.



## ELRIC BOROMAR

Medium humanoid (halfling), neutral

**Armor Class** 15 (studded leather)

**HP** 52 (8d8 +16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

**Saving Throws** Dex +6, Int +4

**Skills** Acrobatics +6, Deception +3, Perception +3, Stealth +10

**Damage Resistances** poison

**Senses** passive Perception 14

**Languages** Thieves' Cant, Halfling, Common

**Challenge** 4 (1,100 XP)

**Assassinate.** During his first turn, Elric Boromar has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Elric Boromar scores against a surprised creature is a critical hit.

**Evasion.** If Elric Boromar is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Elric Boromar instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

**Sneak Attack.** Elric Boromar deals an extra 13 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Elric Boromar that isn't incapacitated and Elric Boromar doesn't have disadvantage on the attack roll.

### Actions

**Light Crossbow.** Melee Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 7 (1d8+3) piercing damage.

**Dagger.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage.



## FAILED ROACH THRALL

Tiny aberration, neutral evil

**Armor Class** 13 (natural armor)

**HP** 11 (2d8 + 2)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	6 (-3)	10 (+0)	7 (-2)

**Damage Resistances** acid, slashing damage from nonmagical weapons, poison

**Senses** passive Perception 11

**Languages** Chemical Pheromones

**Challenge** 1/4 (50 XP)

**Acidic Hemolymph.** When the failed roach thrall dies, a sudden chemical reaction inside it makes it explode. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 3 (1d6) acid damage on a failed save, or half as much damage on a successful one.

**Limited Flight.** The failed roach thrall can use its wings to glide through the air but it cannot gain altitude. It falls 10 ft. per round and moves at a speed of fly 30 ft.

### Actions

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



Failed Roach Thrall



## ROACH THRALL

Medium aberration, neutral evil

**Armor Class** 16 (natural armor)

**HP** 33 (6d8 + 6)

**Speed** 30 ft. (bipedal) 40 ft. (as insect), climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	14 (+2)	13 (+1)	7 (-2)

**Damage Resistances** acid, slashing damage from nonmagical weapons, poison

**Senses** passive Perception 11

**Languages** Common, Chemical Pheromones

**Challenge** 3 (700 XP)

**Acidic Hemolymph.** When the roach thrall dies, a sudden chemical reaction inside it makes it explode. Each creature within 5 feet of it must make a DC 14 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

**Limited Flight.** The roach thrall can use its wings to glide through the air but it cannot gain altitude. It falls 10 ft. per round and moves at a speed of fly 30 ft.

### Actions

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

**Claw.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

## ROACH THRALL LARVA

Tiny aberration, neutral evil

**Armor Class** 10 (natural armor)

**HP** 2 (1d4)

**Speed** 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	10 (+0)	10 (+0)	3 (-4)	10 (+0)	5 (-3)

**Damage Resistances** poison

**Senses** passive Perception 10

**Languages** Chemical Pheromones

**Challenge** 1/8 (25 XP)

**Acrid Hemolymph.** When the roach thrall larva dies, a sudden chemical reaction inside it makes it explode. Each creature within 5 feet of it must make a DC 10 Constitution saving throw, taking 2 (1d4) poison damage on a failed save.

### Actions

**Acid Spit.** Melee Weapon Attack: +2 to hit, range 15/30 ft., one target. Hit: 2 (1d4) acid damage.



Roach Thrall Larva



# Title Deed

Title Number - 0048806

783 YK

Address - Highhold Ward (Upper Dura)

Adamantine Tower No. 742

This is to certify that the possessor of this deed is the absolute proprietor of the land comprised in the above-mentioned title.

The property is sold and registered by Sharn's Land Act and given under the hand and seal of Lord Major Hannia ir'Ghalssa.

*H. ir'Ghalssa*

**HANDOUT 3**  
**HOUSE DEED**



RS. 00456

# House Kundarak Bank

On demand, we promise to pay Mr. Borian Haldorak  
or an appropriate heir for value received, the sum of 170,400  
gold coins.

Or private access to vault No. 458  
Password: Haldorstein



Signs Martinkir Kundarak

## HANDOUT 4 KUNDARAK BANK NOTE



# THANK YOU

Wow! You got this far. I want to thank you wholeheartedly for purchasing and using this module. When I learned to play Dungeons and Dragons so many years ago, I came across the Eberron Campaign Guide for 3.5 ed. The book enthralled me. We played Eberron campaigns for over twelve years. I played all those awesome games with my relatives and close friends. Some people left and some others joined but I treasure all those memories the same. Eberron means a lot to me. It has a place in my heart.

I am serious about all of my RPG creations but this was also a labor of love. I love the setting and rejoice with the ability to create content for others to use. I trust that you can see in these pages the love and care I have for Eberron. There is more to come because this is the second installment of a trilogy of loosely related Sharn adventures.

If you enjoyed this preview, consider purchasing the full product here. The full adventure features over 50 pages of content. It includes detailed maps of the different wards of Sharn, all map files from the module, PDF with clickable index and hyperlinks, and printer-friendly Version.

