

SHARN II

COUNCIL OF ROACHES

By Elven Tower



INTRODUCTORY ADVENTURE

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



SHARN II

COUNCIL OF ROACHES

Levels 3rd to 7th adventure

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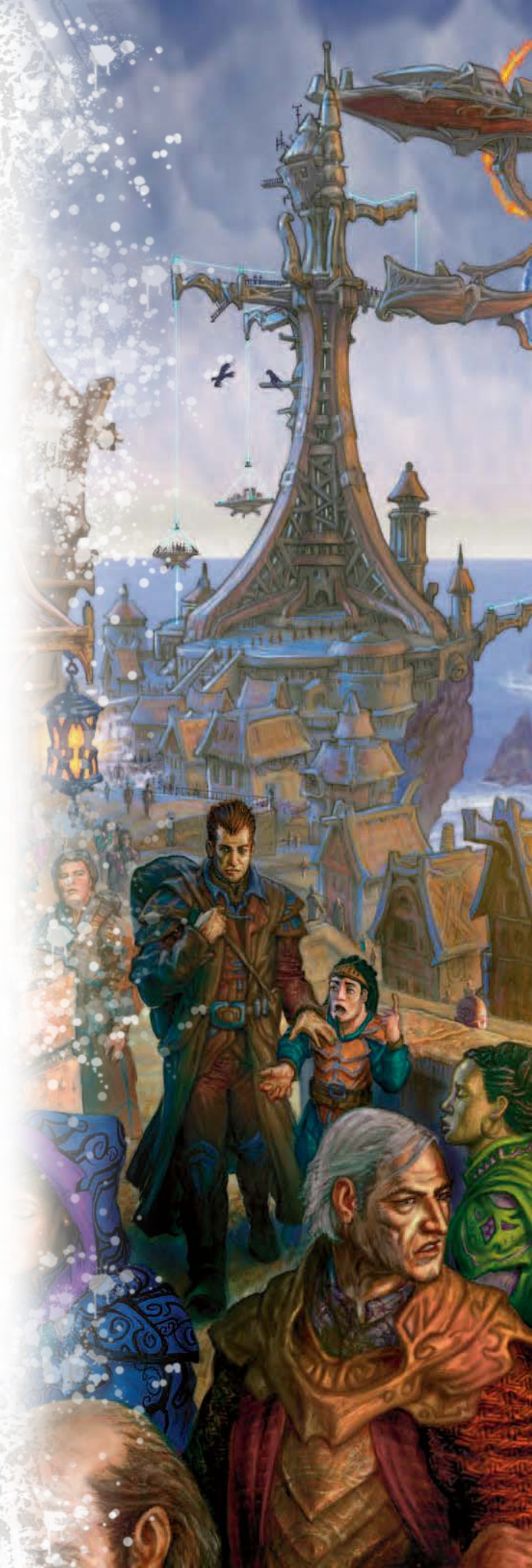
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INTRODUCTION

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 adventures that showcase Sharn, the City of Towers. The first adventure in the series is [Sharn, The Missing Schema](#), and the third one is [Sharn III, City of Monsters](#). Two NPCs in this adventure make an appearance there too, but this adventure can be played as a stand-alone adventure 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**.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for characters of lower or higher levels, and characters that you deem are a bit more powerful than the adventure is optimized for. You are not bound to this adjustments; they are just suggestions on how to modify the adventure.

There is a default number of creatures for each combat encounter. The creatures and numbers noted in the paragraph are appropriate for five fourth-level characters. Most encounters include a sidebar that offers suggestions tailored to certain party levels. If there is no sidebar or recommendation, you do not have to make any adjustment.

Depending on party optimization or your players' experience with the game, the party may be stronger or weaker than it would appear. You are the only judge of this situation. Take this into account when deciding how to adjust encounters to your party.

NEW TO EBERRON?

The Eberron Campaign Setting is a fantastic place ready to be explored. The slogan for the setting is **"If it exists in D&D, it has a place in Eberron"**

(WGtE, p5 & p19). There is nothing further from the truth. Eberron is diverse enough to accommodate any kind of settlement, plot, people, or religion.

If you are interested in learning more about Eberron before starting this adventure, the best place to start is to read the [Wayfinder's Guide to Eberron](#). This document is available for sale at the [Dungeon Master's Guild](#) website.

If you are interested in more in-depth information about what Eberron has to offer, it is recommended that you read any of the campaign books from [3.5 ed.](#) or 4th edition. The 4th edition [Eberron Campaign Guide](#) is excellent for DMs. It is also available at the [Dungeon Masters Guild](#) website. That book features rules and mechanics that do not work in the current version of D&D but the lore and background information are still relevant for the current Eberron release.

Additionally, the first adventure in this series ([Sharn, The Missing Schema](#)) is a great place to start and introduce a party of players to the fantasy world of Eberron.

COMING BACK FROM THE FIRST ADVENTURE?

If you played [Sharn, The Missing Schema](#), this adventure takes places weeks after the events that unfolded there. That adventure had many loose ends after its conclusion. The DM is free to elaborate on them to create a few encounters or short adventures before starting this adventure. Both adventures can be played as stand-alone adventures because they are loosely linked.

Two NPCs from the first installment (Haras Kant and Bloody Spear) make appearances in this adventure. Other than that, the plots of both adventures are independent of each other.

WARFORGED AND GENDER

Warforged are one of the many races available in Eberron. They are sentient constructs which were created to be used as tools of war. Since the Treaty of Thronehold in 996 YK, the warforged are not considered slaves anymore. They are now free to do as they wish with their lives. Some of them are still finding their place in the world.

Warforged have no gender. Since they were created for war, their creators never bothered giving

them any physical or mental features that would differentiate them as “men” or “women”. To make them even more ambiguous, they often have names related to weapons, blades, machinery, or numbers.

They are sentient creatures and some of them have adopted the mannerisms and behaviors of one gender or the other. This is common in warforged who have lived in a large city for years. Regardless of their physical appearance, behavior, or name, warforged use the “they” pronoun in this adventure (even for singular NPCs). The pronoun is always written in italics to avoid misunderstandings. This method of addressing the warforged sets them apart from the other races in the setting. Warforged are common all around Khorvaire but their place in the world still evades them.

As the DM, you are free to use this form of speech or disregard it completely. If you choose to disregard this recommendation, just replace all the “they” pronouns with “he”. Warforged have no gender and thus take the masculine pronoun traditionally in the available reference texts.

Additionally, all warforged have a sigil on their foreheads called a “ghulra”. They are unique, like fingerprints. They are described in this adventure.

BEFORE PLAYING AT THE TABLE

Before you begin, consider the following guidelines:

- Read the adventure once or twice. Take notes of anything you would like to highlight or remind yourself of while running the game. Such notes could include, but are not limited to, ways to roleplay an NPC, combat tactics for a creature, or the locations of important things. Familiarize yourself with the adventure’s appendices, maps, and handouts.
- Have all the material and accessories you would like to use to aid you in running this adventure. Such as flash cards, a DM screen, minis, dice, and battle maps.
- Have the players provide you with all the relevant character information, such as name, race, class, and level, passive Perception, Armor Class scores and Hit Points. It may also be important to note other things like backgrounds and personality traits.



PLAYING THE DUNGEON MASTER

You have the most important task. It is your job to bring the enjoyment of the game to the players. You must take care of the narrative and adjudicate the party’s actions. You transform the words on these pages into a living thing; the theater of the mind.

Here are a few guidelines to help you make this happen:

You have the Power. You make the decisions about the adventure progress and how the group interacts with NPCs, creatures and the setting’s elements. You are encouraged to improvise and change things. Each group is different and they will all have different needs and things they enjoy and things they don’t like.

Give Them a Good Challenge. You are the judge of your group’s experience. Give them a well-balanced challenge to keep them engaged. A good challenge does not necessarily mean a combat situation. Try to feel out what your group is more interested in and try to give them what they crave. A role-playing situation like a tough negotiation, an interrogation, or calling a favor may be as intense as a full-blown

battle.

Do not Stall. If the game starts to slow down because the players are unable or unsure of what to do, feel free to provide hints, clues, or a helping NPC to nudge your group in the right direction. Players can get frustrated if they are unable to react to the adventure due to the lack of necessary information. Hints and clues may present themselves as “ideas” or “thoughts” the characters have. Another method is to introduce an NPC who will provide a suggestion to the characters directly.

CREATING AN ADVENTURING PARTY

Eberron has a place for all races and classes available. This adventure does not rule out any combination of races, classes, and other features. Bear in mind that religious characters like clerics and paladins will have to choose an Eberron deity.

Refer to the **Wayfarer’s Guide to Eberron** for backgrounds for characters who grew up in Sharn.

There are no alignment requirements for this adventure but it is recommended that at least half the party has good alignment. Otherwise, the only incentive for finishing the adventure would be curiosity and/or the promise of gold. Most D&D adventures run better when there are moral grounds supporting the party’s actions. This is also recommended for new players.

If you are playing with a new batch of PCs, ask the players why the group is together and acting as a team. Each player may choose one or two options from the following list to justify why they are together. This will help the game go smoother from the beginning and it will give them a few cues on how to interact with each other.

- Two characters are childhood friends. They come from the same city/town.
- One character saved another’s life a year ago.
- One character owes money to another.
- Two characters of the same race share a dragonmark.
- Two or more characters are currently employed by House Deneith as mercenaries.
- Two characters of the same race are relatives. (siblings, cousins, etc.)
- Two characters escaped from an enemy faction together.

This list is not exhaustive. The players are free to come up with reasons why they already know each

other and work together. Additionally, there are three Adventure Hooks in the next section.

You are free to disregard this if your players are experienced role players. These instructions are designed to kickstart the game from the start and help new players get a hold of the group faster. A group of experienced players can meet each other and come up with reasons to work together on the fly.

RESTING AND HEALING

Eberron and Sharn are places of action. Adventures here tend to be of a faster-pace than in other settings. If you want to further convey this feeling of urgency and fast-paced action, consider using the rules for **Epic Heroism (DMG, p267)**. Short rests are reduced to 5 minutes, and long rests to 1 hour, with some limitations for spellcasters. This rule is optional.

ABOUT THE ADVENTURE FORMAT

When monsters from the Monster Manual are referenced, abbreviated book name and page numbers are noted in parenthesis. Example, **(MM, p345)**. Be aware that page numbers may vary depending on the book print. If you can’t find a monster where noted, it means it is a different book print. Page differences tend to be small so whatever is missing will be reasonably close to the pages noted in the adventure.

Any text that refers to **Areas** within the adventure, as well as any text where rules and mechanics are mentioned will be **bold**. Such content includes area numbers, monster names, book names and pages, saving throws, Difficulty Class (DC) and skill names. The exception is spells which are always in *italic* lowercase.

Any text found in a box like this one is meant to be read verbatim to the players. These boxes can have detailed descriptions of NPCs, locations, and rooms. This is included as a DM aid. Experienced DMs may choose to paraphrase or change the read-aloud descriptions to their own narrative style.

ADVENTURE PRIMER

Sharn's darkest secret is not hidden in the Depths. It is in plain sight for all to see, but everyone is blind to it...

Councilor Ilyra Boromar

ADVENTURE BACKGROUND

Ten years ago, in 988 YK, a roach thrall larva infiltrated the Lord Mayor's mansion and implanted itself onto Lord Mayor Cathan ir'Demell. It was a stroke of luck that the larva took control of one of the most powerful politicians of the city. The integration period was dismissed as a sudden fever that lasted for a few days. After that, Lord Mayor Cathan reintegrated society and was welcomed back to the council. While he behaved suspiciously for a few weeks, no one ever suspected that the Lord Mayor had been impersonated.

Since then, the roach thrall inside the Lord Mayor has created a sizeable colony of roach thralls in Sharn. It found an old cave near the Depths of the city and claimed it as its lair. The roach thrall started laying eggs almost a year after impersonating the Lord Mayor and taking care of the few larvae until they had grown large enough for implantation. Then it chose its victims. Being the Lord Mayor, it was a simple affair to secure invitations to any diplomat's house in the city. He visited and displayed nothing but courtesy but left a larva behind. The hungry larva was intelligent enough to understand who was its target.

Nine years later, in 998 YK, the Lord Mayor's conspiracy has continued unimpeded. He now commands a great number of implanted roach thralls who impersonate people throughout the city. Some of them are guards of the Sharn Watch, low wage workers, spies in dragonmarked houses, aristocrats, and nobles. But the worst of it is the City Council of Sharn because nine out of the seventeen councilors have been roach thralls for years. They control the council and the Sharn Watch and there is no political entity or organization that can supersede them in Sharn.

Only one person is not blind to the recent changes in the council. It is Ilyra Boromar, the councilor who represents Lower Dura. Her ties to the Boromar Clan are obvious but other council members overlook them out of politeness. After two decades in the council, she saw the swift changes of allegiances in the council over the past five years. The changes seem to empower the Lord Mayor, which is not outside the realm of power grabs he might perform. But something does not smell right to Ilyra. While her clan is currently at war with the droaamite immigrants of Daask, she is willing to order a hit on one suspicious councilor who months ago "forgot" a decades-long feud with the Lord Mayor and decided

to support his claims.

See **Appendix IV** for more information about roach thralls and their life cycle.

Dramatis Personae – NPC Summary

The following NPCs feature prominently in this adventure. Each NPC has an entry with phonetic pronunciation and one-three sentences describing them.

Lord Cathan ir'Demell. The Lord Mayor of Sharn for the last twenty years. He holds the highest political position but he is not above the council.

Lord Commander Lyan ir'Talan. The person in charge of The Sharn Watch. He personally oversees the security of councilmen and other nobles.

Haras Kant. Wealthy Brelish aristocrat and a member of the **Aurum** (WGtE, p18). He is a close friend of councilor Maza Thadian and offers to arrange an escort service for her.

Maza Thadian. Female elf councilor of Upper Northedge. Secretly a roach thrall.

Ilyra Boromar. Female halfling councilor of Lower Dura. She represents the Boromar Clan on the council. She suspects Maza Thadian and a few other politicians of conspiring to control the city.

Elric Boromar. Halfling enforcer of the Boromar Clan. His older cousin is Saidan Boromar, the clan's leader. Ilyra calls on him when she needs something important done.

Bloody Spear. Warforged sellsword who may help the party in this adventure.

ADVENTURE OVERVIEW

This section provides the DM an overview of how the adventure is most likely to play out:

Part 1. Boromar Ambush. The characters are hired to guard/escort an important councilman, Maza Thadian, whose life was recently threatened. While the politician attempts to meet an associate, they are ambushed by members of the Boromar Clan. It is revealed that the councilman was a roach thrall all along.

Part 2. Meeting the Lord Mayor of Sharn. The characters meet the Lord Mayor in the council hall. He cannot comprehend what happened and asks the characters to investigate more. He is suspicious of another councilman who is acting strangely as of late.

Part 3. House Inspection. The characters visit councilor Borian Haldorak's house in Upper Dura. They are attacked by roach thralls. Elric Boromar approaches them and explains that the clan has found where all the roaches go at night.

Part 4. The Roaches' Den. The characters explore the strange tunnels that lead to the roaches' lair. Deep in the lair, the Lord Mayor and three councilmen meet the characters and reveal the truth about Sharn's government.

ADVENTURE HOOKS

Sharn, Council of Roaches begins with one of the following Adventure Hooks:

Looking for Work

The adventurers begin hanging out in House Deneith's fortified enclave in the Copper Arch Ward, in **Upper Tavick's Landing** (WGtE, p138). They may or may not be registered members of the mercenary house. However, they can lodge at House Deneith's enclave as long as they keep taking bounties. They are offered Haras Kant's contract.

Old Acquaintances

If the party played through [Sharn, the Missing Schema](#), they met Haras Kant already. He knows the adventurers are strong and effective. He summons them and offers a good reward for an easy guard job.

Rumor has it...

The adventurers hear about a recent plot to assassinate a member of the council. They may infer that this is a good work opportunity. If they ask around, they are directed to Haras Kant's office, who is currently looking for enforcers.

PART 1. BOROMAR AMBUSH

They said it couldn't be done... I can still remember their faces when I did it.

Elric Boromar

Depending on the adventure hook you chose for your game, the adventurers may be in a tavern, like the Golden Hilt Tavern, in the Downstairs Ward (Lower Menthis Plateau). They may also be in House Deneith's fortified enclave in the Copper Arch Ward (Upper Tavick's Landing).

Before presenting the adventure hook to the players, this is a good moment to let them roleplay among them. If they chose some of the **Introduction's** suggestions to bind the party together, this is a good moment to play out those interactions.

A character who wishes to know or remember additional information about Sharn must make an **Intelligence (History) check**. The character remembers facts according to the next table. He remembers all the facts for which DC he meets and exceeds. The character rolls with advantage if he is from Sharn:

- **Everybody Knows** – Sharn is the largest set-

tlement in Khorvaire. The city is divided into nineteen different wards from the very bottom to the Skyway.

- **DC 14** – The Lord Mayor of Sharn is Catharir'Demell. He has held the position for twenty years. However, the most powerful political entity is the Council of Sharn, which elects the Lord Mayor.
- **DC 16** – House Cannith, responsible for the creation of the warforged and many other magical inventions and engines of war, has a strong presence in Sharn. Merrix d'Cannith is the leader of this faction in Sharn. The **dragonmarked** house (WGtE, p6 & 89) helped rebuild the city after the war.
- **DC 18** – More than 900 years ago, Sharn was destroyed as The War of the Mark came to an end. This war was an inquisition to hunt down people with aberrant dragonmarks. The person blamed by historians for the destruction of Sharn is Lord Halas Tarkanan.
- **DC 20** – In the ancient past, the city, then named Ja'shaarat, was an important settlement of the goblinoid Dhakaani Era. Over the years, their architecture became the hidden catacombs beneath the foundations of modern Sharn. Past settlers closed off access to these goblinoid ruins. Many ruins and catacombs now lay unexplored within the Depths of the city.

If you are using the **Looking for Work** adventure hook, a representative of House Deneith calls them and gives them Haras Kant's bounty contract. Show the players **Handout 1 – Bounty Contract (Appendix III)**

If you are using the **Old Acquaintances** adventure hook, a House Sivis courier delivers Haras Kant's letter to the adventurers.

Show the players **Handout 2 – (Haras Kant Letter)**.



If you are using the **Rumor Has It** adventure hook, the adventurers overhear the rumor from an innkeeper or mercenary. They are left to investigate on their own. When they ask around, you should reveal that a man named Haras Kant is looking for enforcers. If an NPC shows them the bounty contract after asking around for work, show the players **Handout 1 – (Bounty Contract)**.

A character who wishes to remember information about Haras Kant must make an **Intelligence (History) check**. The character remembers facts according to the next table. He remembers all the facts for which DC he meets and exceeds. The character rolls with advantage if he is from Sharn:

- **DC 18** – Haras Kant is a Brelish aristocrat and member of the Aurum. He owns a mansion in the Skyway.
- **DC 20** – Haras Kant cultivates good friendships with many members of the council. He has sponsored many politicians over the past ten years.

Once the adventurers are ready to meet Haras Kant in his office in Upper Menthis, ask how the characters plan to get there and describe the trip accordingly. They may wish to walk there, which would consist of circling around towers and using the magical lifts to Upper Menthis. On the other hand, the adventurers can pay for a skycoach and enjoy the view of Sharn as the flying ship moves upwards. Refer to **Sidebar 2** for a short description of Sharn. Refer to the maps of Sharn in **Appendix II** to better understand the city's quarters and wards.

HARAS KANT' OFFICE

A human butler named Jorlan receives the adventurers and brings them to Haras Kant's office. Haras Kant's office is a cozy place with wooden furniture and stuffed animal heads mounted on the walls. The hearth's fire keeps the place warm. Haras Kant is a middle-aged man dressed in fine clothes. He wears a curvy mustache and white gloves which are the latest trends among aristocrats and nobles in the Skyway. Haras Kant greets the adventurers and asks them to take a sit. He himself sits behind his elaborately carved wooden desk.

Roleplay with the players as Haras Kant introduces himself and asks the party about their backgrounds and recent activities. He is looking for strong people to protect his dear friend, Councilor Maza Thadian.

If the adventurers have previously met Haras Kant before (in Sharn, the Missing Schema), Haras won't be so inquisitive as he already trusts them to be the right people for the job. He welcomes them warmly but will not be overly friendly because he considers himself superior to them.

After introductions and small talk, Haras Kant is ready to explain the job. Read or paraphrase the following:

“Well, it appears that you are the right people for this job. You look strong, and that's exactly what my friend needs. You see, I have a close friendship with Councilor Maza Thadian. She represents Upper Northedge in the city council. Her life was threatened last week and now she is looking for bodyguards. Normally, the Sharn Watch would take over a situation like this but she does not trust them. She claims the watch might be in on it. We all know how easy they are to bribe anyway”.

Haras Kant opens a drawer and picks up a pipe and starts smoking, “So, Councilor Maza is worried for her safety and wishes to hire people outside of the circles that work for the council under normal circumstances. You would have to escort Councilor Maza around the city as she performs her usual political activities. The contract is for one week, with a daily pay of thirty gold coins. Should a problem arise, the councilor's safety is the primary priority.”

“If Councilor Maza considers it necessary, she may extend the contract further.”

If the characters ask for more information, Haras Kant knows the following:

- Maza Thadian is one of the oldest, richest, and most respected elves in the city. She owns The Oaks, one of the finest restaurants in Sharn.
- Councilor Maza opposes the Lord Mayor of Sharn since he was appointed twenty years ago. Despite being stubborn, she switched sides and started following him nine months ago.
- Councilor Maza fights for the general good and to uphold tradition, although she tends to put the interests of the wealthy before those of the poor.
- Maza served as the Head Chef of The Oaks restaurant for over 300 years. She is a respected culinary authority. She left the restaurant to her sons Meryn and Malys six years ago to become a member of the city council.

Any questions regarding the job or the threat to the councilor are to be addressed the next day when they meet Councilor Maza.

When the adventurers accept, Haras Kant asks them if they have fine clothing. He explains that they will not be allowed into the council chambers and most other locations that Councilor Maza visits without wearing decent clothes. Haras Kant will cover the expenses of a new set of fine cloths for each character from Alania's Wear in Upper Dura if they don't have them.

Haras Kant tells the adventurers to meet him and Councilor Maza the next day at The Oaks restaurant, in Shae Lias Ward (Upper Northedge).

SIDEBAR 1

The City Council of Sharn

The council is the strongest political entity in Sharn. It elects the Lord Mayor of Sharn and the commanders of the Sharn Watch. It is formed by seventeen councilors: one from each of the wards of the city, with Cliffside merged into Dura, and a single councilor representing both Ashblack and Blackbones. Each ward is free to determine the person who will represent them in council.

City councilors serve for three years and the Lord Mayor of Sharn's performance is reviewed every four years. Any politician may be re-elected with no term limit, like the Lord Mayor who has held the position for twenty years.

The councilors in **red font** are roach thralls in disguise:

Upper Central. Javan Tomollan, human male.
Middle Central. Sorik Sensos, half-elf male.
Lower Central. Sava Kharisa, human female wizard.

Upper Menthis. Thurik Davandi, gnome male mage.
Middle Menthis. Caskar Halavik, halfling male.
Lower Menthis. Savia Potellas, human female bard.

Upper Northedge. Maza Thadian, elf female.
Middle Northedge. Doran Cantar, human male.
Lower Northedge. Shassa Tarr, shifter female.

Upper Tavick's Landing. Bestan ir'Tonn, halfling male.
Middle Tavick's Landing. Dalaina Ironhand, dwarf female.
Lower Tavick's Landing. Kilk, shapeshifter of the Tyrants.

Upper Dura. Borian Haldorak, dwarf male aristocrat.
Middle Dura. Hruit, shifter druid.
Lower Dura. Ilyra Boromar, halfling female rogue.

Skyway. Evix ir'Marasha, human female bard.

The Cogs. Nolan Toranak, dwarf male

MEETING AT THE OAKS RESTAURANT

The next day, the adventurers make their way to Upper Northedge to meet the councilor. Describe how they arrive at one of the wealthiest and most exclusive wards of Sharn. The Oaks restaurant is on the top floor of the luxurious Nowen Tower. Characters from Sharn know that you need to reserve a table month's in advance, and even then, the reservation may be cancelled at a moment's notice to give it to someone more important (possibly an aristocrat, a city noble, or a member of the city council).

The bouncer at the restaurant's door is a solemn male high-elf. The characters' names are on his list, he will let them in and show them to Councilor Maza's table. If a character carries any kind of visible weapon or travel bag, they are instructed to leave it at the door. In addition, they will not be allowed entry if they are not wearing fine clothes. Any attempt to force their way inside the restaurant without following these conditions will result in the bouncer summoning the Sharn Watch.

Describe how the characters make their way inside the fine restaurant. In the Oaks, patrons dine in an elaborate, two-story open-air pavilion, surrounded by the living trees from which the restaurant takes its name. It gives the impression of dining in the middle of a deep magical forest. The characters arrive at a large oval oak table. Only two people currently sit at the table; one being their patron, Haras Kant, with the other a female high-elf.

Read or paraphrase the following:

Haras Kant and a beautiful elven female raise their heads to greet you, inviting you to take a seat. He introduces the elf woman as Councilor Maza Thadian. She nods with a discreet smile. She is wearing a pale green dress with intricate embroidered earrings of jewels and pearl and fine white gloves. If judged by human standards, she appears to be in her forties.

As soon as you sit at their table, three elven servers wearing clothes finer than yours offer you Aerenal wine and bring platters with miniature snacks you recognize as elven delicacies. An elf on the other side of the restaurant starts singing a lament.

Any character that understands elven hears that the lament is about a sad story of the ancient past when the elves were slaves to the giants of Xen'drik.

Sharn, the City of Towers

Sharn is a great location to start an Eberron adventure. The city is located in Breland, an important country in Khorvaire. The country is one of the original five kingdoms and played a crucial role during the Last War. Sharn is not the most important city in the continent, at least economically or politically, but it is the largest settlement.

Sharn is located atop an inhospitable outcropping of rock near the mouth of the Dagger River. The City of Towers owes its name to the vertical nature of its construction. The quasi-circular extension of the city is a magical manifest zone linked to Syrania, the plane of endless skies. Because of this, architecture in Sharn is not limited to how tall buildings can be. Sharn is roughly divided into five quarters. They are separated by deep chasms formed by volcanic action.

Sharn's neighborhoods are vertically stratified. A single neighborhood will feature different kinds of

lifestyles depending on its height in the city. The upper wards are the place of the rich, the aristocrats and the powerful. The middle wards ease up and offer entertainment and luxuries for the middle class. The lower wards are the home of the poor.

Moving around the city is a daunting task for a visitor. Going from one place to another becomes an ordeal when there is no clear path between the wards. There are bridges everywhere connecting towers but there is no way to know if the next tower will continue in the way you want it too. The city also offers several types of transportation systems, some of them move around by flying. It is a common joke that, unless you're paying extra for a skycoach, it will take you one hour to get anywhere in town. It does not matter if it is in the same tower three levels down, or on the other side of the city, three wards away.

The lament ends with a note of optimism as the old slave elves revolt and flee to an island called Aerenal.

Councilor Maza Thadian trusts the adventurers because she trusts Haras Kant. However, she may still ask a few questions of her own to get to know the characters a little more. If the characters inquire about the nature of the job of the threat she received, she reveals the following:

- A prominent member of the Thadian family will travel north to the capital, Wroat, and take the family bodyguards with them, hence the temporary need for new guards.
- Last week, a halfling assassin of the Boromar Clan tried to infiltrate her mansion in the Skyway. The criminal is in jail but she expects this is not the last time she'll fear from them.
- She does not trust the Sharn Watch because the Lord Commander, Lyan ir'Talan, has strongly opposed the Lord Mayor for the past two years. She mentions that the Lord Commander's term will end in two months and the city council will surely demote him.
- The council is divided at the moment. Councilor Ilyra Boromar and other councilmen loyal to her oppose the will of the rest of the council. Councilor Maza thinks that may be the reason why the Boromar Clan attempted to attack her the week before.
- While the ties of Councilor Ilyra Boromar to the Boromar Clan are obvious, no one can deny that

the Boromars are one of the sixty most influential families in Sharn. They control several seats of the council and Lower Dura has chosen a member of the Boromar Clan for the council for hundreds of years. Councilor Ilyra is very cautious and, so far, there is no crime or misbehavior that can be tracked to her.

After a few drinks, Councilor Maza Thadian excuses herself and leaves. She is escorted out by a group of elven bodyguards. Haras Kant explains that they must be at her place the following day in the morning to escort her. She will meet Councilor Javan Tomollan of Upper Central at an open park to handle some affairs outside of council.

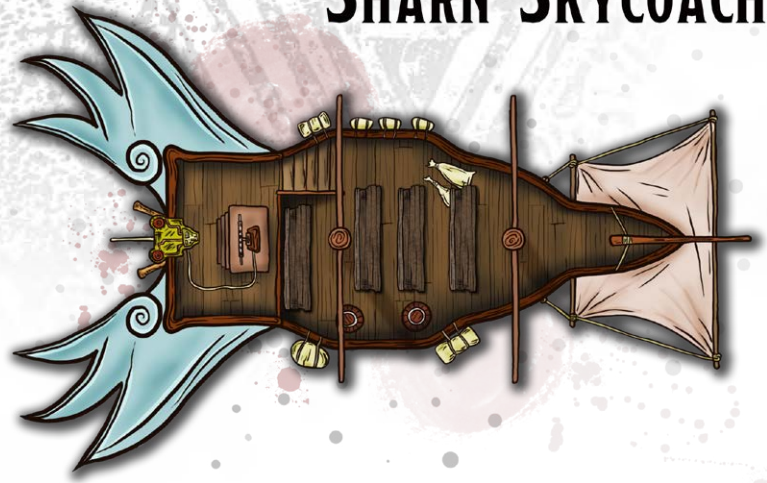
SIDEBAR 3

Roleplaying Haras Kant

Haras Kant was born in the Skyway and only ever comes down to the upper wards to visit some acquaintances like Councilor Maza Thadian or professor Garthen Daela. He is not a bad person but his limited view of life from the top gets in the way of understanding adventurers and people from the lower wards. He often funds expeditions and university projects but not out of scientific interest. His motive is purely to increase his own collection of trinkets and relics, something he shows off to other members of the high society in the Skyway to boost his ever growing ego and self-importance.

As a member of the Aurum, it is in his interest to cultivate good relationships with the wealthiest of Sharn. One such individual is Maza Thadian. He considers her a good friend and associate.

SHARN SKYCOACH



A character who wishes to know or remember information about the city council must succeed a **DC 14 Intelligence (History) check**. The character rolls with advantage if he is from Sharn. The character learns the information from **Sidebar 1**'s first paragraph on a success.

A character who wishes to remember information about the **Boromar Clan** (WGtE, p144) must succeed an **Intelligence (History) check**. The character remembers facts according to the next table. He remembers all the facts for which DC he meets and exceeds. The character rolls with advantage if he is from Sharn or if he is a halfling:

- **DC 12** – The Boromar Clan is a criminal organization in Sharn. The leaders are halflings of the Boromar family. They have a stranglehold on the smuggling trade and own the majority of gambling halls in the city.
- **DC 14** – The Boromar Clan controls a vast network of extortion from the lowest wards in Dura up to the Skyway. Their headquarters are in Little Plains Ward (Middle Menthis).
- **DC 16** – Early Boromar patriarchs invested wisely and now the family is one of the sixty

SIDEBAR 4

Roleplaying Councilor Maza Thadian

A roach thrall larva implanted itself onto Councilor Maza nine months ago. She is the most recent roach thrall in the city council. After implantation, Councilor Maza spent twenty days at home getting used to her new body. The roach thrall's tap of Councilor Maza's original memories was good enough to fool the members of the council, but not good enough to fool her household and sons. They know that something happened to Maza Thadian that turned her into a different person. But no one can explain what changed exactly, except that she is colder and crueler now. A possible conversation with Maza Thadian's family is addressed at the beginning of **Part 3**.

In council, Maza Thadian tried to shift allegiances as quietly and stealthfully as possible but Ilyra Boromar knew her all too well. Maza supporting the Lord Mayor after decades of confrontations was too obvious a clue that something was wrong. The roach thrall tries to emulate the fine elven ways of Councilor Maza Thadian with relative success. One thing it always fails to emulate is Maza's compassion and goodwill because roach thralls do not share those emotions. See **Appendix IV** for more information about roach thralls and their life cycle.

most wealthiest in the city. Ilyra Boromar, a Boromar heir, sits in the city council. The current patriarch is Saidan Boromar.

- **DC 18** – Over the past two years, the droaamite organization known as Daask has been launching bold raids against Boromar holdings. The monsters use guerrilla tactics and the Boromars cannot afford to properly secure all their operations. It is an open secret that members of the city council who oppose the Boromars have prevented the Sharn Watch from being deployed against the Daask in order to weaken the Boromars.

THE MEETING BETWEEN COUNCILORS

Next morning, the adventurers make their way to Azure Ward, the richest neighborhood in the city. Councilor Maza Thadian lives in a large mansion with all the services and amenities one may want. The elven guards show the adventurers to the back balcony where a private skycoach awaits. Councilor Maza emerges from the house and they all board the skycoach. The skycoach's pilot is a warforged with an arrow-shaped ghulra.

The skycoach takes them all to the University District Ward, to an open park in front of Morgrave University grounds. Councilor Maza explains that she wishes to handle a situation with Councilor Javan Tomollan in what should appear like a random encounter in the park, and then walk to a public pavilion inside the university.

Describe to the players how Councilor Maza's plan unfolds. She walks through the park by herself, with the adventurers following her close as her bodyguards. Then she encounters Councilor Javan Tomollan "by accident" and they greet smiling. They

change directions and walk into Morgrave University grounds, to a public pavilion close to the border of the tower, to continue their conversation. There are a lot of people of varied ethnicities around them, coming and going from the university.

Read or paraphrase the following:

Both councilors reach the pavilion and stop next to one of the pillars that support the tiled roof. As instructed, you watch from a distant but discrete distance as they converse in a jovial manner. Although close enough to hear the conversation, you somehow fail to be able to make out what is being said.

A **passive Perception of 15 or more** or a successful **DC 15 Wisdom (Perception) check** allows the character to notice that once both councilors move to a discrete distance, they suddenly stop talking. The character notices that both of them are also making discrete hand gestures. A success **by 5 or more** allows the character to see that both continue looking at each other, making discrete facial gestures as if they were still carrying on with their conversation. Although the character believes that this appears to be some kind of visual communi-

cation involving their faces and hands, both hand and faces appear to be random and out of sync from each other.

Since both councilors are roach thralls, they can communicate with pheromones at close distances. They prefer to do this in open spaces because the pheromones have an acrid smell.

All communication is done chemically through the air. Their facial and hand gestures are nothing but involuntary movements as they communicate.

THE AMBUSH

What the party is currently unaware of is that Elric Boromar is in the area. It turns out that a guard from Councilor Maza's household was bribed to reveal her whereabouts on the day. Elric is waiting for the perfect moment to call in an ambush. Some of his agents are hiding in the area, expecting his signal.

Have the PCs choose to be anywhere they want, as long as they are at least 15ft. away from the councilors. They must choose their location before the battle starts.



On the map, **A1** marks the location of the councilors. **A2** marks the location of Boromar enforcers. **A3** marks the location of Elric Boromar. Adjust these locations accordingly if there are more or fewer enemies.

Elric Boromar and his hit men are currently approaching the area under stealth. A **passive Perception score of 16 or higher** or a successful **DC 16 Wisdom (Perception) check** allows a PC to notice three halflings pushing an ice cream cart towards the pavilion. They suddenly stop, open the lid of the cart and pull out crossbows.

Read or paraphrase the following:

As you watch both councilors converse (in ways you do not understand), the whistling sound of flying bolts breaks the air around you.

You are under attack!

Any character with the required **passive Perception** or which succeeds the above **Wisdom (Perception) check** is not surprised once the attack starts.

Elric Boromar and 5 **Boromar enforcers** ambush the party. Three halflings in dark clothes stand behind an ice cream cart shooting crossbow bolts while two other halflings approach from the north shooting their crossbows as they approach.

Round 1

Have the party roll for initiative. **Elric Boromar acts on initiative 25, whilst the remaining halflings act on initiative 20.**

One halfling, wearing a white commoners shade hat, fires at Councilor Maza, a bolt impacting her right elbow (**no attack or damage roll required**). A successful **DC 12 Intelligence (History) check** allows a PC to recognize this halfling as Elric Boromar, a famous enforcer of the Boromar Clan.

A **passive Perception score of 12 or higher** or a successful **DC 12 Wisdom (Perception) check** allows a PC to notice a burst of dark purple blood burst out of the councilor's wound. A success **by 5 or more** allows the PC to notice that the councilor appears to be doing her best to stop and cover the purple blood but her dress gets stained in it. She looks more worried about covering the wound than

the approaching attackers.

The remainder of the halflings roll to hit, equally dividing their crossbow attacks against members of the party.

University students and other people in the area start screaming and running away from the area in a panic. Councilor Javan Tomollan drops to the ground and starts crawling away from Councilor Maza.

Round 2 and onwards:

At the start of the round, Councilor Maza has an **AC 12** and 6 **HP** remaining. Elric calls out instructions and he and his men will attempt to focus their attacks solely on the councilor. When she reaches 0 **HP**, she becomes a **roach thrall**, at which point, read or paraphrase the following:

Despite your efforts to protect the councilor, a halfling wounds her in the stomach, mortally hitting her in a vital spot.

She staggers for a moment and then stands up straight. Her face contorts and shifts in a way that makes you sick as if a thing were crawling beneath her skin. Then, the skin of her face and upper body starts to quickly expand until it ruptures in a burst of purple blood, revealing the growing thing inside her. A terrible insect stands before you where the councilor was just seconds before. Four upper limbs, composite black eyes, and sharp clicking jaws compose this roach-like horror.

The strange creature is still wearing pieces of the former Councilor Maza Thadian on its wet carapace. From the waist down, it still resembles her former self, with two normal looking humanoid legs.

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.

What happens next depends on the adventurers' decisions after this strange revelation:

- **If the PCs decide to stand back:** the Boromar enforcers continue fighting the roach thrall and kill it. After that, they flee in different directions.

The Sharn Watch arrives soon after.

- **If the PCs decide to attack the roach thrall:** the halflings will continue their attack against the roach thrall, fleeing in different directions once it is killed. If the halfling are confronted at any time, the Sharn Watch arrives before they PCs kill Elric Boromar. Should a PC strike a killing blow against Elric Boromar, he drops to 0 HPs, falls prone but remains barely conscious. The Sharn Watch arrives at the start of the next round.
- **If the PCs decide to attack the Boromars:** the roach thrall joins the PCs against the halflings for 1 round before jumping down the balcony rail and flying to the base of the city. The Sharn Watch arrives the next round before they PCs kill Elric Boromar. Should a PC strike a killing blow against Elric Boromar, he drops to 0 HPs, falls prone but remains barely conscious.

If the roach thrall reaches 0 HP, it triggers its *acidic hemolymph* ability which causes it to explode in acid.

Adjusting the Encounter

Level 3 – Remove 2 **Boromar Enforcers**

Level 4 – Remove 1 **Boromar Enforcer**

Level 5 – As written

Level 6 – Add 1 **Boromar Enforcer**

Level 7 – Add 2 **Boromar Enforcers**

BETTER LATE THAN NEVER

Whatever the PCs choose to do, thirty **Sharn Watch guards** patrolling the area arrive in three fully manned skycoaches. They order everyone to drop their weapons and proceed to question the ones involved in the fight. Based on the nature of the answers (no matter what the PCs give), the Patrol Commander makes the decision to seek a higher authority on the matter.

Lyan ir'Talan, the Lord Commander of the Sharn Watch, is summoned and arrives at the scene shortly thereafter in his own personal skycoach:

- Upon arrival and initially looking about, Lyan arrogantly determines quickly that the Boromars were at fault here and proceeds to arrest any survivors.
- If told what actually occurred, he does not know what to make of the giant cockroach story.
- If he is convinced that Councilor Maza Thadian is dead or missing, he raises the alarm and sends guards to her mansion and restaurant.

There is nothing, short of attacking Lyan and his watch, preventing Elric from being arrested. As Elric Boromar is transferred to a stretcher and taken captive into the patrol skycoach, read the following:

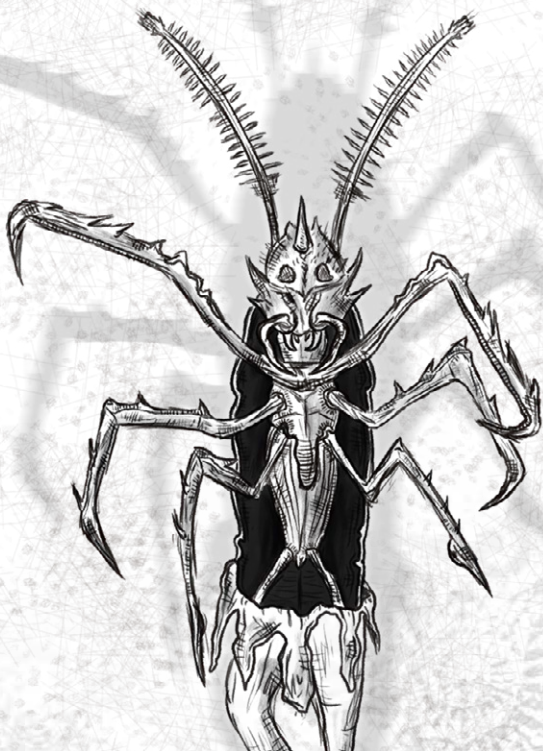
Elric feebly raises his head and looks towards the PC's.

In a hoarse voice between blood stained lips and showing signs of lingering pain from his wounds, he says, **"I'll fix this thing so easy you won't know how it's done."**

An evil grin rests upon his face as he's removed from view into the watch's patrol skycoach.

Once Elric is taken away, Councilor Javan Tomolan comes out of hiding, unharmed.

- If asked why it took him so long to make a reappearance, he delicately touches the rear of his head with his gloved hand, pompously claiming to have been knocked unconscious, having only just recovered.
- If asked, he denies any knowledge of what happened to Councilor Maza Thadian, stating he must have lost consciousness soon after the



ambush began. Obviously, her personal guard, pointing to the PCs, failed to do their job.

A successful **DC 10 Wisdom (Insight) check** shows a PC that Councilor Javan is clearly lying. A success **by 2 or more** also shows that any attempt to persuade the Lord Commander of this will likely land the PC in trouble for slander against a respected council member, likely landing them in a cell within the City Watch barracks.

Councilor Javan quickly thanks the Lord Commander and the Sharn Watch for their diligent and timely service to the city council and wishes them luck in their investigation. He leaves minutes later in a private skycoach, summoned from his hiding spot whilst the ambush was in process.

Using Madness

This adventure includes the *Madness* rules (**DMG p258**) in several parts of the adventure. It is mentioned each time a person reaches **0 HP** and violently transforms into a roach thrall. Witnessing such transformation should affect the PCs by the sheer repulsiveness of the scene. A character may acquire a random **short-term madness** effect which lasts for 1d10 minutes. Some of the effects described can possibly incapacitate a PC for a fight. A *calm emotions* spell can suppress the madness for its duration. A *lesser restoration* spell can rid a character of a short-term or long-term madness.

You may choose to use **long-term madness** instead to increase the difficulty of the adventure. Be wary that since long-term madness lasts 1d10x10 hours, it will force the party to spend spell slots to alleviate the effects. This is only recommended for level 6+ adventuring groups with more than one spellcaster with the required spells available.

DEVELOPMENTS

The Release

That night, after some bribes and hush money, the party, during their evening meal, hears news on the grapevine of Elric Boromar walking free of his cell, smiling. It is rumored that Councilor Ilyra Boromar arranged his release, though any investigation into the rumor is quickly buried in red tape and denial.

Visiting Haras Kant

If the characters visit Haras Kant to let him know what happened, he already knows. He is in shock at what appears to be the news of a dear friend passing away. He appears to fail to comprehend the part of the story about the giant insect, preferring not to listen to exaggerated stories. He explains away any account of the event as not being able to trust adrenaline-fueled visions and illusions seen during the heat of battle.

Even so, should there be any truth to these exaggerated stories, Haras Kant still wishes to find out who did this to his dear friend. He offers a 100 gold pieces to each adventurer if they find out what **really** happened.

If they accept, he also offers to send a trustworthy warrior to help them. He summons a warforged named **Bloody Spear**. Bloody Spear has a sword-shaped ghulra on *their* forehead.

SIDEBAR 5

Roleplaying Bloody Spear

Bloody Spear is one of the few warforged who easily embraced the mantle of freedom after the Last War. *They* are now a mercenary who is willing to do anything to earn gold. Bloody Spear is twelve years old, having served eight of those years as a part of Cyre's army.

Gold and riches are *their* goals in life. After eight years of being considered property, the notion of owning wealth exhilarates *them*. As *they* were built for war, *they* now sell their sword to those that will pay. Bloody Spear is honest and hard working. *They* like to make friends with the citizens of Sharn, even if they feel more inclined to reject *them*. If confronted with a life-threatening danger alone, Bloody Spear will flee to fight another day. Bloody Spear appeared first in [Sharn, the Missing Schema](#).

If the characters already know Bloody Spear from [Sharn, the Missing Schema](#), they are happy to meet the characters once more. They have been working for Haras Kant for a few weeks.

Haras Kant pays the characters for their one and only day of escort service and asks them to leave him alone for a few days; he needs time to mourn his friend and help the Thadian family arrange Maza's funeral.

The Summons

When the characters go back to their lodging place, a House Sivis courier is already waiting for them. He delivers a letter from the city council to them. They are to appear before the council for questioning the morning after.

Proceed to **Part 2. Meeting the Lord Mayor.**



PART 2. MEETING THE LORD MAYOR

The city council is my life. I've protected Sharn from danger for more than twenty years.

Lord Mayor of Sharn, Cathan ir'Demell

The characters meet the Lord Mayor in council. He cannot comprehend what happened and asks the characters to investigate more.

This section of the adventure may take as little as 10-15 minutes or as long as the characters want, as long as they remain engaged.

This is a roleplaying chapter. Feel free to expand and elaborate on this chapter as the characters interact with members of the council. Once the main ideas are laid on the table and the council answers any question the characters may have, you may proceed to the next chapter. Do not stall the game with too much conversation if the players want to continue with the more exciting parts of the adventure.

Next day, the characters travel to the council hall, located in the Highest Towers Ward (Upper Central). It is on top of Sun Tower, surrounded by a colonnaded gallery and crowned by an observation deck. The council hall offers some of the most spectacular views of the city.

The characters are expected. An elite group of fifteen soldiers accompanies the adventurers when they enter the room. The rules for entering the council hall are similar to the ones in the Oaks restaurant; no weapons, no bags, only fine clothes.

As the PC walk to the council chambers, they pass many people, some in hushed whisper. Any PC can attempt to overhear what is being said. A successful **DC 12 Wisdom (Perception) check** reveals one of the following per successful attempt (1 per character):

- that it is rumored seven council members, including Councilor Ilyra Boromar, are not present

in today's sitting because they support Councilor Ilyra Boromar.

- Ilyra Boromar and the seven councilors who support her were actually barred from entering this council session, being told early not even to turn up to chambers.
- the remaining sitting members of the council suspect Councilor Ilyra Boromar family's involvement in the missing, and rumored death of Councilor Maza Thadian.

Any character with a **passive Perception score of 10 or higher** or a successful **DC 10 Wisdom (Perception) check** notices that most politicians and aristocrats in the area are wearing fine white gloves. A successful **DC 12 Intelligence (History) check** reveals that wearing white gloves is the latest trend among people of the higher echelons of Sharn. A **success of 5 or more** also reveals that it was the Lord Mayor of Sharn, Cathan ir'Demell who started this fashion years ago. It was adopted by other councilmen over the years and then be-



came a citywide trend among the rich and powerful.

The party are shown to the council hall which is currently in session. As they may have heard whilst on their way to council chambers, there are only eight council members and the Lord Mayor of Sharn present when the characters arrive.

Any character with a **passive Perception score of 18 or higher** or a successful **DC 18 Wisdom (Perception) check** notices a faint shimmer a few feet in front of the councilors. A successful **DC 18 (- the lvl of the character) Intelligence (Arcana) check** reveals the presence of a *wall of force* spell separating the adventurers from the councilors.

Any character with a **passive Perception score of 14 or higher** or a successful **DC 14 Wisdom (Perception) check** notices an acrid smell in the room. This is the smell of the chemical communication among roach thralls.

All council members present and the Lord Mayor are secretly roach thralls. They barred Ilyra Boromar and her allies from attending to stop her from learning anything the adventurers might know.

Read or paraphrase the following:

As unlikely as it is, you stand before Sharn's council, or a version of it. The council hall is a semicircular chamber supported by wide pillars. You face the concave end of the chamber. Eighteen elegant chairs stand arranged in a semi-circular fashion. Only nine of them are currently occupied. The Lord Mayor of Sharn, Cathan ir'Demell, sits directly in front of you.

There is no wall behind you, only a handrail. The view of the city behind you is spectacular. One of the soldiers who came with you announces each of your names, after which, Lord Cathan speaks:

"Welcome, I am the Lord Mayor of Sharn. Before you are the council members who still represent Councilor Maza Thadian's beliefs and ideals. She was a fine woman and a dear friend. We all regret her death and will miss her. But before we can act against the ones guilty of her fate, we must hear from you what happened. Please, share with the council what happened yesterday."

Publicly, the council will consider her dead, even if the roach thrall managed to escape in **Part 1**. The roach thrall cannot undo its transformation, thus,

SIDEBAR 6

Roleplaying Lord Cathan ir'Demell

The Lord Mayor of Sharn is the oldest roach thrall in the city. Due to his long life, he has become an omega roach thrall, the strongest iteration of its species. His pheromone language is so pungent that he can forcibly control and manipulate any other roach thrall. After all, all of the others are its offspring. He controls half the city council and that is how he remains as the Lord Mayor, term after term.

The roach thrall is cruel, bold, and merciless. But it is also cunning. Ten years in politics have made the roach thrall inside the Lord Mayor an astute opponent. Despite this, the characters' intrusion into his lair and the threat to the hatchery's safety gets the better of it when it decides to stop them personally.

Maza Thadian is dead for all intents and purposes.

After the characters share the events as they saw them, the council will discuss the possible culprits and the meaning of the insectile transformation. The councilmen do not object to the characters sharing their views and ideas during this conversation.

Refer to **Sidebar 1**: all councilors in **red font** are present. Take note of their names, races, and which wards they represent. Councilors from the upper wards are more inclined to protect the interests of the rich and wealthy, while the councilors from the lower wards and the cogs protect the interests of the working man. Even if this is all a façade, each one of them understands their place in the council. Here are some arguments that the Lord Mayor or any other council member may say:

- Ilyra Boromar has no place in this council. We've permitted the presence of criminals within our ranks for far too long.
- The death of Councilor Maza will be a dark page in our history for generations. She was a councilor for only six years but she's been an important person in this city for hundreds of years.
- This is a reflection of the Boromar's desperate position within the city. Since the Droamites started their war against the clan, the Boromars are getting more reckless with each passing day.
- It sounds far-fetched, but I think the Boromars used transformation magic to kill our beloved Maza. If the Boromars now command that type

SIDEBAR 7

Roleplaying the City Council

The eight councilmen present when the adventurers share their experience are all roach thralls. They pretend to have their own interests and agendas but they all support the Lord Mayor in the end. None of them can contradict a direct order from the Lord Mayor because they are bound to its will through the chemical communications they share. The reason is that the roach thrall inside the Lord Mayor is everyone's father.

The overall attitude of the council towards the adventurers is positive. The Lord Mayor has decided to give the characters a good impression and point them towards Councilor Borian Haldorak's home.

of power, it might mean the power struggle within the city is about to shift.

- What if it was all an illusion? Perhaps the whole insect story is just a diversion and the Boromars hold Councilor Maza captive. We might hear from them soon asking for a ransom.

In the end, the council will feel inclined to believe that the Boromars used some kind of transformation magic to kill Councilor Maza Thadian. This would be the first instance of the Boromars using magic instead of brute force, but it would not be beneath them to do so.

Regardless of the actual conclusion, the Lord Mayor of Sharn will ask the characters to investigate further. He explains that he cannot trust the Sharn Watch or House Deneith because the Boromars have too much influence in both organizations in Sharn. His requests would either go unanswered or he would be fed false information.

Lord Cathan explains that he suspects another councilor to be in on whatever is going on. He talks about Councilor Borian Haldorak (male dwarf), who represents Upper Dura. Lord Cathan reveals the following:

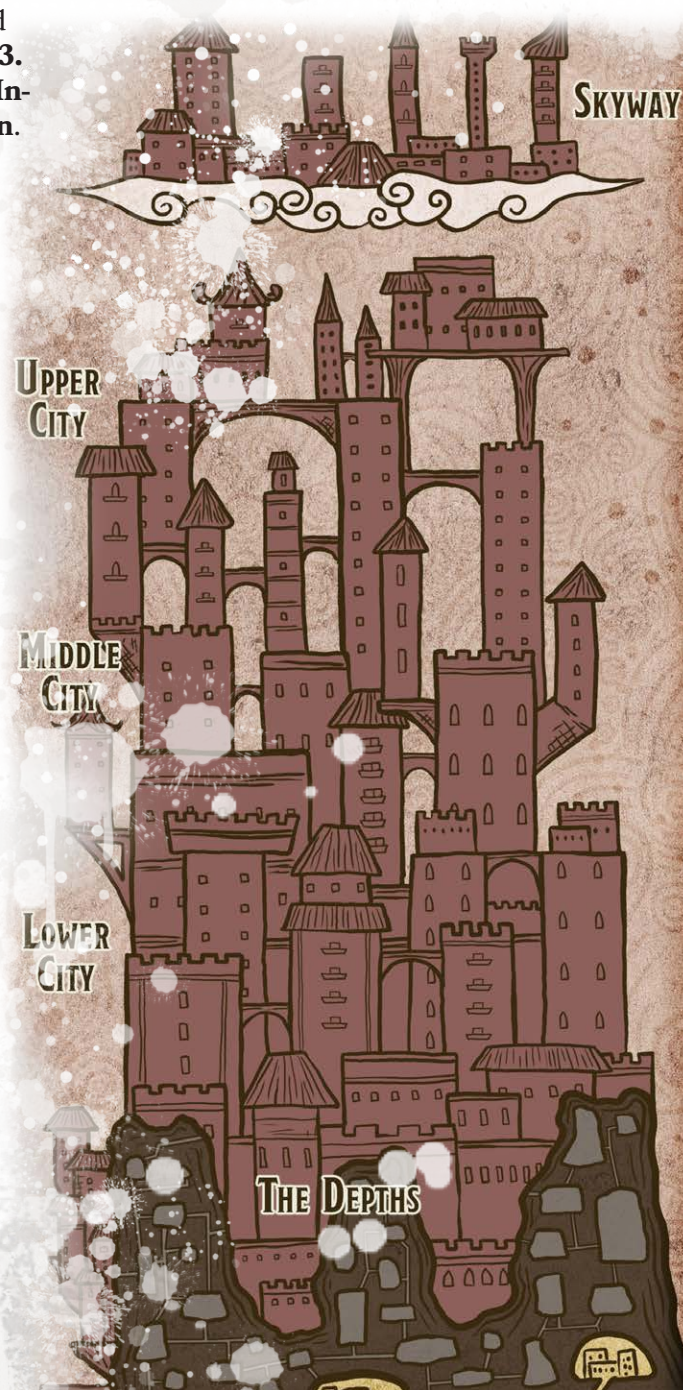
- Councilor Borian is a close ally of Ilyra Boromar.
- He has been absent from council for the last two weeks. His family informed the council that he was sick.
- Two members of his family are powerful spellcasters who might be behind the baleful transformation magic.

In truth, Councilor Borian was implanted with a roach thrall larva two weeks ago. He was going to be the next roach thrall council member. Lord Cathan is very worried that this situation might end up unearthing the council's secret, so he is willing to try more desperate methods.

Borian Haldorak usually favors Ilyra Boromar. Transforming him would weaken Ilyra's position. But with the current situation, Lord Cathan is willing to sacrifice that roach thrall hoping to somehow frame Ilyra Boromar for it.

When the adventurers are satisfied with the information they have, they can proceed to visit Councilor Borian Haldorak's home in Highhold Ward, Upper Dura.

Proceed to **Part 3. House Inspection.**



PART 3. HOUSE INSPECTION

We have a strong presence in council. It's not only Ilyra 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.

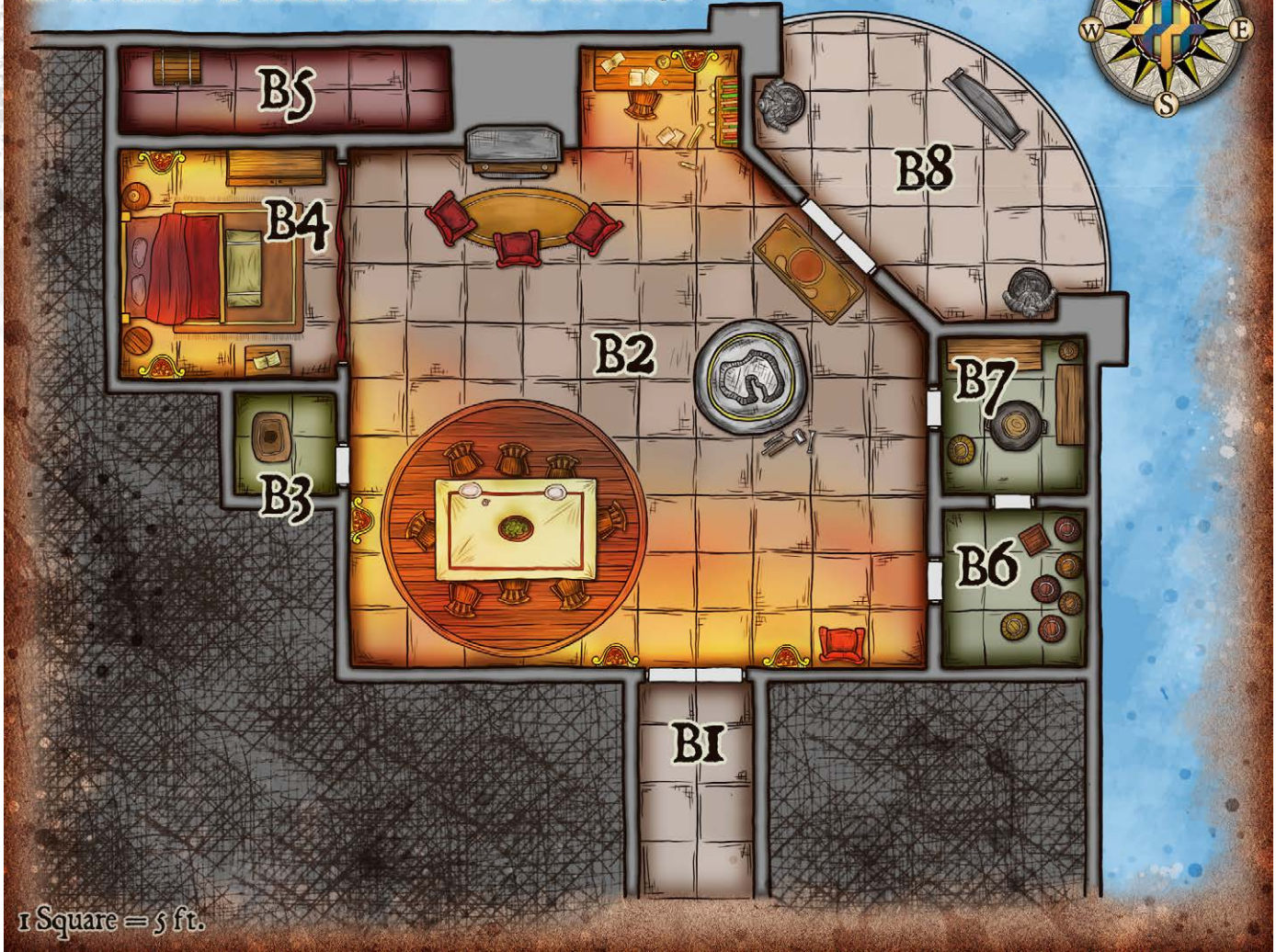
B2. Living Area

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 2nd 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**.

PART 4. THE ROACHES' LAIR

The higher ups never listen to us. We've reported sightings of enormous cockroaches for years...

Dan, Lower Wards Resident

The characters explore the strange tunnels that lead to the roaches' lair.

Any attempt to reach or contact any councilor at this point of the adventure does not work. The PCs are not allowed inside the council hall.

When the adventurers are ready to visit the roaches' lair, ask the characters how they plan on descending to the base of the city in Back Arch Ward and describe the trip accordingly. Elric's map points to an abandoned alley that surrounds Baleffer Tower. There is a wide crack on the wall at the end of the alley that leads to a short tunnel. Twenty feet later, there is an unremarkable 10 ft. wide hole on the ground. There are no ropes or stairs available. The shaft descends 50 ft. and leads to **Area C1**.

C1. Lair Entrance

A group of Droaamite monsters from the Daask organization is waiting for the PCs here. As suspected by the Boromars, the roaches in the council are allied with the Daask and have been using them to weaken the clan's position within the city. Now, expecting an attack, the Lord Mayor ordered a group of monsters to come down here and protect the lair.

2 **ogres** (MM, p237), 1 **basilisk** (MM, p24), and 3 **goblins** (MM, p166) attack the party as soon as they emerge from the shaft. The party may choose to avoid this encounter altogether by continuing down the shaft. The Daask monsters have strict orders not to go deeper.

Treasure

- A small purse (multiplied by the number of humanoid creatures present) each containing **5 gp** in various coin (their payment received to come here).

Adjusting the Encounter

Level 3 – Remove 1 **Ogre** and 1 **Basilisk**

Level 4 – Remove 1 **Ogre**

Level 5 – As written

Level 6 – Add 1 **Ogre** and 2 **Goblins**

Level 7 – Add 1 **Ogre** and exchange **Basilisk** for **Medusa** (MM, p214)

C2. Piercer Colony

The roach thralls are breeding 9 **piercers** (MM, p252) on the ceiling of this chamber hoping to have a few strong roper guardians in the future. Failed roach thralls climb to the ceiling and feed the piercers once a day.

The ceiling in this chamber is 30 ft. tall, thus, the piercers deal 10 (3d6) piercing damage with their *Drop* attack. There is nothing of value in this area.

C3. Spider Lair

This chamber is covered in thick spider webs, 2 **giant spiders** (MM, p328) live here. The ceiling is 35 ft. tall.

The spiders survive by capturing failed roach thralls in their webs. The roach thralls have also thrown a few people there to die over the years, as noted by the skeletal bones of various humanoid and monster races that line the floor.

A character with **passive Perception score of 14 or more** or a successful **DC 14 Wisdom (Perception) check** reveals enough light to see two humanoid-shaped figures in the webs. They appear to be covered in spider webs. A *detect magic* spell reveals an **enchantment aura** on one of the shapes.

Roaches' Lair

1st Level

C1

C2



C4

C3

2nd Level

3rd Level

C5

C6

C7



1 Square = 5 ft.

Treasure

- One of the skeletons still has a death grip on an ornate **+1 obsidian dagger**.

C4. Storage Space

There are many barrels and crates in this chamber. The roach thralls use this place as a storage room for food, weapons, and other goods. They use the food mainly for roach thralls who shed their humanoid shapes and to feed larvae.

When the adventurers arrive, they find three human males in tattered clothes moving crates from one place to another in complete darkness. They appear nervous in the presence of the PCs. The three of them are roach thralls. One of them speaks:

You should not be here. There is nothing for you down here. Please go back to Sharn.

If the PCs attempt to search the crates or continue down the shaft, the three men grab spears and attack. Use the **guard (MM, p347)** statblock for them but reduce their **AC to 11**. When they are reduced to **0 HP**, they become **3 roach thralls**. A group of **6 failed roach thralls** joins the fight during round two.

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

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.

Treasure

A crate containing various discarded commoners clothing, concealing the following:

- 1 *potion of healing*
- 1 *potion of greater healing*

Adjusting the Encounter

Level 3 – Remove 1 **Roach Thrall** and 2 **Failed Roach Thralls**

Level 4 – Remove 1 **Roach Thrall**

Level 5 – As written

Level 6 – Add 1 **Roach Thrall**

Level 7 – Add 1 **Roach Thrall** and 2 **Failed Roach Thralls**

General Features

These are the general features of the roaches' lair. The lair features three main levels. The first two are separated by 50 ft. shafts. The third and deepest level is separated by a distance of 30 ft., but it goes deeper by the stairs in **Area C5**. The lair starts at Sharn's base and continues down to what is considered the **Depths** of the city. The lair was originally home to a colony of giant spiders but it was claimed by the roach thrall inside the Lord Mayor of Sharn nine years ago in 989 YK.

Terrain. All areas within the lair are unworked stone. There are pointy stalactites on the ceilings of all chambers. A successful **DC 15 Intelligence check** allows a character to determine that this is a natural cave. All geological features appear to be of natural origin. The cave must be thousands of years old. Dwarves roll this check with advantage.

Light. Most chambers in the lair are in complete darkness. The roaches can see in the dark. The roach thrall eggs in **Areas C6** and **C7** produce dim green light. Destroying the eggs leaves the area in complete darkness.

Smells. The acrid smell from pheromonal communication is ever-present within the cave. It is acrid and pungent. It becomes increasingly stronger the deeper the party explores into the cave. The eggs in **Areas C6** and **C7** produce an especially potent version of this smell. It is so potent that it may affect creatures near them. (As described in **Area C6**)

C5. Trapped Stairs

The stone stairs defy the natural appearance of the rest of the cave complex. Their appearance is crude. They are carved from the very stone of the floor. A successful **DC 18 Intelligence check** or **DC 15 Wisdom (Nature / Survival) check** reveals the deep state of water erosion in the steps and determines that the stairs were carved thousands of years ago. The ceiling at any point in the stairs tunnel is 30 ft. tall.

Any character with a **passive Perception** score of 16 or higher notices three thin filament threads that go from wall to wall in the position marked in the map. The three threads are 1, 2, and 3 feet tall respectively. A successful **DC 16 Intelligence (Investigation) check** reveals that the threads trigger a false ceiling trap that would bring down part of the

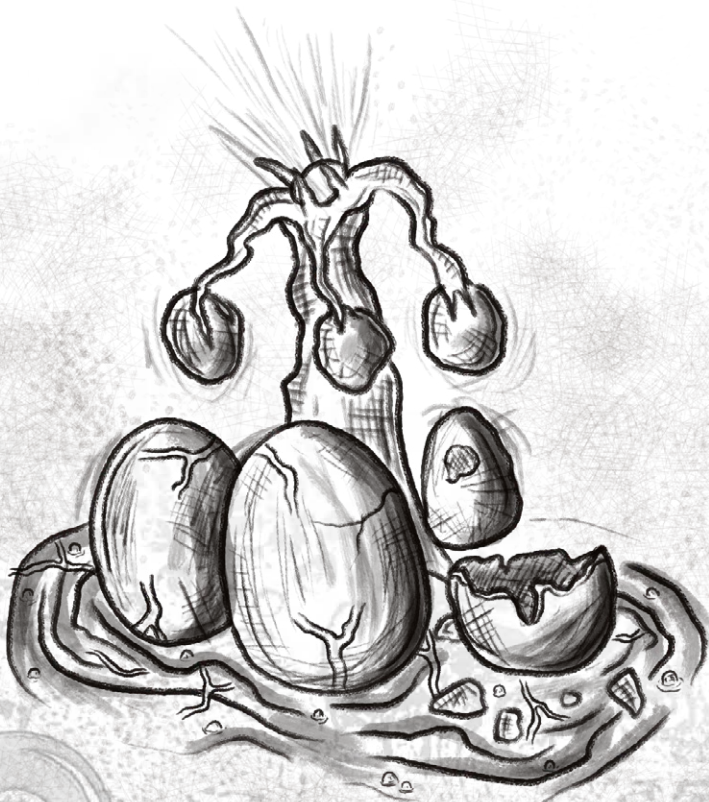
ceiling. A **DC 17 Dexterity (Thieves Tools) check** allows a character to disable the trap by cutting a thread and securing the loose end to impede the activation of the trap; failure **by 5 or more** triggers the trap.

If a creature moves through the threads, it triggers the trap. The filament pulls on a spider silk net on the ceiling, releasing it from its holdings and releasing several large rocks. Any creature standing in a 5 ft. radius centered on the X mark on the map must make a successful **DC 14 Dexterity saving throw**, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Roach thralls bypass this trap by climbing above the threads.

C6. Hatchery

The long tunnel features several small alcoves which are filled with roach thrall eggs and roach thrall larvae. The eggs produce an intense acrid smell which may poison the PCs. Any creature who is not a roach thrall that approaches within 10 ft. from an egg in the hatchery must make a successful **DC 14 Constitution saving throw** to avoid becoming **poisoned** for 1d3 hours. Any creature which passes the saving throw becomes immune to this effect for 24 hours.



If any character attacks or somehow damages a batch of eggs or larvae, a group of 10 **failed roach thralls** emerges from the shadows and attack. Each batch of eggs (10 in total) also has 1d6 **roach thrall larvae** which attack too. They do not pose a serious threat but they want to buy time.

When a failed roach thrall reaches **0 HP**, it triggers its *acidic hemolymph* ability which causes it to explode in acid. When a roach thrall larva reaches **0 HP**, it triggers its *acid hemolymph* ability which causes it to explode in a cloud of poisonous smoke.

C7. Implantation Room

The roach thralls can implant a larva onto a person by placing it next to the sleeping person in his home. This raises many questions because the integration period is not easy to understand. When possible, the roach thralls kidnap the person and bring it to this room. They implant the larva and keep the person here during the integration period before releasing it back to the city. They use the stone table in the middle of the room for this.

The stone table is not of natural origin. There are crude markings and hieroglyphs carved on its sides. A successful **DC 13 Intelligence (History) check** reveals that the markings are in Goblinoid. It is a common scripture for the time period and it reads “*Blessed is the great Dhakaan*”. A **success of 5 or more** also reveals that the table was used for rituals in the goblinoid Dhakaan empire which ruled the continent more than 7000 years before. A **success of 20+** reveals that it is rumored in select secretive circles that there still remains many goblinoid relics and locations hidden within the Depths of Sharn for those brave enough to go look.

Shortly after the PCs enter the lair, a failed roach thrall traveled through the sewers and reached the Lord Mayor's home. When the Lord Mayor hears that the PCs are searching his lair he becomes furious and calls on his strongest roach thralls to follow him to **Area C7**.

When the characters enter this room but before they can damage any of the egg batches, have the party make a **DC 14 Wisdom (Perception) check**. On a success, read or paraphrase the following:

You hear the sound of footsteps coming from the stone steps before the hatchery. Looking around, you are just in time to see the light of approaching torches as they enter the room.

On a success: read or paraphrase the text box below.

On a failure: the party are too engrossed with the history of the room to notice the approaching party. The party are **surprised**, only noticing the Lord Mayor and his goons once they start to speak. Start from the talking text in the 2nd paragraph below and paraphrase the remainder:

Two well-dressed men and a man in plate armor enter the room. Each one of them is holding a torch. It takes you a moment to recognize the man in the armor, it is no one but the Lord Mayor of Sharn, Cathan ir'Demell. You recognize the two men beside him from the council hall meeting. They are Councilors Sava Kharisa and Javan Tomollan.

The Lord Mayor speaks with fury in his eyes: "Look at what you've done! You are unmaking the work of a decade. I have given my life to Sharn. Given my life to the city council. And you decide you have the right to walk in here and destroy my legacy? You are nothing but obstacles in my path. Prepare to die. You will become the food of the next generation."

Use the **Knight (MM, p347)** stat block for the Lord Mayor. When he reaches 0 HP, he becomes an **omega roach thrall**.

Use the **Cultist (MM, p345)** stat block for the two councilors. When they reach 0 HP, they become **roach thralls**.

There are three batches of eggs and larvae in this room. When the main battle begins, the 3d6 **roach thrall larvae** join the fight.

When a roach thrall or the omega roach thrall reach **0 HP**, it triggers its *acidic hemolymph* ability which causes it to explode in acid. The damage output for both creatures is different. When a roach thrall larva reaches **0 HP**, it triggers its *acid hemolymph* ability which causes it to explode in a cloud of poisonous smoke.

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.

Treasure:

- A broken **plate armor**. An armorer can fix it and refit it for 100 gp.
- A leather pouch with 130 gp.
- A golden ring with an emerald (worth 200 gp).

Proceed to the **Conclusion**.

Adjusting the Encounter

Level 3 – Remove 1 councilor (**Roach Thrall**) and halve the **HP** of the **Knight** and **Omega Roach Thrall**

Level 4 – Remove 1 councilor (**Roach Thrall**)

Level 5 – As written

Level 6 – Add Councilor Evix ir'Marasha (**Roach Thrall**)

Level 7 – Add Councilor Evix ir'Marasha (**Roach Thrall**) and max out the **HP** for the **Omega Roach Thrall**

ADVENTURE CONCLUSION

Half the city council is dead or missing. Dark days await us but I can see a light at the end of the tunnel. It's the glint of gold!

Bloody Spear

The adventure has come to an end. They have put an end to the evil creatures in the roaches' lair.

A POLITICAL STRUGGLE

The characters emerge from that cave to a changed city. It has been revealed that half of the city's government was nothing but a cabal of insectoid monsters masquerading as the Lord Mayor and half the councilors. Four councilors and the Lord Mayor are now dead. (adjusted if more or fewer roach thralls were present for the encounter in **Area C7**)

Even if the characters decide to keep quiet about this, the Boromars will act. Councilor Ilyra Boromar enacts a power grab and becomes the de facto Lord Mayor of Sharn. She arrests ten out of the thirteen remaining councilors, even her allies, and has Elric Boromar do small but deep cuts in their skin to discover who are roach thralls and who are not. His small experiment reveals the presence of two more roach thralls, which they kill. Three councilors escape the city and are presumed to be roach thralls. One of them reaches the northern border with Thrane and becomes a political refugee. The other two are still hiding.

Despite Ilyra Boromar's current position, the sudden power vacuum in the city politics is a dangerous situation, even for her. Nine councilor positions are currently open and the city quarters are having internal struggles about who to choose for council now. The roach thrall story never became common knowledge, but there are rumors about people becoming giant roaches.

To make matters worse, a great number of people believe that the Boromar Clan assassinated nine councilors only to take control of the whole council and place Ilyra as Lord Mayor. If the Boromars are not careful, the whole city could turn on themselves.

Further adventures about the political struggle, the power vacuum, and how the Boromars solve this issue are not within the scope of this adventure and left to the DM's discretion.

HARAS KANT

Haras Kant still has close friends in the council, even though three of his friends turned out to be roach thralls for the past few years. He is still in poor shape but he is getting better. He lost many friends to a cruel fate. Haras pays the characters the amount promised.

BLOODY SPEAR

If Bloody Spear helped the party in this adventure and made it to the end, Bloody Spear accompanies the PCs when they visit Haras Kant and gets paid too. *They* consider the events of this adventure somewhat troubling. Increased troubles in Sharn means more work and more gold for *them*, especially now that the Boromars appear to be in charge.

Despite the grim conditions of the adventure, Bloody Spear is confident that great things await for him in the next few months. Such is the life of a mercenary.

ELRIC AND ILYRA BOROMAR

Elric Boromar is impressed with the adventurers' performance. Elric arranges a meeting with the party in a neutral place and offers them a place within the Boromar Clan.

If the party leans towards good alignment. Elric explains that while the Boromar Clan is involved in many illegal and morally reprehensible activities, they do care for the wellbeing of Sharn. Ilyra Boromar heads the city council now and she has a revolution cooking beneath her feet. It is in everyone's interest to avoid a coup and sway the city quarters into electing new councilors so that the status quo returns to balance.

If the adventurers agree, Elric arranges a meeting with Ilyra and the clan's boss, Saidan Boromar. In this meeting, they discuss the future of the city and the hard but necessary actions that must be done to provide a seamless transition to a new era of Sharn politics.

Ilyra also needs the characters to hunt down the three councilors that escaped. She is sure they are roach thralls. Given enough time, any one of them is able to reproduce and do the same thing they did in Sharn or in any other city.

Future events regarding the PCs alliance with the Boromar Clan, their securing their position within Sharn's political sphere, or the hunt for the three missing councilors are not within the scope of this adventure and left to the DM's discretion.

BORIAN HALDORAK'S FORTUNE

If the adventurers found the secret room in Councilor Borian's house in **Area B5**, they found a deed to his house and a House Kunderak bank note worth 170,400gp.

There is no way in which a House Kunderak heir can be convinced to give the characters access to this fortune because none of them are from the Haldorak family. This leads to two possible quests:

1. The bank statement reveals two important things. It states that Borian's fortune is hidden in **Vault #458**. And it also reveals the password to open the magical vault door. The password is "*Haldorstein*". House Kunderak is famous for the extreme security they provide but knowing the vault number and password opens the possibility of a bank heist. Perhaps Elric Boromar or Bloody Spear will be interested in forming part of this.
2. A member of the Haldorak family might be willing to buy the bank statement from the party for a reduced price. 20,000gp sounds like a good starting price for such a transaction. But it does not warrant that the Haldoraks will not try to retrieve that money later on in some way or another.

The deed to Borian's house is a different matter. Possession of the deed is what matters. The adventurers can now make use of the luxurious house as if it were their own. However, the house is deep inside Highhold Ward, which is a majority dwarf neighborhood. If the Haldorak family makes it public that a group of brigands "stole" the late councilor's house, the party would face a very aggressive neighborhood.

Future adventures regarding a bank heist, any dealings with the Haldorak family, or the PCs use of Councilor Borian's luxury home are not within the scope of this adventure and left to the DM's discretion.

APPENDIX I

NPCs AND CREATURES

BOROMAR ENFORCER

Medium humanoid (halfling), neutral

Armor Class 14 (studded leather)

HP 26 (5d8 +4)

Speed 30 ft.

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

Senses passive Perception 10

Languages Thieves' Cant, Halfling, Common

Challenge 1 (200 XP)

Sneak Attack. The Boromar enforcer deals an extra 7 (2d6) 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 the Boromar enforcer that isn't incapacitated and the Boromar enforcer doesn't have disadvantage on the attack roll.

Actions

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.



BLOODY SPEAR (WARFORGED ENVOY)

Medium humanoid (construct), chaotic neutral

Armor Class 18 (integrated protection; heavy plate)

HP 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	11 (+0)	8 (-1)	6 (-2)

Damage Resistances poison

Condition Resistances poisoned, disease

Skills Athletics +5, Forgery Kit +7

Senses passive Perception 9

Languages Common, Dwarven

Challenge 3 (700 XP)

Warforged Resilience. The warforged envoy has advantage on saving throws against being poisoned, and resistance to poison damage. It is immune to disease. It does not need to eat, drink, or breathe. It does not need to sleep and does not suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Integrated Tool. Bloody Spear has a forgery kit integrated into his body. He must have his hands free to use this tool.

Actions

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Magic Item

Ring of Displacement. Twice per day, the wearer can rub the obsidian stone on the ring to cast *misty step*.

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. Ranged 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

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.

OMEGA ROACH THRALL

Large aberration, neutral evil

Armor Class 17 (natural armor)

HP 58 (9d8 + 18)

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

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

Damage Resistances acid, slashing damage from nonmagical weapons, poison

Senses passive Perception 11

Languages Common, Chemical Pheromones

Challenge 6 (2,300 XP)

Acidic Hemolymph. When the omega roach thrall dies, a sudden chemical reaction inside it makes it explode. Each creature within 10 feet of it must make a DC 14 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

Limited Flight. The omega 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

Multiattack. The omega roach thrall makes one bite attack and one claw attack.

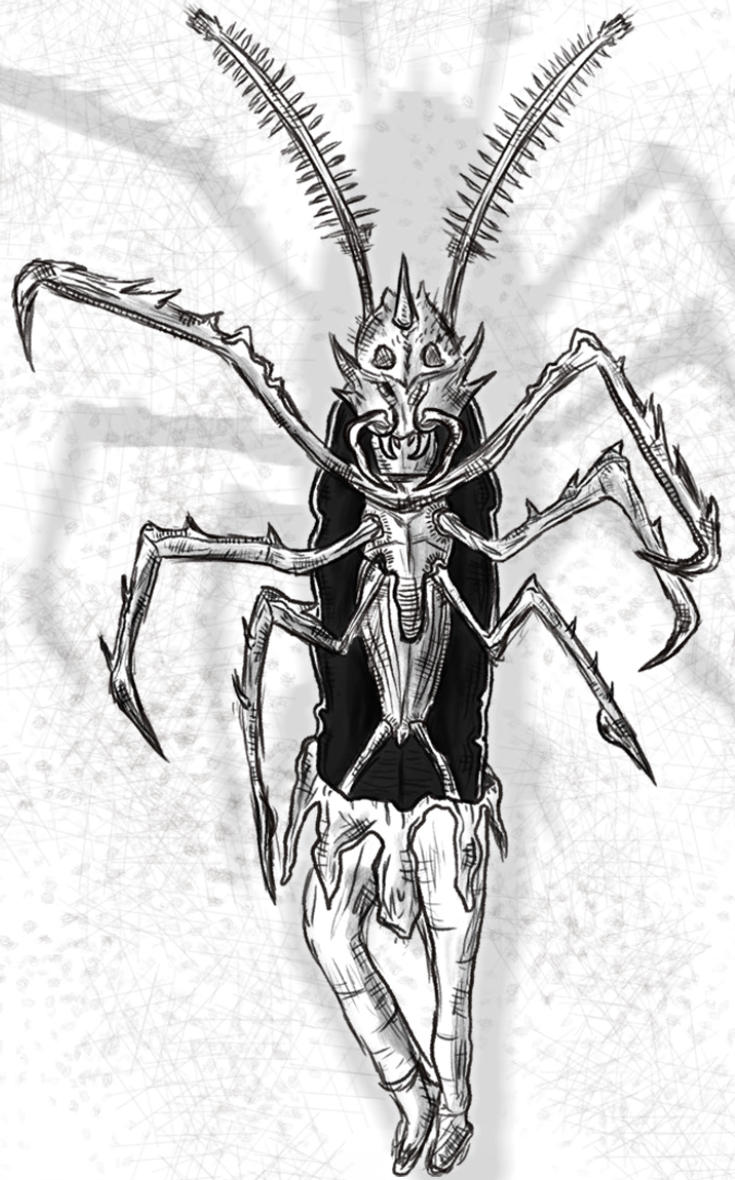
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 12 (2d8 + 3) slashing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 8 (1d10 + 3) slashing damage.

Acidic Vomit (Recharge 6). The omega roach thrall vomits corrosive acid in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 24(7d6) acid damage on a failed save, or half as much damage on a successful one.

Reaction

Roach Protectors. If the omega roach thrall is hit, it can use its reaction to redirect the attack to a roach thrall or failed roach thrall adjacent to it.



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

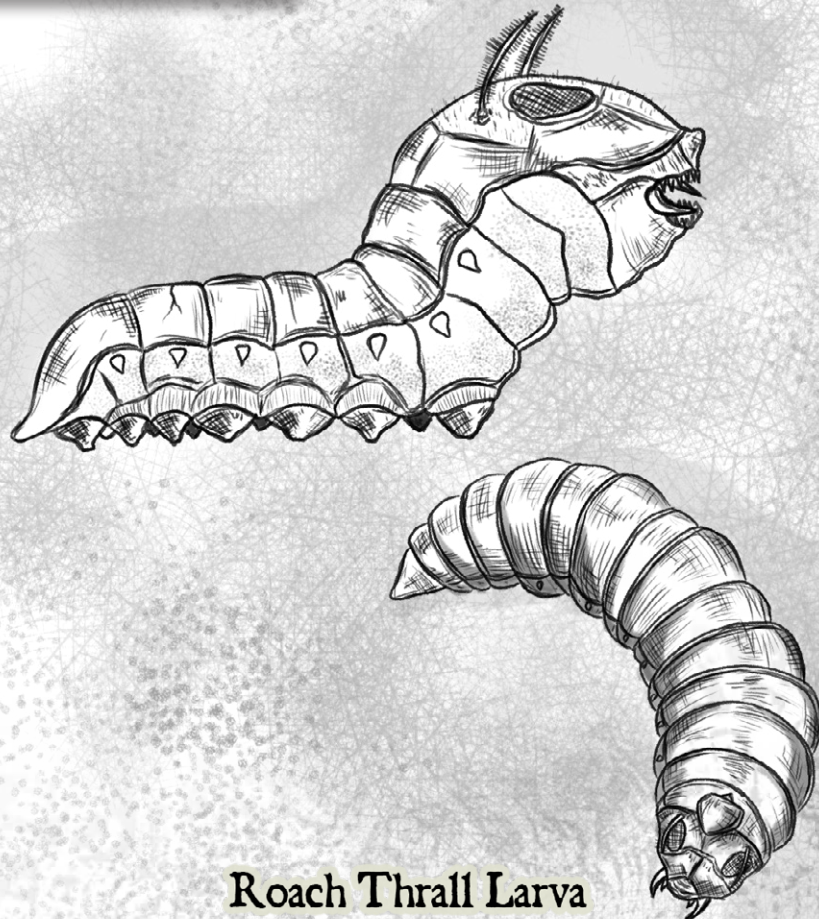
Languages Chemical Pheromones

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

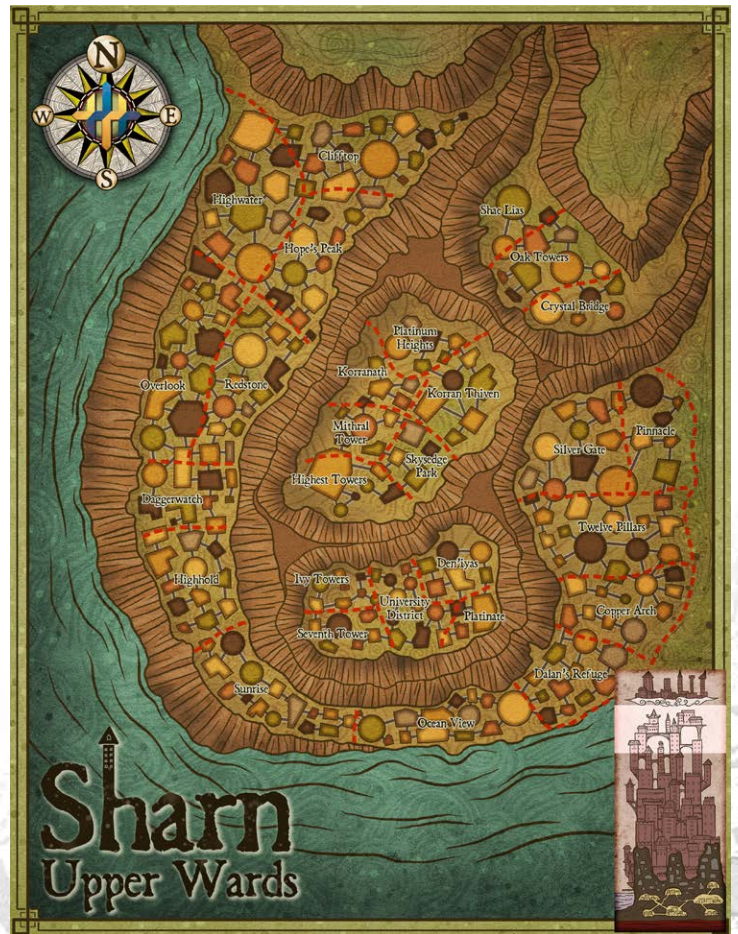
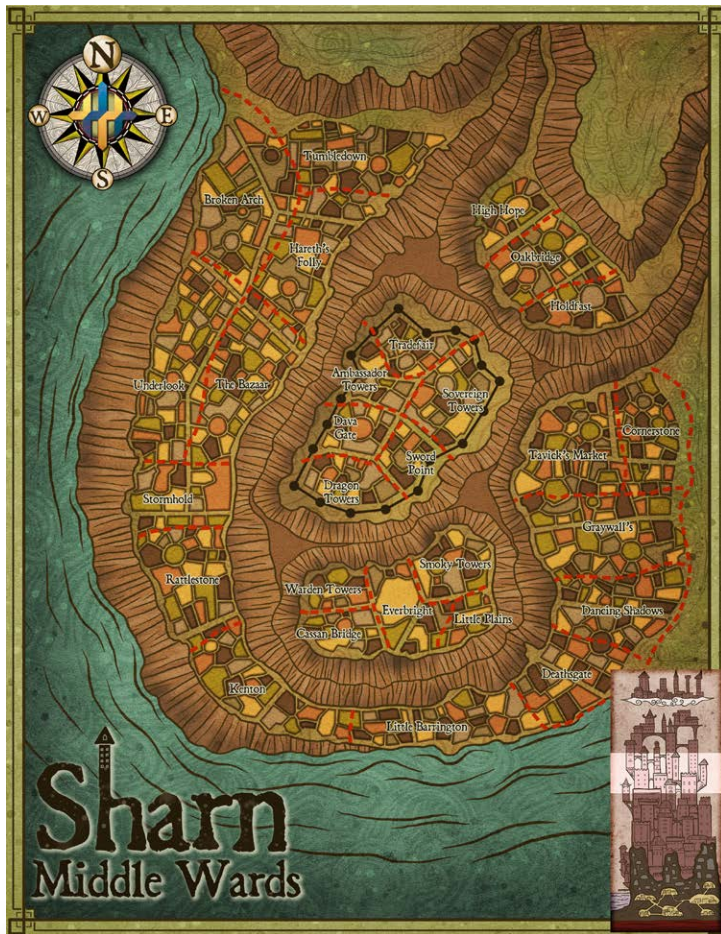


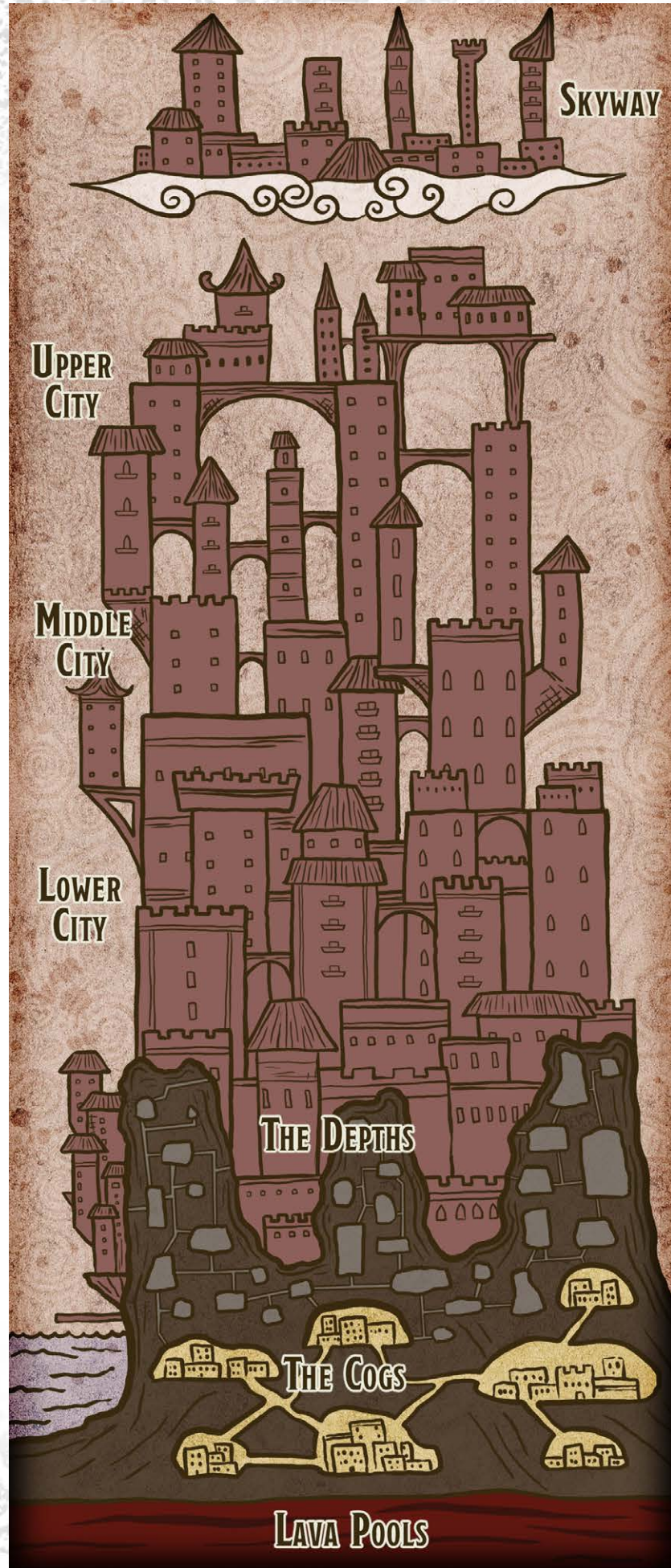
Roach Thrall Larva

APPENDIX II MAPS

SHARN MAPS





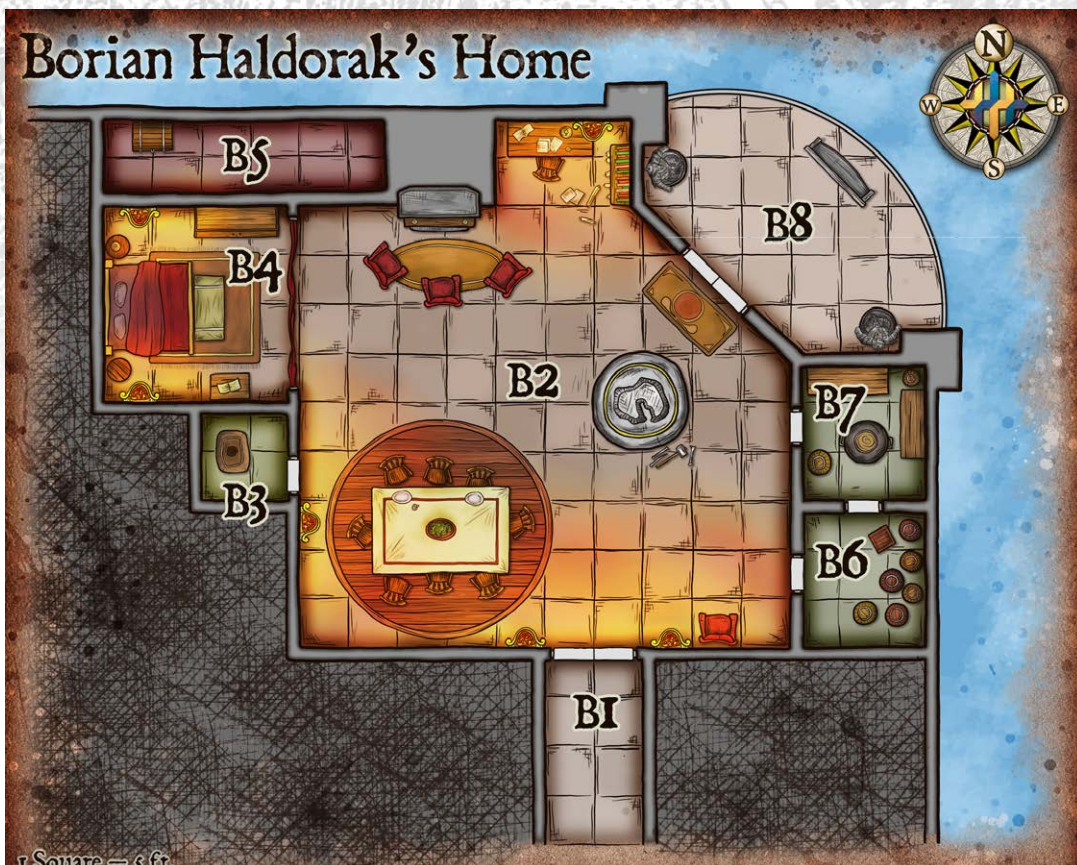




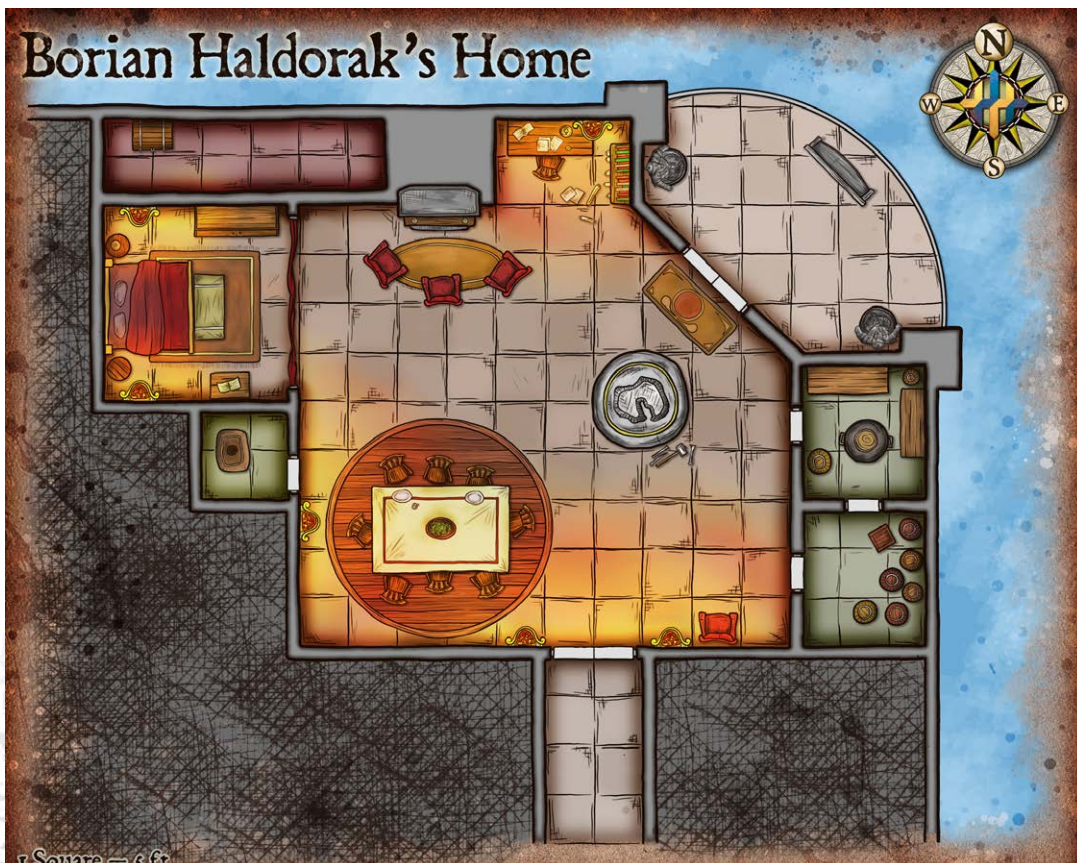
PAVILION DM MAP



PAVILION PC MAP



BORIAN HALDORAK HOUSE DM MAP



BORIAN HALDORAK HOUSE PC MAP

Roaches' Lair

1st Level

C1

C2



C4

C3

2nd Level

3rd Level

C5

C6

C7



1 Square = 5 ft.

Roaches' Lair

1st Level



2nd Level

3rd Level



1 Square = 5 ft.

APPENDIX III

HANDOUTS

Bounty Contract

A client has requested House Deneith's services in exchange of gold and influence.

To represent House Deneith's interests and values, and to collect the bounty, present yourself to Haras Kant's office in Ivy Towers ward, Upper Menthis.

Third yellow tower, 7th story, #344



HANDOUT 1 BOUNTY CONTRACT

Dear friends:

It has been a while since the last time we met. I must say I was rather impressed with your performance when you helped my dear friend Garthen Daela. Your contribution to my personal collection of relics is duly noted.

I summon you today to offer you a job opportunity. It involves an influential council member to whom I owe a favor. There is gold on the table, of course.

If you're interested, meet me tomorrow at my office in Ivy Towers, Upper Menthis. 3rd Yellow Tower, 7th Story, #344

HANDOUT 2 HARAS KANT LETTER

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

R/S. 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



HANDOUT 5 CHEMICAL MESSAGE

Borian, I've sent the
witnesses to your home.
Other roaches are on their
way, show them this.
Kill all the witnesses!

HANDOUT 6 TRANSLATED MESSAGE

APPENDIX IV

ROACH THRALLS

Roach thralls are giant cockroaches that wear human skin, masquerading as humans in order to perpetuate their reproductive cycle. When threatened, they shed their human skin to fight with their claws in melee.

Life Cycle

A roach thrall begins its life as an egg in a hatchery created by adult roach thralls. Hatcheries usually consist of several groups of 5 to ten individual eggs. The hatcheries produce an intense acrid smell that is meant to keep any predators at bay.

After a few days, dark brown larvae emerge from the egg. Larvae resemble caterpillars in their physiognomy. A newborn larva is about three inches long. Larvae are voracious critters but are not independent; they usually stay by the hatchery they were born in. Adult roaches feed these larvae anything they have at hand. Larvae can eat almost anything organic. Over the next twenty-five days, larvae reach maturity and grow to 1 foot in length. They are now ready for implantation.

If unattended, a larva leaves the hatchery and tries to find a humanoid host. Larvae are not fast and they are too big an insect to be ignored. Most larvae die trying to find a host or become a **failed roach thrall** (see below). An adult roach thrall can help by bringing a live humanoid to the hatchery or placing a mature larva in a person's bedroom with stealth.

The implantation process is painful. The mature larva bites the host's belly and digs its way inside the host's abdomen. It releases a substance that closes the wound as soon as it finds its way inside. After a few minutes, the larva sheds its outer layer and becomes a semi-aqueous entity inside the host. The process is similar to how a caterpillar dissolves inside its own cocoon before it becomes a butterfly. The host loses consciousness. The juvenile roach thrall consumes the brain and the internal organs of its host. This process takes 6 to 8 hours. The roach thrall leaves the skin and muscle tissue of the host untouched, attaching its

own feeding mechanisms to the host so that the flesh does not decay. The roach thrall also taps into what's left of the nervous system, enabling it to walk around among humans. It can see and hear through the host's eyes and ears, and it can even speak by stimulating the host's vocal cords. Without its humanoid skin, the roach is about 5 feet long and weighs about 150 pounds.

If a mature larva fails to find a human host and survives four weeks, it builds itself a cocoon and emerges three days later as a **failed roach thrall**. These roaches are the size of a cat. They are less intelligent than their adult counterparts and obey any simple instruction they receive. All failed roach thralls are sterile.

If a **roach thrall** remains in its humanoid shell for ten years or more, it becomes an **omega roach thrall**. It is the pinnacle of its species and can control any other roach thrall with its pheromones (see below). If an omega roach thrall leaves its humanoid host, the resulting cockroach is larger and more dangerous than a normal roach thrall.

An adult roach thrall in a humanoid host tries to blend into human society. It grows eggs of its own over the next 6 months to 2 years whilst finding a suitably dark place to build a hatchery.

All roach thralls have a climbing speed, even in humanoid form. The prehensile tiny threads of their legs that let them stick to walls pass through the human skin of their host's hands. Roach thralls cover this by using gloves.

Memories and Language

The adult roach thrall has limited random access to the host's memories and experiences. The implantation process is not always perfect. Some of them lose all of the host's memories, while others get to remember a large chunk of their host's lives. Roach thralls cannot speak at first but the remains of their host's brains allow them to learn **Common** within a few weeks of implantation. The particular mannerisms and style of the host are lost too. Roach thralls

Life Cycle

1 FOOT

1. Egg Phase



𐎀𐎁𐎂𐎃𐎄𐎅𐎆𐎇𐎈𐎉𐎊

1 FOOT

2. Larva Phase



𐎁𐎂𐎃𐎄𐎅𐎆𐎇𐎈𐎉𐎊𐎋𐎌𐎍𐎎𐎏𐎐𐎑

INCUBATION
6 - 8 HOURS

4. Adult Phase



6 FEET

𐎁𐎂𐎃𐎄𐎅𐎆𐎇𐎈𐎉𐎊
𐎁𐎂𐎃𐎄𐎅𐎆𐎇𐎈𐎉𐎊𐎋𐎌𐎍𐎎𐎏𐎐𐎑
𐎁𐎂𐎃𐎄𐎅𐎆𐎇𐎈𐎉𐎊

𐎁𐎂𐎃𐎄𐎅𐎆𐎇𐎈𐎉𐎊𐎋𐎌𐎍𐎎𐎏𐎐𐎑

3. Implantation Phase



18 INCHES



Failed Roach Thrall

can usually impersonate someone to an average degree of believability. But close friends and relatives cannot be fooled; they quickly notice a strange behavioral change in the person.

Roach thralls lose the ability to speak if they emerge from their human hosts, but they still understand any languages they have learned.

Roach thralls communicate among themselves with their pheromones. This chemical language is very complex and impossible to decipher through mundane means (*comprehend languages*, or something similar allows the caster to understand it). Pheromones have special qualities that change with the age and maturity of the roach thrall. An **omega roach thrall** can control the behavior and actions of any other inferior roach thrall with its pheromones.

A chemical message can be imprinted on a piece of cloth or paper and delivered to another roach thrall. This type of message takes the form of a green-yellow stain on the paper, with no particular shape. Its visual representation has no bearing on the content of the message. The content of the message is delivered through its smell.

Transformation

A roach thrall cannot fight well in its humanoid form, so it sheds its host when seriously threatened. Over the first few minutes after it emerges, its carapace darkens to a deep brown color, and after a few days, it begins to use all six limbs for locomotion. Once it has emerged, it cannot ever return to a humanoid host or reproduce, so it spends the rest of its life seeking out the garbage it craves for food and protecting other roach thralls.

EASTER EGG

Elric Boromar's portrait and overall demeanor are heavily inspired by Alphonse Gabriel Capone (aka Al Capone), an American gangster and businessman who attained notoriety during the Prohibition Era as the co-founder and boss of the Chicago Outfit. His seven-year reign as crime boss ended when he was 33.

CAPONI WAVES GUN AFTER CRASH; FACES 3 CHARGES

Alfred Caponi, alleged owner of the "Four Deuces," a brothel at 2222 Wabash avenue, will face charges of assault with an automobile, driving while intoxicated and carrying concealed weapons in Harrison street court this morning.

In a hot night in 1922, the Chicago police arrested a drunk Al Capone for the first time for brandishing a pistol after a traffic accident. He didn't seem worried. **"I'll fix this thing so easy you won't know how it's done"**, he said. He was right. The charges against him were quickly dropped. The newspapers spelled his name wrong, but he had produced his first headline. He was 23 years old then.

Elric Boromar says the same line at the end of **Part 1** of this adventure, when he is arrested and later released by the Boromar Clan.

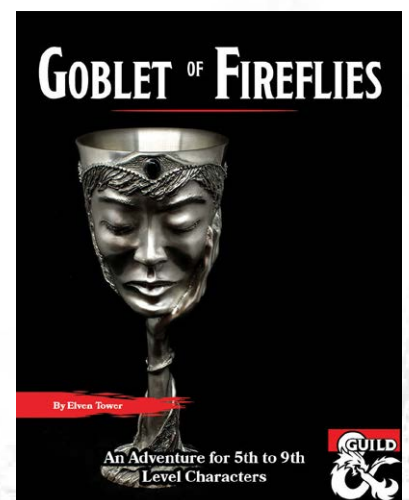
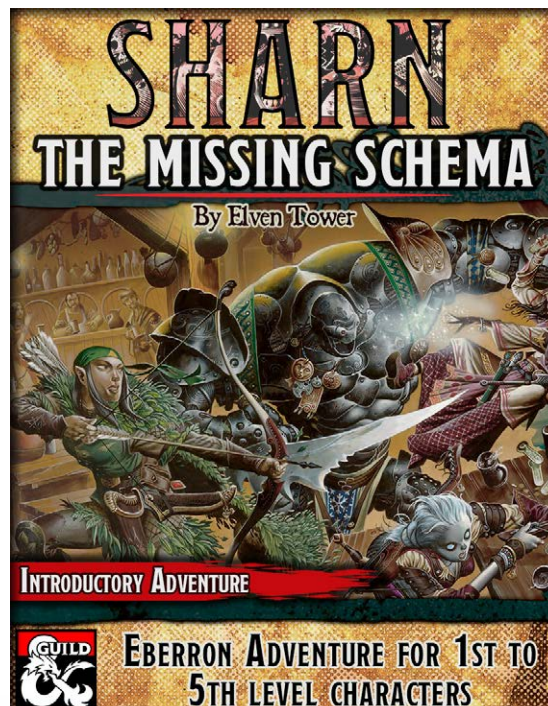
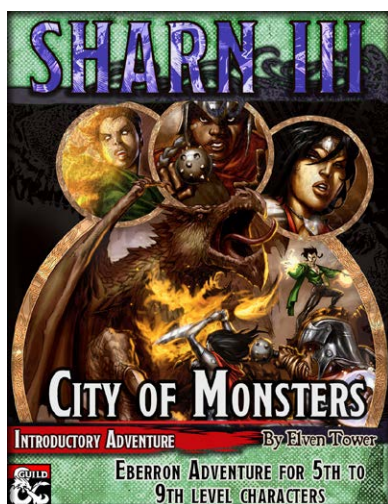


THANK YOU

Wow! You got this far. I want to thank you wholeheartedly for purchasing and using this adventure. 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 are interested in my work, here are some links to other awesome products at the DM's guild. Below is the first installment of my Sharn adventure series.



One more thing... Most people know me for my cartography work. I create a great number of RPG related illustrations every month and I also write adventure lore and campaign ideas for most of them. If you are interested in this sort of thing, please visit my [Patreon Page](#) to see what the fuss is all about.

Until the next one, Elven Tower