

A Boy and his Modron

V.2

Extra-planar visitors always bring trouble

Introduction: A young boy befriends an extra-planar construct that has mysteriously appeared at his family's farm. Once the boy finds out that other creatures are coming to take it back home, he comes up with a plan to get help from the party to save his new friend.

Recommended for experienced Dungeon Masters

A 4-hour adventure for 1st-4th level characters

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Introduction

Welcome to *A Boy and his Modron*. This adventure is created for the Dungeons and Dragons 5th edition RPG as a stand-alone adventure. This adventure can easily be modified to fit into any campaign setting, and is intended to be played in a single 4 hour session. The adventure is designed for three to seven 1st-4th level characters, and is optimized for five 2nd level characters.

A Boy and his Modron is heavily influenced by other planar-based campaign settings. Although knowledge of Sigil and the outer planes is not required to run the module, Dungeon Masters familiar with those locations will be able to add additional flavor to some of the NPCs that you will soon bring to life. This adventure does not involve the PCs leaving the prime material plane.

Due to the complex nature of a few encounters, this adventure is recommended for experienced dungeon masters. There is a large amount of NPC interaction that is pivotal to a great session, and many of the encounters require an experienced roleplayer to bring to life these flavorful characters. Additionally, the decisions the characters make will have a great impact on the outcome of the adventure, which will require some on-the-fly storytelling on the part of the Dungeon Master.

Thanks for trying out this adventure, and I hope you have a great game!

V.2 Released!

Version 2 of the adventure has been released. Updates include:

- Fantasy Grounds support – Module fully ported over to Fantasy Grounds, check the DMsguild website for information.
- New maps added – Added virtual tabletop ready encounter maps for all combat encounters.
- Updated handouts – Ready to print images of Tobbi's letters
- Text updates – Fixed some text and grammar issues.

Overview

A Boy and His Modron is separated into three parts.

Part 1: Best Laid Plans. The adventurers are contacted by a young boy, Tobbi Ossemot, who needs their help protecting a friend in need. The party travels to the Ossemot farm to find that a Modron caused an accident in Mechanus and wound up in the family's woodshed. Tobbi has quickly grown attached to the Modron he calls 31² and does not know what to do now that he's found out that hundreds of other modrons are marching through the multiverse to take back his friend.

Part 2: Deal with the Devil. Although Tobbi wants the party to somehow stop the Modrons from taking 31²

back home, he is eventually convinced that unless he's sent back to Mechanus, the arrival of hundreds of modrons would cause devastation to the farm and much of the countryside. 31² knows of a portal to return him home, and the only thing they need to make that happen is a lock of Ogre hair dipped in the blood of a Devil. In the meantime, the party must deal with the rest of the family's suspicions as to why they're really at the farm.

Part 3: Homeward Bound. With portal key in hand, the party must escort 31² and Tobbi to the portal which is located among some long forgotten ruins. The ruins aren't unoccupied, however, and the party may find that Tobbi's bravado makes him more of a liability than the humanoids that now inhabit the ruins.

Part 4: The Ziggurat. The portal lies within a two tiered Ziggurat, which is now home to an ambitious Githyanki warrior and his makeshift army. After dealing with the mercenaries, the party can open the portal and return 31² to Mechanus. Depending on the party's interactions with Tobbi, he may either stay behind to protect his family or sneak off with 31² for a life of adventuring.

Adventure Hooks

A Boy and his Modron is designed to fit into any campaign setting. There are references to 2 locations that can easily be added to a town of any size that has an area of farmland nearby.

No Good Deed Goes Unpunished

The adventurers are unwinding in The Gold Canary, a fairly lively tavern known for its good taste in music. Tobbi Ossermot has been visiting the tavern for the past two days looking for someone he thinks he can trust with his secret.

Halp Wanted

A poorly written notice is found by the party posted in town. Although it looks like it was written by either a child or a kobold, the reward offered – a diamond the size of a grape - in exchange for ‘keepinig a frend’s relativs away’, was enough to get the party’s attention. The note (Handout 1) says to meet at a tavern called The Gold Canary.

Planar Turbulence

An associate of the party (especially if this adventure is used in conjunction with a planar campaign) has noticed an odd turbulence in the otherwise ordered rhythm of the multiverse. They have offered the party 100 gold pieces to discover the cause of this anomaly.

Part 1: Best Laid Plans

The adventure begins in the Gold Canary, a well-kept and very lively tavern. The tavern should be outside of a city proper, or somewhere that adventurers aren’t seen every day.

An Unusual Employer

Read the below text when you’re ready to start. If using the “No good deed goes unpunished” or “Halp Wanted” adventure hook, the PCs may notice there are no children present when the adventurers first arrive.

Known for its good taste in music and cleaner-than-usual silverware, the Gold Canary is clearly one of the nicer taverns in the Realms. The chairs don’t squeak, the tables don’t wobble, and due partly to an armor clad and able-looking bouncer named Casandra, the place deserves its sparkling reputation.

Even though the dark-skinned, well-muscled musicians onstage are playing what their handwritten sign describes as ‘Entrancing melodies inspired by ancient Elven songs’, the crowd is somewhat sparse this evening. A few dozen patrons sit casually throughout the tavern, enjoying a relaxing evening of food and entertainment.

The Gold Canary gets its reputation honestly, and due to a silent partner is able to maintain its level of quality food and entertainment above what it’s profits should allow. The evening’s special is herb crusted duck and poached eggs, served with a red wine. The special is 2 gold pieces, but the Canary also offers their usual dinners of pulled pork or seared whitefish for 5 silver. Salad or bread is available for 1 silver.

Allow the PCs some time to enjoy the atmosphere of the establishment. It’s probably not often that they’re allowed good food and music, so they may wish to make the most of it. Servers are attentive, and they have wines of various vintage ranging from 10gp for a bottle of the ‘House White’ to 115gp for a bottle of ‘Maladomini Red’, rumored to be bottled on another plane of existence.

A few NPCs of note are visiting the establishment this evening. Be sure that the players notice Razi, as he will come into play later in the adventure.

• Razi Martison, Male Human, Lawful Evil

Razi is a small man in his early 30s. He is well dressed in a black and grey suit, and sits with three other similarly dressed, albeit much larger men: Cogin, Armis, and Lil’ Chuck. If approached, he doesn’t have much to say, explaining politely yet firmly that he is expecting someone and doesn’t have time for gossip. Razi is the Golden Canary’s silent benefactor, and has another big secret the players will find out in Part 2.

What other say about Razi: He’s a crook, but he loves the Canary so he leaves his dirt outside. He’s owed a lot of favors from people in town, but when he comes to collect you better be ready to pay.

What’s the real story: He’s a Devil. A big, scary, way-too-powerful-for-low-level-adventures devil. He defected from the Blood War (An eternal war between devils and demons), which made him hated and hunted by the other devils. He’s toying with the low level crime scene, but is biding his time until he can find a way to get rid of the fiends that know he has defected so that he can stop hiding.

- **Casandra Obtaren, Female Human, Chaotic Good**

Casandra has led a long life as an adventurer for hire, and enjoys working at the Golden Canary due to its subtle mix of live music and fist fighting. Although only middle aged by human standards, she looks to be a woman of many more years (although she's not keen to be reminded of this). She's very open and approachable, and seems surprised to see adventurers in the tavern. Although not exactly chatty, she doesn't seem to mind the occasional small talk from visitors. *What other say about Casandra:* She's getting soft in her old age. Fights and general rowdiness have noticeably increased over the past year, but since the word is she's sleeping with Grunstout, there's not much that can be done.

What's the real story: She's getting bored staying in one place. Her life used to be filled with exotic places and interesting people, but now she's taking care of drunks and rethinking her decision to settle down. And yea, she's sleeping with Grunstout.

- **Grunstout, Male Hill Dwarf, True Neutral**

Grunstout is the tavern's current owner. He's often found enjoying the tavern's food and entertainment, but seldom found working there. If approached, he's quite friendly (largely to entice them to spend more money at the tavern), and does what he can to make new faces seem welcome. Complementing the tavern itself goes a long way with Grunstout, and with a successful DC 12 Charisma (Bluff) or (Diplomacy), the player can get a round of drinks on the house.

What other say about Grunstout: Although he seems warm and friendly at first, most of it's just an act to get people to spend more money. His family sits on a gold mine, so he's able to keep the Golden Canary open by using his personal wealth.

What's the real story: Grunstout ran out of money to run the tavern only a few years after buying the place. His clan is scattered to the wind, and has no family to fall back on. As he was about to close the doors, he was approached by Razi who offered to pay the bills for the tavern as long as Grunstout took care of the day to day operations, and didn't ask any other questions.

- **Yleria, Male Half-Elf, Neutral Good**

Yleria is the Golden Canary's entertainment director and a regular performer. He's a bard of great skill, although his musical tastes are somewhat eccentric. He's fairly convinced, however, that he could bang two pots together and fill an auditorium with raving fans. He is often watching the performers, getting a bit more

into the music than most people feel comfortable.

When approached he waits for the melody to die down, and then will converse with the characters. He tries to bring the conversation back to the music, interested in other people's interpretations of the band's true musical meaning.

What other say about Yleria: His technical ability is outstanding, yet he doesn't connect on an emotional level with his pieces. He is an amateur botanist as well, growing a variety of mushrooms that he's fond of making into brownies and cakes.

What's the real story: He's a bit... out there. His musical tastes are too extreme for the enjoyment of most, so Grunstout has to constantly try to get him to play more 'standard' tavern fare.

Meeting the Heroes

After the characters have had a chance to experience the tavern, they notice a young boy which enters and begins to watch them nervously. This is Tobbi Ossermot, and if he's not approached within a few minutes he'll find the nerve to approach the party on his own.

A young boy of no more than 12 years stands nervously in front of you. His farmer's garb and crudely cut brown hair makes him seem even more out of place inside the Golden Canary.

H-h-hello. My name's Tobbi. Tobbi Ossermot. I-I live with my Mom and Pa and little brother down past the bend and over across from the Easternwood. Ar-are you really adventurers?

Although Tobbi has come seeking adventurers to help his friend, he's a bit star struck when standing before the party. Any party members with visible weapons or armor draw his attention first, with him asking rapid fire questions such as "What's your name?" "What's the biggest monster you've killed?" and "Have you ever met Elminster?"

After a few minutes of talking with the party, he seems to remember something that wipes the smile off of his face as he continues:

In the stories I've read, when somebody's in trouble and they can't help themselves, they look for heroes to help. Well, I've got a friend that's in trouble, and I think we need a hero. Now I know you think that I'm just a kid that needs his cat brought out of the tree or something, but I double promise it's not like that. I-I can't really talk much about it here, but if you can follow me home I'll let you meet him. I also have this, since I heard that you have to sometimes pay heroes to get them to help."

Tobbi reaches into his shirt and removes a long bundle wrapped in red wool. He glances around to ensure nobody else is looking and carefully opens the cloth. Inside is a metal rod about a foot long covered in fine engravings. A few small cogs and levers which are somehow attached to the bar spin and bounce as if they were alive. At the tip sits what looks to be a diamond about the size of a large grape.

Tobbi quickly wraps the rod back up and says that they can look at it closer outside, and they can have it if they help his friend. If pressed about the item's origin, he just says that his friend brought it with him and said he could use it to find help. The gemstone isn't actually a diamond, but would still fetch 250gp from a jeweler for its quality. If you used the "Planar Turbulence" adventure hook, the gem is only worth 150gp since the party is already offered an extra 100gp as part of that hook.

Roleplaying Tobbi in Part 1:

Tobbi is extremely excited to think he's part of an adventuring party. He's forgotten some of his concern about 31², and is trying to learn all he can to grow up and be an adventurer someday. He'll gladly try to use a weapon (with disadvantage to all attacks) if anyone offers, but when combat breaks out, he will not engage an enemy unless directly threatened.

Taking a Shortcut

Once outside, Tobbi will try to usher the PCs to his farm with haste. Going to the Bend around the Easternwood would take about 6 hours, but Tobbi is willing to take a shortcut through the Easternwood since he's accompanied by the heroes.

Once outside, Tobbi grabs a walking stick he left by the door and begins to walk quickly towards the setting sun in the west.

"If we hurry, we can make it through the forest by the time night falls. The farm's only a couple of hours from here. I told my Pa that I was coming into town to get some help with the carpentry work in the barn, and try to find someone that could take a look at Mombo, our milk cow. If you have some clothes that look less... heroic, you might want to change into those when we get to the farm."

Tobbi waits for the party to decide if they need anything from town, and if not will begin to walk towards the woods. As soon as he enters the woods, he's a bit more willing to talk about the problem at hand. Tobbi will relay the following information during the trek through the woods:

- His friend, who he now calls 31² (pronounced Thirty-one ²) showed up at his farm three nights ago. He doesn't exactly know how he got there, but he's been staying in the barn loft and keeping hidden from the rest of his family.
- He's not entirely sure what 31² is. He says that he's short, brown, and kinda square. He makes all sorts of funny noises, and Tobbi speculates he's from the Dalelands.
- 31² is very smart, and Tobbi seems a bit envious of this. When he first found him, Tobbi could barely speak. Tobbi started bringing him books from around the house such as 'A Brief History of the Sword Coast', 'The Chronicle of Elminster the Mage', and 'Old Phlan – a collection of short stories'. The more 31² reads, the more words he's able to speak.
- 31² doesn't seem to get hungry, but has asked for some odd items around the house. Needles, yarn, cloth, lead sinkers, and pitch just to name a few.

After an hour of walking through the woods, the sun has all but vanished from the sky. The woods are very dark, and howls and barks can be heard echoing throughout the woods.

Tobbi is visibly scared by this point, and tends to stay as close underfoot to the party as he can.

As one particularly crisp howl echoes across the night air, Tobbi jumps in fright and pulls in even closer to the party.

Large game trails in this part of the woods add to the feeling that you're not alone out here. Tobbi seems to know the general direction of the farm, but he admits to never having travelled the woods at dark.

Ahead, you catch movement through the shadows and dim light. A large wolf looks to have brought down its prey, and scatters as it hears your approach.

The wolf is part of a larger pack, and immediately makes its way back with news of new prey. The party has 5 minutes until the pack returns. Once the party enters the clearing ahead, read the following:

The woods open to a moonlit clearing. You see what looks to be two deer carcasses ahead, about 20 feet from each other. The carcasses look to have been devoured.

Upon closer inspection, the carcass is that of a single deer, but it appears to have been torn in two. The carcass has been ravaged by wolves and other scavengers, but you can clearly see that its skull has been crushed. Blood surrounds the area, and pieces of fur and flesh can be seen scattered about. Large humanoid footprints can be seen around the grizzly scene.

Earlier in the day, Yorthab the Ogre chased down his deer for his daily meal. As he chased the deer, he misjudged a low hanging branch and nearly knocked himself out in pursuit. Yorthab was so angry when he finally caught the deer, in a rage he tore it in two and proceeded to beat it into the ground until his anger subsided. If the party makes a DC 14 Wisdom (Survival) roll they piece together that Yorthab hit the branch and fell down from the scuff marks and downed vegetation on the ground.

As the party examines the clearing, one **Dire Wolf and five wolves** attempt to ambush the party. Remember that their stealth check will be against the party's passive perception scores unless someone is actively watching the woods. Due to this being the home territory of the pack, they have advantage on their initial stealth roll.

Fortunately, Yorthab is back at his lair and will not aid in this fight. Once the party has left the clearing, the remainder of the trip to the farm is without incident.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak or very weak party:** Remove the dire wolf.
- **Strong party:** Add one dire wolf.
- **Very strong party:** Add two dire wolves. The dire wolves have 51 hit points each.

The Ossermot Farmstead

Once the farmstead is in view, Tobbi stops the party to make sure their cover story is in place before meeting his parents. He had the idea of getting the party to act like helpers, but he's not much on ideas on how to pull that off. There are two reasons that Tobbi went into town, and it's up to the party to figure out how to pull off the ruse.

- Mombo the milk cow has been acting sick lately. The town doesn't have a proper veterinarian, so the PCs could pass as a travelling healer.
- About a month ago, a powerful storm blew through that caused some significant damage to the family barn. The front door was destroyed as it was blown from its hinges, and a large part of the roof has been pulled free. The tools and materials needed are available at the farm, so the PCs could claim to be carpenters or builders.

If the party has tried to disguise themselves, each party member can either roll for their own DC 12 Charisma (Deception) check or have someone else use the skill upon them. If they purchased supplies for the part or have backgrounds in carpentry or related fields, allow advantage on the roll. Make note if half or more of the party members make the disguise check.

Once the party is prepared to meet the family, Tobbi brings them to the front door and throws it open.

"Mom! Pa! I'm home! I've found help from town!"

Tobbi absentmindedly leaves you on the doorstep as he runs inside shedding shoes and his travelling pouch as he goes.

"Dammit boy, you've been gone all day! I didn't get half of the wood cut today, and still haven't fed the livestock."

Pa Ossemtot, a man in his early 50's with dark brown poorly cut hair wearing simple farmer's garb steps into the common room. He has with him a carved cane, and you immediately notice he walks with a severe limp.

He glances at the crowd gathered in front of the doorway and continues.

"Well come on in, if you're here to help out least we can do is offer ya what's left of dinner. Tobbi, who are these folks? Don't look like what I'd expect from carpenters."

Tobbi quickly comes back into the room and begins to make his introductions. Shortly after he arrives, his mother and younger brother arrive to meet the new visitors.

• **Duncar (Pa) Ossemtot, Male Human, Lawful Neutral**

Duncar has lived all of his life in this small farm, and wants nothing more than to live the rest of his life content with his family. He's stern when needed, but never takes it overboard. Duncar fell from the barn loft about a decade ago, and his leg never healed properly. It's one of the reasons that he hasn't been up into the attic loft even after hearing noises at odd hours.

What other say about Duncar: He's always been a loving father and husband. He wants Tobbi to learn to be a blacksmith so he can someday turn over the farm to him.

What's the real story: He's torn between what is right and what's needed with his family. He knows Tobbi is too smart to be a farmhand, but without his help he couldn't support his family. He's starting to wonder what Tobbi's hiding in the barn loft, thinking it to be a stray dog or other animal he shouldn't be keeping.

• **Wilda Ossemtot, Female Human, Neutral Good**

Wilda is a kind woman, quick to welcome friends and visitors. She is very supportive of her children, and tries to give them as much of an education as she's able. She also makes a mean pecan log.

What other say about Wilda: She should have been a school teacher. She has nothing but love for her children, probably spoiling them a bit more than she should.

What's the real story: She fell in love with Duncar at an early age, and chose to start a family rather than stay in the city and continue studying as an apprentice scribe. She hopes that Tobbi will leave the farm and make something for himself, but doesn't know what would happen to the farm once that happens.

• **Edrin Ossemtot, Male Human, Neutral**

Edrin is Tobbi's 8-year-old brother. Much like Tobbi when he first met the party, Edrin is instantly

fascinated by the visitors. He's too young to have much care about the farm, and his brother has threatened to lock him in the woodshed if he snoops around in the barn.

What other say about Edrin: He's a good kid, and growing up to be the spitting image of his dad.

What's the real story: Edrin is pretty sure that Tobbi is hiding something in the barn, but he's scared of his brother's threats. He's anxious to find out what's up there so he can get back at his brother for an incident involving his toy wagon and an obscene amount of cow dung.

Duncar is very skeptical about the party's story, and worries that Tobbi has picked up some con artists trying to make a quick dime. The party will need to make a DC 14 Charisma (Deception) or (Persuasion) roll as to not raise suspicion. Allow advantage on this roll if more than half of the party made the disguise check from earlier.

If the party makes the check, he is happy to allow the party to stay in the barn while they do their work. If they fail the check, he reluctantly allows them to stay, saying that he's in dire need of help, so maybe a few strong backs can be of some use. In either case he offers 5gp if they're able to save Mombo the cow, and 15gp if they're able to fix the roof and door to the barn. He's not able to haggle on the price, saying that the farm barely supports itself, and that 20gp is about all the profit he's made from last harvest.

Meeting the Modron

After the watered down cabbage soup that was for dinner, Tobbi excuses himself and the party in order to show them to the barn. The barn itself is quite large, with a nearly complete second story that acts as the barn loft. The front door of the barn is partially covered with a large tarp which covers some moderate storm damage.

Tobbi runs into the barn and races up the rickety steps along the back wall. Once the party follows, read the following:

Various crates, bales of hay, and farm equipment clutters the loft, all of which appear to be kept in good shape. The most interesting feature of the loft is not the clutter, but the strange creature that stands in the center of the loft with big glassy eyes staring back at you.

The creature looks to be some sort of metal gearwork box with features resembling a human face, metal arms, and small metal legs supporting its unwieldy form. Gears and dials spin and whirl on its body, and you can see small levers and pistons moving as it takes a few steps in your direction. Tobbi stands beside it, grinning ear to ear.

What at first looked like a crease or seam along its front side begins to open, and the creature begins to speak.

“Greetings hirelings of Tobbi. Designation has been assigned as 31². Work sector is forty-three spireward, sixty seven widdershins, level eleven, Octon Sixteen-thirds, Mechanus. Current conditions are twenty third parallel, third radiant, Prime Material Plane. Current workload is... undetermined. Systems under normal operation, experiencing anomalies with Axiom alignment and resonance.”

Tobbi introduces the creature as 31², and says that this is his friend in need of help. Over the past few days, Tobbi has pieced together the following information:

- 31² is from somewhere called Mechanus. He thinks this is somewhere near Shadowdale far to the south. See the sidebar for what the characters may know about the plane.
- He calls himself a Modron. He somehow got lost and wound up here. Tobbi says that 31² has learned so much about Tobbi and the area, he doesn't want to go back home.
- The other Modrons are out looking for him. 31² says that there will be hundreds of modrons here in 3 days to take him home, like it or not.
- Tobbi is scared that when the others arrive, they will make a mess of the farm.

If questioned directly, 31² adds the following:

- He is a Quadrone, a modron that worked to keep the machinery of the cosmos in proper working order in Mechanus. He was following the routine he has done for centuries, moving an assortment of levers to the left 21.8 degrees. Two days ago, he turned one lever to the right. There was a blinding flash of light, the feeling of falling, and he found himself standing outside the Ossermot's farm.
- He is part of the Great Axiom, where the minds of millions of modrons are catalogued,

monitored, and assigned. For some reason, he now feels like he has lost some of that connection. Although he knows that he will be reprogrammed once the Modrons take him back, he is beginning to accept this newfound freedom of thought. He has read all of the books that Tobbi has brought him, and he is fascinated with the stories.

- There have been 136 modrons dispatched to bring him back to Mechanus. They will arrive at the farm in 63 hours. The farm will certainly be destroyed due either to the extraplanar portals that will be opened for their travel, or the scores of modrons that will pour out.

What the characters know of Mechanus

Characters can make a Knowledge (Arcana) check for information on Mechanus and the modrons.

- **DC (10):** Mechanus is the outer plane embodying Law and Order. It is home to countless Modrons, which have some sort of symbiotic relationship with the gears and cogs that make up the plane.
- **DC (14):** The realm of Regulus is home to the modrons. There is a very strict hierarchy of modrons, with different castes having different physical characteristics and duties. 31² is a Quadrone, which are typically skilled workers and supervisors. Modrons have no concept of good or evil, only law and order.
- **DC (18):** There are rumors of rogue modrons, those which shun the programmings and hive mind of the Primus, ruler of Mechanus. These rogues are an embodiment of chaos to the modrons, and are hunted and destroyed whenever they're found.

Once introductions have been made and 31² meets the characters, Tobbi reveals his plans to the party.

“31² doesn't want to go home, and I know that I'm not big enough to scare off his friends when they arrive. What I need you to do is act big and scary, and when his friends get here, you tell em to go bugger off. 31² doesn't want to pull levers no more, so he's gonna stay here at the farm. He's already helped repair some of the farm equipment, and he's made the cow feeder do things it wasn't ever made to do. Ya know it automatically spits out food now when it's filled up? Anyway, he's already said he likes it better here, so once you tell his friends to buzz off you can have your treasure, and know that you helped another couple people in need.” 31² glances between you and Tobbi, and you can make out a look of concern in his strange round eyes.

“He doesn’t think it’d work either, but he’s never met real heroes before, only read about em in these books. I’m sure once you talk to him you can convince him that he’s got nothing to worry about!”

The plan should already sound like a bad idea to the party after learning that just the arrival of the modrons will destroy the farm, not to mention the likelihood that the party won’t be able to reason with them. Allow the players some time to argue the point with Tobbi, who’s convinced that the party can do anything. Once they ask Thirty One²’s opinion on the matter, he has another solution.

“Tobbi is accurate when he says that the directives of the Primus and the superior modrons will no longer lead to the most ordered outcome. It is certain that if returned to sector forty-three there is a 17.573% chance that 31² will be demoted to Duodrone, and an 81.4% chance of destruction. Although Tobbi has introduced a new variable to the calculations of the probable outcomes of disobedience, a quick analysis shows the probability of his plan working at 1.027%.

With the equipment that Tobbi has procured within the past 43 hours and 11 minutes, another equation has been discovered that raises the probability of survival to 67.3%. Cross-referencing many of the maps and topographical resources that Tobbi has produced, it is possible to catalog the nearby areas of planar conflux. Tobbi’s probability of aiding with the creation of the proper planar gate key was only 6.7%, but since you are adventurers like Ren o’ the Blade and Elminster, the chance of creating that key is now 86.3%! If you can assemble the planar key, the portal can be used to travel to a realm in which the Modrons will not be able to locate 31², I mean... me.

“I’ll need at least 11.3 hours to extrapolate possible keys based on the fauna and flora of the immediate area.”

Tobbi doesn’t really follow Thirty One²’s plan, so looks to the party to explain what he just said. Once it’s explained and he realizes that his friend intends to leave, Tobbi starts to cry. At first, he tries to hide it, but eventually gives 31² a big hug and breaks down in tears. The party can try a DC14 Charisma (Persuasion) check to calm him, otherwise he runs out of the barn and back to the house for the night. If the players come up with good arguments to back up Thirty One²’s plan, such as the fact he’d be destroyed along with the

farm if the other modrons arrive, the roll is made with advantage. If Tobbi is calmed down, he still heads to bed sulking.

Part 2: Dealing with the Devil

The characters now have an idea of how to set things right. If 31² can acquire this planar key and then use it to open a portal to somewhere safe (in this case Sigil, the City of Doors), the only thing broken will be Tobbi’s heart.

Earning your Keep

The following morning Tobbi brings eggs and milk for breakfast right after dawn. He says that he has to catch up on his daily chores, but if the characters need anything as they look at Mombo or the barn, they can find him somewhere around the farm.

The players can try to fix one or both problems at the Ossermot farm.

Mombo the Cow

Mombo is a 12-year-old dairy cow, and does not look to be in good shape. Her head and ears hang low, and she’s starting to have trouble even standing. A cursory inspection reveals that her stomach seems distended and swollen.

Mombo has Bloat, a common problem with cows in which the stomach gas builds up into a foamy discharge. If it goes on unchecked, it can eventually lead to death. Fortunately, Mombo’s bloat comes from a potato that’s been stuck in its gullet, so if the problem is found the prognosis looks good for ol’ Mombo.

A character may make a DC 16 Wisdom (Medicine) roll or DC13 Wisdom (Animal Handling) to find out what is wrong with the cow. Once the problem is found, the same roll is needed to remove the obstruction safely. The procedure takes about an hour, and involves getting to know Mombo much more intimately than the party would have probably liked. Failure on either roll means that the obstruction remains, and Mombo has to roll a DC 14 Constitution save each day, with

failure meaning she's given her last pint of milk to this world.

Repairing the Barn

There are two areas in need of repair on the barn. A few large crates hold just enough supplies to make the repairs, but not much to spare if things go wrong. Players may attempt one or both repairs. They should know that the roof is a more difficult repair, and failure could cause more problems. If a character has a background or profession in carpentry or related field, allow advantage on the below checks.

Fixing the door requires replacing the hinges and remounting it, along with repairing some of the wood frame. In order for the players to succeed, they must make two DC 12 Dexterity (Sleight of hand) and two Strength DC12 (Athletics) checks. If three checks are failed before those are passed, they have exhausted all of the supplies to fix the door and can't retry until a trip to town is made to resupply. Pass or fail, it takes 2 hours to attempt repairs.

Repairing the roof requires replacing some underlying trusses and repairing the tin roofing. To succeed, players must make one DC 12 Dexterity (Sleight of hand) and two DC12 Dexterity or Strength (Athletics) rolls before failing two. If the second is failed, not only is the roof irreparable with the supplies on hand, any character that made a roll takes 1d6 damage from falling debris. Pass or fail, it takes 3 hours for repairs.

Checking up on the help

Around midday, Duncar Ossermot emerges to do what chores he can around the house, and check up on the work the party's done. Depending on the party's performance so far, his disposition will be as follows:

Party failed the diplomacy roll at dinner, has not repaired the barn or helped Mombo:

Duncar is convinced that the party is here to con his family out of the repair money. He knows that the party could have robbed him and been on their way, however, so he's not sure what their game is. He chews them out while expressing his displeasure in their work, and says they have one more day to make it right or he's going to call in the town guards on grounds that they're trying to rob him.

Party has helped Mombo or repaired the part of the barn:

Duncar makes some general small talk, asking about their history and their time in the area. He's still fairly convinced that they're more than just carpenters, so he wants to know the whole story. He presses them to have the repairs done by the following day.

Party passed the diplomacy roll at dinner, repaired the barn and helped Mombo:

Duncar apologizes for ever thinking that they were up to no good. He gladly pays the 20gp for repairs and healing, and even asks that they'll join the family for dinner tonight (braised rabbit legs with mushroom stew).

Roleplaying Tobbi in Part 2:

Tobbi has started coming to the realization that his friend is going to have to leave. He saw this as an opportunity for adventure and a life outside of the farm, so he's extremely sad that his dreams are about to be over. He tries to mask his feelings as anger and uncaring, but it's easy to tell that he's heartbroken.

Finding the Key

When the characters return to 31² the following morning after the 11 hours has passed, he has finished his calculations.

"I have analyzed the available components within the immediate area from the books and journals used as reference material. Based on frequency of occurrence and probability of successful use, the only viable portal key is the hair of an Ogre dipped in the blood of a Devil. You should be able to acquire these items within 7.6 hours, which puts us opening the portal in 11.35 hours."
31² then turns nonchalantly towards a bench and begins tinkering with a small contraption of wheels and gears.

Tobbi has heard of an Ogre that lives in the forest, but he's never seen it. The stories he's heard makes it out to be 20 feet tall and fire-breathing. A DC8 Knowledge (Nature) check reveals that Ogres are typically 7-10 feet tall, and rarely if ever breathe fire.

As for the Devil, Tobbi has no idea. When asked, 31² has more information.

“Looking over property records from the past 12 years, a name familiar to Mechanus was found. Triazinromas is a name known to the Primus as a Devil which has broken the laws of his people, and therefore is an enemy of order. Triazinromas has illegally evaded law enforcement, and is wanted across the multiverse. He purchased a home 5.34 miles from this farm under the anagram Razi Martison. His blood is needed to open the portal.”

Razi has a nice home within the city, and Tobbi knows the location. Tobbi doesn't really comprehend what 31² is saying, thinking that he just means that Razi isn't a nice guy. He does caution the party not to deal with Razi, since Tobbi's dad says he's a snake in the grass.

Tobbi refuses to go with the party unless truly pressed. He says that he has chores to do around the farm, but it's easy to tell by his constant glances towards the loft that he really wants to spend what time is left with 31². He doesn't have much to say to the party most of the day.

Meeting Triazinromas

Razi lives in a nice two story home with a small fenced in front yard. The construction is much newer than the surrounding properties. Although the architecture is similar, the whole structure seems to be built sturdier than its neighbors. Windows are shuttered closed, and the front door has a large iron knocker in the shape of a grinning gargoyle.

If the players choose to scout out the house, they find that it is sealed tight. Windows and doors are tightly shut and locked, and are in fact Arcane Locked from Razi's lair ability. Razi immediately senses anyone touching a window or door. If the players do not knock on the door within a few minutes, Razi steps outside to see what's going on.

Razi scans the party over with his truesight, and is keen to find out if they have been sent by his old rivals. He is cordial at first, and accepts whatever story they come up with to move the meeting inside his home. He has prepared numerous traps inside, so if the party does not recommend it he will insist that they continue conversation within his home.

The interior of Razi's home is even more lavish than the outside. Fine woven rugs adorn all of the floors, intricately carved chairs and tables wait inside the entryway. Large painted portraits of himself in various poses line the walls. He invites you into a large parlor room, with red leather armchairs arranged around a central table made of polished marble. Four glasses and a crystal decanter sit atop the table. A small fireplace burns along one wall, with various trinkets and knickknacks covering the mantle and shelves throughout the room. Large bookshelves are oddly arranged towards the back of the parlor. Razi pours himself a drink, fills the other glasses, and slides them toward you as he sinks back in his chair. “Now, what may I ask brings you to my doorstep?”

Razi listens intently while trying to determine the party's true goals. His paranoia increases as the characters tell their story, true or false. Ultimately, he decides that the characters are on to him, and makes his move.

“Enough! Long have I tried to remove myself from this eternal war! I have since stopped caring about Demons, Devils, or whatever in the Hells happens on those planes. It will take me some time to find out who sent you, but as I pull those fading memories from your dying bodies, I, Triazinromas, assure you that not only will you burn for eternity in the fires of the Nine Hells, but I'll make sure whoever sent you will spend an eternity in anguish.” As he speaks, his eyes burst into torrents of flame and his clothes incinerate around him. You can hear his bones snap and crack as his skin breaks open to reveal a monster contained within. In a matter of seconds, Razi's body is nothing but ash, and before you stands a terrifying red Devil with fiery wings and blood red horns that scrape the ceiling of this 15' tall parlor.

Although this encounter is somewhat scripted, have the characters roll initiative and act as if it's a standard combat encounter. The characters have little chance of harming Razi, and there is practically no way that they could win this encounter. Let the characters do all they can for the first two rounds, as it takes that long for Razi to realize that the party is not some elite force sent to bring him back to the Nine Hells. Follow the combat script below to ensure that no characters will die in the first two rounds of combat. If at any point

there is only one party member that is not unconscious, immediately skip to the text box below.

Round 1:

As his lair action on initiative count 20, Razi activates Batten Down. This immediately closes every door and window in the house and arcane locks them.

For his combat action, he targets the most obvious caster and uses his hold monster ability (DC 21).

NOTE – Razi wishes to extract information on his assailants, so he uses the ‘Knocking a creature out’ rule from the PHB. The characters would not necessarily know that they have only been knocked out, so they should only be informed of the damage dealt.

Round 2: As his lair action, Razi activates Flame Gout from the fireplace and torches lit throughout the parlor. These flames should target non-held, non-grappled foes. For his combat action, he uses another hold person on anyone that has managed to harm him, or a random party member otherwise. NOTE – Razi wishes to extract information on his assailants, so he uses the ‘Knocking a creature out’ rule from the PHB. The characters would not necessarily know that they have only been knocked out, so they should only be informed of the damage dealt.

Rounds 3+: As his lair action, Razi activates Flame Gout to hit any remaining standing non-held targets. He will not target a creature that has been knocked unconscious. When his combat action becomes available in initiative, he will take one of two actions.

If the party has half or more of their members held or unconscious:

Razi realizes that the characters are far too weak to be here to take him back. Read the text box below.

If the party has more than half of their members still non-held and non-incapacitated:

Razi repeats his actions from round 2.

Lair Actions

On initiative count 20 (losing initiative ties), Razi takes a lair action to cause one of the following effects:

Batten Down. This immediately closes every door and window in the house and arcane locks them.

Flame Gout. Flames erupt from the fireplace and torches lit throughout the parlor. Razi may target up to 4 creatures with these flames. Anyone targeted must

make a DC15 Dexterity saving throw taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

After a few rounds, Razi realizes that he is in no danger from the party and ceases combat.

Triazinromas pauses to look about the parlor at you and your friends that are injured and incapacitated. You see a slight smirk appear on his face as he opens his mouth exposing his short sword-sized teeth.

“Hah – This is incredible! You aren’t here to bring me back, are you?”

If the characters choose to continue attacking, Razi will unenthusiastically continue combat until anyone expressing hostile actions is unconscious. Otherwise, he takes a few steps back and has a seat on a large cushioned chair behind him disguised as a somewhat artistic bookshelf. At that point, he asks the characters to continue with their request.

If the characters dealt more than 5 points of damage to Razi, it’s possible that they have his blood on their weapon and would be able to use that as the key component. Otherwise, they’ll need to strike a bargain with Razi.

The Bargain

Triazinromas is extremely hesitant to part with his blood, knowing that it could later be used to track him. He requires the party to tell him what they plan to do with it, and will make wisdom (insight) rolls to see if they are being honest. In order to accept such a personal request, he asks a heavy price.

He requires that a party member agrees to come to his aid at some point in the future whenever called. He promises that it won’t be for some truly despicable act, only something in which he needs their particular talents. If the character agrees, Triazinromas raises a goblet and uses his claw to slice his palm and fill it with a few ounces of blood.

If the party absolutely refuses to agree to the deal, he will eventually ask about 31² and why it must return. Upon hearing that the modrons will be coming to retrieve him, he can be persuaded to give his blood to prevent the chaos that will be caused.

For the character that made the pact, the next time they roll a natural 1 on any non-attack roll, Triazinromas calls in his favor. They are instantly teleported away from wherever they are located and will remain missing for 1d4+1 rounds. At the end of the teleportation, they will return to the area that they disappeared with only half of the hitpoints they had when they left. It is up to the character to decide what happened during that time. The time that they feel has passed could be much longer than the few rounds they were actually gone.

Ogre Barbers

The party should remember the grisly scene from the woods of footprints and mutilated deer. If not, Tobbi can remind them that it would be a good place to start tracking an ogre. Once the party makes it back to the scene in the woods, it takes a DC3 Wisdom (Survival) roll to follow the tracks back to Yorthab the Ogre's lair.

The trail leads deeper into the woods, but it's clear the creature you're tracking has no interest in hiding its trail. Boulders are upturned and tossed aside, bits and pieces of animal carcasses are strewn about, and the huge footprints could be seen from the treetops. Eventually the trail opens up and you spot a large outcropping of boulders creating a makeshift cairn. The cairn is open on one side, and you can hear the sounds of movement within.

Yorthab is home finishing up his latest meal. He is not very perceptive (Passive perception 8) so it's likely that stealthy party members can get close to his cairn and even look within without Yorthab noticing. Yorthab currently has a black eye and huge red knot on his forehead, and he's sitting in the middle of his floor finishing a half-eaten deer. There are a few options that the PCs have when dealing with Yorthab.

· Yorthab is chaotic evil and in a bad mood, so it's unlikely that the party can talk their way out of the encounter. A DC18 Charisma (Persuasion) check is necessary to keep Yorthab from attacking on sight. To convince him to give up his hair, another DC18 Charisma (Persuasion) check or 50gp worth of payment is required. Yorthab is pretty fond of his topknot, so unless the deal says otherwise he'll give them some hair from a more personal spot on his body.

· Yorthab is not terribly bright. He could be lured out of his cairn, and then a quick search of his home could find some hair lying about. Keep in mind he is faster than most PCs, so their best bet would be some sort of hide and seek instead of trying to outrun him.

· If the PCs made their survival checks in the woods earlier, after seeing Yorthab's head wound they may put together that he slammed his head on the tree branch. If they search that area closer they will find a few strands of hair still stuck to the tree.

· They can launch an attack. Yorthab is not difficult to sneak up on, so the party may be able to get surprise the first round. Yorthab has the bottom half of an uprooted tree that he uses to defend himself.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak or very weak party:** Yorthab is not prepared for combat, and gets disadvantage on his perception rolls as well as disadvantage on all rolls in the first round of combat. He does not have his club so he only deals 1d6+4 damage on a hit.
- **Strong party:** : Yorthab's girlfriend, another ogre with only 34 hp is also in the cairn.
- **Very strong party:** Yorthab's girlfriend is there and they both have 65hp.

Once defeated, the party can search Yorthab's cairn for valuables. A medium sized chain shirt remains from one of Yorthab's earlier victims, as well as 22gp scattered throughout the cave.

Part 3: Homeward Bound

With the planar key assembled, the party must lead 31² to the location of the planar gate. Once there, they must fight through the extra-planar denizens that are trying to build an invasion force to conquer the area.

Leaving the farm

Once the PCs return with materials for the portal key, 31² is immediately ready to go. Tobbi attempts to get

him to stay a bit longer, but 31² knows that time is getting short.

As you arrive back at the farm, Tobbi meets you in front of the barn. He seems to be in a bit of a better mood than he was when you left as he asks to hear the stories of getting the blood and hair.

Give the players a few moments to relive their adventures, then proceed.

“Ya know, I’ve been thinking. At first I thought 31² showing up was a sign that I was meant to get out of the farm. To meet strange people and see weird places. To be an adventurer. I thought that if the whole world chose me I’d meet this person from who-knows-where, then it must want me to go out and explore.
“The more I thought about it though, the more I began to think the opposite. I’m now thinking that this whole thing was to show me how much my family needs me. If I wasn’t around, all of 31²’s friends would have shown up to take him back, and made a mess of the whole place. The way he talks, they may have even hurt Mom and Pa on accident since there’d be so many of ‘em. Maybe this is the world’s way of reminding me that I need to stay and keep my family safe.
“What do y’all think it means?”

Keep note of how the party answers Tobbi, as this will make a big difference to the conclusion of the adventure. He listens to the party’s advice and begins to take it to heart. In either case, he begins to feel better about the situation. Tobbi starts to realize that although 31² can’t stay around, he can still be a good friend and help him get home.

After the conversation, Tobbi’s spirits begin to raise as he asks about the next part of the plan. 31² has told Tobbi the location of the gate, which is about 10 miles south of the farm, into an area they call the Bramblehills due to the patches of thorns and briars that cover much of the area.

Roleplaying Tobbi in Part 3:

Tobbi has determined his path, and his enthusiasm to become an adventurer is stronger than before. He will attempt to emulate the heroes whenever he can, trying to sneak around with scouts, looking over wizard’s shoulders to read spellbooks, and trying to act brave by brandishing his weapon.

Tobbi says that his parents stay inside after dinner which will be in a few hours, so it’d be easy to sneak out after that. If the party wants to leave now to get to the gate before dark, they’ll need to figure out a way to sneak out 31².

A few options may be:

- There are a few large crates that were used for the barn repair supplies that may could be used. 31² weighs about 400lbs, so it will take a combined strength total of 30 to move it easily enough to get outside of the farm.
- The tarp that covered the front door could be used. It’s faster than the crate since 31² can move beneath it, however it’s pretty obvious that something’s going on.
- Using a distraction could buy some time to make a run for it. A suitable distraction that can get Pa and Edrin (Ma’s inside and won’t notice either way) to the other side of the house can make an opportunity to get clear. Feel free to play up tensions during this event as Duncar or even Edrin comes by to check out what’s going on.

Adjusting the Encounter

Here are recommendations for adjusting this roleplaying encounter.

- **Light roleplay:** The party meets Duncar as they’re leaving, but he’s very busy so not very concerned about what they’re doing. A DC12 Charisma (Bluff) roll is enough to send him off.
- **Moderate roleplay:** Edrin is discovered spying on the party and has seen 31². He’s so excited about it he can’t hold it back. A DC15 Charisma (Persuasion) or DC12 Charisma (Intimidation) is needed to keep him from running to tell his dad and anyone else he can find.
- **Heavy roleplay:** Duncar discovers the ruse. Depending on his disposition from earlier, this event could go many ways. If the party has been helpful, he may accept the truth and even help the party. If the party hasn’t helped or has been rude to him or his family, he immediately locks Tobbi inside and sets off to town to get the guards unless he is somehow persuaded or intimidated to stay put.

To the Bramblehills

Regardless of how they left the farm, the party, 31² and Tobbi should be together before continuing. If for some reason Tobbi was restrained by his father, he escapes his room and joins back up with the party an hour down the road.

As the party begins their travels south, 31² is starting to realize he is becoming a rogue modron. His free-thoughts are slowly separating him from the collective mind of the modrons.

31² stops frequently to gaze at the world around him, although he seems to get uneasy when he looks up to the wide open sky.
“This is what your routine consists of every day? You have every variable you could want, and just wantonly choose which path to take? You could turn to the left right here. We

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak or very weak party:** Remove one giant wasp.
- **Strong party:** Add one wasp swarm and one giant wasp.
- **Very strong party:** Add two wasp swarms and two giant wasps.

could walk backwards for a while. There. I just jumped. Does this chaos not cause your mind to shut down? All of my existence I have thought that I had no variables, no chaos, no difference. The truth is that I had those choices all along, it just took me 164,181 days to realize that I could have pulled that lever the other way any time I wanted. I can still see order and law and it is part of my core functionality, but now I can see that it is reliant upon chaos.”
“Tobbi and hirelings, I feel I should thank you for enabling me to continue to follow this path of unknown variables. I will remember your teachings for the remainder of my 842113 days.”
Tobbi smiles ear to ear as he gives 31² a big hug. He then turns and begins marching proudly in the direction of the gate.

The journey to the site of the portal takes a total of 3 hours if the party does not stop for rest. If the party travels at night, be sure to modify these encounters to consider lighting and possibilities for ambush.

Travelling south of the farm, the forest makes way to gentle rolling hills. It’s about an hour into your travels before you begin to see why the area is called the Bramblehills.

Small greenish black bushes with sharp leathery leaves begin to show up around the trails and washed out roads of the area. Another mile into the trip, the bushes begin to cover a large portion of the hills, and you quickly find that the leaves are razor sharp.

“Yea, this is about as far south as I’ve ever been. Past here, it’s mostly just this razorvine.”

Tobbi carefully grabs one of the leaves by the stem and shakes the large patch of foliage for emphasis. A few seconds later, you can hear a buzzing sound emanating from the middle of the patch.

Tobbi has unwittingly disturbed a large wasp nest hidden beneath the razor sharp vines. After one round, **1 Wasp Swarm and 2 Giant Wasps** emerge from the bushes eager to fight off whatever disturbs their nest.

If he’s been given a weapon, Tobbi will attempt to aid in combat. Although he talks big, he will fight timidly, only striking a foe if other party members have it engaged. If he’s attacked, he will take his next action to disengage to get out of danger. 31² does not know how to fight. If attacked, he tries to disengage, mumbling about the probability of getting repairs on this plane.

Approaching the Ruins

As the party approaches the outskirts of the ruins, read the following text. Remember to make adjustments if approaching at dark.

The skeletal ruins of great buildings and structures are all that remains at the heart of the Bramblehills. Razor sharp vines cover what’s left of ancient walls and parapets, now reduced to crumbling sections no more than a few feet tall. The area of rubble is sizeable, with jagged growths sprouting up from patches of vegetation for acres. In the distance, a large tiered stone structure can be seen rising above the black brambles.

“The epicenter of the conflux resides 483 yards ahead.” 31² mentions enthusiastically.

“Planar portals typically require a framework, so we should be expecting some sort of doorway or arch. Once it is located, I will take the planar key and pass through. I believe it is fitting to say a few words before leaving, so I will prepare a soliloquy to deliver before utilizing the portal.”

Although everyone in the area thinks that the strange vegetation of the Bramblehills is a natural phenomenon, the truth is that the planar portal that resides here has been ‘leaking’ into the area for quite some time. The portal leads to Sigil, the City of Doors, which is a strange and fantastic city that lies at the center of the planes. The vines that cover the area originated in Sigil, but have since taken root in the Bramblehills.

Unfortunately, vegetation is not the only thing that has crossed over the portal. As the character arrived, they were spotted by a mischievous pack of **4 Mud Mephits** that grow tired of tormenting Vyzzax and his crew. They move ahead of the party and use their False Appearance ability to appear as patches of mud along the path, granting surprise the first round of combat.

Finding the Portal

In the center of the ruins stands the remnants of a small ziggurat which has become the home of Vyzzax, a Githyanki that has discovered the portal between the mortal plane and Sigil. He intends to build an invasion force to conquer the area and prove his worth in order to ascend to the rank of Githyanki Knight. Fortunately for the characters, he hasn’t progressed too far towards his goal.

A squat two tiered ziggurat sits at the center of the ruins, with erosion over the years removing any remnant of a sharp edge. Black vines grow up the sides to the second tier and crawl atop a curved stone doorway at the center of the first tier. You can see that some of the vegetation has been hacked away outside of the door.

Although everyone in the Ziggurat is active, they’ve become pretty complacent in their new lair. Unless the characters wait for a few hours, they will not notice anyone coming or going from the entrance. Eventually Snagot will wander out to stretch his legs, possibly giving the party a chance for ambush.

Part 4: The Ziggurat

The ziggurat has become home to Vyzzax’s band of mercenaries, and over the past few months they’ve done what they can to make it their home. The ziggurat has two levels, with the lower level being setup for Vyzzax’s mercenaries while he lairs in the top. The entire building is roughly 80’ square, and 40’ high at the peak.

1A – Front Entrance

The stone doorway stands about 8 feet tall at its center, black vines crawling along its arch. A heavy cloth is strung across as a makeshift door. Signs of recent activity are apparent in the area.

The occupants haven’t gone out of their way to conceal the footprints, trash, and prunings of the razorvine that is slowly covering the area. The footprints do avoid a buried bear trap near front of the door, allowing for a DC14 Wisdom (Perception) or (Survival) check to notice the trap. Otherwise, the first PC to step directly in front

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak or very weak party:** Remove one mephit.
- **Strong party:** Add two mephits.
- **Very strong party:** Add two mephits, and each has 38 hit points.

of the doorway triggers the trap, alerting everyone on the first floor.

Bear Trap - DC14 Wisdom (Perception) or (Survival) to spot, DC12 Dexterity check to disarm.

If triggered – 2d4 piercing damage, DC13 Dexterity

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak or very weak party:** Remove one Thug
- **Strong party:** Add one Thug.
- **Very strong party:** Add one Thug, and two more join the battle on the second round.

save for half damage.

town, they could be sold for another 50gp. The training weapons are all dull and in disrepair.

1C – Upper Level

The stone stairs lead up to a large open room that has been

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak or very weak party:** Remove Oshar
- **Strong party:** Add one Thug.
- **Very strong party:** Add one Thug, and two more join the battle on the second round.

setup as some sort of war room. Maps and drawings line the walls, and tables scattered throughout the room hold crude relief maps of the area with odds and ends denoting some sort of force allocations.

The room is divided across the middle by a huge stone archway. The far side of the archway looks to hold another living area, with cloth walls setup in a mazelike fashion.

A strange humanoid with leathery skin with jet black hair pulled into a topknot looks up from one of the tables, surrounded by others that look in your direction.

He picks up an angled scimitar from the table and points it in your direction. He speaks in a heavily accented tone.

“I was beginning to think this realm would be too easy to conquer. I was worried it would pose no challenge, give no glory. I hope you are here to prove me wrong.”

The leathery skinned humanoid is Vyzzax, a Githyanki soldier hoping to make a name for himself in order to move up in ranks within the great Githyanki army. He is overly confident, and will engage in banter for a few rounds if the party allows. There is no way short of charm spells that he will not try to destroy the party after he tires of gloating. In the meantime, he’s more than willing to monologue about his ambitions. He will not agree to single combat, stating that he does not need the combat training, but his lieutenants do. Vyzzax and Oshar will fight to the death, however the Thugs will surrender if their leaders go down and the fight is not going in their favor. If the party gets him talking, he has the following information:

- He arrived 6 months ago and was drawn to this location, sensing the portal in the area. (He has not yet learned to use the portal, although he probably won’t mention that)

1B – Lower Level

This large room appears to be a mix of barracks, storage room, and training room. Boxes crowd the northern wall, some open to reveal goods that appear to have been destined for market. The southern wall holds straw targets and training dummies, with an assortment of weapons scattered about for practice. The rear of this room is setup with some curtained walls in what looks like makeshift living areas. One large stone stairway leads up at the far end of the room.

The following text assumes the party has entered without triggering any alerts.

Two men that were sitting near the training dummies sharpening a blade jump to their feet as you enter the room. A tall yet slender Orc tosses aside an apple that he was eating from one of the eastern crates and draws a crossbow. With a look of disdain, he growls, “I don’t know what you came for, but now we can’t let you leave. Get ‘em boys.”

Two Thugs and Snagot rush to attack as soon as the PCs are noticed. Snagot uses his bonus action to hide, moving around the crates to leap from hiding and gain advantage on the attack roll. Whenever all of the thugs are defeated, Snagot will attempt to flee up the stairs to warn the Vyzzax of the intruders. The ziggurat is made of thick stone and everyone upstairs is used to hearing the sound of combat training below, so unless the party makes an extraordinary amount of noise (using spells or abilities that cause thunder or explosions) they don’t have to worry about alerting anyone upstairs.

Snagot and the other mercenaries have been living here for a few months and have hidden the valuables they have received around the living area. A thorough search of the area will uncover 80gp, 60sp, and one potion of healing. If the supplies were returned to

- He came to this plane to conquer the realm, securing his position among the Githyanki Knights. He is finding the indigenous life here weaker than he had hoped, so he's having difficulty amassing and training an elite army.
- His plan to conquer the realm is infallible, once his army is fully trained. He may begrudgingly admit he's a 'short amount of time' away from that goal.
- The battle with the party will be the first real test that his lieutenants will face.

After he tires of talking. He salutes the party by touching the blade to his left shoulder and then slicing it across his tongue. **Vyzzax, Oshar, and Two Thugs** then move in to attack.

Vyzzax charges towards the largest and most heavily armed opponent. He will focus his attacks on a single opponent if at all possible. He is a very good tactician, so if he realizes he is not being effective due to spells or extremely high AC, he will move to the next most threatening target.

Oshar will try to keep as much distance as he can, using his move action to get farther away if possible before casting. The other Thugs will engage the party and attempt to keep them off of Vyzzax or Oshar.

This combat could be very dangerous for Tobbi, so he stays back and only attacks targets that are already outnumbered or badly wounded in melee. Although 31² will not attack outright, he will attempt to move adjacent to party members and use the help action to give them advantage on their next attack by distracting opponents. If the party begins to have a problem with the fight, allow 31² to become the target of a few attacks to mitigate some damage.

If the party has assembled the key by placing the blood on the ogre hair, things could get interesting. If the PC carrying the completed key moves within 10' of the archway, they begin to see a shimmer cover the entire archway. A faint outline of a city can be seen within. If they come within 5', the portal begins to materialize. See 'Opening the Gate' below. Note that if the hair and blood have not been mixed together, the portal will not activate.

Once defeated, the party can search the room. Although Vyzzax has some detailed maps and plans, it's

clear to see that he is a few hundred men short of what he'd need to accomplish his goals. It is also apparent that he did not know how to activate the portal, although he was researching a means to do so.

Vyzzax's scimitar is magical, and the party may notice that Oshar carries a Ring of Protection. Additionally, there is 60gp in coins located throughout the area and 5 pieces of jewelry each worth 20gp.

Vyzzax's Scimitar

Weapon (Scimitar), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, your hit point maximum increases by 1 for each level you have attained. Additionally, any Knowledge roll you make involving military history or tactics is made with advantage.

Opening the Portal

Once the characters mix the Ogre hair and Devil blood, the planar key is activated. If a character carrying the item moves within 5' of the archway, read the following.

When the planar key gets close to the archway, a sense of vertigo sweeps over everyone in the room as the portal instantly opens into a wide cobblestone street with strange, angular buildings crowded together on the sides of the road. The sky is a hazy orange, and a scattering of low dirty clouds float above the tallest building peaks. Even stranger is the fact that beyond the clouds you have a bird's eye view of another part of the city. It's as if the whole city sits on the inside of a tube, curving in on itself in some mind-bending fashion. Greenish black razorvine climbs up a signpost that reads "Laughing Cat Alley"

If the combat has ended, continue with the following:

31² makes his way to the front of the portal. He stares off into the otherworldly dimension, and you can see a look of what could only be excitement cross his face. Tobbi, on the other hand, has his head hung low as he kneels down beside his friend. "I—I want to thank you, 31², and all of you too. You've shown me things I never woulda seen staying at the farm. I've made a good friend, and met true honest-to-goodness heroes!"

31² reaches out to put an arm around Tobbi.
“Although I have been in contact with one hundred thou... a lot of entities before, I do not believe that I have ever created a bond such as this. Tobbi, you have given me choice and meaning, and for that I will never be able to repay you. I only hope that you are able to continue making proper choices amongst all of the chaos, and you will live out the rest of your short organic life in harmony.”

How the rest of the scene plays out depends on how the party interpreted Tobbi’s conflicted destiny as they were leaving the farm.

If the party convinced Tobbi that this adventure was to show him **that he should not leave the farm because his family needs him**, read the following:

Tobbi’s stands up, holding back tears. He thanks each of you and then turns back to 31².
“Good bye friend. Your time here has taught me what it means to be a friend and protector. You have to get away from your family, but I have to be there for mine. You’ve taught me that even if next time a band of trolls is threatening to destroy the farm, if I’m smart and brave I can save the day.” He glances about the room before continuing.
“You’ve all taught me how to be a hero.”
31² smiles as he takes a few steps towards the portal.
I have also created many new logic branches in my time with you. I must spend some time discovering these new thoughts, but rest assured I will one day return to visit. This time I promise I won’t bring 136 of my friends as well. “
With that, 31² steps across the portal to the alien city. He looks to the sky as the portal clouds over again, and in a few seconds blinks out of existence.

If the party convinced Tobbi that this adventure was to show him **that he should leave the farm and follow his dream of adventuring**, read the following:

Tobbi’s stands up, holding back tears. He thanks each of you and then turns back to 31².
“I’ve learned so much from all of ya over this past few days, I don’t know how to thank ya. You’ve shown me that this world is a whole lot bigger than the farm. If everybody just stays locked at home, then nobody would be there to stop the bad things that happen just over the hill. ”

He glances about the room before continuing. “You’ve all taught me how to be a hero.”

31² smiles as he takes a few steps towards the portal.

“I have also created many new logic branches in my time with you. I must spend some time discovering these new thoughts, but rest assured I will one day return to visit. This time I promise I won’t bring 147 of my friends as well.”

With that 31² steps across the portal to the alien city. He looks to the sky as the portal becomes transparent again.

The portal swirls and begins to shrink out of existence.

As the portal is about to collapse in on itself, Tobbi leaps for the portal. As the portal vanishes, you see Tobbi looking back at you, grinning and waving good bye.

Where he once stood, Tobbi leaves a note that he’s written to his parents to say goodbye (Handout 2).

If a character decides to go through the portal, the DM should decide what will occur. If you want the game to become an extra-planar campaign, you could easily use this as a jumping off point. If you don’t want the characters to have that option, there are a couple of ways to prevent it:

- When a character goes through, 31² will remark that there is no way to open the portal from the other side, so they’d likely be stuck permanently.
- In the alleyway ahead, a large Nalfeshnee demon comes to investigate the sounds. Its horror nimbus should be enough to frighten a character back through, but it could also mutter something about ‘enough clueless wandering the streets’ and forcefully push the character back through
- The air is so acrid and acidic on this street that anyone that breathes it takes 1d10 damage per round and is poisoned.

Conclusion

Once 31² and/or Tobbi is through the portal, it deactivates. The portal is only capable of opening once every 60 days, so using the key again will not reopen the portal for some time. A DC12 Knowledge (Arcana) check will inform a character that some portals only open under certain conditions or only once in a set amount of time. If a character wishes to study the portal for 24 hours, they find that it will open again in 60 days.

If Tobbi chose to stay home, the adventure is likely complete. Tobbi makes his rounds hugging and thanking the characters for the adventure, and makes them promise to come see him again the next time they're in town.

If Tobbi went through the portal, the characters will likely want to return the letter to his parents. The letter is vague in where Tobbi was going, so it will be up to the party to break the news. Use the following guidelines as reference for roleplaying Duncar.

If their interactions with the Ossemots have been friendly, then Duncar doesn't blame the party for Tobbi's wanderlust. He even admits that he knew he was destined for larger things than being a farmhand. He says that although it will be tough, they should be able to manage the next few years as Edrin takes over Tobbi's duties at the farm.

If the interactions have not been on good terms, then Duncar blames the party for luring Tobbi away. He knows better than to physically confront them, so he lashes out at them verbally before breaking down into tears and telling them to leave and never return. He also says that the party has ruined the farm since they won't be able to make harvest this year.

In either case the family will be on hard times for the next few years until Edrin is able to do most of the chores. Giving the family at least 20 gold pieces to help get them through the year garners the attention of some of the nicer Powers of the multiverse, granting each player did not disagree with leaving the gold the following blessing:

Friend In Need: Until you reach 5th level, once per long rest when you use the Help action in combat, you gain 5 temporary hit points.

Appendix 1: Monster/NPC Statistics

Wolf
Medium beast, unaligned

Armor Class	13	<i>(Natural Armor)</i>
Hit Points	11	<i>(2d8 +2) 4-18</i>
Speed	40	

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills: Perception +3, Stealth +4
Senses: Passive Perception 13
Languages: —
Challenge: 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and isn't incapacitated.

Actions

- **Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) piercing damage.
 If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Dire Wolf
Large beast, unaligned

Armor Class	14	<i>(Natural Armor)</i>
Hit Points	37	<i>(5d10+10) 15-60</i>
Speed	50	

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills: Perception +3, Stealth +4
Senses: Passive Perception 13
Languages: —
Challenge: 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and isn't incapacitated.

Actions

- **Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) piercing damage.
 If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Triazinromas

Large fiend (devil), lawful evil

Armor Class	19	(Natural Armor)
Hit Points	300	(24d10 + 168) 192-408
Speed	30	Fly 60

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

Saving: Throws Dex +8, Con +13, Wis +10

Damage Resistances: cold; bludgeoning, piercing, and slashing from non-magical weapons that aren't silvered

Damage Immunities: fire, poison

Condition Immunities: poisoned

Senses: truesight 120ft., passive Perception 14

Languages: Infernal, telepathy 120ft.

Challenge: 20 (25,000 XP)

Magic Resistance. The pit fiend has advantage on saving throws against spells and other magical effects.

Magic Weapons. The pit fiend's weapon attacks are magical. Innate Spellcasting. The pit fiend's spellcasting ability is Charisma (spell save DC 21). The pit fiend can innately cast the following spells, requiring no material components:

- At will: *detect magic, fireball*
- 3/day each: *hold monster, wall of fire*

Actions

Multiattack. The pit fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target.

Hit: 22 (4d6 + 8) piercing damage.

- **Claw.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target.

Hit: 17 (2d8 + 8) slashing damage.

Lair Actions

On initiative count 20 (losing initiative ties), Razi takes a lair action to cause one of the following effects:

Batten Down. This immediately closes every door and window in the house and arcane locks them.

Flame Gout. Flames erupt from the fireplace and torches lit throughout the parlor. Razi may target up to 4 creatures with these flames. Anyone targeted must make a DC15 Dexterity saving throw taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Yorthab

Large giant, chaotic evil

Armor Class	11	Hide
Hit Points	59	(7d10 + 21) 28-91
Speed	40	

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses: Darkvision 60ft., Passive Perception 8
Languages: Common, Giant
Challenge: 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) bludgeoning damage.

Ogre

Large giant, chaotic evil

Armor Class	11	Hide
Hit Points	59	(7d10 + 21) 28-91
Speed	40	

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses: Darkvision 60ft., Passive Perception 8
Languages: Common, Giant
Challenge: 2 (450 XP)

Actions

- **Greatclub.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) bludgeoning damage.
- **Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target.
Hit: 11 (2d6 + 4) piercing damage.

Swarm of Insects

Medium swarm of Tiny beasts, unaligned

Armor Class	12	(Natural Armor)
Hit Points	22	(5d8) 5-40
Speed	5 30 flying	Fly 30

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances: bludgeoning, piercing, slashing
Condition Immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses: Blindsight 10 ft., Passive Perception 8
Languages: —
Challenge: 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

- **Bites & Stings.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space.
Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Mud Mephit

Small elemental, neutral evil

Armor Class	11	
Hit Points	27	(6d6 +6) 12-42
Speed	20	Fly 20 Swim 20

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

Skills: Stealth +3

Damage Immunities: poison

Condition Immunities: poisoned

Senses: Darkvision 60ft., Passive Perception 10

Languages: Aquan, Terran

Challenge: 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a burst of sticky mud. Each Medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained until the end of the creature's next turn.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of mud.

Actions

- **Fists.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.
Hit: 4 (1d6 + 1) bludgeoning damage.
- **Mud Breath (Recharge 6).** The mephit belches viscid mud onto one creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Snagot

Medium humanoid (orc), lawful evil

Armor Class	14	(Leather)
Hit Points	39	(6d8+12) 18-60
Speed	20	Swim30

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses: Darkvision 60ft., Passive Perception 10

Languages: Common, Goblin

Challenge: 3 (700 XP)

Crossbow Master. Snagot has advanced training with his crossbow. He can ignore half and $\frac{3}{4}$ cover, and does not attack at disadvantage when an enemy is within 5'.

Cunning Action. On each of its turns, Snagot can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Snagot deals an extra 7 (2d6) damage when it 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 Snagot that isn't incapacitated and Snagot doesn't have disadvantage on the attack roll.

Actions

Multiattack. Snagot makes two short sword attacks.

Short sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage.

- **Light Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target.

Hit: 7 (1d8 + 3) piercing damage.

Thug

Medium humanoid (any race), any non-good alignment

Armor Class	11	(leather armor)
Hit Points	32	(5d8 +10) 15-50
Speed	30	--

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills: Intimidation +2

Senses: Passive Perception 10

Languages: any one language (usually Common)

Challenge: 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

- **Mace.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature.
Hit: 5 (1d6 + 2) bludgeoning damage.
- **Heavy Crossbow.** Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target.
Hit: 5 (1d10) piercing damage

Vyzzax

Medium humanoid (Planar), Lawful Evil

Armor Class	17	(Half Plate)
Hit Points	49	(5d8 +10) 15-50
Speed	30	--

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	14 (+2)	13 (+1)	12 (+2)

Skills: Intimidation +2

Senses: Passive Perception 11

Languages: Common, Infernal

Challenge: 3 (700 XP)

Innate Spellcasting (Psionics). Vyzzax's innate spellcasting ability is Intelligence. He can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)
3/day each: *jump*, *misty step*, *nondetection* (self only)

Actions

Martial Advantage. Once per turn, Vyzzax can deal an extra 7 (2d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of an ally that isn't incapacitated.

Multiattack. Vyzzax makes two melee attacks.

- **Vyzzax's Scimitar.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit: 5 (1d6 + 2) slashing damage.*

Oshar

Medium humanoid (Human), Neutral Evil

Armor Class	11 (14 with Mage Armor)	(None)
Hit Points	22	(3d8 +10) 13-34
Speed	30	--

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	15 (+2)	12 (+1)	11 (+0)

Skills: Perception +2

Senses: Passive Perception 11

Languages: Common, Elven

Challenge: 1 (200 XP)

Spellcasting: Oshar is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, [light](#), [mage hand](#), [prestidigitation](#)

1st level (3 slots): [detect magic](#), [mage armor](#), [magic missile](#), [shield](#)

Actions

Dagger: *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 6 (1d4 +2 piercing damage.)

Appendix 2: Maps

Razi's House



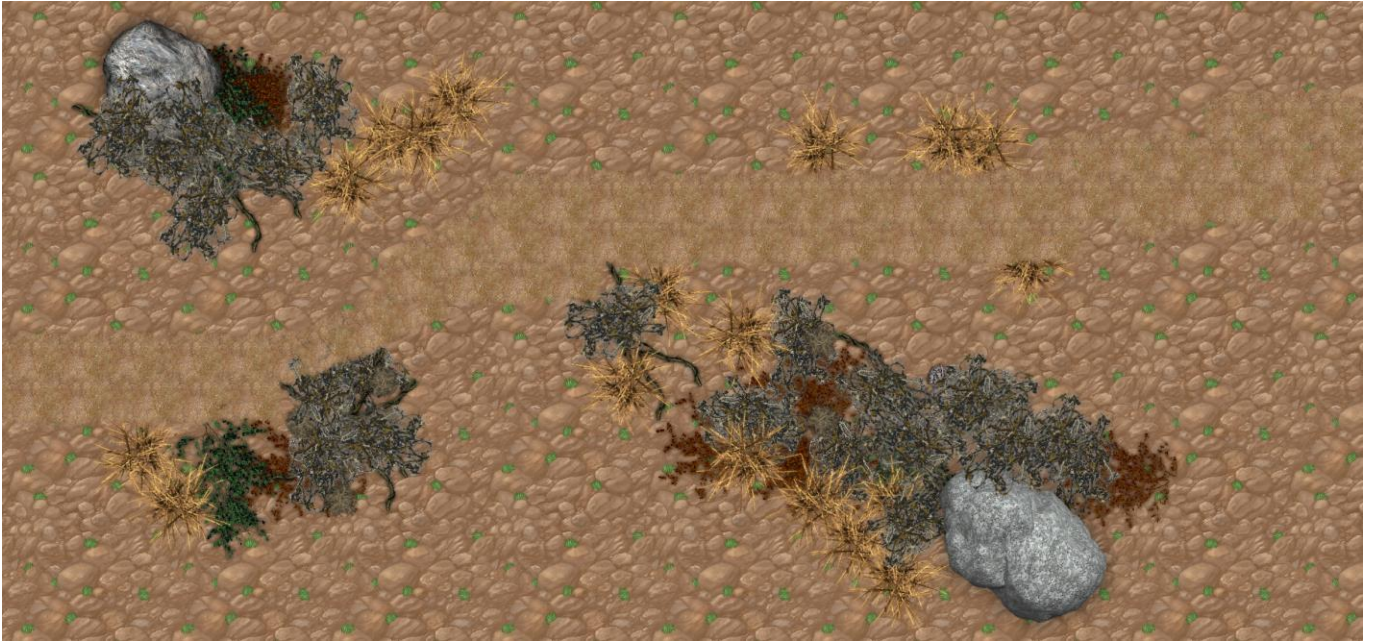
Forest Clearing



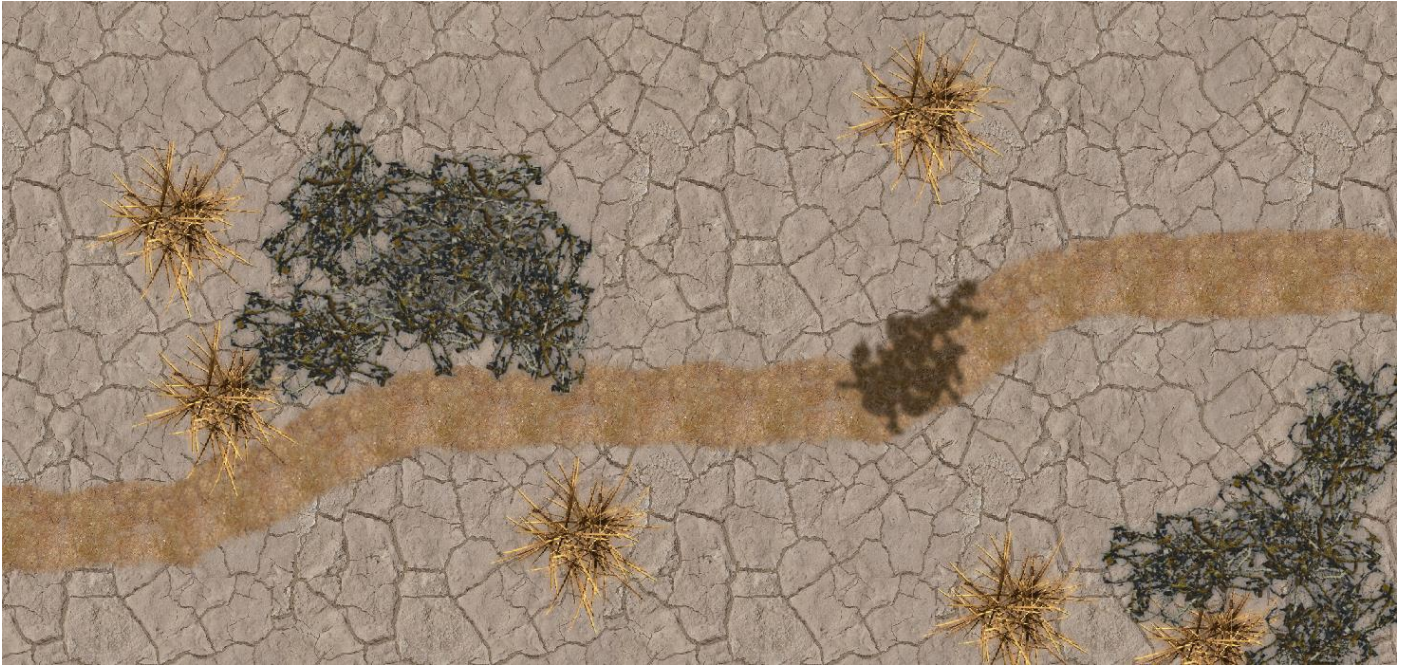
Ogre Cairn



Wasp Nest



Approaching the Ruins



The Ziggurat (with and without grid)



The Ziggurat

First Level





The Ziggurat

Second Level



Appendix 3: Handouts

HALP WANTED

Heros Needed
to halp keepinig
a friend's relatives away.

Pay will b a jowl as big as a
grap.

Meet at Gold Canary
befor dark pls.

Dear Mom and Pa,

I really hope your not mad, but I have to go
away for a while.

Dad cant walk good and Edwin is too little so
I gotta be the one to protect the farm. I
gotta learn to be a hero.

Don't b mad at my friends, they didn't talk
me into it. Because I love you all, I have to
go. I'll b back soon for good.

Love, Tobbi