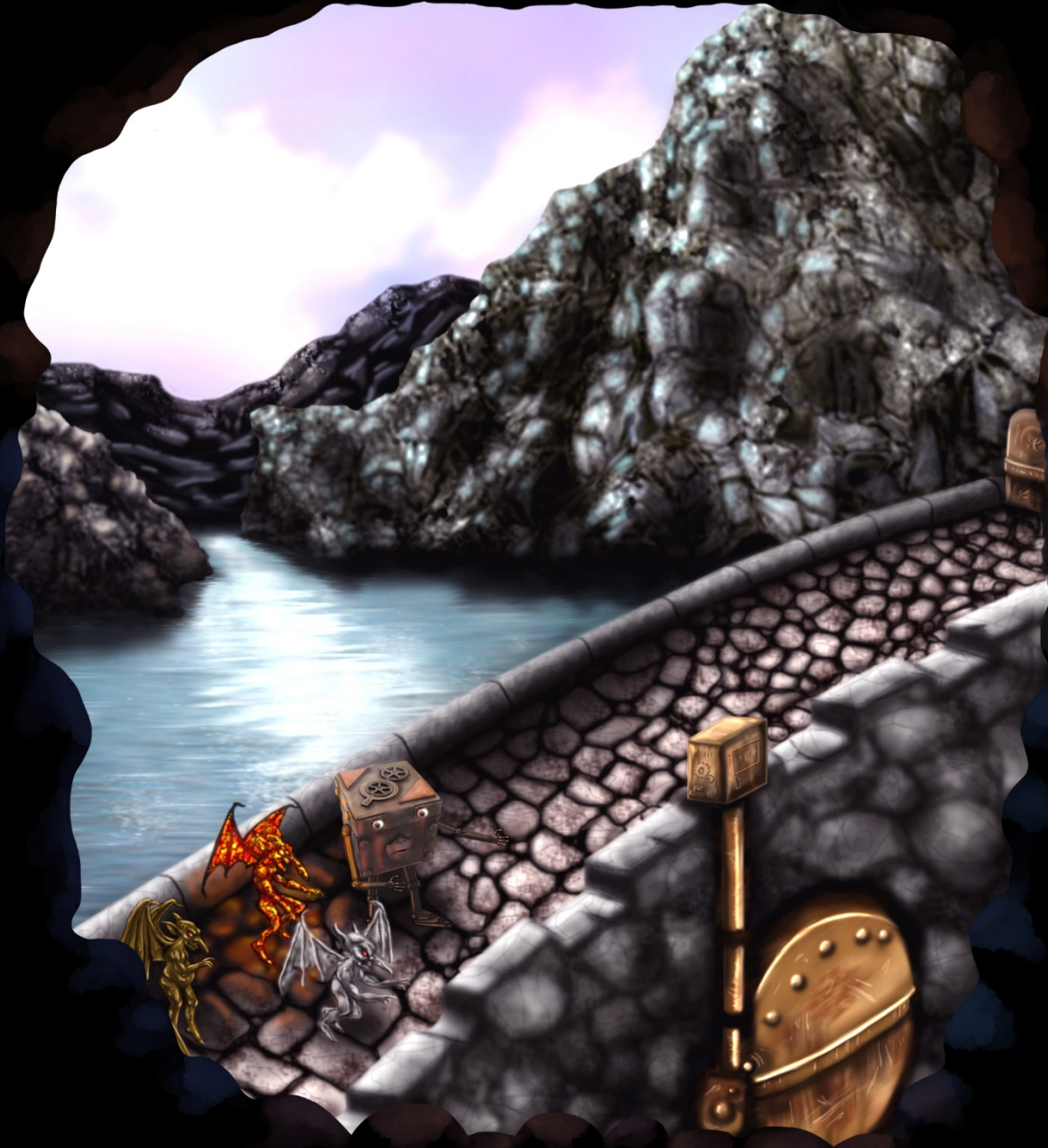


Modrons, Mephits & **MAYHEM!**



A Dungeons & Dragons 5e adventure
for three to five characters of levels 5-8

Tim Bannock



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- ❖ Level 1 - The Water Laboratory map based on "[The Corrupted Water Temple](#)"
- ❖ Level 2 - Controls & the Fire Laboratory map based on "[ReQuasqueton](#)"
- ❖ Level 3 - Sky Lab map based on "[Lino's Islands in the Sky](#)"

Special Thanks

Thanks to Dyson Logos and all of their Patreon supporters for the amazing commercially available maps.

Special thanks to the creators and the many folks involved in the MYST franchise of video games.

Change Log

V1 – 6/29/2017

V2 – 3/21/2018: Updated layout

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Introduction to Mayhem

Modrons, Mephits & Mayhem is a Dungeons & Dragons 5e adventure for three to five characters of levels 5-8 (tier 2). It is primarily set in a modron-designed research facility that has been abandoned by its creators but retains guardians that are still active. Additionally, two groups have broken into the facility with their own goals in mind; the githyanki and their red dragon cohort are antagonistic and provide the main source of combat in this adventure, while a modron traveling with a few mephits may prove friendly although ultimately troublesome.

Players should be interested in exploration and interaction as much as they are combat for this adventure to truly sing. A great deal of the research facility's charm is in pushing buttons, pulling levers, and otherwise utilizing various anachronistic controls to gain an advantage over other interlopers in the facility. There are several NPCs that have interesting motives and can prove to be helpful or harmful -- even if unintentionally so -- and thus it might prove valuable to understand the Social Interaction rules in the Dungeon Master's Guide. Wherever applicable, personality traits have been provided with the monsters and NPCs not only for roleplaying purposes, but to get the most use out of those Social Interaction ability checks.

Adventure Background

Faerun is riddled with portals leading to other planes of existence, and its inherent magical energies make it an ideal location for experimentation of many kinds. It became a place of interest for the clockwork race of modrons from Mechanus, and thus they established a facility for studying elemental energies and their effect on some locals: this mountaintop facility was designated XK-247.

The "locals" were a tribe of flumphs calling themselves the Olea. Their unique psychic nature made studying their reactions to various elemental effects quite

interesting, but they also would eventually cause the leader of the modron facility -- the pentadrome called Alpha-9 -- to realize the extent of societal damage these intentionally amoral experiments caused. Although Alpha-9 didn't really learn much about the morality of these acts, it did understand how the negative consequences of loss deeply affected the entire tribe, and so it shut down the facility abruptly, taking its modron brethren back to Mechanus.

WARNING!

This adventure features a great deal of complexity due to the interconnected machinery and functions of many areas within the dungeon, sometimes spanning multiple levels. DMs will want to read through the entire adventure, and consider making notes on printed copies of the maps in order to best understand how different areas interact with each other. Additionally, there are many NPCs, each with their own history and motives. Some may work with the characters, some may work against them, and in many cases common ground may be found for a short time, but perhaps not all the way up until the conclusion of the adventure. DMs can ignore anything that overly complicates the adventure if they wish to make things more straightforward, but are encouraged to use this as a way to add interesting roleplaying scenes, as well as the potential for betrayal.

In the wake of this sudden realization and the following abandonment of the facility, different sorts of consequences lingered. The first was that the flumphs were freed but horribly scarred by their experiences. The second was that the planar guardians -- the automated defense mechanism within XK-247 -- were left behind and bound to the place but with nothing left to protect. The final problem was that the facility left behind a notorious reputation installed in the few inhabitants of the surrounding wilderness, and although that would

scare off many, there are always those that are attracted by tales of hauntings and abandoned lairs.

Just before the player characters make their way to XK-247 for reasons you'll soon see, two other parties have become interested in the facility. One is a rogue modron who seeks to repent and rejoin its fellows in the light of Primus' good graces. It travels with a band of mephits that it has decided need returning to their home in the Elemental Chaos, and it has come to XK-247 to access the elemental magic there to achieve this end, hoping that other modrons will take notice and it will no longer carry its rogue status. The second group -- and far more sinister in their ambitions -- is a band of githyanki that have been alerted by a traitorous mephit within the rogue modron's party (such as it is) and have found a way to turn XK-247 into a means of laying waste to a nearby settlement of their most hated enemies: the githzerai descendants of the guardians of the facility who have long ago settled into an abbey at the foot of the mountain.

Adventure Summary

The player characters arrive at Margrim Abbey, a settlement primarily made up of githzerai monks who came to the region a few generations ago and have carved out a small niche for themselves that is remote enough so as not to be pulled into the conflicts of the surrounding lands: the High Moor, the Serpent Kingdom of Najara, and Elturgard. They find that there is trouble: the river that once provided plenty of water for the abbey is running dry, and a red dragon taking roost in the mountains has prevented the githzerai from mounting a successful expedition to discover the reason for the river's sudden change into a mere trickle.

Climbing the mountain, the party stumbles upon a ruined village inhabited by a small tribe of flumphs, their social structure dominated by the paranoid psychology of people who were tortured and cut off from the larger world around them. Through the flumphs, they learn a little of what XK-247 might hold, and make their way to the facility, expecting it to be largely

abandoned. Instead, they find an occupying force of githyanki, their red dragon ally, and a small band of troublemakers in the form of a rogue modron accompanied by mephits.

Hilarity -- or at the very least, chaos -- ensues.

Encounters

The following tables and lists should help in preparing to run this adventure. They include an index of all monsters that appear in the adventure, as well as an index of all the important NPC's, their pertinent traits, and a quick description to help you recall their role in the adventure at a glance. All monsters and NPCs are detailed in the Monsters & NPCs appendix.

Encounter Index

The following encounters appear in this adventure:

Margrim Abbey

- ❖ Githzerai monks x1d6
- ❖ Githzerai guards x8
- ❖ Githzerai veterans x6
- ❖ Lokas (githzerai zerth)
- ❖ Karmone (githzerai monk)
- ❖ Enoren (githzerai knight)

Olea Village

- ❖ Aliannafrey (flumph)
- ❖ Digger (flumph)
- ❖ Scar One-Eye (flumph)
- ❖ Flumphs x18

Level 1 - The Water Laboratory

- ❖ D1-2B. Animated armor x2, flying swords x3
- ❖ D1-3. Iron golem (CR reduced to 4)
- ❖ D1-5. Githyanki warrior x1, githyanki scout x4, displacer beast x1
- ❖ D1-6. Electrical pillar trap
- ❖ D1-7. Water weird (50% chance)
- ❖ D1-10. Githyanki warrior x1, githyanki scout x2
- ❖ D1-11. Roguelike (rogue quadrone)

- ❖ D1-12. Githyanki warrior x1, displacer beast x1
- ❖ D1-13. Iggylack Barnburner (magma mephit), Smurdge and Slish (mud mephits)
- ❖ D1-14. Phase spider x2
- ❖ D1-18. Water weird x1
- ❖ D1-19. Tama-Hanesh (couatl)

Level 2 - Controls & the Fire Laboratory

- ❖ D2-2. Gelatinous cube x1, githyanki warriors x2, githyanki scout x1
- ❖ D2-3. Swarm of insects x3
- ❖ D2-4. Gelatinous cube x1
- ❖ D2-9. Laren'nir (mage), Canker (smoke mephit), githyanki warrior x1, githyanki scout x2
- ❖ D2-10. Githyanki warrior x1d4
- ❖ D2-11. Githyanki warrior x1d4
- ❖ D2-12. Vaasa (githyanki knight), will-o-wisp x1
- ❖ D2-13. Shield guardian x1
- ❖ D2-19. Magmin x1d4+1
- ❖ D2-21. Magmin x4, fire elemental x1

Level 3 - Sky Lab

- ❖ D3-2. Githyanki warriors x2
- ❖ D3-3. Githyanki warriors x2, githyanki scout x1
- ❖ D3-5. Githyanki warriors x1d4, githyanki scout x1d4+1
- ❖ D3-6. The Watcher (treant)
- ❖ D3-8. Air elementals x2
- ❖ D3-13. Roper x1, vine blight x1d4, needle blight x2d6, twig blight x2d6
- ❖ D3-15. Fyngalaxus (young red dragon)

GLASSTEEL

One of the materials that the modrons utilize in the construction of various parts of their facility – viewports, the elevator, among others – is a substance called glassteel. It is a magical substance that appears see-through like glass (and can be colored like glass to make it opaque), but an inch-thick pane of the material is as hard as foot-thick steel. Keep this in mind in case characters or monsters seek to damage a glassteel structure.

NPC Index

The following named NPC's appear in this adventure. This listed is sorted in sub headers by location (i.e. Facility XK-247) and then in alphabetical order. The typical listing follows this format:

NPC FORMAT

NPC Name (ALIGNMENT gender race/class/**stat block** [source goes in brackets if not from the Monster Manual]; personality traits; stat block modification notes). Brief descriptive text about the NPC's role in the adventure.

Margrim Abbey

- ❖ Enoren (LN female githzerai knight; dutiful, trusting, demanding). Chief protector of Margrim Abbey.
- ❖ Karmone (LN female githzerai monk; strong-willed, courageous, rash). A fiery, willful monk at the monastery.
- ❖ Lokas (LN male githzerai zerth; peaceful, proud, short-sighted). The pacifistic religious leader of the githzerai monks.

The Flumphs

- ❖ Aliannafrey (LG flumph; zealous, paranoid, incorrigible). The spiritual leader of the flumph tribe called The Olea; paranoid of the outside world.
- ❖ Digger (CG flumph; resourceful, impatient, rowdy). A rebellious flumph who hopes to destroy XK-247 and bring freedom and healing to his fellows.
- ❖ Scar One-Eye (N flumph; forgetful, droll, insecure). A flumph that can no longer die of old age, but who is horribly scarred by the tests performed on him at XK-247.

The Githyanki

- ❖ Fyngalaxus (CE male young red dragon; petulant, angry). This childish, rage-filled dragon is utterly obsessed with Vaasa, whom he calls “my Queen.”
- ❖ Laren'nir (LE male githyanki mage; verbose, creepy; increase CR to 7 [2900 XP]). A potent spellcaster among the githyanki, and former master of the smoke mephit named Canker.
- ❖ Vaasa (LE female githyanki knight; megalomaniac, fast-thinker). Leader of the githyanki occupation force.

Facility XK-247

- ❖ Alpha-9 (LN pentadrone; wise, passive). Alpha-9 is the modron originally in charge of XK-247.
- ❖ Tama-Hanesh (LG couatl; cunning, strategist, bored). This couatl was bound to XK-247 by the modrons as their primary guardian, and chafes at being left to protect an abandoned installation.

Modrons & Mephits

- ❖ Canker (NE smoke mephit; vengeful, sneaky). A smoke mephit formerly the familiar of Laren'nir, who is now obsessed with pleasing the githyanki mage.
- ❖ Iggylack Barnburner (NE magma mephit; unpredictable, nervous). This mephit cares nothing for returning to the Elemental Chaos, but instead looks for every opportunity to cause trouble.
- ❖ Roguelike (N rogue quadrone; naive, curious, honorable; as a rogue quadrone, Roguelike removes the Axiomatic Mind trait). Roguelike seeks repentance in the eyes of Primus, but often lacks forethought, and no longer has a place within the strict hierarchy of modron society.
- ❖ Smurdge and Shish (NE mud mephits; crass, cowardly). Creepy “brother and sister” mephits who long to return to the Elemental planes.

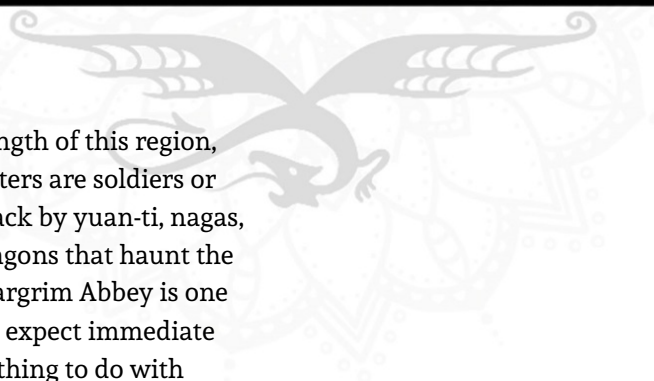

Hooks

Many things might bring the party to the region of Margrim Abbey. We have included Quest Cards at the end for printing or copying, cutting them out, writing them on index cards, or however you'd like, and using them as handouts for the players to keep track of in-character information. Additionally, you can use these hooks as rumors -- regardless of faction allegiance or background -- and present them well ahead of running this adventure as rumors and stories the characters hear in local watering holes or among fellow adventurers.

The Githzerai Monastery. Although insular, the githzerai of Margrim Abbey occasionally send envoys to trade at Boareskyr Bridge or elsewhere in the northern reaches of Elturgard. As they primarily concentrate on their own enlightenment and practice pacifism, the serpents of Najara rarely have dealings with them. That said, none can escape the raids of goblinoids and orcs that come down from the moor, and thus it might be that the players come to Margrim Abbey seeking work as sellswords, or on the heels of some goblinoid criminal. Otherwise, it could be that the player characters simply seek to learn from the monks, to understand what secrets the fundamental teachings of Zerth might provide.

The Haunted Pass. A few mountains sprout up along the southern edge of the High Moor, and one is very tall and known for the clean, cool waters that melt off it most of the year. But it is equally as well known for rumors among men and goblins for the strange fortress located there, protected by clockwork guardians and elemental monstrosities. What mad architect created this place? What worlds can be reached by the elemental vortices sure to be found here? What treasures remain under the protection of the bizarre guardians?

Veterans of the War Against the Serpents. Elturgard casts a leery eye at the so-called Serpent Kingdom of Najara, knowing full well that the Forest of Wyrms hides slave operations and vile cults dedicated to dark powers. Sorties range out from Boareskyr Bridge and other



nearby towns to test the border strength of this region, and it may be that the player characters are soldiers or freeswords that have been beaten back by yuan-ti, nagas, lizardfolk, or even young, raging dragons that haunt the wood. Finding solace and food at Margrim Abbey is one of the few places one can go and not expect immediate reprisal, though the monks want nothing to do with harboring criminals or enemies of either foreign power.



Chapter 1: Victims

This adventure takes place on the southern edge of the High Moor, where a few mountains rest above the foothills and forest of the so-called Kingdom of Najara, a place primarily controlled by yuan-ti, nagas, and other serpent creatures. Just south of this region is the realm of Elturgard, though there are few roads or paths that would bring folk from that area in as visitors, save for patrols from Boareskyr Bridge that cautiously probe the Forest of Wyrms.

The map depicts the following locations, described throughout this chapter:

- A. **Margrim Abbey.** The githzerai monastery.
- B. **Olea Village.** An ancient, ruined village where the flumphs that were experimented on at XK-247 now reside in hiding.
- C. **Wilderness Route.** The path of a river that descends from the mountain pass at XK-247, and runs by both the Olea Village and Margrim Abbey.
- D. **Facility XK-247.** The abandoned modron facility.

A. Margrim Abbey

Margrim Abbey sits in the foothills of a mountain located on the southern edge of the High Moor, just north of the Forest of Wyrms. South of the temple and small hamlet surrounding it is a river that runs down from the Forked Mountain. This tributary eventually joins the Serpent's Tail to the southwest, where the Tail in turn joins the Winding Way. This tributary that once was the lifeblood of Margrim Abbey, however, has recently begun to dry up, and now is just a trickling stream (see below).

Layout

The monastery itself is built onto the top of a tall hill, a ziggurat of sandstone colors and steep stairs that climb up 7 landings to a central, covered shrine dedicated to the teachings of Zerthimon. The shrine is small, barely a ten feet by ten feet open-sided room. It is here that the master of the monastery, Lokas, meditates and treats visitors and monks throughout the typical day. The interior of the ziggurat is simply a series of narrow passageways with alcoves for resting and meditation, and a few pieces of githzerai lore and history that are of little value to the outside world.

A lower section of the hill, effectively a ring around the monastery, acts as a point where a few wood and stone buildings stand as quarters for the advanced monks, a communal eating space, and a very small barracks for the small militia here. Karmona, a willful, fiery monk still trying to find her inner peace can be found quartered here along with 1d6 other **githzerai monks** at any given time. Enoren commands her troops (though is rarely present, preferring to walk among her folk), which consist of 8 **guards** and 6 **veterans** (all with the typical githzerai traits). A stout, eight-foot-tall palisade wall surrounds this area and thus protects the monastery as well. Two sides of the wall feature ten-foot-wide openings and do not have gates of any kind.

At the base of the hill are a few farmsteads, and radiating out on hills to the south and west are a few more such

buildings. These are single family dwellings and are occupied by sheep herders, tanners, and simple farmers. All told, there are about 150 folks -- mostly githzerai, but with the occasional human or half-elf hermit or woodsmen -- living among the farmsteads or serving in various support roles to the monks or militia.

The Abbey's Troubles

Lokas is the pacifistic religious leader of the githzerai monks is old but hardly wizened or incapable of defending himself. He is still in perfect health, and of clear and sharp mind, an immensely charismatic spiritual leader and friend of his community. He is troubled by the drying up of the river tributary that ran past the southern part of the town, but sending out the militia proved dangerous, as a red dragon was spotted in the mountain pass, and raiders have been particularly deadly of late. Seeking answers, he is willing to offer a small reward to adventurers or Elturgard warriors that are willing to venture up the pass and figure out the source of these problems.

Here's what lore Lokas can provide:

- ❖ Margrim Abbey has no enemies: Elturgard trades with them at Boareskyr Bridge, Najara doesn't care about them, and the goblinoids that raid on occasion don't like anybody, so it's not like there's a big grudge there.
- ❖ The river started drying up only a couple weeks ago, but the rate it did so has been mystifying. It's like the flow of water was just cut off suddenly from the mountain pass.
- ❖ The mountain pass leads to a bizarre fortress, long believed haunted, and a huge, metal wall that closes off the pass to further ground-based movement. The githzerai don't explore that area much because elementals randomly show up in a rampage.
- ❖ Lokas is descended from folk whom he believes were charged with protecting the mountain pass fortress at one time, but its erstwhile masters abandoned it and left it just dangerous enough

that there's little reason to attempt to explore it any further.

- ❖ The red dragon was spotted in the region a few weeks before the river drying up; doesn't seem related, as the dragon has mostly been keeping its distance from the well-armed abbey.

Recruiting the Locals

Karmone and Enoren are both willing and capable of aiding or joining the party...if they are dealt with properly. Refer to the **Social Interaction** rules (*Dungeon Master's Guide* p. 244); both characters are indifferent to the player characters at the start of any interaction. If the player characters wish to gain additional information or even ask the NPCs to accompany them, they must first determine the personality of the NPC, succeeding on a **DC 12 Wisdom (Insight) check** for Enoren and a **DC 16 Wisdom (Insight) check** for Karmone to determine some characteristic about the NPC. Any attempts to intimidate these NPCs will not be taken lightly, and in Enoren's case, may get the local militia called in!

Once successful determining their personality, a successful **DC 10 Charisma (Persuasion or Deception) check** will convince the NPC to provide them with some lore, as outlined below. A successful **DC 20 Charisma (Persuasion or Deception) check** and the NPC is willing to join the party on their journey (if the DM wishes) or provide some other sort of material aid in the form of a small amount of free adventuring gear (give the players up to 5 items on the standard equipment lists in the *Player's Handbook*).

Githzerai Lore

Enoren accompanied a few of the militia up the mountain pass as soon as the red dragon was spotted in the region, and again when the river started to dry up. She's shared her findings with Karmone, but doesn't agree with Karmone's conclusions or choice of rash actions.

The following lore can be provided by Enoren or Karmone:

- ❖ The dragon has certainly found a lair in the mountains, though it's unclear where it may be located. The dragon appears to be hunting other monsters for food, though a few missing sheep, oxen, and rothe suggest the dragon's also been closer to the abbey than the githzerai had hoped.
- ❖ The fortress in the mountain pass is built into the mountain itself but has been sealed off for as long as they've known of the place. There's a small, floating island that hovers above the fortress, its purpose and power source still a mystery.
- ❖ A few legends persist that the githzerai of the monastery are descended from monks that defended the fortress itself, but no one's bothered to confirm this through deeper investigation.
- ❖ In recent months, an incredibly bizarre being has been spotted in Boareskyr Bridge and at the abbey, asking questions about the mountain pass. This creature shares some traits that appear to align with legends about the mountain pass fortress: it has gear-like joints and strange mechanical limbs.
- ❖ A nearby village -- long since ruined, now little more than few cellars and foundations rotting amidst a copse of trees on a hill -- is inhabited by peaceful creatures known as flumphs. They have lived in this area far longer than the githzerai.

B. Olea Village

A few short miles away from Margrim Abbey, following the river that comes down from the mountain pass, are the ruins of an ancient village. Stone edifices all, the buildings now lay mostly bare to their foundation. Moss and creepers cover the rubble and the few bits of stone jutting out of the earth. They provide areas of coverage against the elements if one were to drop down a few feet into the otherwise exposed basements that are all that remains of the settlement.

Though this was likely not originally a flumph settlement, the people here abandoned it long ago, and the flumphs lived out a great many generations here. They call themselves the Olea, and this place Olea Village, though the origin of this name is lost to them. In fact, much of their past is lost to them, for they became the primary subjects of the elemental experiments at XK-247. Dozens of flumphs were abducted and subjected to all sorts of terrible things, though the modrons originally did this in a far less malicious manner...at first. Regardless, the flumphs were physically scarred from these experiments, their psychic pain so great it destroyed their community on every level, and created emotional trauma that persists to this very day. Those effects were what convinced the modron leader, Alpha-9, to abandon XK-247 in a hurry, but the wounds have never healed.

The Olea

There are eighteen flumphs in addition to three important tribal members who are described below:

Aliannafrey. Aliannafrey has seized whatever amounts to “leadership” within flumph society simply by dint of being louder and more dramatic than her peers. She is haunted by her own beliefs that the outside world is a horrible place destined to beat down, humiliate, and ultimately destroy the Olea. She sees the haunted mountain pass as the shadow of “the Enemy” that slowly taints and corrupts the world to lay low her people.

Digger. This hot-headed flumph has ventured beyond the confines of the Olea Village and has watched -- from afar -- goings on at Margrim Abbey, Boareskyr Bridge, and even in the mountain pass. He’s seen elementals tear apart goblinoid bands near the haunted fortress, but he’s also seen peaceful dealings between the githzerai and human traders from Elturgard, and so he realizes that the world is not all darkness and death, despite Aliannafrey’s “vision” of the region. He seeks the destruction of the mountain fortress, believing that will free Scar One-Eye from his madness and either cure Aliannafrey as well or simply make her ramblings obsolete and outmoded so the flumphs can move on to happier beliefs.

THE ALL-SEEING EYE OF THE COUATL

Tama-Hanesh regularly uses the **scrying** spell on Scar One-eye or Olea Village itself, having become so familiar with both that there’s almost no chance of failure. In fact, Scar is a willing participant, thanks to the largely peaceful conversations and soothing locations that Tama-Hanesh creates when communicating with Scar via the **dream** spell.

When the party arrives at the Olea Village, Tama-Hanesh sees them as if he’s there via the **scrying** spell, and can thus use that spell again on them (assuming they fail a Wisdom saving throw, as per the spell), or can visit them via the **dream** spell. Armed with this ability, the couatl will certainly make use of these things to determine their motives and intent.

DMs should use this as a means for the couatl to become familiar with them, and to mess with them via the **dream** spell whenever they take a long rest. While Hama-Tanesh is a lawful good creature, his primary objective is to protect XK-247 from interlopers of any kind, and that will include the party. Of course, considering the other interlopers already there, he may be up for an alliance of sorts. Ultimately, whether he is played as an ally, enemy, or something less defined is up to the DM, but these potent abilities will give him plenty of foresight and offer additional unique roleplaying opportunities via

the *dream* spell. Remember that the messenger (likely Hama-Tanesh himself) can manipulate how the dreamscape appears, and certainly won't reveal his nature or abilities, but rather explores the party's motives, knowledge, and abilities.

Scar One-Eye. A one-eyed flumph that can no longer die of old age, Scar was among the Olea that had been experimented on by the modrons in the mountain fortress. Although his memories are scattered and confusing, he knows he's lost his brothers, sisters, and another family, and he believes there are still horrific spirits and sadistic demons walking the halls of that forsaken place. Unbeknownst to Scar or any of the flumphs, the ties that connect him to XK-247 have an interesting side-effect: the couatl guardian of the facility, Tama-Hanesh, can easily scry on Scar and his people, or even cast dream upon the flumph. Through this, the couatl keeps tabs on the flumphs and the wider world.

Olea Lore

The flumphs provide a lot of opportunity for an enterprising DM to color how the party approaches XK-247, though they don't really have a lot of solid information; they are mainly an opportunity for some fun roleplaying. That said, the party can get all the above information, plus the following if they successfully interact with the NPCs (see **Social Interaction** in the *Dungeon Master's Guide*):

- ❖ The Olea used to be a much larger tribe, but bizarre monsters -- alternatively described as elementals or animated objects -- from the haunted fortress in the mountain abducted and tortured many of their people to death.
- ❖ Though his mind is broken, Scar One-Eye has been alive for perhaps several hundred years, and cannot die of natural causes.
- ❖ Scar speaks in his sleep, and appears to hold conversations with "The Flying Serpent." These dreams are his only peace, for his waking hours are mostly filled with pain and haunting, and piecemeal memories of his time imprisoned within the fortress.

- ❖ Digger has seen the flying island above the fortress; it is connected to the fortress via some tube-like apparatus. Additionally, a huge steel wall cuts across the pass, closing it to foot travel. Beyond the wall is a massive, semi-frozen lake.
- ❖ Many of the mephits accompanying some bizarre metal construct passed through the area just days ago.
- ❖ The red dragon has been in this area for months, though it used to range much farther in search of food and (presumably) treasure. In recent weeks, it has stayed very close to the mountain, and possibly lairs in or near the fortress.

C. Journey to XK-247

The journey up the mountain pass will take 2-3 days. Twice per day -- once during daylight hours and once at nighttime -- roll 1d12 to generate a random encounter, adding a +2 modifier to all encounter die rolls at night.

Once an encounter has occurred, consider crossing it off and having that result come up as "no encounter" on future dice rolls. Alternatively, if the party makes many short forays to and from Margrim Abbey, you can build some new encounters, keeping in mind that monsters likely to roam the hills and forests of Najara or the broken wasteland of the High Moor are appropriate for this area.

D. Facility XK-247

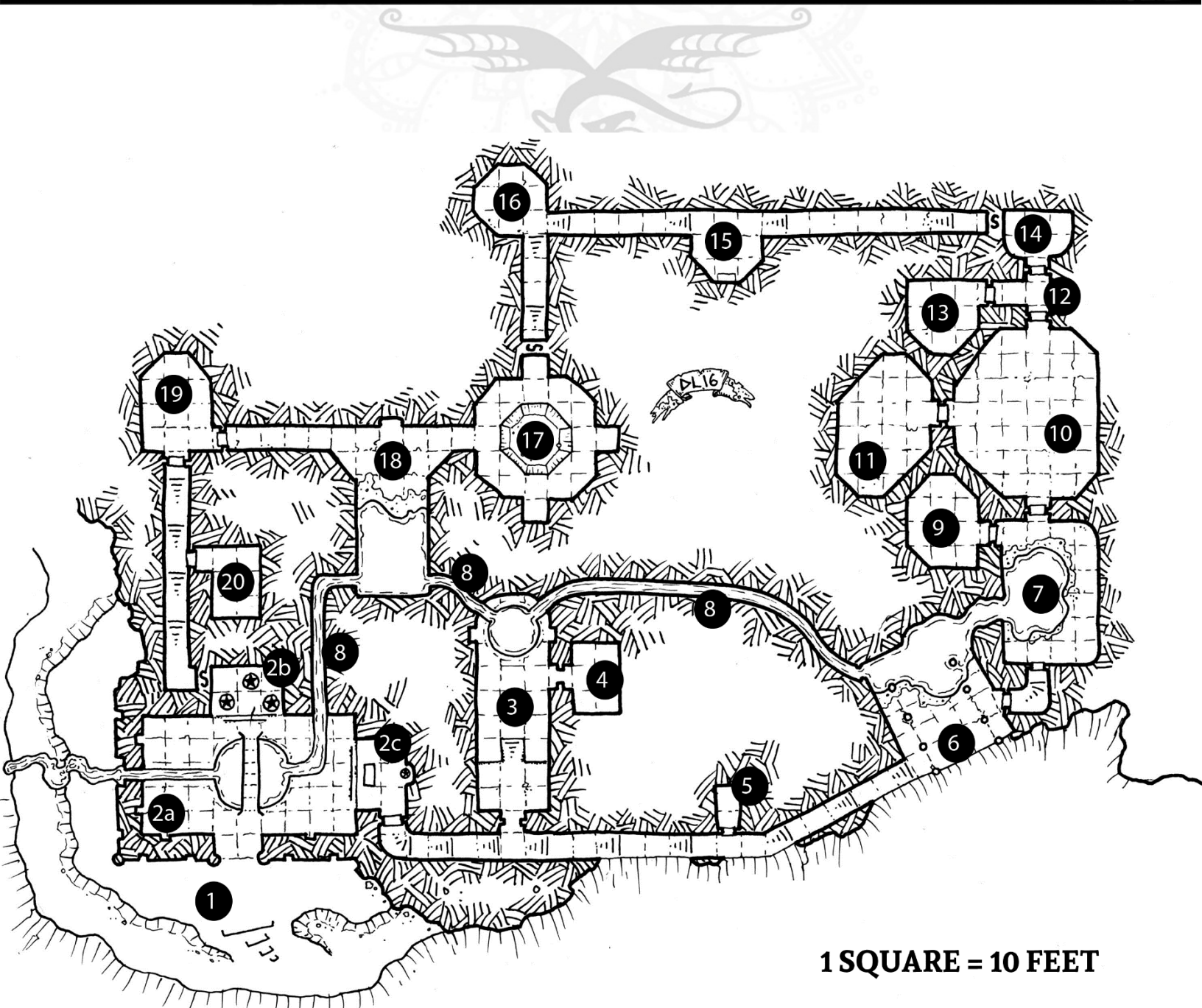
Read or paraphrase the following description of the facility as the party approaches:

The pass eventually widens into a short, flat plain that ends at a solid steel wall spanning the pass, blocking further advancement. The wall has three huge, circular gates in it that are sealed, and a stairway leading up one side to a crenelated walkway along the top of the wall. On the opposite mountain wall from the stairwell are two entryways into what appears to be a metal-walled fortress built directly into the mountainside. The lower entryway, on the same level as the pass, appears to have had its steel door ripped off and tossed aside by some very large creature; scratches in the bent door reveal as much. The upper entryway appears to lead to a second floor on the same level as the walkway along the steel wall, but that door remains intact and closed.

The facility is described in further detail in the following chapters.

Random Encounter Table

1d12	Encounter
1-4	No encounter.
5	2 earth elementals have found their way out of the ruined bowels of XK-247 and are on a rampage!
6	A band of goblinoids -- 3 bugbear brothers and 3d4 goblins -- and their ogre slave attempt to hold up the party for their riches.
7	1d12+2 ankhegs have become active in the area, and without the water of the river, they are fairly ornery.
8	1d6+2 giant toads are looking for the river that dried up because they need water, and they are ravenous!
9	A pack of 10 harpies make their lair in mountainside caves, and have been carting off goblins; the PCs catch them attacking a party of 1d6 goblins that got lost in the mountain paths.
10	1d4 giant poisonous snakes attack!
11	A hobgoblin warlord , his manticore mount, and 1d4+4 goblins are out patrolling, looking to hunt down some harpies that have been badgering their forces for some time.
12	An oni in an innocent form attempts to lure the party into an ambush sprung by its allies, a will-o-wisp , and 3 orcs .
13	Yuan-ti slavers prowl the region: 2 yuan-ti malisons and 4 yuan-ti purebloods .
14	Damakos (LE bone naga , formerly a guardian naga) surveys a region it hopes to make its domain one day, along with its slaves: a berserker and 2d4 tribal warriors .



Chapter 2: Level 1 – The Water Laboratory

This level -- ground level with the pass leading up to the dam -- is built into the mountain and runs along the wall where the dam is located, meaning that rooms within this level look out upon the inside of the dam, as well as featuring the entrance that faces the pass. The modrons used this level to manipulate the flow of water into a

channel that leads down the mountain pass into the Serpent's Tail. Additionally, they performed some bizarre experiments: adding potions and poisons to the water, or transporting monsters from within the dam and plopping them into the channel. This was all long before the githzerai made a home of Margrim Abbey.

General Features

Walls, Ceilings, and Doors. Ceilings are 15 feet high unless otherwise noted. The walls are made of solid metal (two feet thick) and doors are also metal (only six inches thick). Outer doors are hinged and feature an internal locking mechanism that is incredibly tough to break: opening such locks requires a **DC 18 Dexterity (Thieves Tools) check**, while forcing them requires a successful **DC 22 Strength check**. Interior doors have much simpler locks, requiring a successful **DC 14 Dexterity (Thieves Tools) check**, but are still quite strong when locked, requiring a successful **DC 18 Strength check** to break.

Light. Natural light filters into Area 1-2 from outside. Natural light also might penetrate the rooms that observe the underwater sections of the dam (**Areas 1-14, 1-15, 1-16, 1-18, 1-19** and the hallway between **Area 1-14** through **Area 1-16**), but this light is diffused by the water. In any case, this would be dim light during the day, but all areas remain dark at night. Unless otherwise mentioned, other rooms are unlit.

Control Stations. There are several control stations throughout XK-247, noted in the individual room descriptions where they appear. These feature buttons, dials, levers, switches, and -- in some noted cases -- monitoring stations. Most of the controls shouldn't need to be described too specifically, but where necessary, they are detailed for the DM so the players can use a little puzzle-solving to figure them out. The monitoring stations work in the manner of putting one's eyes up to a pair of binoculars, and what one sees (as noted in the descriptive text) is done so via a series of tubes that have magnifying lenses and mirrors so that some other section of the facility can be viewed. This manner of viewing remote locations doesn't provide fine detail and may be slightly distorted, so DMs can feel free to be somewhat vague about their descriptions. Furthermore, keep in mind the destination's light sources and any creatures that may inhabit the room, as this will impact what the player characters see. Additionally, keep in mind this sort of remote viewing can benefit spells that

require a location to have been seen to travel to them or view them more closely by magical means.

Encounter Areas

D1-1: Lower Entrance

The mountain pass leads up to a ground-level doorway built into the mountainside, and a 15-foot-wide, 20-foot deep channel is cut from one wall, though it is currently holding only a trickle of water. A steel portcullis prevents anything larger than a small fish from entering via the channel (though at one point it could be controlled to raise and lower). There was once a huge, steel door, but that has been ripped off (by the red dragon, Fyngalaxus) and tossed aside. It has words written in modron on it, which act as command words to shut down the automated guardians in **Area 1-2** (the words translate to "Deactivate Defenses").

D1-2: The Pool

This room was used to control the flow of water into the channel, as well as to add things to the water: elementals, monsters from the lakeside of the dam, poisons, and potions. This river originally flowed into the Olea village and then on past Margrim Abbey, but has now run dry (refer to **Area 1-3**).

The githyanki came through here and understand the controls, but haven't quite sorted out what to do with them yet. Canker had already heard Roguelike use the modron command word on the automated defenses (**Area 1-2B**), so it passed that onto Laren'nir; thus, the defenses remain at the ready.

2A. The Pool & the Channel

On entry, read or paraphrase the following:

A pool in the center of this steel-walled chamber is 40 feet deep, but filled with water only up to the first 20 feet; the channel running from it to the outside (see **Area 1-1**) is 15 feet wide and 20 feet deep, though a lip over the top of the channel makes it appear to be slightly more than 5 feet wide. An 8-foot-wide steel

walkway extends across the pool. A large, glass tube runs along the ceiling and then curves down into the pool. On two sides of the room are steps leading up 5 feet or so to galleries.

Read or paraphrase the following on investigating the pool and the tube more closely:

This tube, as well as two different points along the walls near the bottom of the pool, feature steel plates that can open and close in a spiral pattern. These steel gates are currently closed.

The pool was used as an “additive” station: monsters captured from within the dam could be transported via the tubes (see **Area 1-8**) and dumped into the pool, to then swim or slither down the channel and into the river it leads to, or potions, poisons, and other substances could be added directly to the pool via a separate apparatus. The tube carrying aquatic monsters accounts for the large, glass tube (actually *glassteel*), and one of the portals within the pool was where liquids were added, both operations controlled by the station at **Area 1-2C**. The additional gate along the pool’s bottom is the channel by which the water from the *Decanter of Endless Water* in **Area 1-3** feeds the pool, channel, and ultimately, the river. Because the decanter is no longer producing water, the pool has drained below the channel running from it, and thus the river is no longer being fed any water; this lack of water is what bothers the folk of Margrim Abbey.

2B. Defense Station

Upon entry, read or paraphrase the following:

Steps leading up to a raised gallery – about 5 feet taller than the pool room it overlooks – lead to a rectangular alcove where three suits of armor lean menacingly on swords blade-down to the floor. The ornamentation on the armor and weaponry is very strange, featuring an excess of curling, spiky points, and harsh angles, creating a distended look, not unlike the slightly gaunt and angular build of the githzerai of Margrim Abbey when compared to a human or elf.

These automated defenses do not activate against a party in the presence of someone who speaks the command word aloud (noted in modron on the door that was ripped off its hinges in **Area 1-1**) anywhere in **Area 1-2**; if they do activate, the command word immediately causes them to deactivate. Otherwise, they will activate under any of the following conditions:

- ❖ A non-modron steps foot on the bridge over the pool.
- ❖ A non-modron touches the *glassteel* tube.
- ❖ A non-modron sets foot on either the stairs up to **Area 2B** or **Area 2C**.
- ❖ A non-modron touches the control station in **Area 2C**.

There is a secret door in one wall, but it is one-sided; it can only be opened and closed from the other side (see **Area 1-20**).

Encounter!

- ❖ 3 suits of **animated armor**
- ❖ 3 **flying swords**

Tactics. The suits of armor creak to life, casting the swords into the air where they take on a life of their own, and then pulling weapons from sheaths as they rush in for the attack. Their purpose is to destroy any non-modron interlopers; they will follow the commands of any modron immediately.

2C. Pool Control Station

The control panel here features levers, dials, switches, and monitoring apparatus. It has many functions:

- ❖ Operate the tubes (**Area 1-8**) to drop a monster (from **Area 1-6**) into the pool.
- ❖ Operate the “additive” chamber to deposit potions or other substances into the water of the pool.
- ❖ Control the flow of water through the tube to refill or drain the water from the pool.
- ❖ Close off the flow of water from the *Decanter of Endless Water* (**Area 1-3**).

- ❖ Remotely monitor connected areas to determine what things could be added to the pool: this includes **Areas 1-3, 1-4, 1-6, and 1-7**. Currently, all monitors have been blocked by the githyanki at their individual terminal point (see the noted areas).

In an alcove behind the control panel are the remains of clay golem that had a different set of triggers for activating from the animated objects in **Area 1-2B**. It fought the githyanki, but they prevailed.

D1-3: The Decanter

Read or paraphrase the following:

The ceiling in this room is much higher at 40 feet up. Twenty feet from the entrance, a set of stairs leads up about 8 feet to a raised portion of the room, which extends back quite a way and ends at a rounded alcove with a pool, slightly smaller than the one in the entry room. On the back wall is an apparatus shaped like a large, armored giant holding a flask upside-down over the pool, though it is currently stoppered.

The flask is the **Decanter of Endless Water** and the apparatus is an **iron golem** that has been built into the wall. Although it could act, it requires the modrons to perform a series of technical tasks and magical rituals to release the seal on the wall enclosure. For this adventure, this stuff is well beyond the capabilities of non-modrons to duplicate without tons of research and workarounds, and therefore falls outside of the realms of this adventure to complete. The golem normally has a **magic mouth**-type effect permanently tied to it, though this has presently been suppressed by Laren'nir. Normally, this effect creates an endless loop of saying the command words tied to the decanter to get effects desired by the modrons. For a long time, the modrons set the **magic mouth** to use the geyser command, which, over time, led to the formation of the river that ran past Margrim Abbey. With the magic mouth now suppressed, and the pool in **Area 1-2** receiving no more water, the river has begun to run dry.

Un-stoppering the flask and speaking the command word for the decanter isn't as easy as it seems: anyone moving within striking distance of the iron golem will get attacked, either by its breath weapon (a 15-foot cone) or its sword (10-foot reach) which is housed in the wall but easily pulled free by the golem. Only the command word from the door in **Area 1-1** or the presence of a modron will stop the golem. Remember that the golem's CR has been reduced to 4 (1,100 XP).

There's a small monitoring apparatus built into the wall overlooking the pool via the monitoring station in **Area 1-2C**, but it has been blocked by the githyanki using mud. Finding it requires a successful **DC 18 Wisdom (Perception) check**.

D1-4: Additive Storage

This room is lined with shelves. Dangling from the ceiling is a strange, clockwork apparatus with multiple grasping claws, but it no longer works thanks to the swords of the githyanki. A small grate located centrally in the floor allow liquids to be poured into a chamber that then -- via the controls in **Area 1-2C** -- could be added to the pool water and thus contaminate the river.

The shelves were never cleared by the modrons when they left, but since have been pilfered by the githyanki and perhaps a few other interlopers over time. Some of the admixtures once found here have simply lost their potency over time. Searching the shelves is not entirely for naught, as a successful **DC 18 Intelligence (Investigation) check** uncovers the following items in a usable form: **Philter of Love**, **Potion of Diminution**, and a **Potion of Water Breathing**.

There's a small monitoring apparatus built into the corner wall overlooking the room via the monitoring station in **Area 1-2C**, but it has been blocked by the githyanki using bits of a shattered clay pot in this room affixed by mud. Finding it requires a successful **DC 16 Wisdom (Perception) check**.

D1-5: Guard Station

This small room's original purpose is unknown; likely storage. No furniture remains, though there's a panel in the floor that is damaged, likely from a control station that has since been removed (forcibly, as the damaged floor panel suggests). It is now used by Vaasa's forces as their rear guard, watching for anyone that starts poking about the decanter room or tries to sneak up on the githyanki as they gain a better understanding of this facility by way of Level 2's operations and control rooms.

Encounter!

- ❖ 1 githyanki warrior
- ❖ 4 githyanki scouts
- ❖ 1 displacer beast

Tactics. The displacer beast roams the length of the hallway, between the door at **Area 1-2C** to **Area 1-6**. Roll 1d4 when the party enters the hallway and consult the following:

- ❖ 1 - it is in a location nearer to **Area 2C**
- ❖ 2-3 - it is nearer to **Area 1-3**
- ❖ 4 - it is closer to **Area 1-6**

Three scouts are positioned in the hallway, while the remaining scout and the warrior are inside the guard station. They use *misty step* and split their movement in order to keep moving and flank enemies when possible.

If they fear being overwhelmed, one scout will be sent to **Area 1-10** to alert the other githyanki will the other forces remain to hold the corridor. If it's a clear slaughter from the outset, the forces will tactically withdraw to **Area 1-10**, hoping to use the various features of the intervening rooms to slow their attackers.

D1-6: Shock Pool

This pool is the "staging area" where creatures are moved from **Area 1-7** and then onto other areas via the water tubes (see **Area 1-8**). The room features eight pillars, six of which can become electrified, their purpose being to shock creatures in the pool to stun them or force them into submission.

There's a small monitoring apparatus built into the wall overlooking the pool via the monitoring station in **Area 1-2C**, but it has been blocked by the githyanki using mud and sticks, making it rather obvious. A **passive Wisdom (Perception) of 15** or a **DC 15 Wisdom (Perception) check** notices the apparatus, and any active search of the room will reveal its location and function as well.

The pool has since overflowed because of damage in area **Area 1-7**, and the electrical system has malfunctioned, creating a potential trap.

Trap!

- ❖ Electrical pillar trap (see below)

The six pillars in the center of the room channel electricity through them, and it arcs like lightning between each of them, creating a dangerous current that can shock anyone passing through them or any who touches the water. Any living being of small size or larger passing within 5 feet of any of the pillars triggers electricity to flow through it and any adjacent pillars. They are setup in two distinct rows as shown on the map; the electricity never arcs across to the other column except in the case of the columns whose bases are touching the water from the damaged pool, and they also never arc toward the two pillars touching the wall of the room. The githyanki have learned this and use it to their advantage.

The arcing electrical charge lasts for 2 combat rounds, so anything passing through the spaces between the adjacent pillars is subject to the shock. The electricity deals 22 (4d10) lightning damage, but a successful **DC 15 Dexterity saving throw** halves this damage.

D1-7: Overflowing Pool

When creatures are extracted from the dam (see **Area 1-15**), they are initially deposited into this pool (which is about 30 feet deep). It has since overflowed, eroding a protective lip that served to contain the monsters, and partially burst the tube leading to the nearest water tube

(Area 1-8). This damage creates the uneven depth of water in the room but doesn't affect the functionality of the connected apparatus, though it does mean that some creatures that could conceivably get deposited here will find a larger area to roam and cause trouble.

There's a small monitoring apparatus built into the wall overlooking the pool via the monitoring station in **Area 1-2C**, but it has been destroyed: the githyanki smashed the lens and bent the tube. Repairing it would require a few hours and a replacement lens.

Encounter!

- ❖ There's a 50% chance the **water weird** from **Area 1-18** is here.

Tactics. The water weird rarely does more than watch any interlopers in this room, since it has learned that the githyanki are not to be trifled with. If githyanki come through and are obviously under attack from a superior foe or are heavily wounded, the water weird will attack the githyanki.

D1-8: Water Tubes

The water tubes are a very important apparatus designed to perform many functions within XK-247, including moving heated water from the furnaces (in the fire lab on Level 2) and extracting aquatic creatures from the dam to then move them to the various pools (or the connecting river) on this level (see **Areas 1-15** for the monster extraction, and **Areas 1-2, 1-3, 1-6, 1-7, and 1-18** for various connected pools).

The tubes themselves are large in many cases -- about 15-20 feet in diameter -- and made of *glassteel*. They have steel doors that open in a spiral pattern, sectioning off parts of the tubes to manage the flow of water (and creatures).

There are three tubes pictured on the map, though there are several others connected throughout the facility, the main one being connected to the monster-capturing system inside the dam wall (see **Area 1-15**). Several very

small, heavily shielded and segmented tubes lead to the furnaces connected to the fire laboratory. A few others lead to dead ends (holding pens for captured monsters) or are sealed off by rubble, suggesting damage to the facility. In fact, some of these at one time lead to a now destroyed earth-element laboratory.

Traversing the tubes is entirely possible if one can breathe water (all currently have water in them, after all), but the tight fit and the possibility of certain systems being activated to move creatures or super-heated water around (such as the control panel in **Area 1-15**) could make for a short, dangerous trip. DMs are encouraged to come up with their own ideas if this avenue of moving about the facility is explored, but feel free to add a few medium or large aquatic monsters roaming about in the ancient water tubes as random encounters. Additionally, use the steel doors to "lock off" certain areas of the facility. Finally, if the furnaces become active and there's heated water in the tubes (again, see later areas like **Area 1-15** for more about this possibility), it's okay to refer to the *Dungeon Master's Guide's* rules on environmental effects such as **Extreme Heat** or the high end of trap damage to determine how super-heated water might damage a character.

D1-9: Storage

This room stands empty except for some rotting wooden shelves and pallets, and some rusted iron shelves and fixtures attached to the walls.

The githyanki thought about using this room for a few different purposes, but their occasional run-ins with the water weird in **Area 1-7** led them to simply move on.

D1-10: Warden

This huge gallery was once used for experimentation of some kind, but other than some rusted metal tables and chairs, plus a few broken clockwork apparatus, there's nothing to tell what these experiments entailed. The githyanki have thus turned it into their primary guard

room, establishing the connecting rooms as a makeshift prison (see **Areas 1-11 and 1-13**).

Encounter!

- ❖ 1 githyanki warrior
- ❖ 2 githyanki scouts

Tactics. The githyanki here guard the prisoners; the warrior has a key to the locks for **Areas 1-11** and **Area 1-13**. Assume there are several points of cover in the room from the broken tables and furniture. Any fighting here that isn't kept silent is likely to alert the guards in **Area 1-12** as well as being heard by Roguelike, who is imprisoned in **Area 1-11**.

D1-11: Jail #1

The door to this room has a jury-rigged cross bar and padlock-style mechanism fashioned into the wall (soldering care of magic where necessary) such that the door can be locked and barred from **Area 1-10**. The room is barren and thus has been turned into a prison cell for the rogue modron, Roguelike.

Interaction! Roguelike is held as a prisoner here. It is happy to be freed and will work with the party so long as they convince it that they will help it free the mephits and return them to the Elemental Chaos, a plan which Roguelike assures them it can achieve (though it doesn't know how).

Roguelike can provide the party with invaluable assistance, as several automated defenses in XK-247 are programed to allowing the passage of modrons, and thus it can lead them through parts of the facility safely. It can also make sense of most of the control stations and other apparatus in the facility, though doing so may require a little time, interaction, and perhaps trial and error.

The modron has the following lore it can impart:

- ❖ Roguelike came to Faerun during the Great Modron March and was lost in the Underdark

for some time before breaking from its superiors and finding a path to the surface world.

- ❖ The modron became an adventurer for a long time and performed many honorable deeds along the southern stretches of the Sword Coast.
- ❖ Feeling homesick, Roguelike heard about XK-247 via local rumors and legends and guessed that it might be a modron facility, or at the very least, a place with portals to the Outer Planes.
- ❖ Devising a plan to reach home -- and gain repentance from the modron hierarchy -- Roguelike happened by several mephits and believed returning them to their plane (the Elemental Chaos) would be the lawful act necessary for removing Roguelike's status as an outcast.
- ❖ Roguelike and the mephits wandered the region for about a month before feeling sure enough that XK-247 was the right place to go. (At this point, the river began getting lower, but the modron didn't think anything of it.)
- ❖ About a week ago, Roguelike's party arrived at XK-247 and found the door on Level 1 ripped off its hinges. Entering the facility, they were captured by the githyanki, and the modron was held separately from the mephits.
- ❖ Roguelike believes the mephits are nearby -- it's heard the conversation in the guard room suggesting as much -- but it doesn't know where.
- ❖ The facility is obviously not running under any power now, but Roguelike believes there's both a power source to turn on various machines throughout the facility, as well as portals leading to the Elemental Chaos and perhaps the Outer Planes.

D1-12: Guard Post

This hallway is guarded by a single githyanki soldier and the second of the mated pair of displacer beasts allied with Vaasa's forces. They keep an eye on the mephits being held in **Area 1-13**, and the soldier has a **key** to the doors for both **Area 1-11** and **Area 1-13**.

Encounter!

- ❖ 1 **githyanki warrior**
- ❖ 1 **displacer beast**

Tactics. If these guards hear combat in **Area 1-10**, they rush to provide aid. They are not very concerned about the mephits as the creatures aren't all that hostile.

D1-13: Jail #2

The door to this room has a jury-rigged cross bar and padlock-style mechanism fashioned into the wall (soldering care of magic where necessary) such that the door can be locked and barred from **Area 1-12**.

Three of the mephits are imprisoned here, though they are treated relatively well: the githyanki genuinely seek to figure out the best way to use them or help them on their way so they don't have to worry about them.

Interaction! Iggylack Barnburner, Smurdge, and Slish are held here; Canker is supposedly held elsewhere, but in truth is with Laren'nir.

The mephits have their own motives for joining Roguelike, and these may not remain fully compatible with the goals and actions of the party. Iggylack simply likes the idea of being able to cause some havoc, and a modron facility is as good a place as any to sow some chaos. Smurdge and Slish want to return to the Elemental Chaos, but they aren't particularly convinced that the modron or the party is any more likely to help them achieve this than the githyanki. If the party makes a genuine plea to help the mephits, the DM may refer to the **Social Interaction** rules in the *Dungeon Master's Guide* to determine if the party can convince the mephits to help them; they are indifferent at the start of any interaction.

Even if the party fails to convince the mephits to join them, the creatures may follow the party from afar or cause other mischief at later points in the adventure. Unless given a reason to be hostile to the party, most of this will amount to things like destroying control

stations, opening and closing doors, or attacking the wounded or stragglers (party members, allied NPCs, or githyanki -- doesn't matter to them!).

D1-14: Observation Deck #1

This room features a long window across from the door that looks out into the dam. As this level of the facility is located beneath the waterline, all that can be seen is murky water and the occasional passing creature. Due to the experiments of the modrons, much of the dam water comes from the Plane of Water, and thus can support aquatic life that wouldn't normally be found in a mountain lake: sharks, giant versions of various fresh- and salt-water fish, and other monsters and elementals inhabit the place, though few lair anywhere near the facility anymore (the lake is immense).

During the daytime, enough light filters in that the party can see several yards into the water. At nighttime, it's dark enough that the party may not even realize they are looking out into the water until something swims past the viewport.

The room appears to be a dead-end, but a secret door can be found leading from the hallway to **Area 1-15** and beyond if the party has a **passive Wisdom (Perception) of 15** or succeeds a **DC 15 Wisdom (Perception) check**, or if the search the room for a minute or more. A touchpad appears in the wall and simply needs to have a hand (any humanoid hand) pressed against it for the secret door to slide open. This mechanism is the same on both sides of the door.

Encounter!

- ❖ 2 **phase spiders**

Tactics. Two phase spiders under Laren'nir's control have been tasked with guarding this room against interlopers. Fighting in **Area 1-12** alerts the creatures, but they only attack non-githyanki forces that enter this room or anyone that attack them directly. They won't pursue more than a few feet outside of this room unless victory is especially likely.

D1-15: Dam Extraction Apparatus

The hallway leading to and from **Area 1-15** contains several viewports, just like in **Area 1-14**. The room here has one full wall that is a viewport rather than a small window, and at the opposite end features a control panel with several levers, switches, gauges and informational readouts, and viewing apparatus.

Viewing Apparatus. There's a single lens that a character can put their eye up to (same as looking into a microscope) and view several points within the dam, along the dam wall, switching between viewpoints with a switch. There are three viewpoints: one from above the center dam release gate, one above the monster extraction mechanism, and one several yards out into the water to view a bit more deeply into the dam. These viewpoints are underwater, and unless a light is activated under the water in the dam, the water is murky (dim light in daytime and dark at nighttime). The purpose of these viewpoints is to see what sorts of creatures lurk in the dam so that they can then be subjected to extraction.

Switches. The switches activate lights along the dam wall, which are simply worthless crystals enchanted with continual light magic housed in retractable casings. Using the viewing apparatus allows a much larger field of vision within the dam, as well as attracting many creatures to the area over time, making monster extraction less of a waiting game. Note that these switches work without any special power source as the housings for the lights rely on simple pneumatic technology.

Gauges and Readouts. Several gauges and readouts measure the temperature of the water flowing through the water tubes (**Area 1-8**); specific sections of the tubes can be monitored as well as the whole system overall. The purpose of this is to be able to move the appropriate temperature of the water around to use some of the extraction mechanisms and to move monsters

throughout the tube network without boiling them alive (or maybe to boil them alive, as the case may be).

Levers. The levers control two systems: the flow of water through the water tubes by simply opening and closing gates within that network, and operating the monster extraction system that can capture monsters within the dam and deposit them into the water tubes and pool network on this level of the facility.

Who and the What Now?

Okay, so that's a lot to take in, so let's summarize and expound upon what's going on here:

The controls in this room are primarily a means of:

- ❖ Capturing aquatic monsters in the dam and pulling them into the water tubes/pools,
- ❖ Moving those monsters around, and
- ❖ Moving around water of different temperatures.

That last part comes from the fact that up on Level 2 of the facility is a series of furnaces that heats water, and that heated water can be moved throughout the network of tubes in the facility to power various mechanisms and systems. A combination of pneumatic pressure created by water flow and steam powers some of the bizarre machinery the modrons used to experiment on the flumphs, githzerai, and surrounding areas near XK-247.

Currently, the internal water tube system is open, so there's water in the tubes and the pools, but no new water is coming in from the dam. Similarly, no monsters are being extracted from the dam, and thus there aren't any monsters in the various pools (though as previously mentioned, the DM can use monsters "lost" in the tube network as random encounters). Finally, there is no heated water because the furnaces are not currently on, and thus the creature extraction system doesn't work: it relies on the steam part for its power source.

Fire It Up!

Currently, the party can turn on lights, view parts of the dam, maybe see some monsters in the water, and

open/close some of the gates within the water tube network. The monster extraction system in the dam doesn't work, but the lights will attract some monsters quickly that will snoop around the lights, viewports, and dam wall before getting bored and leaving.

If or when the furnaces are fired up (see Level 2), the extraction system now comes online. Using the levers and gauges, heated water can be moved into the extraction system, and then the mechanism for trapping monsters and sucking them into the water tube network can be activated. Once monsters are in the tubes, they can be moved around to various pools on Level 1 via opening and closing gates and pushing more water through (though if they have range of motion to get out of a pool it's entirely possible that they can't be moved past a certain point or against their will once they leave a pool). The heated water can be moved into any (or all) of the tubes as well, which could mean any creatures in those tubes (or in the network) could get a nasty surprise (something on the order of 4d10 fire damage every round).

Monster Extraction

In a typical day, only 1d4+1 monsters can be attracted to and caught by the extraction system. Roll randomly any time a monster might happen by, which could be every several hours (swimming by the viewports) or every couple of hours that the lights are activated:

Random Monster Table

1d6	Monster in the dam...
1	Giant sea horse
2	Giant octopus
3	Swarm of quippers
4	Hunter shark
5	Plesiosaurus
6	Water elemental

If you have access to *Volo's Guide to Monsters*, consider rolling a d8, where 7 = 1d4 **sea spawn** and 8 = a **morkoth** with designs of taking over the facility and using it as its new lair.

If players attempt to "farm animals" using this feature, monsters will likely learn to avoid the area for some time. Additionally, the DM can treat results such as the plesiosaurus and water elemental (and the two monsters from *Volo's Guide*) as unique results, and thus subsequent dice rolls that come up with those numbers (5-6 or 5-8 if you have *Volo's Guide*) count as "no monsters come by."

D1-16: Observation Deck #2

This room is much the same as the other observation deck (**Area 1-14**). However, because it extends out slightly into the dam area (based on the shape of the lake and the position of the facility running along the mountain wall), it's possible to better see the dam wall itself, noting the three large dam release gates (see the description of Area D in the previous chapter), as well as a large cage mechanism that is the monster extraction system. It's also possible to see several of the light housings that operate with the viewing apparatus in **Area 1-15**.

The stairs leading downward seem to come to dead-end at a panel that looks much like the secret door in **Area 1-14** but does not have the same touchpad mechanism. In its place on the right-hand side of the door is a series of three levers, all currently in the down position. The levers need to be pushed into the up position in order, but some time is needed for each one to work through the processes attached to it, so pushing them up all at once or out of sequence simply causes them to reset immediately. The order is simply right to left. The time between each pushed lever is 10 seconds.

(On the opposite side of the door -- in **Area 1-17** -- is a simple touchpad like the one found in **Area 1-14**. Why this door operates differently on one side as opposed to the other is an enigma only modrons might be able to understand.)

The following things happen when each lever is pulled in the correct sequence and given the appropriate time, and serve as clues that time is needed, and -- for astute players -- what is happening that causes the door to open.

Read or paraphrase the boxed text:

Lever 1

There is a distinct whirring sound that appears to emanate from beneath the floor, and moves along a path away from the door, into whatever chamber lies beyond it. There is an abrupt clang of metal in the distance, and the whirring stops.

This is the sound of a mechanism that locks the elevator doors shut. They can be unlocked by the mechanisms in **Area 1-17** and in the elevator itself, but this is just a precautionary safety measure to keep creatures that don't fully understand the mechanisms of the facility tied up for a few moments and allow modrons to enter **Area 1-17** with time to prepare for combat.

Lever 2

The sound of steel sliding against steel rings out, followed by a rush of water through tubes deep in the walls of this place. The water seems to burble and slosh along the frame of the door panel before you, and slowly begins to settle down into silence.

Water is released into a series of small tubes around the door panel, providing it with the pneumatic power to be able to open and close.

Lever 3

This lever opens the door.

The door can be opened and shut via this third lever as well as the touchpad on the opposite side for one minute before the three levers reset. At that time, the touchpad on the **Area 1-17** side works fine, but on this side, requires all three levers to be pushed up in sequence as previously described.

D1-17: The Elevator

In the center of this room is an octagonal platform sunk about 5 feet into the floor, and surrounded by a *glassteel* tube, with a double-sliding door on one face and a touchpad control panel immediately next to the door.

The ceiling inside of the tube is open, revealing a tunnel leading up some forty feet before it ends at completely smooth rock (this is the bottom of the elevator, described below).

The touchpad can be used to open the doors, gaining access to the sunken platform without any difficulty. On the opposite side of the panel, inside the elevator, is a similar touchpad, but it instead has a simple roller dial featuring three places. Each place can be rolled to show either a 0 or a 1, and these correspond to the Levels within XK-247:

- ❖ **001** = Level 1
- ❖ **010** = Level 2
- ❖ **011** = Level 3
- ❖ **100** = Level 4

It is currently set to 010, and moving the dials in any fashion currently has no effect: the elevator requires that the furnaces be turned on (**see Level 2**). Once that occurs, the elevator works just fine: it's about 40 feet on a side (take a little due to the octagonal shape) and can lift an enormous amount of weight.

The githyanki discovered the elevator but couldn't figure out how to operate it (they don't yet understand the furnaces), so they subsequently left it alone, using Roguelike's knowledge to open the door to Level 2 from the outside (**see Area 2-1**).

D1-18: Flooded Room

This room held one of the several pools that monsters could be moved into from the water tubes (**Area 1-8**) and then be added to the channel and river that descends the mountain and runs past places like Margrim Abbey. This one, like the pools in **Area 1-6** and **Area 1-7**, has burst the retaining wall that once confined it to the back third of the room, and eroded the rock structure around it to make it less even. At its deepest, it is about 50 feet deep.

Encounter!

❖ 1 water weird

Tactics. The water weird that can be encountered in **Area 1-7** is most often found here (if it was not encountered in **Area 1-7**, then it will certainly be encountered here). Additionally, if it is ever wounded or otherwise defeated but not destroyed, it will retreat to this room.

The water weird is loyal to Tama-Hanesh, the couatl that was bound to this facility by the modrons and tasked with controlling, coordinating, and looking after all the automated defenses. It maintains a close relationship with the couatl, and of course can be the subject of his **scrying**, which helps with identifying threats. Doubly more so, when one considers that the water weird can traverse the entire system of water tubes, reaching any of the pools throughout the facility. (It avoids **Area 1-6** due to the electrical current trap present in that room.)

If the water weird can identify the party as folk that might help Tama-Hanesh, it will no longer be hostile and will attempt to help the party get in touch with the couatl. However, it will not risk itself unless Tama-Hanesh commands it to do so directly. If the couatl is destroyed, the water weird will go berserk and attempt to kill the guilty party (or any interlopers, if it cannot determine who slew the couatl).

D1-19: Observation Deck #3

This room features a long window across from the door that looks out into the dam. As this level of the facility is located beneath the waterline, all that can be seen is murky water and the occasional passing creature. It is similar in most ways to **Area 1-14**.

There is a 50% chance that Tama-Hanesh is here unless he was previously encountered elsewhere.

Encounter!

❖ Tama-Hanesh



Tactics. This couatl was bound to XK-247 by the modrons as their primary guardian and chafes at being left to protect an abandoned installation. He makes use of his magical abilities -- especially **scrying**, **dream**, and various detection spells -- to keep tabs on any interlopers and the surrounding region, including the flumphs of the Olea village. Through these abilities, Tama-Hanesh foresaw the coming of the githyanki, but could do little to stop it because of their overwhelming numbers. He also knew Roguelike and the mephits would arrive and was able to determine that Canker had some connection to the githyanki. Tama-Hanesh attempted to interfere with the modron's capture, but failed and was wounded, forcing him to retreat and placing Roguelike in its current plight (**imprisoned in Area 1-11**).

In the intervening time, Tama-Hanesh has not been idle. Using his ability to change shape and his spells, he has infiltrated the githyanki at times, allowing some freedom of movement among their men (but never getting too close to Laren'nir or Vaasa), and has orchestrated several events meant to simply confuse and slow the githyanki in their investigation of the facility: turning switches, dials, and levers, closing and opening doors or wedging them, stealing things left unattended during shift-changes, and harassing the phase spiders (**Area 1-14**).

Ultimately, Tama-Hanesh would die to protect the secrets of XK-247, but he is also infinitely patient (he's overseen the abandoned facility for a few hundred years or more, so how could he not be!) and has enough contact with the outside world via his magic that he's hoping for someone or something to come by and help him. If he identifies the players are such, he'll gladly do whatever he can to help them, but even the best of intentions may not convince him, as allies could easily turn on him and try to understand the secrets of the facility, as well.

Lore of the Couatl

If Tama-Hanesh becomes an ally or is interrogated effectively, he can give up the following lore:

- ❖ XK-247 is an ancient facility created by the modrons to perform tests on elemental portals that were active here. They also performed tests on flumphs (the Olea) for a time and had githzerai servitors and visitors at various points deep in the past.
- ❖ There were once four levels to XK-247:
 - Level 1 is the Water Lab which studies parts of the dam,
 - Level 2 is the operations center and Fire Lab,
 - Level 3 is the Sky Lab which floats above the facility using a combination of magic and technology, and
 - Level 4 is the Earth Lab which sat deep within the mountain but was destroyed a hundred or so years ago by earthquakes in the region.
- ❖ After the experiments progressed to a point, the modron leader -- Alpha-9 -- recalled all his charges and left the facility abruptly, leaving Tama-Hanesh in charge of the remaining automated defenses and with the continuing goal to keep the facility a secret from the outside world. (This is not entirely true: his goal is to keep the specifics of the elemental portals and the experiments a secret, and he will do so no

matter what is employed to compel him otherwise, short of a wish.)

- ❖ The githyanki arrived several weeks ago, shortly after the red dragon -- Fyngalaxus -- took over the Sky Lab (the hunk of rock floating above the facility) as its lair. Tama-Hanesh has been harassing them ever since they arrived, but they are too numerous and too powerful for him to make a go of anything too drastic.
- ❖ The modron Roguelike arrived with his mephit charges about a week ago, and was almost immediately captured by the githyanki, who had explored most of Level 1 by that point. One of the mephits -- Canker -- appears to have had an existing relationship with a githyanki spellcaster.
- ❖ The githyanki leader -- a warlord named Vaasa -- has since abandoned further exploration of Level 1 and has moved on to Level 2, able to bypass the door security with Roguelike's intel.
- ❖ Tama-Hanesh knows (and gladly gives up) the password to the door leading into Level 2 from the dam wall. He also explains in broad strokes that the dam holds lots of creatures that aren't necessarily native to the mountain lakes, and that the facility requires power from some source for many of its features and mechanisms to work, though many are beyond him. (That's partially true, as he gets what most of the things do and how, but doesn't really understand why the modrons wanted to use such things in the first place, nor why the modrons make things so obtuse and over-complicated.)
- ❖ One of the most useful features in the facility is the elevator at Area 1-17, but it requires some power source to become operational. It would allow rapid movement from Level 1 to both Level 2 and Level 3, especially if one cannot fly up to the Sky Lab (Tama-Hanesh obviously doesn't have that problem himself).

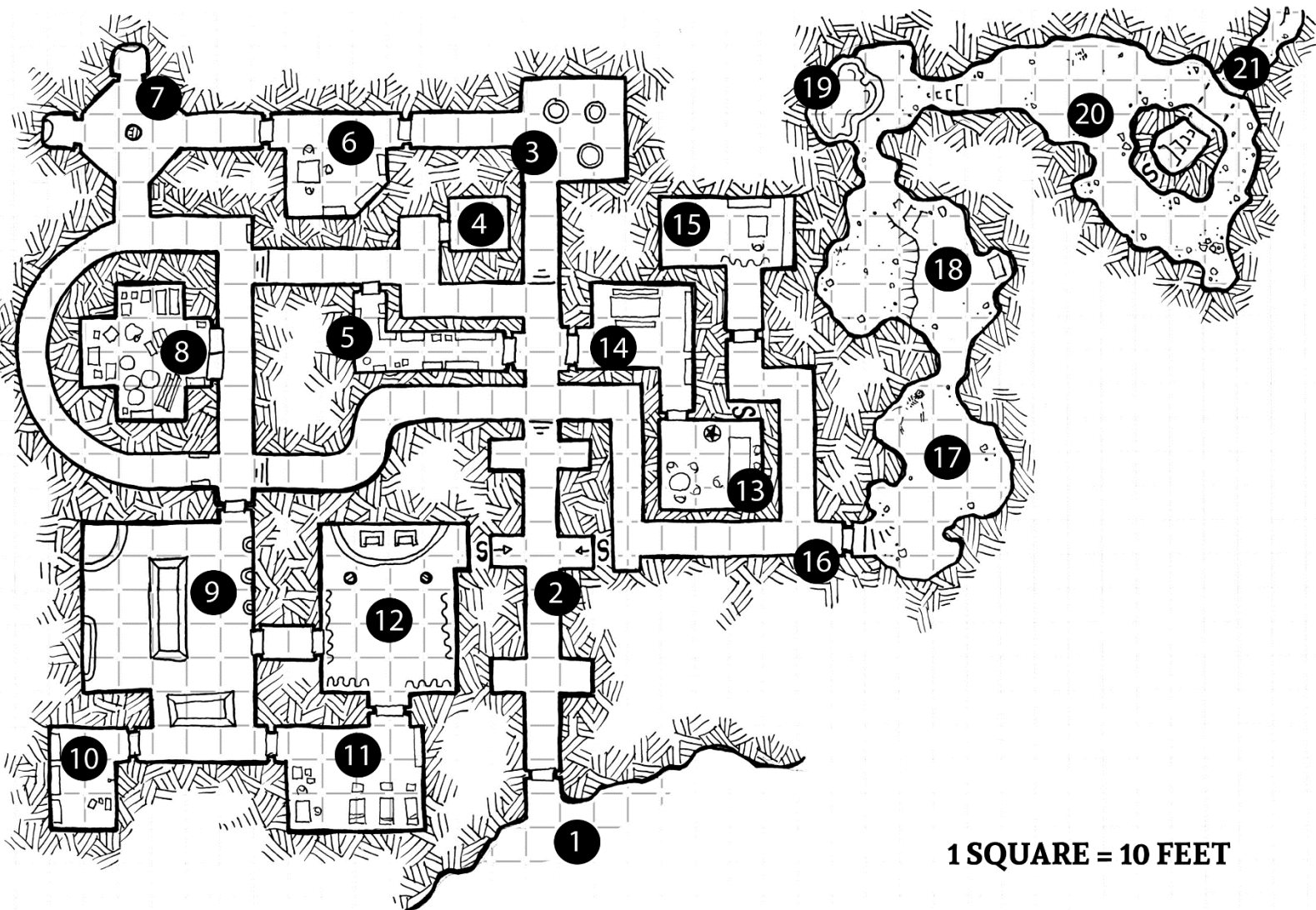
USING TAMA-HANESH

DMs are encouraged to use Tama-Hanesh as an equalizing force if the party is having a hard go of this adventure; he sees them as potential allies, gives them just enough information to determine the whereabouts and hierarchy of the githyanki, and maybe a few clues about different mechanisms within the facility so they can gain the upper hand against the githyanki. If the party is selfish, and/or they are having a relatively easy time of the adventure, Tama-Hanesh can harass them and use the facility to weaken or even attack them. If the party is full of kill-happy murder-hoboes, Tama-Hanesh is a powerful villain in that he can haunt their dreams, scry on them, and set the traps and mechanisms in the facility to divide and weaken the party. Change shape and detection spells will allow him to distract or misdirect the group, causing the characters to walk right into the githyanki, with the hope that both sides destroy each other and Tama-Hanesh thus fulfills his goals.

D1-20: Abandoned Armory

This room is lined with rusted shelving and racks that once held weaponry; it was the armory for the modrons in case they needed to defend against invading goblinoids, orcs, or giants from the High Moor or mountains. It now stands empty.

There is a (secret) door at the end of the hall, but it is one-sided and fully visible on this side; it can only be opened and closed from this side and leads into **Area 1-2b**. It has a simple touchpad panel next to the sliding door.



1 SQUARE = 10 FEET

Chapter 3: Level 2 – Controls & the Fire Laboratory

Known to the modrons as the Control & Monitoring Hub, most of this level consists of control rooms, records storage, and experimentation galleries where the modrons performed sometimes grisly experiments on flumphs, occasionally aided by githzerai allies, other times perhaps on their (former) githzerai allies. A second area -- sealed off using heavily shielded corridors and blast doors -- consists of the small Fire Laboratory, which mostly just fed furnaces that in turn would power much of the machinery throughout the complex.

General Features

Extreme Heat. Areas 2-17, 2-18, 2-19, 2-20, and 2-21 all feature excessively hot temperatures due to the proximity of lava flow that can be harnessed for the furnaces to power several machines and systems within XK-247. The effects of **Extreme Heat** (*Dungeon Master's Guide*) pervade these areas. Characters protected from heat via magic (or their biology) or resistant to fire damage can ignore this.

Walls, Ceilings, and Doors. Ceilings are 15 feet high unless otherwise noted. The walls are made of solid metal (two feet thick) and doors are also metal (only six inches thick). Outer doors are hinged and feature an internal locking mechanism that is incredibly tough to break: opening such locks requires a **DC 18 Dexterity (Thieves Tools) check**, while forcing them requires a successful **DC 22 Strength check**. Interior doors have much simpler locks, requiring a successful **DC 14 Dexterity (Thieves Tools) check**, but are still quite strong when locked, requiring a successful **DC 18 Strength check** to break.

Light. The observation deck overlooks the dam; in daytime, bright light filters in, but at nighttime, it is dark (unless the moon is particularly bright or some other effect creates dim light outside). The magma pool causes all areas of the Fire Laboratory to remain dimly light. Unless otherwise stated, all other areas are unlit.

Control Stations. Control and monitoring stations exist exactly as described in **Level 1 - The Water Laboratory**. Additionally, there are some areas that have additional safety measures due to the proximity of the Fire Laboratory (see the sidebar explaining Security Measures).

SECURITY MEASURES

Level 2 was originally known as the Control & Monitoring Hub and was where some flumphs were studied directly, as well as where control stations in other parts of the facility could be overridden to deal with security concerns, such as escaped prisoners, flooding, fire or lava spills, and out-of-control elementals. In specific rooms, security stations are mentioned, and some of their specific controls -- things like alarms, locking mechanisms, and fire extinguishers -- are called out in the relevant descriptive text.

Encounter Areas

D2-1: Security Door

A set of steel doors stand here, built into the mountain wall and reachable by walking the pathway along the top of the dam wall. A panel next to the door has a variety of symbols and buttons, and requires a specific sequence to be entered for the doors to slide open, or to unlock and open/close based on proximity sensors (motion-activated doors), or to open/close a second blast-shield door that slides down to cover the double-doors.

There are several ways to determine the proper sequence to activate these features:

- ❖ A modron or someone that speaks the modron language can read the symbols and instinctively understand which sequence does what.
- ❖ Tama-Hanesh knows all the proper commands.
- ❖ The githyanki interrogated Roguelike for the proper sequence for all the controls. All the githyanki have dedicated this information to memory.
- ❖ Using magic or special abilities that can determine the function of a magic device -- such as the *identify* spell -- will reveal the functions.

There are no "bad" effects or lockouts if trial and error are used, but if the doors open and close multiple times in a short span or the blast shield is activated, the githyanki on Level 2 will be alerted to the presence of intruders. (Maybe not on the first instance, since they've experienced some weird goings on in this facility, but certainly if it happens multiple times, or is accompanied by loud noises such as combat or spellcasting.)

D2-2: Antiseptic Hallway

This hallway runs up to **Area 2-3** and features branches leading past **Area 2-4** and **Area 2-5** all the way to **Area 2-7** and around **Area 2-8**, and on the other side all the way to the doors of **Area 2-15** and **Area 2-16**. This path, unbroken by doors, is extremely clean: no dust, dirt, or any debris lies along this path.

There is an alcove (the second one from the entrance into this Level) that features two secret doors. Both are one-way from their respective areas (one from **Area 2-12**, one from the hallway before **Area 2-15** and **Area 2-16**), and cannot be detected from this side without a successful **DC 20 Intelligence (Investigation) check**. The one from the hallway to **Area 2-15** and **Area 2-16** is not immediately visible on the other side, either, requiring a **passive Wisdom (Perception) of 15** or **DC 15 Wisdom (Perception) check** to notice (see **Area 2-12 for more information on that secret door**).

Encounter!

- ❖ 1 gelatinous cube
- ❖ 2 githyanki warriors
- ❖ 1 githyanki scout

Tactics. Three githyanki use the alcoves as hiding spots from which they monitor the front door (**Area 2-1**). They will attempt to harry intruders and call out an alarm, alerting githyanki in **Area 2-12** and getting them to activate the one-sided secret door to that room so they can escape. They do this with the intent of keeping those doors a secret, however, and thus if they cannot make it to the door immediately and are likely to be overwhelmed, they will flee, attempting to lead attackers right into ...

... the gelatinous cube that makes a circuit of this entire hallway path! It stops and turns around only at doors, which it treats as dead ends. At one time, there were two cubes making the rounds in alternating shifts, their purpose to clean up after the modrons. Since the githyanki encountered them (much to their initial chagrin, no doubt!), they figured out the patterns of the cubes' movement and that they were housed in a closet-like room (**Area 2-4**). They've since trapped one of the cubes in that room to set it up as a nice surprise for interlopers.

Meanwhile, the lone gelatinous cube moves at its normal rate all day, every day, from hallway to hallway in a set pattern. DMs are encouraged to "time" this pattern such

that the party stumbles into the cube immediately upon turning a corner, perhaps while pursuing githyanki.

D2-3: Insect Larder

The two gelatinous cubes that used to patrol the hallways needed subsistence of some kind, and this room provides that. Stairs lead down to this room, which features three steel pillars encased in *glassteel*, with electrical currents running through them, strictly on the inside of the *glassteel* that encases them. The metal rods periodically -- twice per day, on a set schedule -- descend into the floor and then come back up, returning to their floor-to-ceiling position. When this happens, insects swarm up and out of lips surrounding the *glassteel* tubes, spilling into the room just when one of the gelatinous cubes patrolling the hallways (**Area 2-2**) would come by and gobble them all up. The electrical currents have something to do with attracting (or agitating) the insects and causing this phenomenon. Whatever powers the rods have, they don't rely on other power sources in the facility, and thus operate uninterrupted, even after the modrons abandoned XK-247.

Now that the cubes operate on a modified schedule since the githyanki trapped one of them, the insect swarms may emerge at times when a cube is not nearby. Of course, the party might kill one or both cubes, which also causes insect swarms to emerge and have free reign of the place. Thus, there is an encounter here:

Encounter!

- ❖ 3 swarms of insects (pincer roaches)

Tactics. The insects that spill up out of the lip are agitated and will attack whatever living matter they can get to. If a gelatinous cube comes by, the cube will wander the area until every bug is devoured or escapes back down the lips. Such an occurrence can obviously be used to the benefit of anyone that knows of this pattern, and the githyanki certainly know it by now.

D2-4: Cleaning Supply Closet

This room is blank, completely bereft of furniture, shelving, and other accouterments. The door uses a simple touchpad interface.

Encounter!

- ❖ 1 gelatinous cube

Tactics. The second of the pair of gelatinous cubes are found here and has been waiting for some time on the inside of the door for its chance to get out and feed on insects (**Area 2-3**) or whatever else is in the facility. Thus, unless extra precautions are taken (*scrying* or detection magic), the gelatinous cube almost certainly benefits from surprise on anyone that opens the door without first knowing it's there. Obviously, the githyanki trapped it there, so they know it's there and will use it to their advantage.

D2-5: Security Room #1

This room was the central hub of all security features, a space featuring control stations that could monitor other areas of the facility, activate controls from afar, and override various machines and systems. Tama-Hanesh realized the strategic value of this place and attempted to sabotage some of the control panels or de-power them so that they couldn't be used against him or the other automated defenses very easily, but at the same time, he didn't want to utterly negate its potential usefulness to him.

All the control panels in this room and their functionality requires that the furnaces are activated (**see Area 2-21**); this is how Tama-Hanesh could keep this room from being taken over by the githyanki. Roguelike and other modrons, as well as anyone that could read the modron language (even via spells), would instinctively know that the purpose of these controls is to monitor and activate things throughout the facility, but specifics would be impossible to determine until the controls are powered up when the furnaces are activated.

Monitors

The control panels allow a user to monitor the following areas on Level 1:

- ❖ Area 1-2: The Pool
- ❖ Area 1-3: The Decanter
- ❖ Area 1-17: The Elevator

The control panels allow a user to monitor the following areas on Level 2:

- ❖ Area 2-7: Elevator and Viewports
- ❖ Area 2-9: Experiment Gallery
- ❖ Area 2-11: Operation Gallery
- ❖ Area 2-12: Directive
- ❖ Area 2-16: Fire Door
- ❖ Area 2-21: The Furnaces

The control panels allow a user to monitor the following areas on Level 3:

- ❖ Area 3-1: Elevator
- ❖ Area 3-7: Command Facility (monitors damaged, providing a poor view)
- ❖ Area 3-10: Wind Turbines
- ❖ Area 3-11: Turbine Controls (monitors damaged, providing a poor view)

Lockdown

The control panels allow the following doors to be opened, closed, locked, or unlocked. When a door is locked, a password (in the modron language) is created and needs to be used to unlock it, either at this control station or at the door itself (using the touchpad next to it). Once unlocked via either method, the password is no longer needed and the lock (and a new password) must be reset via this control panel.

The control panels allow a user to operate all the secret doors marked on the map on Level 1.

On Level 2, the following doors can be operated as noted:

- ❖ All doors to and from Areas 2-9 through 2-12 except the secret door in Area 2-12.
- ❖ The door in Area 2-13 (not the secret one!).
- ❖ The door to Area 2-15.
- ❖ The blast door at Area 2-16.
- ❖ The secret door in Area 2-20.

None of the doors on Level 3 can be operated from here (whether by design or due to damage is unclear).

Control Overrides

The following control stations can be remotely accessed and their functions performed from here:

- ❖ Area 1-2C: Pool Control Station
- ❖ Area 1-15: Dam Extraction Apparatus
- ❖ The Elevator controls (noted in Areas 1-17, 2-7 and 3-1)

Fire Extinguishers

The Fire Lab can be found on this level, which means it's awfully close to some sensitive areas of XK-247. As such, the modrons prepared a few tricks to ensure that any raging elementals or extraplanar misfits can be handled quickly and effectively.

These extinguishers can be triggered and last until turned off or until an hour has passed, whichever comes first. While they are on, they create an area this is heavily obscured (usually the entire room, or at least a 20-foot sphere), and this lasts for an additional minute after the extinguishers stop. The areas with working extinguishers that can be triggered are:

- ❖ Area 2-13
- ❖ Area 2-14
- ❖ Area 2-15
- ❖ Area 2-16
- ❖ All the hallways connected to Area 2-2 and the above-mentioned areas

D2-6: Ruined Hub

Three smashed control stations line one wall, and a square table with several busted stools stands across from them. The table has a slightly raised lip, with a metallic-looking sand lining the top face almost to the lip. What function any of these things served has been lost to time and damage.

D2-7: Elevator and Viewports

This room houses the elevator -- currently fixed in this room until the furnaces are turned on to power it -- and has two viewports in alcoves overlooking the dam.

Viewports

The two alcoves with viewports look out over the top of the dam. Read or paraphrase the following:

You see the top of the dam from the viewport, a wide expanse of water that has nearly reached the top of the dam wall immediately outside of this bizarre facility. The rest of the water is bounded by rocky mountain walls, but the true size of this lake is impossible to gauge, as it disappears into the misty distance. The lake created by this dam must be immense!

Indeed, the modron-created lake is immense since it's fed by portals to the Elemental Plane of Water as well as more mundane wintry run-off from the mountain peaks above. The huge cleft it all rests in was naturally occurring but the vast expanse and the elemental portals create a unique, supernatural environment that can support any aquatic creature, regardless of their fresh- or salt-water nature.

If the dam is left as-is, it will begin to overflow within a few short years, potentially creating a tremendous waterfall over time. Only the Olea village and Margrim Abbey would likely be threatened by this, and even then, only after dozens, perhaps hundreds of years.

Elevator

If the furnaces are activated (**Area 2-21**), the elevator can operate again. A panel in the floor opens in the center of the elevator and a control station rises out of it; this station has a simple panel that operates exactly like the touchpad inside the elevator on Level 1 (**Area 1-17**).

D2-8: Records Room

Modrons are lawful creatures, but the first glance at this room, one question that assertion: bookshelves, filing cabinets, chests of books, reading tables, and books and papers themselves are strewn about in haphazard fashion.

The modrons used this room to store the plans to the facility, their findings, several experiments that never got off the ground, planar models to help make sense of the elemental portals they opened, and plenty more besides. The githyanki have since ransacked the place to better understand the facility and its machines, but they can't read modron, so they've had to bring some papers to Roguelike for translation. This ended when they started to suspect the modron would be able to use this information against them, and so this room has been abandoned until they can figure out a more systematic way to go about sifting through the place (likely with a lot of castings of *comprehend languages*).

Investigation & Research

With the right resources -- a modron, magic to understand the modron language, an eye for architectural plans and flumph biology -- a party can glean a lot about the facility by spending time sifting through everything here. The problem is that it would take a lot of time rummaging through what's here, and that's not realistically possible with the githyanki regularly trying to come up with new and better ways to use the facility to their ends; eventually Vaasa and her crew will return to this room and figure out how to use some of the information on their own.

That shouldn't be grounds to dissuade the players, however. Assuming they have access to NPCs, magic, or

communication to higher powers that can answer questions about the stuff in this room, the party should be able to glean something useful if they spend some time here. Consider providing some of the following information to the party, either in part or in whole, if they can employ useful spells (which act as automatic success) or succeed at relevant skill checks, such as a **DC 18 Intelligence (Investigation / Arcana / History) check**. Spells like *comprehend languages*, *legend lore*, and *commune* are especially appropriate for helping sift through the information. As a more interesting option, consider having the party make group checks using different abilities (and having spells act as automatic successes) and giving them a single bullet point of information for every successful check or spell employed:

XK-247 Lore

- ❖ Explanation of elevator controls.
- ❖ Explanation of Security Room #1 controls (Area 2-5). These may be incomplete or have a few inconsistencies from the actual controls, showing that plans may have changed from the draft to realization stages.
- ❖ A keyed map of any one level of the facility. This may be incomplete or have a few inconsistencies from the final version.
- ❖ A thorough treatise on flumphs (simply hand players the *Monster Manual* entry on these creatures).
- ❖ A roster of githzerai that worked in the facility, primarily in the roles of defense (stationed outside the facility or strictly on Level 1) or to cast spells related to the elementals and planar travel. The githzerai did not stick around with the facility for very long, having left for undisclosed reasons quite a while before the modrons abandoned the facility.
- ❖ The writings of one modron, Alpha-9, suggest that there were moral and ethical "complications" with studying the flumphs and their reactions to certain "elemental procedures."

- ❖ Treatises on elementals of all types; the lab was specifically geared to the four primary elements of air, earth, fire, and water.
- ❖ Dwarves seeking ancestral halls in the High Moor region once arrived at the facility and were dealt with in a diplomatic manner. They marveled at the construction of the dam but were never invited into the facility itself.

D2-9: Experiment Gallery

This room features several glass cases that display some of the macabre results of experimentation that the modrons performed during their time running the facility. These include:

- ❖ Two central tables with glass tops displaying flumphs that have been dissected, their innards splayed out.
- ❖ Three glass tubes against one wall featuring the remains of two flumphs -- one nearly melted by lava (now encased in cooled rock) and one smashed (by strong winds from an air elemental) -- and one githyanki that was fused with rock.
- ❖ A corner, semi-circular case featuring the disembodied, mummified limbs of interlopers that were used for experimentation: an orc hand, a goblin skull, an ogre foot, and similar parts.
- ❖ A long display on one wall of artifacts of the Olea village: semi-precious stones, primitive digging tools with loop handles (for easier use by flumph tentacles), and other less obvious stone or gemstone devices.

Laren'nir -- a githyanki mage who once was the master of the mephit Canker -- and several githyanki in this room are working to figure out what they can about the flumphs (they aren't familiar with the creatures and never encountered the Olea), and are also puzzling out some of the mysteries of the facility. Most immediately, they are trying to figure out the source of attacks on their men, not knowing that the origin is Tama-Hanesh, who they don't even realize is in the facility.

Encounter!

- ❖ Laren'nir
- ❖ Canker
- ❖ 1 **githyank warrior**
- ❖ 2 **githyanki scouts**

Tactics. Laren'nir is on edge from Tama-Hanesh's attacks, so he and his men are immediately aggressive. Laren'nir has **mage armor** on most of the day, and uses **misty step** as often as possible to keep moving. Canker will flee as soon as he takes a single hit, while Laren'nir flees (using spells like **greater invisibility** or **plane shift**) only if reduced to half his hit points. If this occurs, he has one of any surviving githyanki retreat to help fortify another room and raise the alarm

Treasure. Most of the stuff in the cases are worthless or serve as a curiosity more than anything of value, but a few of the flumph-made items hold more than passing value because they are made of precious gemstones, a common theme for psionic creatures. This includes a single roll for coin value on the **Challenge 0-4 Treasure Hoard** table in the *Dungeon Master's Guide*, only translated into gemstones.

D2-10: Storage Room

This room used to store equipment used in conducting experiments on the subjects in the facility, but all the tools were removed when the modrons left, leaving bare shelves, tables, and cabinets. The githyanki have converted these into makeshift cots and pallets to sleep on, using animal hides to make them slightly more comfortable. The room now serves as a general barracks for the githyanki.

Encounter!

- ❖ 1d4 **githyanki warriors**

Tactics. If an alarm is raised in **Area 2-9**, any githyanki in this room grab their gear (which takes 1 round), listen for 1 round to get a bead on what's going on, and then open the door and wade into the fray; they will be unarmored (AC 12). If they don't suspect an attack, they are resting

and thus don't have armor on and require a round to gather up their weapons if attacked. If combat occurs in **Area 2-9** and these githyanki aren't dealt with, they will likely wander out within the hour, see any carnage, don their armor (taking 5 minutes) and come looking for the source of any attacks.

D2-11: Operation Gallery

This chamber used to be where more invasive experiments were performed on creatures in the facility and thus has several steel tables and benches that are bolted into the floor and walls. The githyanki have turned this into barracks of a sort, and have hauled in wolf pelts, blankets, and straw to make the surfaces a bit more comfortable.

Encounter!

- ❖ 1d4 **githyanki warriors**

Tactics. These githyanki follow the same tactics as in **Area 2-10** and thus are unarmored (AC 12) unless they have 5 minutes to don their gear.

D2-12: Directive

This chamber once served as a monitoring and control station for experimentation, but its importance also made it one of the few areas that the modrons dismantled before abandoning the facility. All that remains are two comfortable, throne-like seats with smashed instrument panels on their hand rests, and several canvas-like tapestries on runners built into the ceiling, allowing them to be moved about the room (they once served as services upon which to project images, like a movie screen).

A one-sided secret door leads to the hallway (**Area 2-2**), and the githyanki use it to their advantage. It is a simple sliding panel, but it's thick enough that they cannot hear what's happening in **Area 2-2**, so they won't be alerted of anything going on there unless it's especially loud (explosive spells, or spells that cause earthquakes or similarly sized disturbances). It simply requires a touch

panel to activate, but it cannot be activated from **Area 2-2**, so it's a one-way trip.

Vaasa lairs in this room and uses it to hold meetings and contemplate on the best ways to proceed with wresting complete control of XK-247 for her band. The will-o'-wisp accompanying her is the spirit of someone Vaasa killed long ago on her climb to power, but the creature doesn't haunt her so much as drink from the well of misery and death that Vaasa doles out against her enemies (and her insolent underlings).

Encounter!

- ❖ Vaasa
- ❖ 1 **will-o'-wisp**

Tactics. Vaasa will immediately call for help if confronted in this room; this means she summons the shield guardian found in **Area 2-13** in addition to any nearby githyanki, with the shield guardian taking 5 rounds to get to this room. If she is aware of an assault, she will peek through the doors to **Area 2-9** and **Area 2-11** to establish the seriousness of any threats, and if she sees weakness she flanks her foes and attacks them from behind. In any case, she will use the one-way door to **Area 2-2** as a means of fleeing (or, if it makes sense, the doors to **Area 2-9** or **Area 2-11**) if she is ever brought to half of her hit points or less (45 hit points). If it is still alive, the will-o'-wisp accompanies Vaasa wherever she goes.

Unless obstructed, her primary goal when fleeing is to find Laren'nir for backup and then make her way outside to contact Fyngalaxus. When joined with the dragon, she remains in the Sky Lab to get the most use out of her *telekinesis* in order to shove people to their death.

D2-13: Security Room #2

This room features several control panels built into a long table-like surface, and nearby is a round table with several (uncomfortable) steel stools bolted into the floor around it as well as a large statue of a heavily armored knight with clockwork joints.

The controls have the following functions (**see Area 2-5 for additional explanation of these functions**):

- ❖ Monitor the door at Area 2-16, the control panel in Area 2-18, and the hallway running from Area 2-16 up to the one-way secret door (see below).
- ❖ Lock or unlock the door at Area 2-16.
- ❖ Activate fire extinguishers in both the hallways leading away from the doors at Area 2-16, leading to Area 2-15 and Area 2-2.

The statue is a **shield guardian**, and it's here so long as Vaasa hasn't previously summoned it to protect her, in which case it is located wherever she is. It is one of the most powerful guardians the modrons had on their roster, designed to help them take on (and beat) any elementals that went berserk in the facility. Tama-Hanesh is aware of it and, in fact, tried to get a hold of its control amulet, but was foiled by Vaasa and Laren'nir. He chose discretion over valor during the conflict, and thus remains mostly a mystery to the githyanki, but also deeply regrets having failed to wrest control of the shield guardian.

There is a secret door connecting this room to the hallway before **Area 2-15**. It is invisible to detection unless the party succeeds a **DC 20 Wisdom (Perception) check**. Once found, a touchpad activator is immediately discovered as well.

Encounter!

- ❖ 1 **shield guardian**

Tactics. If the shield guardian is here and Vaasa hasn't provided it with some other command, its goal is to attack any non-githyanki that begins messing with the control panel or with the shield guardian itself.

D2-14: Meeting Room

This room features a long metal table with bench seats, as well as a large cabinet built into one wall. The cabinet can be opened to reveal a huge canvas tapestry, which was used to display images, but now stands aged and torn.

D2-15: Fire Lab Controls

This room features a control station with several functions, a cabinet with a torn display screen (same as the one in **Area 2-14**), and a wall of force at the entrance to the room, barring entry to all (the wall has been made a permanent fixture by ancient modron magic).

If the wall of force is ever destroyed, the controls can monitor all rooms on Level 2, lock down the fire door (**Area 2-16**), and control fire extinguishers throughout all rooms on Level 2 (**see Area 2-5 for more on these types of controls**).

D2-16: Fire Door

This sliding steel door is especially robust, requiring a successful **DC 25 Strength check** to break, and is magically enchanted to be immune to fire damage. It is opened and closed by a touchpad panel embedded in the wall next to it.

Normally, this door is unlocked, but several control panels in other rooms (always noted as such) can lock down the door, requiring a password to unlock it. A **DC 20 Dexterity (Thieves Tools) check** is required to pick the locking mechanism, being extremely difficult as it is housed inside the wall that the door slides into. A failure by 5 or more (or a natural 1) on a check to pick the lock jams the mechanism with a broken lockpick or similar.

D2-17: Sauna

Note! Starting in this chamber and continuing throughout **Areas 2-18, 2-19, 2-20, and 2-21**, characters who are not adapted to, resistant, or immune to extremely hot environments face the effects of **Extreme Heat** (*Dungeon Master's Guide* p. 110).

Though the walls of this area and those beyond appear to be naturally formed cave walls, the floor has been cleared of debris and the ceiling of stalactites, such that everything is even and easily navigable. A few parts of the floor are pockmarked or show the signs of shifting earth over the years, but not enough to cause any issues. Most notably, however, is that this area is supremely hot. The air waves with heat distortions, and steam hangs like clouds near the ceiling.

D2-18: Ice Box

This room features a 6-foot drop off on the left-hand side as one enters; a short flight of stairs carved into the cave floor descends at the back of the room. A cave beyond suggests that this whole area is angled deeper into the earth.

On the higher level, against one wall, is a control panel with levers and dials, most of which seem to measure the area's heat and other attributes, though many of these are broken. A lever controls the opening and closing the secret door in **Area D2-20**, though the sounds of rushing steam and fire from nearby rooms make it impossible to tell from here what effect (if any) the lever has.

Interestingly, the wall behind this control panel radiates cool air, and that is part of the reason for steam throughout this region.

In fact, the control panel can be moved with great effort, revealing a portal that leads to an Elemental Plane of Ice and Cold. A successful **DC 20 group Strength check** can move the panel, or any amount of movement using magical means (*telekinesis* or magically-enhanced Strength scores). This might serve as a way home for some of the mephits, or could spell the cold, frozen doom of the player characters if they decide to step through. This portal's presence here is strange, and while it's possible it was used to keep the control panel from melting, there may have been some other, far more important reason for its existence in this location. Of course, that purpose is lost now.

D2-19: Lava Pool

A pool of lava is found in one corner of the room, taking up quite a bit of space and making it a particularly dangerous area to be in. A character forcibly moved to the edge of the pool (within 5ft) must succeed on a **DC 15 Dexterity saving throw** or take 10d10 fire damage per round, or half as much on a success as the character is not fully immersed.

Encounter!

❖ 1d4+1 **magmin**

Tactics. If the party has been having a relatively easy time of the adventure up to this point, the DM may give the magmin a ranged weapon attack that operates exactly as their standard touch attack, but with a range of 30 feet. This emulates them throwing balls of lava from the pool at their foes.

The magmin aren't immediately hostile, but unless there's an elemental creature with them (such as a mephit) or another guardian of XK-247 (such as Tama-Hanesh), they delight in setting things (and people) on fire, so it's not like that's going to ingratiate them with the adventurers. Beyond the stipulations just mentioned, promises of freedom outside of XK-247 might make them less likely to attack (using the usual social interaction rules).

D2-20: Secret Door

The control panel in **Area D2-18** controls whether the secret door located here is open or closed, but its opening is still concealed either way: a successful DC 18 Wisdom (Perception) check or a **DC 12 Intelligence (Investigation) check** will locate the concealed panel in the wall that has a rock-like facade. It easily slides open, assuming the control unlocked it. Beyond is a narrow corridor and staircase carved into the rock that descends over 200 feet below this level.

D2-21: The Furnaces

Read or paraphrase the following:

The corridor from the adjoining area opens into a massive chamber of immense heat, hundreds of yards across and over 60 feet high. It is mostly natural cavern, and therefore difficult terrain, with stalagmites and stalactites everywhere.

A landing that's about 15 feet wide rings this room, and a glassteel corridor has been erected along this landing to protect those on it from direct exposure to the lava that dominates the interior of the room; there are several doors with control panels that allow access to the central area, but they are all currently closed, which is probably a good thing. There are three small islands of rock that jut out of the lava roughly near the center of the cavern, and upon each is built a massive cylinder of metal roughly 20 feet in diameter with huge steel appendages that reach up to and pierce the ceiling. Upon the cylinders are dozens of readouts, levers, wheels, and cranks, many shielded from the elements by glassteel covers of the apertures in which they are set; several of these are broken, cracked, or otherwise damaged.

The cylinders are the furnaces, and if they are powered, XK-247 goes (mostly) back online, meaning that lots of the other machines in the facility will work or have different, additional functions, as noted in their individual descriptions. Turning on the furnaces is quite simple: a single control panel is located within the *glassteel* shielded corridor as soon as the party enters this area. One simply needs to pull the lever (opening a panel in the ceiling of the chamber, from which a ruby is suspended by a metal arm), crank the wheel (this aligns three lenses located in the ceiling, causing sun or moonlight to filter into three beams that strike the ruby), and pull another lever (this focuses the lenses into a powerful burst of light that activates the ruby). Thus activated, magical enchantments on the ruby cause a door to a protected chamber beneath the central most island to open, though that remains unseen because it's about 50 feet below the surface of the lava.

Once that occurs, a portal to the Elemental Plane of Fire opens and spits out a fire elemental that is then loosed into the chamber, and its mere presence is enough to activate the furnaces. Their metal appendages ascending through the ceiling begin to pump rhythmically, pushing heated water into various internal mechanisms and creating kinetic energy that powers other machines in the facility. If the fire elemental is destroyed or leaves, another must be summoned in the same manner, or else the furnaces slowly power down over the course of an hour or so.

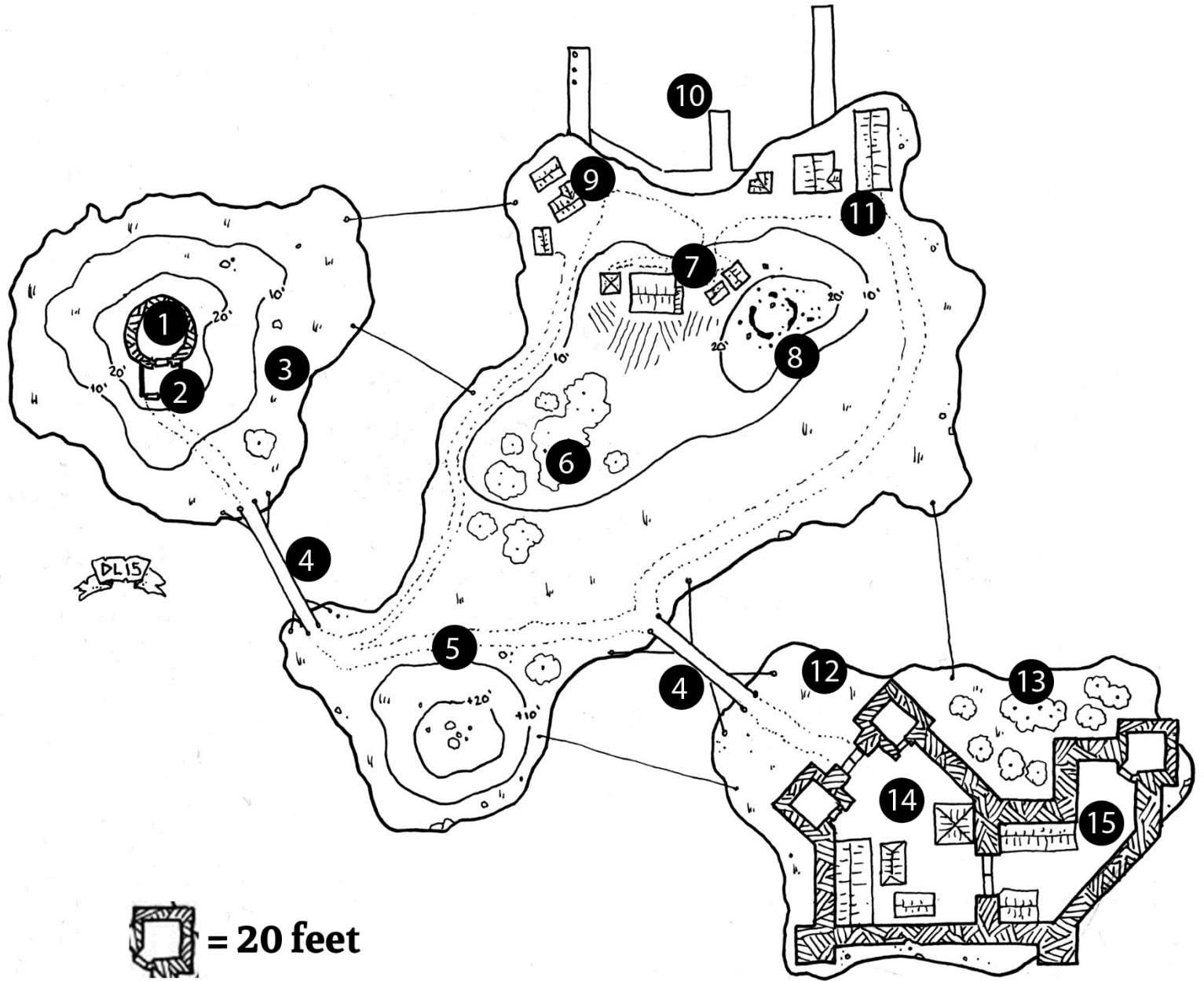
Once the fire elemental is summoned, the portal closes, the controls and lenses reset themselves, the ruby and arm retract into the housing in the ceiling, and the door to the protected chamber closes within an hour.

Encounter!

- ❖ 4 **magmin**
- ❖ 1 **fire elemental**

Tactics. As in **Area D2-19**, the magmin here can hurl lava as a ranged attack but are not immediately hostile. If they are goaded or attacked from behind the *glassteel* walls, they have no problem opening the doors and entering; they've had an awfully long time to figure out how the doors work.

The fire elemental only appears if the above steps are completed on the control panel, which fires up the furnace. The fire elemental will "play" with the magmin -- which they appreciate after these many long years of boredom -- but otherwise is not hostile. It doesn't know how to work the doors. The portal that brings the fire elemental over could be discovered by the magmin, though the opening for it is only activated for a short time to let the fire elemental through. Of course, once all the controls are reset, the party could reactivate the portal and summon another fire elemental, or give the magmin more chances to discover the portal leading to the Elemental Plane of Fire. These actions have consequences that a cunning DM can utilize to wreak havoc on the facility or its current inhabitants and interlopers.



Chapter 4: Level 3 - Sky Lab

The floating islands of rock that make up the Sky Lab were literally ripped directly from the earth from the valley below, and include a small fort that was raised on its mound of rock and soil. Steel-plated bridges were erected to traverse them, and three massive turbines were constructed to power bizarre machinery long since destroyed in an earthquake that ruined the now missing Earth Lab.

General Features

Walls, Ceilings, and Doors. Ceilings are 15 feet high unless otherwise noted. The walls are made of solid metal (two feet thick) and doors are also metal (only six inches thick). Outer doors are hinged and feature an internal locking mechanism that is incredibly tough to break: opening such locks requires a **DC 18 Dexterity (Thieves Tools) check**, while forcing them requires a successful **DC 22 Strength check**. Interior doors have much simpler locks, requiring a successful **DC 14 Dexterity (Thieves Tools) check**, but are still quite strong when locked, requiring a successful **DC 18 Strength check** to break.

Light. All the facilities here feature windows (*glassteel* in all cases), and most of the terrain is in open air, so whatever moon or sun light is available.

Control Stations. Control and monitoring stations exist exactly as described in **Level 1 - The Water Laboratory**.

Encounter Areas

D3-1: Elevator

If the furnaces are activated (**Area 2-21**), the elevator can operate again. A panel in the floor opens in the center of the elevator and a control station rises out of it; this station has a simple panel that operates exactly like the touchpad inside the elevator on Level 1 (**Area 1-17**).

D3-2: Vestibule

This 20-foot by 20-foot room features a one-way *glassteel* viewport looking upon the elevator, windows looking

out on to the hill (**Area D3-3**), and doors on either side: one that leads into the elevator and one that leads out onto the hill. These doors can be locked from within this room, requiring a passcode to bypass them from outside of the room (**see Area 2-5 for more on passcodes**).

Encounter!

- ❖ 2 **githyanki warriors**

Tactics. The two githyanki stationed here keep a lackadaisical watch over the elevator and the hill; things are boring up here. There's a 50% chance they are taken completely by surprise from the elevator (they don't notice it's working now, if it were activated). There's a 98% chance they are taken by surprise if the party finds other means of heading into this area, such as magical flight. The only time they are on full alert is if Fyngalaxus has somehow been alerted to trespassers, at which point he screams at these fools to do their job.

D3-3: The Hill

The elevator and vestibule sit atop a hill that's 20 feet up from the edges of this floating landmass (see the map for general elevation breaks). The grass growing here is rather unruly and filled with weeds, but hasn't grown much past the shins of an adult human due to the lack of shade and somewhat "different" environment of this flying hunk of earth.

Encounter!

- ❖ 2 **githyanki warriors**
- ❖ 1 **githyanki scout**

Tactics. Three githyanki patrol this landmass and will flee across the skybridge if they suffer 50% or greater losses.

D3-4: Skybridges

Two steel skybridges connect the three landmasses that float here, anchored by steel cables (other steel cables connect the islands as well, as shown on the map; tightrope walking is very, very dangerous, FYI!). They are

roughly 10 feet wide, made of steel panels, and feature a low railing (only about 2 feet tall), which makes violent winds, drastic movements, and combat incredibly precarious.

Moving across the bridges. Because of the windy conditions (especially if the turbines are active), using the Dash action or benefiting from any increase in speed while moving on the bridges triggers an immediate **DC 14 Dexterity saving throw**; failure resulting in a slip, and the creature nearly falling overboard which ends their movement. Failure by 5 or more, however, results in the creature falling overboard (ending their movement) and is hanging on the rail. On their next turn, they must climb back up, reducing their movement to half. Taking any damage or being affected by any sort of forced movement before then triggers another **DC 14 Dexterity saving throw**; failure results in the creature falling 100 feet to the ground below, landing prone and sustaining 30 (10d6) bludgeoning damage.

Forced movement of any kind to or over the edge of the bridge triggers the same series of events: **DC 14 Dexterity saving throw** to stop their movement; failure by 5 or more results in the individual falling but hanging on the ledge and ending their movement. On their next turn, they must climb back up, reducing their movement to half. Any future damage (or forced movement) triggers a second **DC 14 Dexterity saving throw**; failure results in the creature falling 100 feet to the ground below, landing prone and sustaining 30 (10d6) bludgeoning damage.

Moving across the steel cables. Invariably, somebody will think traversing the steel cables is a good idea. Under the best of circumstances, this is dangerous, and in combat or if the turbines are active, this is suicide. A successful **DC 14 Dexterity (Acrobatics) check** allows a character to move at half their speed along the cable; moving any faster results in this check being made at disadvantage. Failure results with the creature falling overboard (ending their movement) and is hanging from the cable. On their next turn, they must climb back up, reducing their movement to half. Taking any damage or

being affected by any sort of forced movement before then triggers another **DC 14 Dexterity saving throw**, failure results in the creature falling 100 feet to the ground below, landing prone and sustaining 30 (10d6) bludgeoning damage. In combat situations or when the turbines are active, these rolls, and any attack rolls or ability checks whilst on the cables are made at disadvantage.

D3-5: The Yard

The second landmass features an expanse of grassy earth, two hills (elevations noted on the map), and some greenery. Two footpaths wind around the outer edge of the island and appear to have been made of cobblestones at one point, but now they are cracked, with weeds and grass has overgrown most of the stones.

Encounter!

- ❖ 1d4 **githyanki warriors**
- ❖ 1d4+1 **githyanki scout**

Tactics. These githyanki patrol this landmass and will hold the line here at all costs. If they are heavily outmatched, one of the scouts will fall back to alert Fyngalaxus (if present) that there are interlopers, but the dragon generally doesn't like to be bothered by anyone other than Vaasa.

D3-6: The Garden

The garden was once lush and made of both normal vegetation of many varieties, and intelligent plants that had been awakened through magic (or perhaps the esoteric machinery of the modrons). Now, the garden is overgrown with weeds and vines, and several of the shrubs and trees are half-eaten or burnt by Fyngalaxus when he (rarely) wants a little greenery in his diet.

Interaction! The **treant** known as The Watcher stands here in abject fear of Fyngalaxus, but bound by some ancient geas that he hardly remembers to continue to watch over the plants, even if they were to all perish. His

true nature is not known to any of the inhabitants' other than Tama-Hanesh.

The Watcher knows little of true value: he has lived centuries upon this hunk of rock, and the terrors he's seen as empires fall and the Forgotten Realms are ravaged by the affairs of gods and mortals alike, as well as the depredations of the modrons who built this facility and sent this chunk of land hurling into the skies have warped the treant's memories, which keeps it in a constant state of maudlin. He begins as indifferent toward the party (friendly if they are accompanied by the couatl), and will ultimately trust anyone that visibly opposes the githyanki and the dragon. If his attitude is swayed through interaction to help the party, or if they oppose the githyanki and need some backup, The Watcher will gladly join them. He will provide any muscle he can to those whom he trusts. Despite his defeatist attitude, he flies into a berserker fury when combat with the githyanki or the dragon presents itself, but only if he's got heroes to back him up (or egg him on).

D3-7: Command Facility

One squat building and a few busted control panels sit smoking up on this hill, victims of Fyngalaxus' unfettered and completely random fits of rage. Their original purpose is a mystery.

D3-8: The Vortex

A ring of stones marked with the angular symbols of the modron language stands at the top of this hill. The twenty or so stones are roughly square-shaped and weigh about 100 pounds apiece, and half a dozen of them have been knocked over or tossed aside, breaking the ring. Reading the stones' markings provides a sigil sequence like that of a **teleportation circle**, but suggest interplanar travel. Additionally, some of the markings speak to a form of abjuration magic, not unlike that of a **magic circle** spell.

In fact, if the displaced stones are returned, creating the original ring shape, a portal to the Elemental Plane of Air

spits out two **air elementals**, who are immediately pressed into service spinning about within a tight circle within the area of the ring of stones (though they range from about 10 feet up to 100 feet up). The portal closes abruptly, and the earth between the stones is disturbed, revealing a depression in the ground featuring a metal enclosure with a spiral-shaped, multi-paneled disk, which begins to spin rapidly when the air elementals really get moving. This, in turn, causes ancient machinery housed within the floating landmass to churn, and the wind turbines (**Area D3-10**) begin to spin, creating a slight rocking motion in all the flying islands, as well as whipping winds.

Encounter!

❖ 2 **air elementals**

Tactics. The air elementals are bound by the magic of the circle to power the turbines, which in turn provide power to the facility ... except the machines that they powered were lost or destroyed when the Earth Elemental Laboratory was destroyed by an earthquake. So now, the turbines don't do a whole lot (**see Area D3-10**).

The air elementals are released from service as soon as they are attacked. They literally fly into a rage, attacking anything that attacks them, and the biggest target if nothing is currently attacking them. If the air elementals are no longer powering the vortex (and thus the turbines), the turbines will power down over the course of one hour.

D3-9: Storage Sheds

Three small sheds stand in various states of ruin, their walls having been torn apart and burnt during one of Fyngalaxus' rages.

D3-10: Wind Turbines

Several steel planks with short railings (identical in construction and as traversable as the skybridges) lead down the side of the floating island to three long steel cylinders -- each between 40 and 60 feet long, and about 15 feet in diameter -- that terminate in five swooping steel blades. Bits of moss, vines, rust, and bird droppings dot these fans unless they are activated by the air elementals (**Area D3-8**), in which case the cylinders begin to spin at an incredible rate of speed, the fan blades slicing through the air and creating a deafening thrumming and a considerable wind.

When the turbines are active, all outdoor areas of the Sky Lab as well as a few hundred yards around the facility are subjected to the effects of **Strong Wind** (*Dungeon Master's Guide* p. 110).

Attempting to damage, destroy, or simply stop any of the turbines must be adjudicated by the Dungeon Master, but keep in mind these are huge constructions of magically reinforced steel. They aren't beyond the ability of mortal magic to affect -- **fireballs**, **lightning bolts**, and similarly destructive spells should be able to affect the turbines -- but neither should they be easy to manipulate.

All of that said, a fantastic way to bring XK-247 crashing to the ground once the adventure comes to a reasonable conclusion would be to have the turbines break down since whatever machinery they once powered is damaged or destroyed. Perhaps they grind to a sudden and jolting halt, sending the floating islands crashing into the facility below; damage dealt to the turbines by the player characters may influence this. Don't use any of this as a license to kill the characters out of hand. Instead use it as a climactic, explosive ending as the PCs make a daring leap to escape the destruction before limping back to Margrim Abbey with a plume of billowing smoke behind their silhouettes and some cool outro song the githzerai hear as the PCs stride back into town and the credits roll.

D3-11: Turbine Controls

Three buildings feature large control stations with readouts, levers, and pulleys with thick steel cable that disappears through an opening in the floor and reaches deep down into the mountainside below, to the destroyed Earth Laboratory level of XK-247. The controls have been mostly burnt or torn apart by Fyngalaxus, while other parts long ago rusted or broke down to exposure to the elements and bird droppings.

D3-12: The Berm

A flat plain of nearly knee-deep grass and weeds stands before a small keep with crenelated towers and some broken walls.

D3-13: The Thickets

One edge of this floating island features a lot of overgrown shrubs, vines, hedges, and a few stunted trees, and hides a band of deadly, utterly enraged plant monsters!

Encounter!

- ❖ 1 **roper**
- ❖ 1d4 **vine blights**
- ❖ 2d6 **needle blights**
- ❖ 2d6 **twig blights**

Tactics. The DM is encouraged to roll the number of creatures appearing here ahead of time, and separate them into three or more waves of the creatures, placing the waves throughout the area surrounding the fortress. The roper, for instance, might be using its Spider Climb ability to position itself directly over the entrance to the fortress, with several blights appearing as natural, thorny hedges among the various overgrown weeds and bushes in the area.

These creatures are not loyal to the githyanki, but do not attack them for fear of reprisal from Fyngalaxus. If given the opportunity to pick off a githyanki or two while the dragon is otherwise indisposed, they wouldn't hesitate. Otherwise, they'll attack just about anything else

approaching the fortress, unless Tama-Hanesh directly commands them otherwise.

Encounter!

❖ Fyngalaxus

D3-14: Sky Prison

The hunk of rock that makes up this island already had a small fort installed on it when the modrons lifted it up into the sky, though whether it had been abandoned at the time or its inhabitants were experimented on by the modrons is unknown. Regardless, the thick stone walls have been partially replaced by the steel plating of the modrons design, though certain sections remain in ruins from the years, revealing the original construction.

The outer wall is a 20-foot-high fortress wall, without a roof. The corner towers feature spiral staircases that allow someone to get to the crenelated top, from which they can spy quite the view from this height. The four buildings within this first section of the fortress were once buildings for living, stables, and the like, but have since had steel doors installed by the modrons that lock from the outside, and thus can be used as a prison. Captured player characters could easily end up here.

The DM can certainly place some prisoners here, though they are likely to end up as food for the dragon in relatively short order. Use this as an opportunity to place NPCs meaningful to the campaign and the player characters here, or NPCs that might be able to provide additional context to the githyanki's activities or the modron facility, if the party has ignored or otherwise made poor use of the potentially friendly NPCs up to this point. A captured githzerai hermit, a yuan-ti from the nearby Serpent Hills, or gnomes from the Trielta Hills region all make reasonable prisoners.

D3-15: The Dragon's Lair

The second section of the fortress features two buildings, both of which have had their roofs sheared off in places by Fyngalaxus, who is fast turning this area into his lair. The door to the adjoining tower has been ripped off and tossed away (probably beyond the dam).

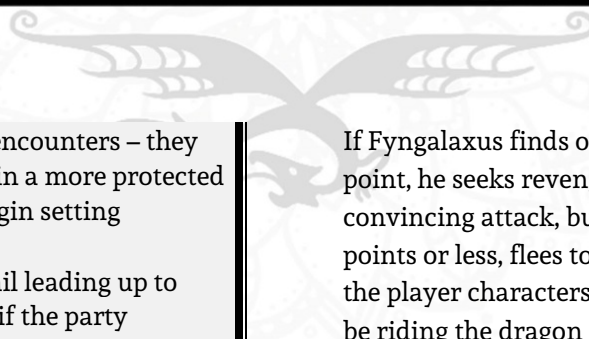

Tactics. Fyngalaxus is one mean-spirited dragon, but he's not a complete fool: remember that this fortress has no roof (only the buildings within it do, and even those have portions that are damaged or partially removed), and thus the dragon can take to the skies and fight at any moment. The adjoining tower gives Fyngalaxus a choke point from which he can attack, as well as make a protected retreat through the roof (though he does have to squeeze through the trapdoor, which could work against him).

RUNNING FYNGALAXUS

Fyngalaxus is, first and foremost, a dragon, and as such, can serve as the focus of a climactic at the end of this dungeon romp. But this dragon in particular plays extremely well as a wild card, instead. As mentioned in the appropriate sections, the githyanki mage Laren'nir and the warlord Vaasa are prone to fleeing and fighting another day, and that should almost automatically include alerting Fyngalaxus and having him on hand for any future confrontations. Fyngalaxus can easily swoop down from Level 3 at any point, and while traversing XK-247 is uncomfortable, most of the hallways are 10 feet wide (or wider), so it's not impossible for him to be a viable threat again and again as the players explore the facility.

Keep the following in mind when running this adventure:

- ❖ If the githyanki are aware of an imminent threat and have time to mobilize, Vaasa will attempt to partner up with Fyngalaxus quickly.
- ❖ The dragon regularly hunts for food in the valleys and surrounding territory, so he may be absent at times. Or he may be hunting the party down, and he knows the area pretty well.
- ❖ If the githyanki and Fyngalaxus cannot eliminate an imminent threat to them rather



quickly – say, after 2 or 3 encounters – they do not hesitate to hole up in a more protected area for some time and begin setting ambushes or traps.

- ❖ Fyngalaxus can see the trail leading up to XK-247 from the Sky Lab: if the party continuously leaves the facility to head back to the Abbey or to camp elsewhere, the dragon will begin keeping a watch out for their approach should they return. It takes a week of no encounters for the red dragon to suspect the coast is clear.

If Fyngalaxus finds out Vaasa's dead or captured at any point, he seeks revenge immediately. He puts up a convincing attack, but if reduced to a third of his hit points or less, flees to fight another day. If Vaasa escapes the player characters and can contact Fyngalaxus, she'll be riding the dragon into whatever climactic battle the party triggers through their actions in XK-247, but even as a pair, they are unlikely to fight to the death, instead fleeing and reappearing in future adventures of the DMs choosing.

Chapter 5: Concluding the Adventure

With so many parties involved in this adventure, there are a lot of loose ends to consider:

Defeating the Githyanki

Simply defeating the githyanki and Fyngalaxus is a huge victory unto itself. This band plans to terrorize a wide swath of the region and build their own power base here, so capturing or killing the lot of them will be a huge boon to Margrim Abbey. Consider awarding the party with magical boons, staunch allies in the form of hirelings and retainers, or several common and uncommon consumable magic items provided by the githzerai from their temple's stores.

Replenishing the River Water

The *Decanter of Endless Water* can be turned back on and used to replenish the water that flows into the river that crosses Margrim Abbey. Turning it on is as easy as activating the magic mouth (dispelling the githyanki magic is the easiest way to do this; treat it like casting dispel magic as a ritual). But some considerations may need to be made to ensure that XK-247's bizarre apparatus isn't used to start adding poison to the water ...

The Dam

... or the party could find some way to open the floodgates of the dam, or burst the wall, emptying the magical, interdimensionally-sourced lake into the valley below. This would cause untold damage, and release lots of water-element-aligned creatures into the rivers and swamps of the region. Don't allow this cataclysm without careful thought, but do understand that this author thinks it's a particularly fun way to shake up the region around Boareskyr Bridge and the Serpent Hills.

The Mephits

There are a couple portals noted throughout the adventure locations, and these are the primary means to

return the mephits to the Elemental Planes. But they don't all want that, so it's not as easy as just asking them to step through said portal(s).

Ultimately, while this is the driving goal of Roguelike, he's not really willing to force the mephits when it comes right down to it. That being the case, he'd abandon this goal and join the party if the mephits put up enough of a stink about it.

The Modron

Roguelike's fate is in the hands of the PCs: he'll join them if he can't rejoin the hierarchy of Mechanus. Or just go on his way and adventure around the Sword Coast some more.

But if the mephits (preferably all or at least most of them) are returned to the Elemental Planes and Roguelike is present for it, then his dream comes true. Alpha-9 will appear nearby, having *plane shifted* via some existing connection between the facility and a combination of fate and omniscient logic of Primus (the modron's patron deity). Alpha-9 will forgive Roguelike, restoring his name (Cubic-3) and returning him through a portal to Mechanus. The quadrone thanks the party as he leaves, and the DM may bestow upon them one of the magical boons from the *Dungeon Master's Guide* as payment from Primus himself for helping to bring one of his own back into the fold.

Further Adventures

XK-247 is a massive facility, and with all the esoteric technology, it's likely there remain several mysteries the party has yet to uncover during their adventures. The DM is encouraged to allow them to explore further, and perhaps unlock some means of getting to the Earth Laboratory, which we might one day detail as a bonus adventure location...

Appendix: Monster & NPC Summaries

Margrim Abbey

Character	Description
Githzerai Guards and Veterans	LN female or male githzerai guard or veteran with the following additional ability: Innate Spellcasting (Psionics). The githzerai's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no components: <ul style="list-style-type: none"> ❖ At will: <i>mage hand</i> (the hand is invisible) ❖ 3/day each: <i>feather fall</i>, <i>jump</i>, <i>see invisibility</i>, <i>shield</i>
Enoren	LN female githzerai knight (demanding, dutiful, trusting), with the following additional ability: Innate Spellcasting (Psionics). The githzerai's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no components: <ul style="list-style-type: none"> ❖ At will: <i>mage hand</i> (the hand is invisible) ❖ 3/day each: <i>feather fall</i>, <i>jump</i>, <i>see invisibility</i>, <i>shield</i>
Karmone	N male githzerai monk (strong-willed, courageous, rash)
Lokas	LN male githzerai zerth (peaceful, proud, short-sighted)

The Flumphs

Character	Description
Aliannafrey	LG flumph (incorrigible, paranoid, zealous)
Digger	CG flumph (resourceful, impatient, rowdy)
Scar One-Eye	N flumph (droll, forgetful, insecure)

XK-247

Character	Description
Alpha-9	LN pentadrome (passive, wise)
Canker	NE smoke mephit (sneaky, vengeful)
Fyngalaxus	CE male adult red dragon (angry, petulant)
Githyanki Scout	LE female or male githyanki scout with the following additional abilities: Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components: <ul style="list-style-type: none"> ❖ At will: <i>mage hand</i> (the hand is invisible) ❖ 3/day each: <i>jump</i>, <i>misty step</i>, <i>nondetection</i> (self only) Keen Hearing and Sight: The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.
Iggylack Barnburner	NE magma mephit (nervous, unpredictable)
Laren'nir	LE male githyanki mage (creepy, verbose), with the following additional ability: Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components: <ul style="list-style-type: none"> ❖ At will: <i>mage hand</i> (the hand is invisible) ❖ 3/day each: <i>jump</i>, <i>misty step</i>, <i>nondetection</i> (self only), <i>tongues</i> ❖ 1/day each: <i>plane shift</i>, <i>telekinesis</i>
Roguelike	N rogue quadrome (curious, honorable, naïve)
Slish & Smurdge	NE mud mephits (Slish is cowardly, Smurdge is crass)
Tama-Hanesh	LG couatl (bored, cunning, strategist)
Vaasa	LE female githyanki knight (fast-thinker, megalomaniac)

Quest cards

Quest name

Save the Githzerai Monastery

Rewards

The undying gratitude of the githzerai monks of Margrim Abbey

Location

Margrim Abbey

Quest-giver

Lokas the Zerth

Description

Although insular, the githzerai of Margrim Abbey occasionally send envoys to trade at Boareskyr Bridge or elsewhere in the northern reaches of Eiturgard. As they primarily concentrate on their own enlightenment and practice pacifism, the serpents of Najara rarely have dealings with them. That said, none can escape the raids of goblinoids and orcs that come down from the moor, and thus it might be that the players come to Margrim Abbey seeking work as sellswords, or on the heels of some goblinoid criminal. Otherwise, it could be that the player characters simply seek to learn from the monks, to understand what secrets the fundamental teachings of Zerth might provide.

Quest name

The Haunted Pass

(Details determined by the DM.)

Rewards

Location

Quest-giver

Description

A few mountains sprout up along the southern edge of the High Moor, and one is very tall and known for the clean, cool waters that melt off it most of the year. But it is equally as well known for rumors among men and goblins for the strange fortress located there, protected by clockwork guardians and elemental monstrosities. What mad architect created this place? What worlds can be reached by the elemental vortices sure to be found here? What treasures remain under the protection of the bizarre guardians?

Quest name

Veterans of the War Against the Serpents

(Details determined by the DM.)

Rewards

Location

Quest-giver

Description

Eiturgard casts a leery eye at the so-called Serpent Kingdom of Najara, knowing full well that the Forest of Wyrms hides slave operations and vile cults dedicated to dark powers. Sorties range out from Boareskyr Bridge and other nearby towns to test the border strength of this region, and it may be that the player characters are soldiers or freeswords that have been beaten back by yuan-ti, nagas, lizardfolk, or even young, raging dragons that haunt the wood. Finding solace and food at Margrim Abbey is one of the few places one can go and not expect immediate reprisal, though the monks want nothing to do with harboring criminals or enemies of either foreign power.



Misty Forest

The High Moor

Serpent Hills

Serpent's Trail Stream

Ss'thar'tiss'ssun

Serpent's Trail Stream

Dragonspear Castle

Forest

Boareskyr Bridge

Forest of Wylms

Winding Water

The Trollclaws

Trollclaw Ford

Soubar

Trietra Hills

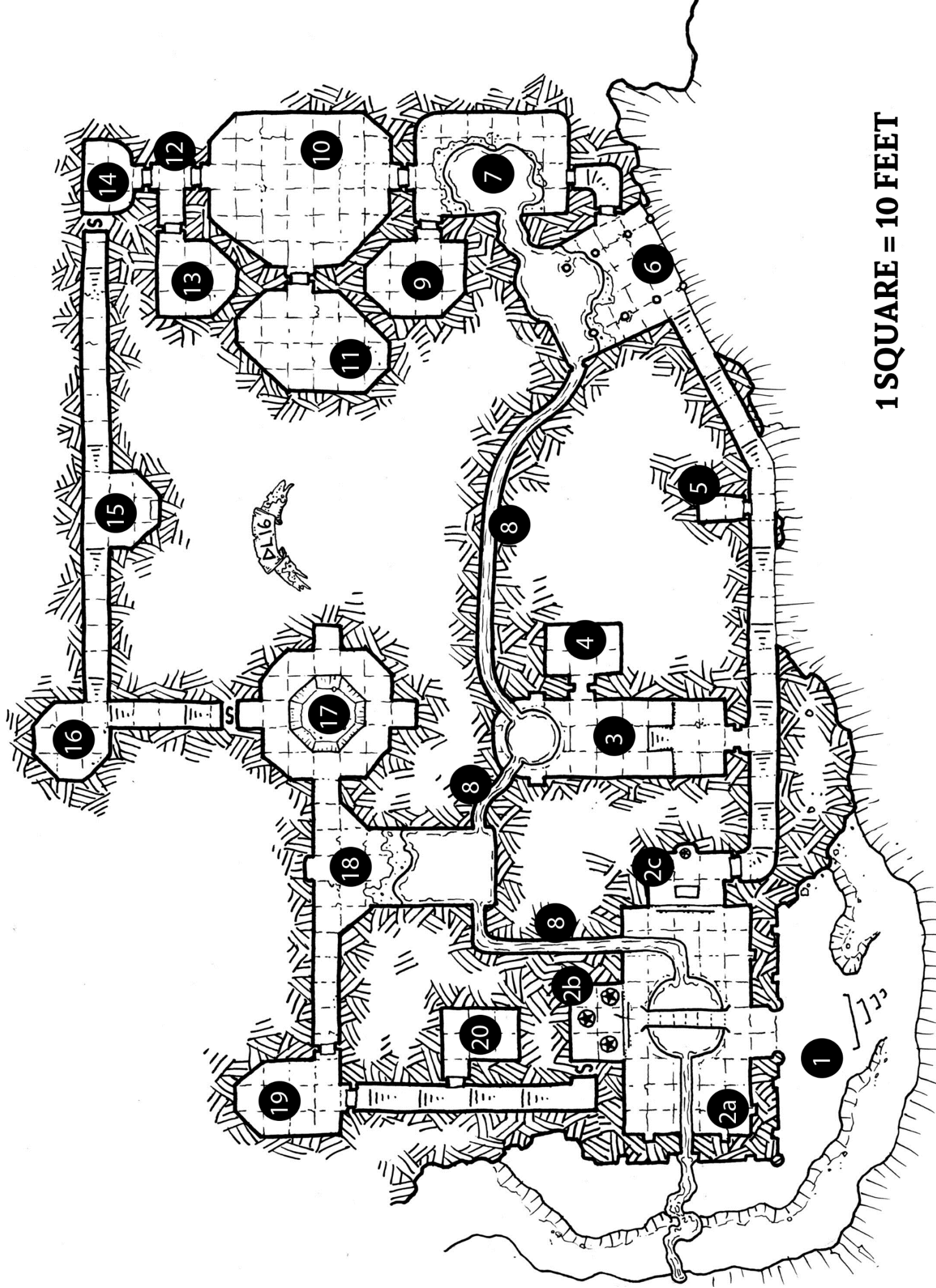
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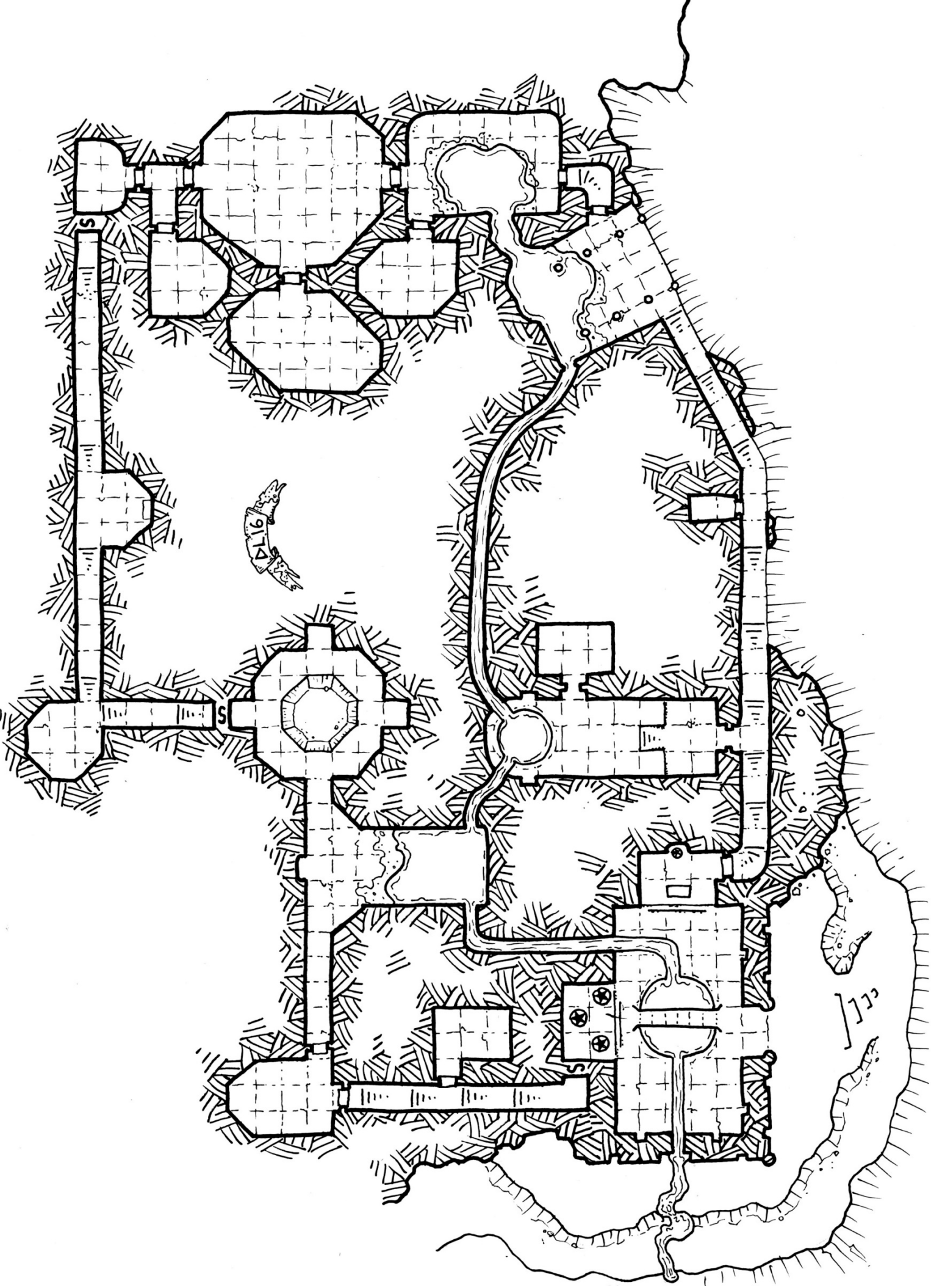
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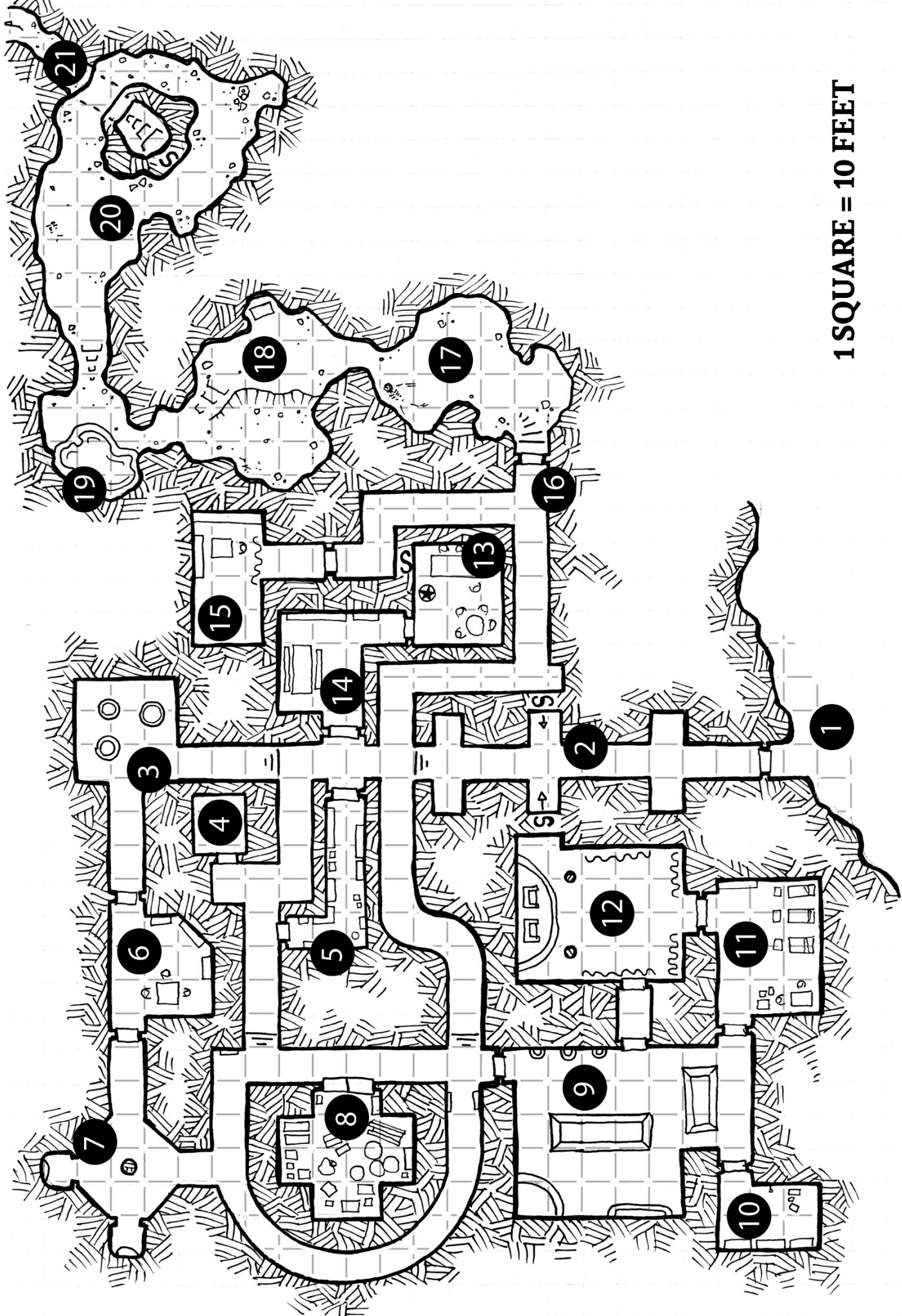
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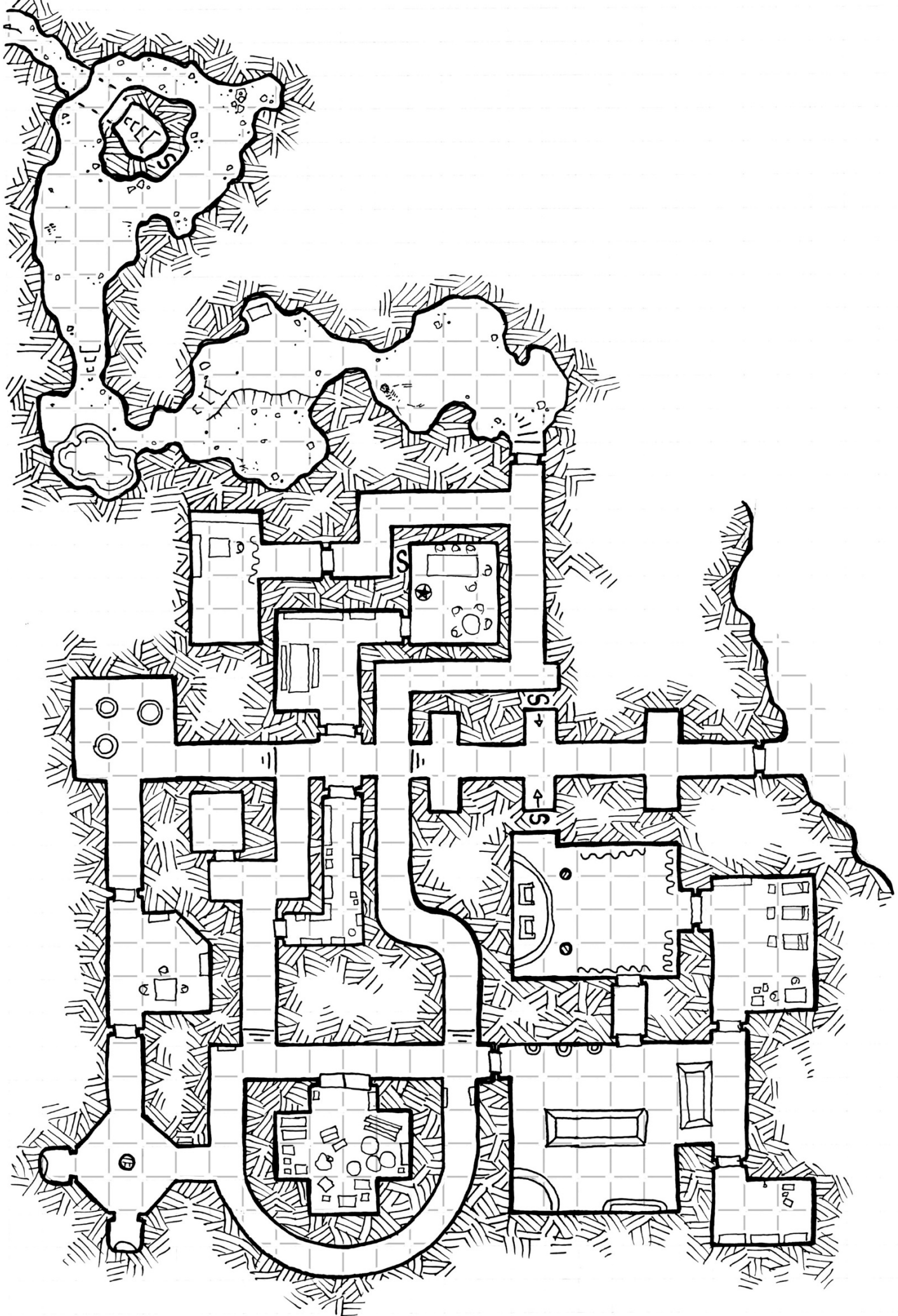


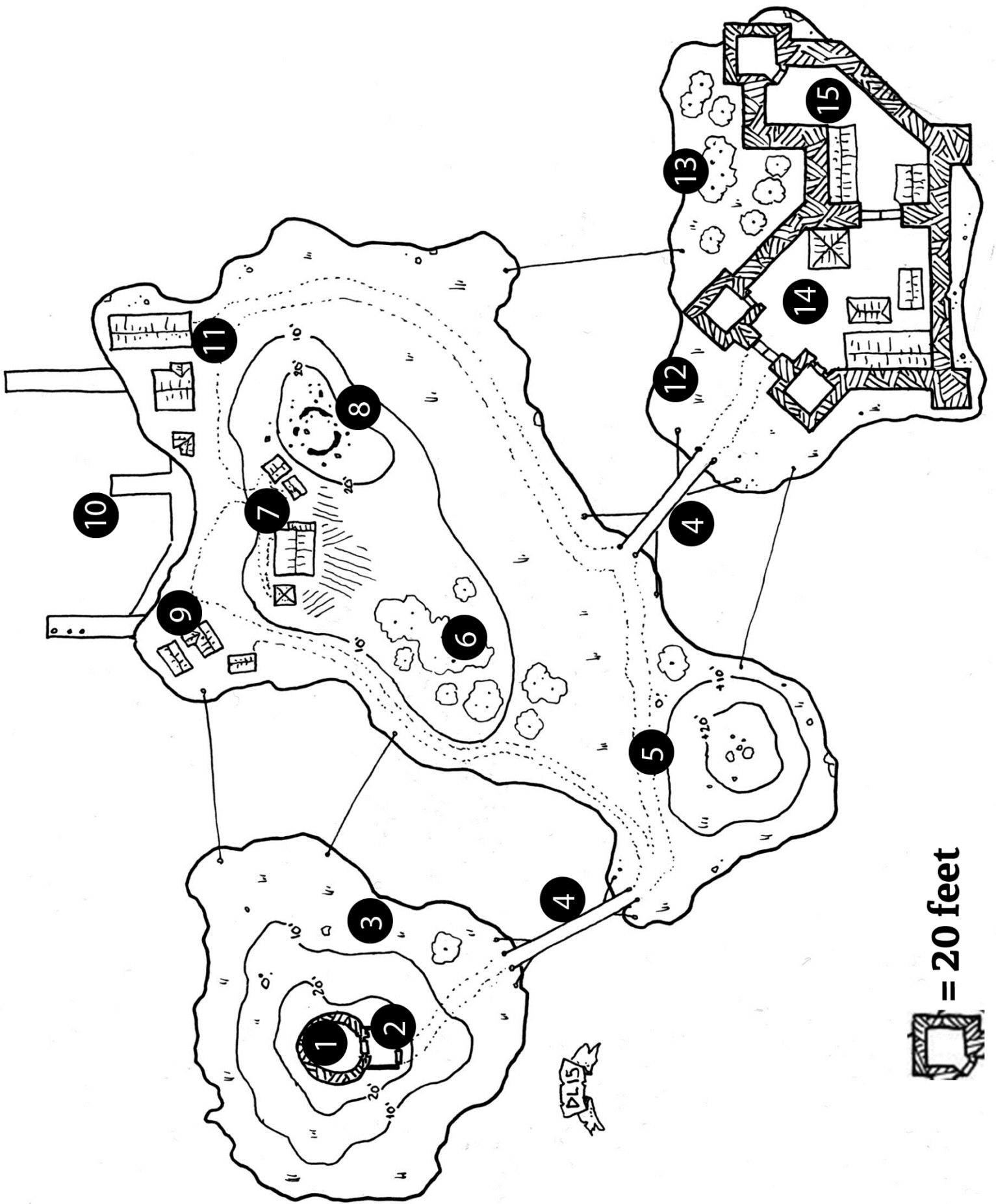
1 SQUARE = 10 FEET





1 SQUARE = 10 FEET





□ = 20 feet

