



THE MODRONS

A Manual of the Planes Web Enhancement by Mark Jindra



No creatures are more alien and mysterious than the ultra-lawful modrons. In this web-only supplement, available exclusively from the Wizards of the Coast website <www.wizards.com/dnd>, we offer statistics for these geometrical creatures, plus an extensive background on their history, society, life cycle, and relationships with other planar creatures.

What's a mortal to make of the modrons—those strange creatures of absolute order that whirl and click along in the Clockwork Nirvana of Mechanus? To an outsider, they seem to have no existence other than as a whole. Indeed, there is a saying: "To look at one modron is to look at all of them."

It is only logical that these creatures are native to Mechanus. Rumor has it that they are the keepers of their mechanical plane, the maintainers of the gears and the polishers of the cogs. Modrons keep the whole place running smoothly and cleanly—without them, Mechanus would surely break down.

Though the majority of modrons live in Regulus (their own city in Mechanus), they can be encountered anywhere within the planes. No modron is ever without a task to carry out, though these tasks may be no more comprehensible to other creatures than the modrons themselves are.

Just what are the goals of these creatures of ultimate order? Do they want to impose total law over the rest of the cosmos? Are they simply keepers of the machinery that drives the multiverse—the repair unit of infinity? Or are they devious players on the cosmic gameboard, trying to eliminate their competition? These questions may never be answered, and a host more may never be asked. No one but a modron truly understands a modron.

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THE REALM OF THE MODRONS

The city of Regulus occupies sixty-four of the coglike wheels of Mechanus, called sectors. Each group of four sectors is called a region, and each group of four regions is called a quarter. Modrons of increasingly greater authority oversee each of these units, and over it all reigns Primus, the One and the Prime, supreme ruler of all modrons. The Tower of Primus stands at the hub of the central cog and the modron cathedral (see below) rises from one close by.

MODRON CASTES

In all, there are more than 360 million modrons, divided into fifteen ranks, or castes. Castes are hardly unique, but the modron approach to them is. Each caste

Table 1: Modron Castes

Caste	No. of Members	Body Shape	Function	Telepathy Range (Miles)
The One and the Prime				
Primus	1	Humanoid	Absolute ruler of all modrons	All Mechanus
Hierarch Modrons				
Secundi	4	Humanoid	Viceroy of the quarters	420
Tertians	9	3-armed humanoid	Judges	405
Quartons	16	4-armed humanoid	Rulers of the regions	384
Quintons	25	5-armed humanoid	Bureau chiefs and recordkeepers	238
Hextons	36	6-armed humanoid	Generals of the modron armies	216
Septons	49	7-armed humanoid	Inspectors	190
Octons	64	8-armed torpedolike creature	Governors of the sectors	80
Nonatons	81	9-armed cylinder	Police supervisors	63
Decatons	100	10-armed sphere	Supervisors and caretakers of base modrons	44
Base Modrons				
Pentadrones	500,000+*	Star	Law enforcers	—
Quadrones	1.5 million+*	Cube	Multifunctional laborers, supervisors	—
Tridrones	6 million+*	Pyramid	Trifunctional laborers, minor supervisors	—
Duodrones	55 million+*	Rectangle	Bifunctional laborers	—
Monodrones	300 million+*	Sphere	Single-functional general laborers	—

has not only its own functions, but its own body shape as well. Thus, a modron's physical appearance is a direct indicator of its rank.

The castes are further categorized into base modrons and hierarch modrons. Base modrons perform mundane tasks; hierarch modrons plan and organize, oversee others, and manage entire areas. At the top of the list, of course, is Primus.

From greatest to least, the fifteen modron castes are listed on the table below. Listed with each is the number of modrons in that caste and a brief description of their duties in Regulus. Primus and the hierarch modrons are also capable of telepathic communication, and the range of that power is given in a separate column.

*Though the number of modrons in each caste is fixed, the DM may decide the actual figure for each of the base modron castes.


No individuality, in either form or thought, exists within a caste. Each modron calls itself "we" and can interchange posts and positions with others of the same caste. Thus, a traveler has no way of knowing whether the pentadrone encountered today is the same one who held that post yesterday. This would be only a minor inconvenience were it not for the rigid and complex bureaucracy of Regulus, which requires visitors to appear and reappear before clerks, courts, and boards before even the smallest of requests can be granted.

Occasionally a clever character solves this problem with a brush and paint, marking individual modrons with runes to tell them apart. Unless instructed to remove such marks, a base modron may wear a splash of color or a strange sigil for the rest of its life, for most do not even notice such things as markings on their own bodies.

This rigid caste system also defines the modrons' ability to interact with other members of their own race. Each modron is aware of and recognizes other modrons of the same or lower caste, as well as those of the next-higher caste (their supervisors). Modrons more than one rank higher simply appear as incomprehensible creatures. Of course, a pentadrone might be assigned to guard a hexton, but it understands only that it is to guard a creature matching the description of the hexton; it has no conception of that hierarch's place in the overall social structure. Likewise, a duadrone assigned to maintain the residence of a secundus does not understand who built that structure or why.

THE MODRON LIFE CYCLE

Some speculate that the modrons descended from some type of intelligent insect, and that this heritage has given them an incredible hive mind. There is, of course, no proof of this theory, nor is there really any



way to check. Whatever their ancestors may have been, it's clear that the modrons function in a communal manner, right down to life and death.

Long ago, the modrons somehow learned to place energy into a central pool in Regulus and draw it back out again to power their own forms. When a modron dies, its life force is absorbed back into that pool, and a modron from the next lower rank is immediately promoted to replace it. This in turn creates a gap in the caste below, which is filled by promotion from the one below that. This process continues right down to the monodrone level. Monodrones, having no castes below them, reproduce by fission to replace lost members. The new monodrone formed when an existing one divides draws its life essence out of the pool. (In light of this life cycle, the claim that all modrons are one might be truer than it first seems.)

Individual promotions occur seemingly by accident. Since modrons have no individuality, there's no point in trying to promote the "best and the brightest"—all modrons of a given rank are equal. Thus, the nearest one of an appropriate rank is promoted when a vacancy occurs.

This process of promotion is traumatic—not only does the chosen modron undergo a wrenching change of shape to the new rank's form, but it suddenly gains knowledge previously veiled to it—the existence of another superior rank. Imagine the shock of a duodrone, which previously knew only of monodrones, duodrones, and tridrones, when it undergoes a promotion to tridrone. Suddenly, it discovers that some of those inexplicable creatures around it are quadrones—members of its own race and its new superiors! Nevertheless, a newly promoted modron seems to adapt instantly to its new form. Indeed, it is the humanoid observer who is often most shaken by the experience.

MODRON SOCIETY

Because of their method of reproduction, modrons have no families, tribes, or clans. They live in rigid numerical units called, for lack of a better word, battalions. This term makes modrons sound more warlike than they really are, although they do maintain standing armies that are not to be trifled with (see *The Armies of the Modrons*, below).

Modrons spend their lives performing the duties that Primus assigns, either directly or indirectly. Each modron accepts orders from members of the next-higher caste and can, in turn, give instructions to mem-

bers of the next-lower caste. In this way, orders filter down from Primus through all the modron ranks until they reach the caste capable of carrying them out.

Although some less-informed scholars state that no modron acts except by the orders of a superior, this is not perfectly accurate. In general, a modron can act and react on its own, provided that the situation at hand falls within the range of its purpose. Thus, monodrones are rightly seen as incapable of reacting because each can perform only a single task at any given time. Modrons of higher ranks have correspondingly greater ranges of function, so they can react to more and more complex situations. Even so, modrons are notorious for their predictable and rigid reactions to events.

THE MODRON MENTALITY


Modrons are the ultimate creatures of law. Their very bodies conform to the unflinching regularity of geometry, and the flawless logic of their alien minds can lead them to conclusions that others might not even consider. Modrons have pitted themselves against—and beaten—all challengers at games of logic, so their supremacy in that area is undisputed.

Modrons care only about order and law; they have no concept of good and evil. They can decide what is best and what is worst, but they cannot distinguish between right and wrong. This limited viewpoint makes dealing with these creatures a challenge. Attempts to explain good and evil to a modron can only result in it equating good with order and evil with chaos, for those are the best and worst possibilities it can imagine.

It should be no surprise that the goal of every modron is to organize Mechanus in the most orderly fashion possible. Given the opportunity, of course, modrons would spread their rigid pattern of organization over the entire multiverse. Fortunately for the rest of the planes, order is constantly challenged by chaos, even in the clockwork vastness of Mechanus. Since even the slightest imperfection is enough to disturb the ultimate harmony that modrons seek, they seldom find the time or resources to carry their crusade to other realms or planes.

INTERACTIONS WITH OTHER RACES

Modrons are not completely without their uses to the residents of other planes. In fact, their single-minded



pursuit of order is particularly beneficial in some areas. Wizards, for example, find that modrons make amazingly effective librarians, and some merchants appreciate having them as bookkeepers.

On rare occasions, nonmodrons can hire modrons for particular tasks. The process is never simple, since the potential employee can never make that decision itself—all requests are subject to approval by superiors. Usually the request has to pass through several castes before an answer is forthcoming.

Those who employ modrons must be constantly on guard against the creatures' overzealousness. Sometimes a modron's understanding of order, which is far deeper than that of most other beings, defies human comprehension. For example, a modron might decide to arrange all the books in one library by subject, in another by the first letter of the first word, and in yet a third by the page where the last diagram appears. All three of these approaches might somehow be vital to maintaining the overall order, as defined by the modrons. Order, after all, does not necessarily need to be understandable.

Modrons' attitudes toward their employers and coworkers can vary for no apparent reason. Sometimes these creatures are helpful, and sometimes they're cruel—but they're never entirely predictable in their dealings with other races. No one except other modrons can read a modron's expression or guess at its true agenda. Thus, nobody with any sense really trusts one, even if it has been instructed to help. After all, it might have additional or competing orders from above, and it's certainly not going to think twice about obeying those.

ROGUE MODRONS

Of course, every rule has its exception, and rogue modrons are the exceptions to the rule of orderly modron society. Rogues are modrons who, for one reason or another, suddenly find that they cannot accept the orders of their superiors, or that they have lost the concept of the orderly modron society. Modrons who spend long periods alone, or have many superiors, or who advance in Hit Dice (thus becoming different than others of their rank) are the ones most likely to "go rogue." Naturally, the modrons have tried to cut down on the factors that lead to this outcome, but there's an indefinable factor in operation that they can't isolate or identify.

The most dangerous aspect of rogue modrons is the

fact that they retain the power of command over lesser modrons. Though most rogues simply go off alone to explore the individuality they've discovered, it's not unheard of for one to gather lesser modrons about it and establish its own power base. This makeshift army then goes forth to conquer, though for what purpose only the rogue itself could explain.

Because of the possibility that such a creature could subvert others and wreak havoc on the order of Regulus (and even Mechanus as a whole), rogues are considered menaces to modron society. The hierarchs pour almost every resource they have into hunting them down, bringing them to trial, and destroying them. This is a difficult process because it's often hard to tell when a modron goes rogue. A modron who told others of lower ranks to disobey their superiors would surely earn the designation of rogue, for this is tantamount to blasphemy in Regulus. But it is rare for even rogue modrons to do this because of their innate respect for order.

THE ARMIES OF THE MODRONS

The modrons maintain thirty-six great armies, each a powerful fighting force in its own right. One is stationed in each of the sixteen regions of Regulus, and each secundus maintains two armies in addition to its regional forces. Three armies are assigned to the tertians, to aid them with law enforcement and punishment. The remaining nine armies serve Primus directly. One of these acts as the official tower guard; the other eight are available as a reserve force for dispatch as needed.

Each army is commanded by a hexton and comprises four corps, each commanded by forty pentadrones in constant telepathic contact with the hexton general. Every corps has two divisions (each led by twenty pentadrones), every division has four brigades (each led by ten pentadrones), and every brigade has four regiments (each led by five pentadrones).

The regiment is the standard tactical unit of the modron army. It consists of two battles (each led by four quadrones), plus a squad of winged monodrone messengers and a special squad of twelve pentadrones. A battle comprises six regular companies of monodrones, two regular companies of duodrones, a special company of tridrones, a squad of quadrones, and another squad of messengers. A company consists of

twelve squads (each with twelve troops and a noncommissioned officer called an NCO) and three officers. Each of the eight regular companies in a regiment is further divided into two wings plus a headquarters unit. Special units of messengers, shock troops, and the like may also be attached to a company's headquarters. In all, a standard regiment consists of 70 officers, 192 NCOs, 252 messengers, and 2,628 line troops, for a total of 3,142 modrons.

Despite the regimented order of their armies, modrons do not fare as well in war as other planar beings. When it comes to combat and the sheer cruelty that often accompanies warfare, modrons usually come out the losers.

THE GREAT MARCH

Once every Grand Cycle (seventeen cycles, each of which is about seventeen years—the time it takes for the largest gear on Mechanus to turn once), a horde of modrons spills out of Mechanus and marches through the planes. Why? Nobody knows for sure, although it seems as if they're gathering information as they march.

The modrons cause all kinds of havoc in the planes through which they march. They don't stop for anyone or anything, trampling right through towns and over any inhabitants who are too slow to get out of the way. It is ironic that these lawful automatons can be the cause of so much chaos. When they reach the Lower Planes, the conflict begins in earnest, with the inhabitants attacking the invaders from Regulus every step of the way.

When the much-reduced force returns to Mechanus, the few remaining troops march straight to their superiors to report. What they say in this meeting is the subject of much speculation: Some claim that they report on the progress of the modron invasion; others insist that they merely describe the state of the planes. Granted, this seems a difficult way to gather knowledge, but perhaps the modron mind sees some particular logic about it. Whatever the case, the report is inexplicable to everyone except modrons.

Over the centuries, the inhabitants of the other planes have grown accustomed to the March. Previous Marches are well documented, and an adventurous few have roughed out some of the probable routes for upcoming ones.

OTHER CREATURES OF REGULUS

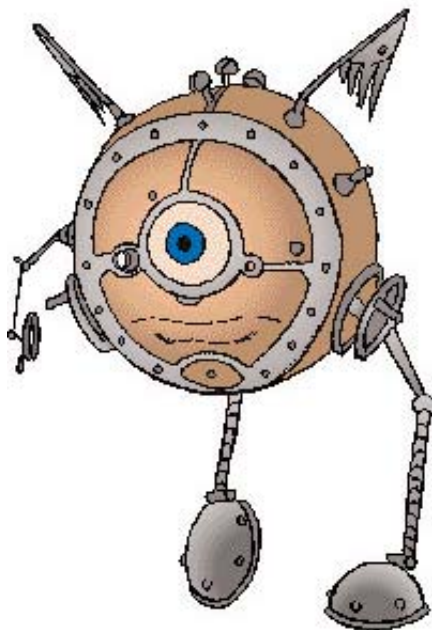
The modrons share Regulus with two other unusual creatures: the moignos and the coggles. These creatures have their own functions within the rigid structure of modron society.

Moignos

Next to modrons, the most common creatures in Regulus are moignos, two-dimensional mathematical constructs that act as calculators for modrons. The tiny, strange moignos are devoted to finding the exact value of pi, which is widely acknowledged as an endless task. During pauses in this endeavor, they also perform a variety of calculations regarding gear movements and pass this information on to the modrons.

Coggles

Coggles resemble the great, coglike gears of Mechanus. They move about the plane at will, adding themselves to the workings of Mechanus here and there for short periods, then moving on. Coggles range in size from only a few hundred feet to almost a mile across. A large one can serve as a transport for an entire battalion of modrons. They may serve other purposes as well, though these are beyond the comprehension of those not native to Mechanus. Coggles can speak and understand the modron tongue.



THE MODRON CATHEDRAL

Deep in the heart of Regulus, there stands a tower that appears to defy all the laws of mechanics. This modron cathedral, as it's called, reaches far, far into the sky and seems much too slender for its height. Inside, it's a vast place—much wider, taller, and deeper than its outer dimensions should allow, with a vaulted ceiling that disappears into darkness. Within this tower is a device that the modrons have been working on for years, and it is said that to look upon their creation is to go mad. According to rumor, Primus uses this item to keep track of the goings-on across the infinite planes.

The modron cathedral rises out of the central gear of Regulus, not far from Primus's tower. Surrounded by lesser buildings, it resembles nothing so much as a huge church steeple rising high into the sky.

The modron cathedral isn't nearly as tall as the tales claim, nor is it really bigger on the inside than its outer dimensions would allow. It does seem that way because of some tricks the modrons have played with perspective, but if someone were to measure the entire structure with painstaking accuracy, it would measure up just right.

Modrons are constantly buzzing across the cathedral, keeping it polished, adding fixtures, taking others away, and guarding against intruders. Each visitor wishing to enter must have a pass specifically for the modron cathedral from the Central Office of Processing and Requests, and even then an escort consisting of at least two pentadrones per person must accompany any such group.

The interior of the cathedral is absolutely huge. The stone walls support vaulted ceilings that seem to spring into the sky, their upper reaches lost in shadows. Balconies on hundreds of floors ring the open space in the center of the structure, and modrons of various ranks constantly move along the balconies on errands.

The central feature of the cathedral's interior is the Orrery, a gigantic device built of constantly moving gears. Spheres inscribed with various symbols rotat about the device's central point—a needle that rises into the steeple of the cathedral. A successful Knowledge (planes) check (DC 15) reveals that the inscriptions on the spheres are in fact the symbols of the planes.

Anyone who watches the Orrery tick and whir for at least 1 hour can attempt a Knowledge (planes) check (DC 30) to discover that the device is actually a working model of the planes, incredibly detailed and infinitely complex. By concentrating on a particular feature of the Orrery as it moves, a viewer can use it as a giant scrying device to view what transpires on the plane corresponding to the chosen point. Failure by more than 5 on any check made either to use or to understand the Orrery results in *confusion*, as the spell cast by a 20th-level sorcerer, but affecting only the individual who failed the check.

The Orrery also has the power of teleportation, though no one except Primus and the *secundi* knows how to initiate that function. These hierarchs find the device quite useful for planar transport.

The modrons, of course, do not allow visitors the time to examine the device, and doing so by stealth is difficult, as neither the Orrery nor visitors are ever unattended. There are always at least a few modrons perched on the device, swabbing at one surface or another or making precise adjustments. Anyone caught using the Orrery without permission is killed, no questions asked. Few other than modrons even try to use the device anymore because of its reputation for causing insanity.

MODRON STATISTICS

This section provides statistics for modrons of each caste. In addition to the specific characteristics of their caste, all modrons share certain additional qualities. Because of their single-minded devotion to following orders from superiors, modrons are immune to mind-influencing effects. Their unique biology means that they are not subject to subdual damage, ability damage, ability drain, or energy drain. Because of their geometric shapes, they have no particular weak points, so they are not subject to critical hits. Modrons speak their own precise, mathematical language, but those of duodrone or higher rank can manage at least some of the trade tongue used throughout the planes.

MONODRONE (Base Modron)

Small Outsider

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 20 ft.; messenger monodrone 20 ft., fly 60 ft. (poor)

AC: 13 (+1 size, +2 natural)

Attacks: Bite +2 melee; or halfspear +2 melee; or light crossbow +2 ranged

Damage: Bite 1d4; or halfspear 1d6; or light crossbow 1d8

Face/Reach: 5 ft. by 5ft./5 ft.

Special Qualities: Modron traits, outsider traits, resistances

Saves: Fort +2, Ref +2, Will +0

Abilities: Str 10, Dex 10, Con 10, Int 3, Wis 7, Cha 8

Skills: Hide, +4, Listen +2, Spot +2

Feats: Alertness

Climate/Terrain: Any land

Organization: Squad 12 (plus 1 duodrone), patrol 13–48 (plus 1 duodrone per 12 monodrones), platoon 49–84 (plus 1 duodrone per 12 monodrones), battalion 85–120, or company 121–144 (plus 1 duodrone per 12 monodrones and 3 tridrones)

Challenge Rating: 1/2

Treasure: None

Alignment: Always lawful neutral

Advancement: 2 HD (Small); 3 HD (Medium-size)

A monodrone looks like a small sphere with a single eye. It has four spiderlike limbs (two arms and two legs).

Monodrones are barely intelligent modrons that make up most of the population of Regulus. They are unable to speak or read, but they can understand commands spoken in the modron tongue. They accept orders only from duodrones and exist only for their work.

A monodrone is a single-function modron; that is, it can carry out only one command at a time. If told to attack, it does so until slain or told to stop—even if that means attacking another monodrone after obliterating the enemy. If ordered to guard, it does so without resting. It is fortunate that monodrones feed on the very substance of air around them; otherwise, it would be necessary to order them to eat every day.

Monodrones are usually assigned to either simple labor or service in the regiments of the modron army. Thousands of spherical monodrones armed with halfspears, crossbows, and an unswerving dedication to duty present a formidable challenge when marshaled against a foe.

One twelfth of all monodrones lack the spiderlike arms of their more numerous brethren and instead have fanlike wings joined to their bodies. Though they can-

not wield weapons, these winged monodrones are faster than their counterparts, so they often serve as messengers—in fact, they are called messenger monodrones.

Combat

A regular monodrone attacks with either a halfspear or a light crossbow. If caught unarmed, it relies on its bite. Since a messenger monodrone has no arms, it is limited to a bite attack in combat.

Modron Traits: Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected.

Resistances (Ex): Acid, cold, and fire resistance 10.

DUODRONE (Base Modron)

Small Outsider

Hit Dice: 2d8 (9 hp)

Initiative: +0

Speed: 30 ft., fly 30 ft. (poor)

AC: 14 (+1 size, +3 natural)

Attacks: 2 claws +4 melee; or halfspear +4 melee

Damage: Claw 1d4+1; or halfspear 1d6+1

Face/Reach: 5 ft. by 5ft./5 ft.

Special Qualities: Modron traits, outsider traits, resistances

Saves: Fort +3, Ref +3, Will +2

Abilities: Str 12, Dex 11, Con 11, Int 6, Wis 8, Cha 9

Skills: Diplomacy +3, Hide +4, Listen +5, Spot +5

Feats: Alertness

Climate/Terrain: Any land

Organization: Solitary, squad 1 (plus 12 monodrones), pair 2

Challenge Rating: 1

Treasure: None

Alignment: Always lawful neutral

Advancement: 3–6 HD (Medium-size)

A duodrone is a blocky, rectangular creature with four spiderlike limbs (two legs and two arms), plus a small set of fanlike wings. It has one central eye and a large mouth.

Duodrones can speak the modron tongue. They accept orders from tridrones and can give instructions to monodrones, whom they often supervise. Though duo-

drones have limited conversational ability, they can report their operations and observations clearly and completely to their superiors.

A duodrone is a bifunctional modron capable of interpreting and carrying out two commands at once. Thus, it can perform complex tasks beyond the abilities of monodrones. Typically, a duodrone is given only one task at a time, which allows it the limited ability to react. If ordered to attack, for example, it does so until the enemy is slain. Thereafter, it can seek out a new enemy or decide to stop attacking rather than continuing to attack the nearest target, as a monodrone would.

Duodrones serve in the modron army as corporals or sergeants, or even as special shock troops armed with thrusting and crushing weapons. They often lead squads of monodrones (twelve monodrones per duodrone).

Combat

A duodrone attacks with either a halfspear or its claws.

Modron Traits: Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected.

Resistances (Ex): Acid, cold, and fire resistance 10.

TRIDRONE (Base Modron)

Medium-Size Outsider

Hit Dice: 3d8+3 (16 hp)

Initiative: +1

Speed: 30 ft.

AC: 15 (+1 Dex, +4 natural)

Attacks: 3 claws +5 melee; or 3 javelins +4 ranged

Damage: Claw 1d4+2; or javelin 1d6+2, and javelins 1d6+1

Face/Reach: 5 ft. by 5ft./5 ft.

Special Qualities: All-around vision, modron traits, outsider traits, resistances, superior multiweapon fighting

Saves: Fort +4, Ref +4, Will +3

Abilities: Str 14, Dex 12, Con 12, Int 9, Wis 11, Cha 10

Skills: Diplomacy +5, Intuit Direction +4, Listen +8, Search +3, Sense Motive +4, Spot +8

Feats: Alertness

Climate/Terrain: Any land

Organization: Solitary or company (2–4 plus 12 duodrones and 144 monodrones)

Challenge Rating: 2

Treasure: None

Alignment: Always lawful neutral

Advancement: 4–9 HD (Medium-size)

A tridrone appears as a three-sided pyramid with three spiderlike legs. Each of its three “faces” has a single eye, a mouth, and one arm, all set vertically along the center.

Tridrones speak the modron language and the trade tongue of the planes. They accept orders from quadrones and can give instructions to duodrones. Tridrones are capable of reporting actions and observations, as well as actually planning limited objectives on the battlefield.

As a trifunctional being, a tridrone can carry out a multiple-task project on its own. Typically, it receives a general order, then divides the objective into smaller tasks that can be completed by duodrones.

In the modron army, tridrones serve as officers in special companies. Three tridrones typically supervise each company, relaying orders to the twelve duodrones, who in turn pass them along to the monodrones.

Combat

A tridrone attempts to hurl its javelins before entering melee with its claws.

All-Around Vision (Ex): With its three eyes, a tridrone can see in all directions at once. Because of this, it gains a +4 racial bonus on Spot and Search checks and cannot be flanked.

Modron Traits: Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected.

Resistances (Ex): Acid, cold, and fire resistance 10.

Superior Multiweapon Fighting (Ex): A tridrone can attack with all its arms at no attack penalty.

QUADRONE (Base Modron)

Medium-Size Outsider

Hit Dice: 4d8+4 (22 hp)

Initiative: +2

Speed: 30 ft.; winged quadrone: 30 ft., fly 30 ft. (poor)

AC: 16 (+2 Dex, +4 natural)

Attacks: 4 claws +7 melee; or 2 longswords +7 melee; or 2 longbows +6 ranged; winged quadrone: 2 claws +7 melee; or longsword +7 melee; or longbow +6 ranged

Damage: Claw 1d4+3; or long spear 1d8+3, and long spear 1d8+1; or longbow 1d8; winged quadrone: claw 1d4+3; or long spear 1d8+3; or longbow 1d8

Face/Reach: 5 ft. by 5ft./5 ft.

Special Qualities: All-around vision, modron traits, outsider traits, resistances, superior multiweapon fighting

Saves: Fort +5, Ref +6, Will +5

Abilities: Str 16, Dex 15, Con 13, Int 12, Wis 12, Cha 11

Skills: Diplomacy +5, Intuit Direction +6, Knowledge (planes) +5, Listen +10, Search +10, Sense Motive +6, Spot +14

Feats: Alertness, Rapid Shot

Climate/Terrain: Any land

Organization: Solitary, squad 12, or battle (16 quadrones plus 864 monodrones, 295 duodrones, 164 tridrones, and 12 messenger monodrones)

Challenge Rating: 3

Treasure: None

Alignment: Always lawful neutral

Advancement: 5–12 HD (Medium-size)

A quadrone appears as a cube with six spiderlike limbs (two legs and four arms). Equipped with sensory organs on all six sides of its cubic body, a quadrone can utilize its senses to detect sights, sounds, and smells up to 150% as far away as a human can under similar circumstances.

Quadrones speak the modron tongue, Celestial, and the trade tongue of the planes. They accept orders from pentadrones and can give instructions to tridrones. As four-function creatures, quadrones can report actions and observations, make plans, react to unexpected occurrences, and act to remedy them.

Quadrones comprise the upper level of worker modrons. They serve as field officers in the modron army, and each battle has a special “dozen-unit” consisting only of quadrone warriors. Some quadrones are winged, with the wings replacing one pair of arms. These creatures are often charged with special missions or deployed for aerial combat.

Combat

A regular quadrone wields a longbow in each pair of hands and can fire both every round. Normally, it fires its longbows first, then closes with the enemy and uses either its longspear or its claws for melee attacks. A winged quadrone can fire only one longbow, or attack with one longspear or two claws.

All-Around Vision (Ex): With its four eyes, a quadrone can see in all directions at once. Because of this, it gains a +4 racial bonus on Spot and Search checks and cannot be flanked.

Modron Traits: Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected.

Resistances (Ex): Acid, cold, and fire resistance 10.

Superior Multiweapon Fighting (Ex): A quadrone can attack with all its arms at no attack penalty.

PENTRADRONE (Base Modron)

Medium-Size Outsider

Hit Dice: 5d8+10 (32 hp)

Initiative: +3

Speed: 50 ft.

AC: 17 (+3 Dex, +4 natural)

Attacks: 5 slams +9 melee

Damage: Slam 1d4+4

Face/Reach: 5 ft. by 5ft./5 ft.

Special Attacks: Breath weapon

Special Qualities: All-around vision, damage reduction 10/+1, levitation, modron traits, outsider traits, resistances

Saves: Fort +6, Ref +7, Will +5

Abilities: Str 18, Dex 16, Con 14, Int 12, Wis 12, Cha 12

Skills: Diplomacy +10, Gather Information +6, Intuit Direction +6, Knowledge (planes) +7, Listen +9, Search +10, Sense Motive +6, Spot +13

Feats: Alertness, Track

Climate/Terrain: Any land

Organization: Solitary, regiment (5 pentadrones plus 32 quadrones, 1,728 monodrones, 590 duodrones, 328 tridrones, and 24 messenger monodrones)

Challenge Rating: 4

Treasure: None

Alignment: Always lawful neutral

Advancement: 5–12 HD (Medium-size)

A pentadrone is a five-armed creature that resembles a starfish mounted on five thin, stiltlike legs. Though it cannot fly, it can levitate by means of its breath weapon (see below).

Pentadrones speak the modron tongue, Celestial, and the trade tongue of the planes. They can survive in vir-

tually any environment, withstanding temperature extremes from 210°F to -100°F without discomfort. Pentadrones receive orders from the lowest of the hierarch modrons (decatons) and see that these instructions are implemented by the quadrones, policing them as necessary. As five-function beings, pentadrones can communicate, operate, monitor, plan, and manage. They can also react easily to unplanned situations.

The highest of base modrons, pentadrones serve as the police force for the base population and as intermediaries between the base modrons and the godlike (in their view) decaton hierarchs. In the modron army, a dozen pentadrones are assigned to each regimental headquarters as an elite unit, while others actually command the regiment.

Combat

In addition to its powerful arm attacks, a pentadrone can breathe paralysis gas to immobilize opponents. Alternatively, it can aim the gas stream downward to levitate itself. It can use this gas stream five times per day, but no more often than once per hour. In combat, the pentadrone usually attacks with its breath weapon first and then uses its slam attacks against any available opponent.

All-Around Vision (Ex): With an eye set into each of its five appendages, a pentadrone can see in all directions at once. Because of this, it gains a +4 racial bonus on Spot and Search checks and cannot be flanked.

Breath Weapon (Ex): 30 feet, cone of gas, Fortitude save (DC 14) or paralyzed 2d4 rounds, usable 1/hr, up to 5/day.

Levitation (Ex): The pentadrone can aim its breath weapon downward to levitate up to 20 feet per round, up or down, as a move-equivalent action. It can maintain this levitation for up to 1 hour. Each use of its breath weapon in this way counts against its breath weapon limit for the day.

Modron Traits: Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected.

Resistances (Ex): Acid, cold, and fire resistance 20.

DECATON (Hierarch Modron)

Medium-Size Outsider

Hit Dice: 10d8+20 (65 hp)

Initiative: +6

Speed: 30 ft., fly 10 ft. (poor)

AC: 25 (+2 Dex, +13 natural)

Attacks: 10 tentacles +10 melee

Damage: Tentacle 1d6

Face/Reach: 5 ft. by 5ft./5 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: All-around vision, damage reduction 20/+2, modron traits, outsider traits, resistances, SR 13, telepathy

Saves: Fort +9, Ref +9, Will +9

Abilities: Str 11, Dex 15, Con 15, Int 14, Wis 14, Cha 14

Skills: Concentration +15, Diplomacy +13, Gather Information +9, Heal +15, Intuit Direction +10, Knowledge (local) +11, Listen +15, Search +10, Sense Motive +9, Spellcraft +13, Spot +15

Feats: Alertness, Improved Initiative, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always lawful neutral

Advancement: 11–30 HD (Medium-size)

A decaton appears as a tentacled sphere atop a pair of stumpy legs. Its ten tentacles are spaced evenly around its horizontal circumference. Above these are four eyes, also evenly spaced, and a single mouth, which is located at the very top of its body.

Decatons speak their own language, Celestial, Infernal, and the trade tongue of the planes. They receive orders from nonatons and pass them along to pentadrones.

The decatons are the lowest order of officials found in modron society. They oversee the base modrons' physical welfare and serve as the voice of the greater powers to the working class. One decaton is assigned to each of the realm's sixty-four sectors and reports directly to the sector nonaton. Each sector decaton has a personal staff consisting of 5 pentadrones, 16 quadrones, 81 tridrones, 256 duodrones, and 1,728 monodrones, all reporting to their respective superiors in this chain of command. Each of the remaining thirty-six decatons serves on the staff of one of the modron armies.

A decaton can fly by generating a gas that renders it lighter than air. Generally, it rises into the air only while commanding a modron army in the field, to get an overview of the situation.

Combat

A decaton attacks with its spell-like abilities and tentacles in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, dimension door, heal, healing circle, remove disease, remove paralysis, teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by a 10th-level sorcerer (save DC 12 + spell level).

Spells: A decaton casts divine spells as a 10th-level cleric (save DC 12 + spell level). It has access to the domains of Law, Protection, and War.

All-Around Vision (Ex): With its four equally spaced eyes, a decaton can see in all directions at once. Because of this, it gains a +4 racial bonus on Spot and Search checks and cannot be flanked.

Modron Traits: Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected.

Resistances (Ex): Acid, cold, and fire resistance 10.

Telepathy (Su): A decaton can communicate telepathically with any creature within 44 miles that has a language.

NONATON (Hierarch Modron)

Large Outsider

Hit Dice: 11d8+33 (82 hp)

Initiative: +7

Speed: 50 ft.

AC: 25 (–1 size, +3 Dex, +13 natural)

Attacks: 9 tentacles +11 melee

Damage: Tentacle 1d6+1

Face/Reach: 5 ft. by 5ft./10 ft.

Special Attacks: Psionics, spell-like abilities, spells

Special Qualities: All-around vision, damage reduction 20/+2, modron qualities, resistances, SR 15, telepathy

Saves: Fort +10, Ref +10, Will +9

Abilities: Str 13, Dex 16, Con 16, Int 14, Wis 14, Cha 15

Skills: Concentration +18, Diplomacy +18, Gather Information +14, Hide +9, Intuit Direction +10, Knowledge (local) +11, Listen +10, Search +17, Sense Motive +11, Spellcraft +13, Spot +18

Feats: Alertness, Improved Initiative, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always lawful neutral

Advancement: 12–33 HD (Large)

A nonaton appears as a cylinder set vertically on three stumpy legs. Nine tentacles are spaced evenly around the middle of its body, and it has two eyes and two mouths, one of each on either side of its upper portion.

Nonatons speak their own language, Celestial, Infernal, and the trade tongue of the planes. They receive orders from octons and pass them along to decatons.

These cylindrical modrons act as commissars and chief inspectors for the modron realm. One nonaton is stationed in each of the sixty-four sectors of Regulus to oversee the actions of the decaton assigned there. These nonatons report to their respective octon governors. Eight monitor the loyalties of the thirty-six decatons in the armies, and the remaining nine carry the orders of the octons to underlings throughout the realm. When required, any nonaton may also serve as additional personal staff for an octon.

Nonatons usually head the teams that investigate rogue modron reports and handle small-party invasions from other planes. In the latter case, they attempt to determine the invaders' intentions, then act accordingly.

Combat

A nonaton attacks with its tentacles, psionics, and spell-like abilities in combat.

Psionics (Su): At will—*detect chaos, detect law, invisibility, plane shift*. These abilities are as the spells cast by a 15th-level sorcerer (save DC 12 + spell level).

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, detect good, detect evil, detect thoughts, dimension door, discern lie, mirror image, slow, teleport without error* (self plus 50 pounds of objects only), *web*, and *wall of force*; 1/day—*power word stun*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

Spells: A nonaton can cast divine spells as a 12th-level cleric (save DC 12 + spell level). It has access to the domains of Law, Protection, and War.

All-Around Vision (Ex): With its two equally spaced eyes, a nonaton can see in all directions at once. Because of this, it gains a +4 racial bonus on Spot and Search checks and cannot be flanked.

Modron Traits: Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected.

Resistances (Ex): Acid, cold, and fire resistance 10.

Telepathy (Su): A nonaton can communicate telepathically with any creature within 63 miles that has a language.

OCTON (Hierarch Modron)

Large Outsider

Hit Dice: 12d8+36 (90 hp)

Initiative: +6

Speed: 30 ft., fly 30 ft. (average)

AC: 26 (–1 size, +2 Dex, +15 natural)

Attacks: 8 tentacles +12 melee

Damage: Tentacle 1d8+1

Face/Reach: 5 ft. by 5ft./10 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: All-around vision, damage reduction 20/+2, modron traits, outsider traits, psionics immunity, resistances, SR 17, telepathy

Saves: Fort +11, Ref +10, Will +10

Abilities: Str 13, Dex 15, Con 16, Int 15, Wis 15, Cha 15

Skills: Concentration +14, Diplomacy +17, Gather Information +13, Hide +9, Intuit Direction +9, Knowledge (local) +8, Knowledge (planes) +9, Listen +9, Scry +13, Search +16, Sense Motive +10, Spellcraft +12, Spot +18

Feats: Alertness, Blind-Fight, Improved Initiative, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always lawful neutral

Advancement: 13–36 HD (Large)

An octon is a torpedolike creature with two eyes and two mouths, one of each on either side of its pointed head. The creature appears to be wearing a large collar at shoulder level, but this is actually part of its body. Its eight identical tentacle-arms are placed evenly around the collar's circumference. An octon can move through air or water by forcing either substance through its collar to provide lift and propulsion, as well as significant maneuverability.

Octons speak the modron tongue, plus Auran, Celestial, Infernal, and the trade tongue of the planes. They take orders from septons and pass them along to nonatons.

Each octon governs one of the sixty-four sectors of Regulus and can request aid from the regional army as needed. The lesser modrons of each cogwheel are wards of the octons, who guard their sectors quite rigidly and see that regulations are obeyed, routine is observed, and reports are correct. When required, these same octons may leave their sectors to serve the septons directly.

Each octon has a personal staff of one nonaton, who in turn commands one decaton, who controls a staff of base modrons as noted in its description (above). These forces maintain and guard the sector towers where the octons live. When required, an octon can command one or more additional nonatons into service as personal staff.

Combat

An octon attacks with its spell-like abilities and tentacles.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, detect good, detect evil, dimension door, haste, telekinesis, teleport without error* (self plus 50 pounds of objects only), *wall of force*, and *water walk*. These abilities are as the spells cast by a 14th-level sorcerer (save DC 12 + spell level).

Spells: An octon can cast divine spells as a 14th-level cleric (save DC 12 + spell level). It has access to the domains of Law, Protection, and War.

All-Around Vision (Ex): With its two equally spaced eyes, an octon can see in all directions at once. Because of this, it gains a +4 racial bonus on Spot and Search checks and cannot be flanked.

Modron Traits: Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected.

Psionics Immunity (Ex): Immune to all psionic attacks.

Resistances (Ex): Acid, cold, and fire resistance 10.

Telepathy (Su): An octon can communicate telepathically with any creature within 80 miles that has a language.

SEPTON (Hierarch Modron)

Medium-Size Outsider

Hit Dice: 13d8+39 (97 hp)

Initiative: +6

Speed: 30 ft.

AC: 27 (+2 Dex, +15 natural)

Attacks: 7 claws +15 melee

Damage: Claw 1d6+2

Face/Reach: 5 ft. by 5ft./5 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: *Detect magic*, *detect thoughts*, damage reduction 20/+2, modron qualities, psionics immunity, resistances, SR 20, telepathy

Saves: Fort +11, Ref +10, Will +11

Abilities: Str 15, Dex 15, Con 16, Int 16, Wis 16, Cha 17

Skills: Concentration +18, Diplomacy +21, Gather Information +15, Hide +10, Intuit Direction +12, Knowledge (architecture and engineering) +10, Knowledge (local) +10, Knowledge (planes) +13, Listen +15, Scry +13, Search +13, Sense Motive +12, Spellcraft +13, Spot +15

Feats: Alertness, Blind-Fight, Improved Initiative, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always lawful neutral

Advancement: 14–39 HD (Medium-size)

A septon appears as a humanoid with a large, bald head. Like an octon, it has a shoulder collar, though that of the septon is smaller, supporting only seven identical arms. This collar enables the creature to move underwater, but not through air. A septon has two eyes, one nose, and one mouth, all placed on the same side of its head. However, it has seven senses, all of which operate continuously: hearing, sight, smell, taste, touch, *detect thoughts*, and *detect magic*.

Septons speak the modron language, Auran, Celestial, Infernal, and the trade tongue of the planes. They receive their orders from hextons and pass them along to octons.

Septons maintain order and see that all regulations are obeyed. They travel from place to place in Regulus, inspecting structures, examining work and records, and transferring information from outlying areas to the towers of the quartons, secundi, and Primus itself.

In addition to these duties, one septon directly serves each hexton, and others may also be attached to a hexton's staff as needed. When a septon requires a personal guard, it can command one or more octons to accompany it on its travels.

Combat

A septon attacks with its spells, spell-like abilities, and claws in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance*, *command*, *dimension door*, *teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by a 16th-level sorcerer (save DC 13 + spell level).

Spells: A septon casts arcane spells as a 12th-level sorcerer (save DC 13 + spell level) and divine spells as a 16th-level cleric (save DC 13 + spell level). It has access to the domains of Law, Protection, and War.

Detect Magic (Sp): This effect functions exactly like the spell, except that it is constantly in effect and has a 30-foot range. The creature can suppress this ability at will. If the effect is dispelled, the septon can reactivate it as a free action.

Detect Thoughts (Sp): This effect functions exactly like the spell, except that it is constantly in effect and has a 30-foot range. The creature can suppress this ability at will. If the effect is dispelled, the septon can reactivate it as a free action.

Psionics Immunity (Ex): Immune to all psionic attacks.

Modron Traits: Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected.

Resistances (Ex): Acid, cold, and fire resistance 10.

Telepathy (Su): A septon can communicate telepathically with any creature within 190 miles that has a language.

HEXTON (Hierarch Modron)

Large Outsider

Hit Dice: 14d8+42 (105 hp)

Initiative: +7

Speed: 30 ft., fly 30 ft. (average)

AC: 27 (–1 size, +3 Dex, +15 natural)

Attacks: 2 slams +16 melee, 4 claws +14 melee

Damage: Slam 2d6+3, claw 2d4+1

Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Spell-like abilities, spells
Special Qualities: Damage reduction 30/+3, modron traits, outsider traits, psionics immunity, resistances, SR 23, telepathy
Saves: Fort +12, Ref +12, Will +13
Abilities: Str 16, Dex 16, Con 17, Int 17, Wis 19, Cha 19
Skills: Concentration +17, Diplomacy +22, Gather Information +15, Hide +10, Intuit Direction +13, Knowledge (architecture and engineering) +12, Knowledge (local) +12, Knowledge (planes) +14, Listen +18, Scry +13, Search +13, Sense Motive +13, Spellcraft +14, Spot +18
Feats: Alertness, Blind-Fight, Improved Initiative, Multiattack

Climate/Terrain: Any land
Organization: Solitary or with guard (12–48 pentadrones)
Challenge Rating: 13
Treasure: None
Alignment: Always lawful neutral
Advancement: 15–42 HD (Large)

A hexton appears as a humanoid with six arms—two large human arms, each ending in a hand with six fingers, plus four tentacles tipped with sharp claws. From its back sprouts a pair of thin, fanlike wings.

Hextons speak the modron language, plus Auran, Celestial, Infernal, and the trade tongue of the planes. They receive their orders from quintons and pass them along to septons.

Each hexton serves as the general of one of the thirty-six modron armies. One of these armies is attached to each of the sixteen sectors, two serve each of the four secundi, three serve the tertians, and the remaining nine are at the disposal of Primus itself. (Of course, the hextons are unaware of the existence of the hierarchs whom their armies ultimately serve.) Some of the hexton generals also have additional tasks—for example, one serves on the personal staff of each of the twenty-five quintons. Hextons undoubtedly handle additional duties as well, though no one has ever logged all of their posts.

There is a 75% chance that any hexton is accompanied by a personal guard consisting of one septon, two octons, three nonatons, five decatons, and twenty-five pentadrones, all fanatic in their dedication.

Combat

A hexton attacks with its spells, spell-like abilities, fists, and claws in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, dimension door, teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 14 + spell level).

Spells: A hexton casts divine spells as an 18th-level cleric (save DC 14 + spell level). It has access to the domains of Law, Protection, and War.

Modron Traits: Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected.

Psionics Immunity (Ex): Immune to all psionic attacks.

Resistances (Ex): Acid, cold, and fire resistance 10.

Telepathy (Su): A hexton can communicate telepathically with any creature within 216 miles that has a language.

QUINTON (Hierarch Modron)

Large Outsider

Hit Dice: 15d8+60 (127 hp)

Initiative: +6

Speed: 20 ft., fly 20 ft. (average)

AC: 28 (–1 size, +2 Dex, +17 natural)

Attacks: 4 slams +17 melee, tail slap +15 melee

Damage: Slam 1d8+3, tail slap 1d8+1

Face/Reach: 5 ft. by 5ft./10 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Damage reduction 30/+3, modron traits, outsider traits, psionics immunity, resistances, SR 26, telepathy

Saves: Fort +13, Ref +11, Will +13

Abilities: Str 17, Dex 15, Con 18, Int 18, Wis 19, Cha 19

Skills: Concentration +19, Diplomacy +19, Gather Information +19, Hide +12, Intuit Direction +14, Knowledge (arcana) +14, Knowledge (architecture and engineering) +14, Knowledge (local) +14, Knowledge (planes) +16, Listen +17, Scry +19, Search +14, Sense Motive +14, Spellcraft +18, Spot +17

Feats: Alertness, Blind-Fight, Improved Initiative, Multiattack

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 14

Treasure: None

Alignment: Always lawful neutral

Advancement: 16–45 HD (Large)

A quinton is a tall, stocky humanoid with four flexible arms jutting out from its shoulders and a prehensile tail that serves as a fifth arm. Each of its five arms ends in a five-fingered hand. From its back sprouts a pair of fan-like wings, similar to those of a hexton. A diamond inscribed in the quinton's forehead serves as a symbol of rank.

Quintons speak the modron tongue, plus Abyssal, Auran, Celestial, Infernal, and the trade tongue of the planes. They receive orders from quartons and pass them along to hextons.

The quintons are the bureau chiefs and recordkeepers of Mechanus. Each quinton heads a separate bureau—there is one bureau in each of the regional and quarter towers, plus five in Primus's tower. Each quinton has one hexton assistant, who in turn can put additional lower-ranked modrons at its supervisor's disposal.

Combat

A quinton attacks with its spells, spell-like abilities, and fists in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, detect evil, detect good, detect magic, dimension door, legend lore, teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 14 + spell level).

Spells: A quinton casts divine spells as a 20th-level cleric (save DC 14 + spell level). It has access to the domains of Law, Protection, and War.

Modron Traits: Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected.

Psionics Immunity (Ex): Immune to all psionic attacks.

Resistances (Ex): Acid, cold, and fire resistance 10.

Telepathy (Su): A quinton can communicate telepathically with any creature within 238 miles that has a language.

QUARTON (Hierarch Modron)

Large Outsider

Hit Dice: 16d8+64 (136 hp)

Initiative: +7

Speed: 30 ft, fly 90 ft. (good)

AC: 30 (–1 size, +3 Dex, +18 natural)

Attacks: 4 slams +19 melee

Damage: Slam 2d8+4

Face/Reach: 5 ft. by 5ft./10 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Damage reduction 30/+3, modron traits, outsider traits, psionics immunity, resistances, SR 29, telepathy

Saves: Fort +14, Ref +13, Will +15

Abilities: Str 19, Dex 16, Con 19, Int 19, Wis 20, Cha 20

Skills: Concentration +21, Diplomacy +22, Gather Information +20, Hide +13, Intuit Direction +15, Knowledge (arcana) +15, Knowledge (architecture and engineering) +15, Knowledge (local) +15, Knowledge (planes) +17, Listen +18, Scry +20, Search +15, Sense Motive +15, Spellcraft +20, Spot +18

Feats: Alertness, Blind-Fight, Improved Initiative, Improved Unarmed Strike, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary or with guard (36 pentadrones)

Challenge Rating: 15

Treasure: None

Alignment: Always lawful neutral

Advancement: 17–48 HD (Large)

A quarton is a 12-foot-tall humanoid with four jointed arms. A pair of large, fanlike wings sprouts from its back.

Quartons speak the modron language, plus Abyssal, Auran, Celestial, Infernal, and the trade tongue of the planes. They take orders from tertians and relay them to quintons.

Each quarton administers one of the sixteen sectors of the modron realm. It oversees the operation of the bureau, governors, and army attached to its regions. Each quarton has a personal staff consisting of the quinton and all the lower-ranked hierarchs assigned to its region, plus thirty-six pentadrones that act as a personal guard unit.

Combat

A quarton attacks with its spells, spell-like abilities, and fists in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, dimension door, teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

Spells: A quarton casts divine spells as a 20th-level cleric (save DC 15 + spell level). It has access to the domains of Law, Protection, and War.

Modron Traits: Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected (though a wish or miracle spell can restore life).

Psionics Immunity (Ex): Immune to all psionic attacks.

Resistances (Ex): Acid, cold, and fire resistance 10.

Telepathy (Su): A quarton can communicate telepathically with any creature within 384 miles that has a language.

TERTIAN (Hierarch Modron)

Large Outsider

Hit Dice: 17d8+85 (161 hp)

Initiative: +7

Speed: 30 ft.

AC: 31 (−1 size, +3 Dex, +19 natural)

Attacks: 2 slams +22 melee, tail slap +20 melee

Damage: Slam 2d8+6, tail slap 2d8+3

Face/Reach: 5 ft. by 5ft./10 ft.

Special Attacks: Spell-like abilities, spells, stun

Special Qualities: Damage reduction 40/+4, modron traits, outsider traits, psionics immunity, resistances, SR 31, telepathy

Saves: Fort +15, Ref +13, Will +16

Abilities: Str 22, Dex 17, Con 20, Int 20, Wis 22, Cha 22

Skills: Concentration +24, Diplomacy +25, Gather Information +25, Hide +13, Intuit Direction +16, Knowledge (arcana) +15, Knowledge (architecture and engineering) +15, Knowledge (local) +15, Knowledge (planes) +17, Listen +24, Scry +20, Search +21, Sense Motive +25, Spellcraft +22, Spot +25

Feats: Alertness, Blind-Fight, Improved Initiative, Multiattack, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 16

Treasure: None

Alignment: Always lawful neutral

Advancement: 18–51 HD (Large)

A tertian looks like a 12-foot-tall human with horns jutting from the sides of its bald head. As a third “arm,” it has a long, prehensile tail that ends in a macelike ball.

Tertians speak the modron tongue, plus Abyssal, Auran, Celestial, Infernal, and the trade tongue of the planes. They accept orders from the secundi, to whom they all report, and relay them to quartons.

Trial, judgment, and sentencing of all creatures in the modron realm is the province of the nine tertians, who hear all cases involving crimes against the rigid orthodoxy of Regulus. Rogue modrons trials make up the bulk of their caseload.

To the bulk of the modron population, the tertians are alien and unfamiliar creatures—the ultimate impartial judges. A duodrone accused of a crime might possibly imagine (if it can imagine at all) the tertian to be some incomprehensible manifestation of the supreme logic—a “super-tridrone,” so to speak.

The tertians have a total of three armies at their disposal for use in law enforcement. In addition, these hierarchs supervise the quartons, and two tertians directly serve each of the four secundi.

Combat

A tertian attacks with its spells, spell-like abilities, fists, and tail in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, dimension door, teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 16 + spell level).

Spells: A tertian casts divine spells as a 20th-level cleric (save DC 16 + spell level) and arcane spells as a 20th-level sorcerer (DC 16 + spell level). It has access to the domains of Law, Protection, and War.

Stun (Ex): Any creature hit by the tertian’s tail slap must make a successful Fortitude save (DC 24) or be stunned for 3d4 rounds.

Modron Traits: Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected.

Psionics Immunity (Ex): Immune to all psionic attacks.

Resistances (Ex): Acid, cold, and fire resistance 10.

Telepathy (Su): A tertian can communicate telepathically with any creature within 405 miles that has a language.

SECUNDUS (Hierarch Modron)

Large Outsider

Hit Dice: 18d8+108 (189 hp)

Initiative: +8

Speed: 70 ft., fly 50 ft. (good)

AC: 42 (−1 size, +4 Dex, +20 natural, +9 monk ability)

Attacks: Unarmed strike +24/+19/+14/+9 melee

Damage: Unarmed strike 2d8+7 and stun

Face/Reach: 5 ft. by 5ft./10 ft.

Special Attacks: Psionics, spell-like abilities, spells, stunning attack

Special Qualities: *Abundant step*, damage reduction 40/+4, diamond body, improved evasion, leap of the clouds, modron traits, purity of body, outsider traits, resistances, SR 33, still mind, slow fall (50 ft.), telepathy, wholeness of body

Saves: Fort +17, Ref +15, Will +18

Abilities: Str 24, Dex 18, Con 22, Int 23, Wis 24, Cha 24

Skills: Concentration +27, Diplomacy +29, Gather Information +22, Hide +16, Intuit Direction +20, Knowledge (arcana) +21, Knowledge (architecture and engineering) +21, Knowledge (local) +21, Knowledge (planes) +20, Listen +26, Scry +21, Search +24, Sense Motive +24, Spellcraft +27, Spot +29

Feats: Alertness, Blind-Fight, Combat Casting, Deflect Arrows, Improved Initiative, Improved Trip, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 19

Treasure: None

Alignment: Always lawful neutral

Advancement: 19–54 HD (Large)

A secundus appears as an incredibly thin, tall humanoid with a long, narrow face and deep-set eyes. Though it has no class levels, it has all the class features of a 13th-level monk.

Secundi speak their own language, plus Abyssal, Auran, Celestial, Infernal, Sylvan, and the trade tongue of the planes. They take orders only from Primus itself and relay those to the tertians.

The four secundi serve as viceroys of the quarters. These powerful beings are the virtual rulers of

Mechanus, reporting only to Primus. Each secundus has a staff of two tertians, who in turn command other hierarchs.

The secundi live in great towered cities near the centers of their quarters and always work in harmony with one another. When Primus dies, one of the secundi is promoted to take its place.

Combat

A secundus attacks using its fists, spells, spell-like abilities, and psionics in combat.

Psionics (Sp): At will—*detect chaos*, *detect law*, *detect thoughts*, *invisibility*, *plane shift*, and *suggestion*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Spell-Like Abilities: At will—*clairaudience/clairvoyance*, *command*, *dimension door*, *teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Spells: A secundus can cast divine spells as a 20th-level cleric (save DC 17 + spell level) and arcane spells as a 20th-level sorcerer (DC 17 + spell level). Secundi have access to the domains of Law, Protection, and War.

Stun (Ex): A creature hit by a secundus's slam must make a successful Fortitude save (DC 26) or be stunned for 1 round in addition to taking damage.

Abundant Step (Sp): The secundus can slip magically between spaces, as though through a *dimension door* spell cast by a 9th-level sorcerer, once per day.

Diamond Body (Su): Immune to poison.

Leap of the Clouds: The secundus's jumping distance is not limited by its height.

Modron Traits: Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected.


Purity of Body: Immune to all diseases except magical ones.

Still Mind: A secundus gains a +2 bonus on saving throws against spells and effects from the Enchantment school.

Slow Fall: A secundus within arm's reach of a wall can use that to slow its descent. It takes damage as though the fall were 50 feet shorter than it actually is.

Resistances (Ex): Acid, cold, and fire resistance 10.

Telepathy (Su): Secundi can communicate telepathically with any creature within 420 miles that has a language.



Wholeness of Body (Su): A secundus can cure its own wounds, healing up to 36 hp per day. It can spread this healing out among several uses if desired.

PRIMUS (The One and The Prime)

Primus rises from the communal energy pool in its great tower at the center of Regulus. It usually appears as a gigantic humanoid, though it can also take the form of an androgynous human if desired. When Primus is in giant form, its hands are masked—the right one is swathed in bright, rainbow hues and the left is cloaked in inky, swirling clouds.

Primus speaks the modron tongue, plus Abyssal, Aquan, Auran, Celestial, Draconic, Ignan, Infernal, Sylvan, Terran, and the trade tongue of the planes. It gives orders to the secundi but takes them from no one.

Primus is a lesser deity of Mechanus and the ruler of the entire modron realm. Primus and Regulus are one in thought and deed; as Primus turns, so do the wheels of the city, and thus, the wheels of all Mechanus. The domains with which Primus is associated are Law, Protection, and War.

Primus alone understands the whole structure of the modron race. It is Primus who decides what constitutes order, writes the laws, and establishes the rules and regulations. All other modrons exist to carry out their deity's plans and obey its rules. Any modron who fails to meet Primus's standards may be declared a rogue and sentenced accordingly.

Primus's sole concern is for the modrons. It does not send avatars to other planes or even take part in the normal bickering and wars that occupy the other planar powers. Though it does use the Orrery to keep track of events on other planes, it rarely interferes unless it sees a direct threat. It devotes most of its energy to perfecting and protecting Regulus and its inhabitants.

Though Primus technically has few actual worshipers, since only the secundi are even directly aware of its existence, it does influence the lives of all modrons in many ways. Primus grants divine spells, domain powers, and domain spells to all the hierarchs. Indirectly, it also controls all modrons, since its orders filter down through the modron ranks until they reach the proper level for implementation.

Contrary to popular belief, the death of Primus does not throw modron society into chaos. Like all gaps, that vacancy is immediately filled by promotion of a secundus. That creature immediately gains the powers of the old Primus, but not its memory or its plans. Thus, it usually takes a bit of time for the new Primus to determine the state of the planes and of Regulus and decide what needs to be done. During this period of adjustment, some chaos can enter the perfection of modron society. Some scholars have mistakenly interpreted this situation as civil war within the orderly modron race, but it is merely confusion resulting from the temporary lack of direction. The first act of the new Primus is to restore order to its race—a process which can take some time.

ABOUT THE AUTHOR

Mark A. Jindra has been a fan of *DUNGEONS & DRAGONS* for 20 years. After five years of organizing RPGA Network events for more than 75 Midwestern conventions and game days, he landed a job as a web developer for Wizards of the Coast. He is currently the developer of the D&D website. Mark has authored or coauthored various tournaments for the RPGA Network, including the *LIVING CITY*'s "The Eye of the Storm" and the combined roleplaying-miniatures *MechWarrior/BattleTech* event "Falcon and the Wolf."