

COR3-14



HUNT FOR THE ROGUE

A ONE-ROUND D&D[®] LIVING GREYHAWK[™]
CORE ADVENTURE

Version 1

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Once every 289 years, the Great Modron March passes through the multiverse. It last touched Greyhawk in the Blemu Hills, in the Northern Kingdom of Aerdy. Usually, some modrons die. Usually, a few get left behind. Sometimes, the modrons come back for them. This time, they're coming in force, with the fate of an entire village at stake.... An adventure for APLs 4-10.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *DUNGEON MASTER'S GUIDE* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud.

Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. It players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find

difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

TIME UNITS AND UPKEEP

This is a one-round Core adventure, set in the Northern Kingdom. All adventurers pay two Time Units to participate.

Adventurer's Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp. Luxury Upkeep costs 100 gp.

Is It A Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

ADVENTURE BACKGROUND AND SUMMARY

The adventure is set in the Northern Kingdom, in the Blemu Hills quite close to Red Falls, on the western side of the Teesar Torrent. A few months before the adventure, the Great Modron March passed through this area of the world, causing the usual mayhem associated with this event. As is almost customary, a few modrons got lost on the way. One of them found a magical instrument, became interested in it, and finally turned rogue (even gaining levels in the bard class) and settled in a small mountain village within the region. Since it was a pentadron, it easily managed to take command of the rest of the lost, non-rogue modrons (monodrones, duodrones, tridrones, and quadrones).

As usually happens, after the Great Modron March the modrons found out about the rogue and dispatched a punitive expedition to correct the problem. The first party sent out to deal with the rogue clashed with the rogue's modrons, with the two parties wiping each other out. Only one monodrone, on the side of the attackers, survived. The forces of the rogue were almost annihilated in the battle, while the punitive expedition still has sufficient forces to mount a second assault. The rogue, having become enamoured with the creatures from the Prime Material Plane, has taken up residence with them, and the pending modron attack may wipe out at least part the human settlement as "collateral damage." The PCs will have to stop the punitive expedition as well as solve the problem of the rogue modron.

Encounter 1: The PCs come upon the site of the modron-against-modron battle, in which about 40 modrons of various castes (from monodrone to quadrone) were destroyed. The only survivor is a monodrone (once part of the non-rogue modrons), which is down to 0 hit points. At the sight of the PCs, it feebly tries to get up again, drawing the heroes in a particular direction (from which the tracks of the opposing army came from). The monodrone almost immediately forms some kind of attachment to one of the PCs, especially if it receives healing from the PC.

Encounter 2: Without much discussion, the modron seeks to complete its orders: attack the army of the rogue and destroy it. Lacking other modrons, it tries to get the PCs to help him. Led by the monodrone (kind of), they follow the tracks and finally meet up with the rest of the rogue's army. These, of course, do not know that they are being commanded by a rogue (who is not present in this encounter), and instead demand that the monodrone submit to their leader. Since the monodrone refuses, the rogue's troops now declare the lone monodrone a rogue—modron logic is strange indeed. The PCs either surrender the monodrone, or have to fight the rogue's modrons in this battle.

Encounter 3: Now that the monodrone's immediate objective is fulfilled; the PCs may try to get information out of it. The monodrone cannot answer complex questions and needs to be carefully guided to reveal pertinent information. The PCs find out that the rogue is a "superior being," but not a direct superior (at least a tridrone). They also learn that the modrons plan to use brute force to wipe out the rogue and 'everything contaminated by it,' and, most importantly, the location of the modron command point. Since the second force has not been launched yet, it seems the PCs' best choice to talk to modron command to prevent genocide.

Encounter Four: The PCs find the command post and are led into the presence of the commanding modron, a decaton. The modrons bog the PCs down with endless bureaucratic trivia, among other things demanding that they return the monodrone (which, by now, should have fully attached itself to one of the PCs and on the verge of

going rogue itself) to the modron fold. The PCs might succeed in convincing the decaton to spare the humans by letting them take care of the rogue. Unfortunately, by this time the strike force is already on its way. If the PCs think on their feet, they can get the decaton to withdraw this own order, telling the strike force to wait for 12 hours; if not, the PCs will have to dispose of the second force on their own. Also, the PCs learn that a third strike force is waiting to resolve the matter once and for all, should neither the PCs nor the second force succeed.

Encounter 5: The PCs hurriedly catch up with the modron force and either destroy, defeat, or otherwise deflect it from its goal. If the PCs convinced the decaton to call off the attack, the modrons take positions around the village and wait for the 12 hours to elapse.

Encounter 6: The PCs come to the village of Hilldon. Here, the pentadrone has taken up residence in the village inn. Hilldon as such has 73 inhabitants, almost all of which are civilians (i.e., NPC classes) and in fear of the modron, which is 'acting weirdly.' It is clear that the village does not stand a chance against the modrons. The PCs make their way around the village and finally need to enter the inn and confront the rogue

Encounter 7: The rogue, who has gained the character class of bard in the process of secession from the modron fold, has taken up residence at the village inn. At the moment, it is honing its bardic skills. All it wants to do is convince the inhabitants of Hilldon of its musical skills, and thus keeps inviting them to attend performances in the inn's common room. The rogue is not exactly hostile to the PCs, but, of course, cannot allow them to move him away from the inn, since this is where it has found its calling, and where it has begun to find out what it means to be un-modron. In short, the rogue is not only a rogue, but also quite insane.

The rogue has to be taken care of somehow. Combat is an option, but it is also possible to convince the modron to leave the area while faking its "death." It is possible to stage a mock battle, aided by the modron's bardic spells and abilities, which will end in the "destruction" of the rogue. All that remains now is to wait for the modron force and convince them of the rogue's destruction.

At the end of the adventure, the PCs have the option of taking the monodrone on as a henchman. They also may gain access to two new clerical spells (from *Defenders of the Faith*) and one new bard spell (from *Manual of the Planes*).

The modron game statistics used here are those from the *Manual of the Planes* web supplement; information regarding the modrons and their strange culture is given in Appendix 3. Statistic blocks are found in Appendix 1. In a sense, the adventure is also indebted to the AD&D *Second Edition Planescape* sourcebook *The Great Modron March* for its basic background; this book, however, is not needed to play *Hunt for the Rogue*.

Also, the adventure contains references to earlier Greyhawk sources, especially "Diambeth's Delving," an adventure in the 1989 AD&D adventure anthology, *Fate of Istus*. However, knowledge of this adventure is not actually necessary to play *Hunt for the Rogue*, since all the pertinent information has been summarized or quoted in the text.

ENCOUNTER 1: MODRON CARNAGE!

The adventure begins in the southern part Northern Kingdom of Ahlissa, in the Blemu Hills quite close to the city of Red Falls, on the western side of the Teesar Torrent. The PCs are there for various reasons, maybe on the way back from an adventure in the region, or maybe they have heard about strange events taking place in this region every three hundred years or so.

While the PCs are on their way, you might want to build up tension by calling for Spot checks (DC 10). If at least one of the players succeeds, tell them the following:

While you are looking around the hilly terrain of the foothills of the Blemu Hills, something catches your eye: the reflection of something shimmering, something glittering—the glittering of metal!

Let the PCs act upon this information in any way they see fit; there is no present danger, and nothing is going to happen in the next few minutes. Once the players feel forewarned and forearmed, they will sooner or later move forward (or investigate by means of spell or familiar), just to see the following (if, unlikely as this may seem, nobody makes their spot check, just let the PCs stumble upon this scene):

All of a sudden, to the west, you come across what seems to be a battlefield! However, none of the combatants seem to have been human, or even humanoid. Lots of metal lie scattered everywhere, and there are literally dozens of lifeless metallic bodies, patterned in different geometric shapes: spheres, cubes, rectangular blocks, and pyramids. There are also lots of weapons: shortspears, halfspears, crossbows, longbows, javelins, bolts and arrows.

There is movement amid the debris. One of the spherical bodies is moving slowly, trying to get up on two tiny, spiderlike limbs. It makes a pitiful step in your direction, and then falls over again, struggling to get up once more.

The PCs have come upon the site of the first battle of a scouting expedition of regular modrons against the troops of the rogue. All in all, about 40 modrons of various castes (from monodrone to quadrone) were destroyed here. The two forces effectively annihilated each other, with the only survivor being a monodrone (which was part of the nonrogue modrons), which currently has 0 hit points.

The PCs are able to identify the destroyed creatures as modrons on a successful Knowledge (the planes) check (DC 15) or bardic knowledge check (DC 20). Should either check succeed and beat DC 25 as well, the PC learns the information on the Great Modron march as given above, you can give out the full set of information below:

You have heard about a strange procedure occurring on the Outer Planes, called "The Great Modron March." Once every 289 years (17 circles of 17 years each), the modrons from the Outer Plane of Regulus launch a great host of their inhabitants, the mechanical and highly ordered modrons, to gather what information they can glean from the multiverse. It is rumored that this March last touched the Flanaess somewhere around here, in the Blemu Hills. Whether this is actually true or not remains to be seen.

The PCs can also make out two sets of tracks leading to the site of the battle. Both were made by troops of modrons roughly equal in size (about 20 per side, with only very few flyers one each side), converging at the site of the battle. A Track check (DC 10) provides all of this information. The regular modron troops came from the north, while the rogue's troops marched to meet them from the south.

The monodrone is heavily damaged (0 hp out of 4), and barely functional. Any action (not counting the weak stumbling around and calling out) sends the modron into negative hit points). At the sight of the PCs, it feebly tries to get up again, repeating something in a language most probably unknown to the PCs (the Modron language). The 'voice' sounds strangely remote, and varies in volume as well as intonation; however, the spherical being seems to be repeating the same words over and over again. If magical means of comprehension are employed (or in the unlikely case of a PC speaking Modron), the PCs can make out the words "must ... destroy ... rogue," over and over again.

The modron does not exhibit any signs of aggression towards the PCs and, of course, doesn't have an evil aura (but, of course, a lawful one). It could be easily killed, but this would spoil at least part of the fun of the adventure (rob the PCs of interaction with the single-minded monodrone). For combat-happy PCs, the first taste of combat is just one encounter away.

Note: Of course, according to the modron description as per Appendix 3, monodrones are unable to speak (something PCs that made their Knowledge check against DC 20 are aware of). Unfortunately, this particular monodrone doesn't seem to know this. It developed the power of speech miraculously during combat, as some kind of malfunction due to the severe damage it received. At least that is what every modron the PCs met will believe about the incident. In fact, the events might even be logically explained: As stated in Appendix 3, when a modron dies, the nearest lower-caste modron automatically replaces it. In this battle, a lot of modrons died rather quickly, and the lower-castes

ones simply couldn't keep up with advancing. In fact, in all happened so fast that the only survivor would have been forced to advance from monodrone to duodrone to tridrone to quadrone in a very limited amount of time, something even modrons are not really made for. Thus, instead of continuously evolving, the monodrone simply shut down early on, only taking on the power of speech it would have received in a higher caste.

While this may look like a simple trick aimed at giving the PCs information early on in the game, it also foreshadows that this monodrone, although yet being a loyal part of the regular modron army, already exhibits tendencies of going rogue itself, thus paving the way for later developments and, finally, the PCs' option of taking the monodrone on as a henchman. (Another facet of the fact that the monodrone is slowly turning rogue itself is the very fact that hasn't started replicating other monodrones by fission yet. However, the PCs are not really likely to know that; they may find out, though, by succeeding in Knowledge (the planes) checks (DC 20).

At the moment, it is really hard to effectively communicate with the monodrone. It still follows its original order to destroy the rogue's force, knowing full well that there are still troops loyal to the rogue around somewhere. Lacking other modrons, it tries to get the PCs to help him. It tries to draw the heroes in a particular direction (from which the tracks of the rogue's army came from—the south). Also, the monodrone almost immediately forms some kind of attachment to one of the PCs, especially if it receives healing from the PCs. While this might not be readily apparent in this first scene, the attachment should be developed and played out in subsequent encounters. In determining which PC the modron forms an attachment to, you should already try to figure out that player most likely to take on the monodrone as a henchman at the end of the adventure. If there is no such character, or if you cannot tell at the moment, take the PC that cares most for the modron at the time being (provides it with healing, tries to repair it, studies it, talks to it). If you really want to play it up, let the monodrone approach the character in question with enthusiastic cries of "Mommy!" or "Daddy!"... If in doubt, the monodrone will, sooner or later, make educated guesses about the PCs' alignments, and is naturally going to gravitate towards a LN or LG character (which can be lots of fun; just imagine a paladin being stuck with a modron sidekick...).

If nobody really cares for the monodrone (or if there is equal attention from various PCs), the monodrone gravitates toward those who are closest to its own alignment, in the order of: lawful neutral—lawful good—true neutral—neutral good. It will not attach itself to a chaotic character of its own volition, unless that PC really cares for the modron and approaches it.

Keep the scene going for a few minutes, but make certain that the PCs do not manage to establish an effective way of communication with the

monodrone. As soon as this is about to happen, cut to Encounter 2: The Last Survivors.

All APLs

☛ **Monodrone:** hp 0 (out of 4); see Appendix I.

Treasure: The PCs can scrounge up various bits and pieces of modrons, interspersed with the creatures' weapons. Taking modron parts as treasure may not come naturally to the PCs, so point out that the debris seems to be worth at least something (especially since they might need some modron parts at the end of Encounter 7: The Modron's Song, if they opt for the nonviolent solution). Part of the inner workings of modrons are made of rare metals and even a few gems, so there. The entire process takes up an hour. All in all, this amounts to:

APL 4: Loot 30 gp; Coin 30 gp

APL 6: Loot 40 gp; Coin 40 gp

APL 8: Loot 65 gp; Coin 60 gp

APL 10: Loot 105 gp; Coin 105 gp

ENCOUNTER 2: THE LAST SURVIVORS

Once the PCs have made up their mind to follow the modron south, they soon meet up with the rest of the rogue's troops. These are on their way to come to the aid of their colleagues, not yet knowing that these have been destroyed.

This encounter also takes place if the PCs ignore the monodrone, follow the tracks north, or go someplace else: the rogue's remaining forces catch up with them pretty soon.

Suddenly, a strange host of creatures comes into sight, soundlessly, almost out of nowhere, but still walking on the ground and leaving tracks. The creatures look at lot like the debris you saw at the battle site: geometrical bodies (rectangles, pyramids, and spheres) on thin, spiderlike legs, with a multitude of arms, and heavily armed, too. The spherical ones, looking a lot like the lone survivor you've found, are most numerous. One of the modrons, obviously the leader since it looks different from all the others, addressed you from behind a semi-circle made up by the other creatures.

The Modrons encountered here depend on the APL of the table:

APL 4: One tridrone, two duodrones, and four monodrones.

APL 6: One quadrone, one tridrone, two duodrones, and four monodrones.

APL 8: One quadrone, two tridrones, two duodrones, and six monodrones.

APL 10: One quadrone, four tridrones, and four duodrones.

None of the modrons are winged.

Place the modron troop at a distance to the PCs that the modrons can cover in two rounds of expanding one move action (40 feet, due to the monodrones' base speed of 20 feet); this allows them to move and use ranged weapons, if necessary. Any flying PCs automatically detect the approaching monodrones, as do flying familiars dispatched for such a purpose.

The modrons do not attack immediately, but first try to interrogate the PCs whether they have met any hostile forces, or whether they know anything about the fate of the rest of their force. At all APLs, the leading modron (a tridrone at APL 4, a quadrone at all other APLs) has Diplomacy +5, enabling for at least somewhat smooth negotiations with the PCs. Both address the PCs in the trade tongue of the planes (the planar version of common, which PCs need to have learned as an individual language if they want to understand this), with the quadrone switching to Celestial afterwards (the tridrone doesn't know Celestial).

The rogue's forces, of course, do not know that they are being commanded by a rogue (who is not present, by the way), since not even the quadrone at APLs 6 through 10 has found out about its superior having gone rogue. The situation gets even more confused if the monodrone is with the PCs. The rogue's troop leader immediately demands that the monodrone submit to it, placing it under the command of one of the duodrones under its command. The monodrone refuses and tries to hide behind the PCs—preferably the PC it is forming an attachment to. The opposing tridrone/quadrone (as per APL), in turn, now declares the lone monodrone a rogue, since it clearly defied a superior modron and, thus, has to be defective (more strange modron logic). Things are going to heat up quickly, with only two possible outcomes:

The PCs refuse to surrender the monodrone—meaning they have to fight the modron troop (see blow), or the PCs surrender the monodrone and do not challenge the rogue's troop.

If the PCs surrender the monodrone, the modrons continue on their way, find the battlefield, follow the tracks north, and are destroyed by the superior modron force lying in wait further up north. In this case, the PCs still get part of the XP for defeating the modron troop, since they have deprived themselves of part of the potential yield of the adventure by giving away the monodrone (don't forget to cross off the monodrone entry on the AR!). However, if the PCs' only action was to turn over the monodrone and walk away, cut the EL by half for determining XPs. Without the monodrone, Encounter 3: The Modron Speaks cannot take place, and some alternative means of getting to PCs to the modron command point will have to be employed. This alternative is given at the beginning of Encounter 4: Gone to See a Modron about Some Humans.

If the PCs refuse to surrender the monodrone and fight the rogue's troop, the modrons fight to the

best of their abilities: the tridrones throw their javelins before charging into battle, while the quadrone (at APLs 6, 8, and 10) takes up a cover position behind the other modrons and fires with its two longbows at characters able to employ magic or ranged weapons. Due to their orders, the modrons fight until destroyed. After the battle, cut to Encounter 4: The Modron Speaks.

APL 4 (EL 4)

- ☛ **Tridrone (1):** hp 16; see Appendix 1.
- ☛ **Duodrones (2):** hp 9, 8; see Appendix 1.
- ☛ **Monodrones (4):** hp 5, 4, 4, 3; see Appendix 1.

APL 6 (EL 6)

- ☛ **Quadrone (1):** hp 22; see Appendix 1.
- ☛ **Tridrone (1):** hp 16; see Appendix 1.
- ☛ **Duodrones (2):** hp 10, 9; see Appendix 1.
- ☛ **Monodrones (4):** hp 5, 5, 4, 4; see Appendix 1.

APL 8 (EL 8)

- ☛ **Quadrone (1):** hp 24; see Appendix 1.
- ☛ **Tridrones (2):** hp 18, 16; see Appendix 1.
- ☛ **Duodrones (2):** hp 11, 10; see Appendix 1.
- ☛ **Monodrones (6):** hp 6, 5, 5, 5, 4, 4; see Appendix 1.

APL 10 (EL 10)

- ☛ **Quadrone (1):** hp 26; see Appendix 1.
- ☛ **Tridrones (4):** hp 20, 18, 18, 16; see Appendix 1.
- ☛ **Duodrones (4):** hp 12, 11, 11, 10; see Appendix 1.

Treasure: The PCs can scrounge up various bits and pieces of modrons, plus their weapons; again, this takes one hour. The modrons also carry a fully charged *wand cure light wounds* (cast at 1st level on APLs 4 and 6, 2nd level on APL 8, and 3rd level on APL 10)—these were reserve troops not used in the first battle. This treasure amounts to:

APL 4: Loot 15 gp; Coin 15 gp; Magic: *wand of cure light wounds* (1st level caster) (63 gp).

APL 6: Loot 20 gp; Coin 20 gp; Magic: *wand of cure light wounds* (1st level caster) (63 gp).

APL 8: Loot 30 gp; Coin 30 gp; Magic: *wand of cure light wounds* (2nd level caster) (125 gp).

APL 10: Loot 55 gp; Coin 50 gp; Magic: *wand of cure light wounds* (3rd level caster) (188 gp).

ENCOUNTER 3: THE MODRON SPEAKS

This is purely a roleplaying encounter and may take as much time as you deem necessary (and as long as the players enjoy it). It does not take place if the PCs have surrendered the monodrone to the rogue's forces in the preceding encounter.

Now that the monodrone's immediate object is fulfilled, the PCs may try to get information out of it. This is a tiresome process requiring good roleplaying

on the part of the players as well as you. The monodrone cannot answer complex questions and needs to be carefully guided to reveal pertinent information. Yes/no questions are the order of the day at the beginning, with the PCs having to draw a lot of conclusions on their own (using Knowledge or Intelligence checks), then putting statementlike questions to the monodrone, to be answered with "yes" or "no." During the conversation, the monodrone slowly learns how to speak, until it is finally able to create short, simple sentences (no subordinate clauses, no subjunctive, no passive voice) of no more than 10 words. The modron knows quite a lot about Regulus, modron society, the Great Modron March, and other topics; it just doesn't know how to put all of this into words.

The PCs may find out about the following:

Where the modron comes from: Like all modrons, the monodrone hails from the city of Regulus, which occupies 64 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.

How the modrons got here: The monodrone doesn't really know. There is a huge construction of cogs and wheels at the modron command point, which they used for travel from Regulus. Of course it can describe the way to this command point...

The Great Modron March: Once every Grand Cycle (17 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. Nobody knows for sure why, although it seems as if they are gathering information as they march. The modrons don't stop for anything or anybody, with conflict between modrons and inhabitants being fiercest on the lower planes.

Modron Society: Modrons have no families, tribes, or clans. They do not really reproduce, but advance in ranks whenever a position in a superior rank is free. Promoted monodrones reproduce by fission to create a replacement monodrone one they advance to duodrone. Advancement means complete physical transformation. Modrons spend their lives performing the tasks that Primus, their chief deity and head of society, assigns, either directly or indirectly. Each modron accepts orders from members of the next-higher caste and can, in turn, give orders to members of the next-lower caste. A modron is able to act on its own, though, if the situation at hand falls within the range of its purposes.

The Rogue and its Troops: As sometimes happens, one of the modrons on the Great March decided to turn rogue and remained on this plane. Turning rogue is dangerous, since a rogue is outside the natural order set by Primus and may thus create

terrible havoc. Thus, it needs to be destroyed. This rogue is especially dangerous, since it is a "superior being" (modrons cannot comprehend modrons of castes more than one removed from their own), but not a direct superior to the monodrone (at least a tridrone, but probably at least a pentadrone, since there was a quadrone in the strike force—should the PCs point this out). The fact that it still held sway over other modrons makes it even more dangerous. Fortunately, this danger is ended now, since all its troops are now destroyed. The monodrone believes that the rogue is quartered at a human settlement, only several human hours away, as the monodrone moves (at a base speed of 20 feet). A successful Knowledge (local) (DC 10) check reveals the village's name is "Hilldon."

Modron castes: There are monodrones, duodrones, tridrones, quadrones, and pentadrones; these form all the base modrons. Far above these are the godlike hierarch modrons, of which the monodrone knows next to nothing.

The Details of the First Battle: The modrons sent a large force to recover/destroy (there is not much of a difference to the modron mind) the rogue. Modron command sent a scouting force, which was ambushed by part of the rogue's forces and wiped out.

The Facts about the Modron Punitive Force: The modrons have sent a full regiment (five pentadrones, plus 32 quadrones, 1,728 monodrones, 590 duodrones, 328 tridrones, and 24 messenger monodrones), holed up in a huge command post somewhere in the Blemu Hills, in a location known to the monodrone.

The Modrons' Plans: to use brute force to wipe out the rogue by "all and every means possible." This is standard modron procedure, quite logically preferring large-scale destruction to the occasional escapee. While they won't go out of their way to kill everything that has come in contact with the rogue, they will not be too discriminating, either (the concept of "collateral damage" may well have been a modron invention). The monodrone is positive that the rogue has taken refuge among beings native to this plane, probably condemning at least some of them to death. The larger part of the force, intended to wipe out the rogue, has not been launched yet. If questioned on the fate of that human village mentioned earlier, the monodrone matter-of-factly states that 'of course' a certain percentage of collateral damage is expected.

Given all the information the PCs can get here, it seems like their best choice to talk to make their way to modron command to prevent genocide; see Encounter 4: Gone to See a Modron about Some Humans. Should they decide to move to the village instead, they encounter the modron punitive force without prior warning; see Encounter 5: The Second Modron Battle.

ENCOUNTER 4: GONE TO SEE A MODRON ABOUT SOME HUMANS

The PCs now travel to the modron command point, guided by the monodrone. This is a rather uneventful trip deeper into the Blemu Hills, along the tracks coming from the north; it takes about three hours. At the end of this time, read or paraphrase the description of the modron command point as described below.

If the PCs have surrendered the monodrone in Encounter 2, they will have to find the modron command point on their own. Should they decide to follow the tracks north, they will ultimately get to the command point, resulting in much the same sequence of events (minus all references to the monodrone, of course). However, they may not know that their mission is somewhat urgent, since without having talked to the monodrone, it needs a few clever guesses to determine the fact that the modrons may sent another expedition to 'bring in' the rogue. Following the tracks to the south will finally lead them to the village of Hilldon; see Encounter 6: Welcome to the Village. Hilldon is four hours south from the battle site, so if the PCs don't tarry and move there immediately, they arrive at the village before the modron punitive force attacks; it may well be that they have already finished their business with the rogue there when the modrons arrive.

If the PCs have surrendered the modron and follow neither tracks (or are simply at a loss at what to do), have a villager from Hilldon come up, greeting the 'brave adventurers' and asking them for help against 'a strange creature made entirely of metal that terrorizes our village.' Go the Encounter 6: Welcome to the Village.

Otherwise, once the PCs get close to modron command on Oerth, read or paraphrase the following:

After three hours of traveling north, deeper into the Blemu Hills, you are positive that you have found something, something that might well be the modron command point: even from afar, you observe a scintillating metallic sheen and hear the clicking and grating of gears—probably large ones, judging by the volume of the sounds.

PCs who cannot really be ambushed should now be allowed to get a partial action, if they want. Once this is done, continue with the following:

However, before you can investigate further, hordes of the same strange, metallic creatures that you have already met come into view, orderly arranged into ranks upon ranks upon ranks: modrons and even more modrons, in the form of sphere, pyramids, rectangles, and cubes. Longbows, crossbows, javelins, and spears are pointed in your direction from all sides. Suddenly, the ranks of the modrons part, and from the direction of the lights and sounds, a metallic creature approaches, unlike any you have seen so far: a five-

armed creature that resembles a starfish mounted on five thin, stiltlike legs. It is unarmed, but sports five tough-looking arms. Metallic eyes gleam in your direction.

This is one of the five pentadrones involved in administering the day-to-day affairs of the modron unit. It commands a mixed force of just how many modrons you need to rein the PCs in and prevent them from directly attacking. For starters, just double the number of modrons from Encounter 2, adding the pentadrone at all APLs. This is an untiered combat, and no XPs are given for an ensuing fight.

If the PCs do attack, feel free to replace modron losses as you see fit, adding a quadrone and two tridrones per round as long as you need, and an additional pentadrone per two rounds (up to three additional pentadrones), until the PCs are beaten or driven away (it is doubtful that the modrons will run out of soldiers any time soon). The modrons do not attack on their own, but want to establish communications—especially if the PCs bring the monodrone with them. Depending on the presence or absence of the monodrone, the pentadrone establishes communication in a different way, using the trade tongue of the planes first and then changing into Celestial, if necessary. If the monodrone is with the PCs, read or paraphrase the following:

The five-armed creature looks at you with three of its five eyes, one by one, leaving you somewhat disconcerted. Suddenly, a metallic mouth opens, and the modron speaks in a grating voice: "Thank you for returning our lost unit to us. It will be repaired. Please state where you found it, and under what circumstances. Also state whether in retrieving this monodrone unit you were damaged, and whether you require repair."

This may startle or at least confuse the PCs. If they hand over the monodrone, report dutifully, and state that they require no repairs, the pentadrone considers the conversation finished and turns with its entire troop, leaving the PCs where they are. Only if the PCs refuse to hand the monodrone over, or if they talk of things not mentioned by the pentadrone, for instance—things modron humans were never meant to know (like rogue and villages-to-be-destroyed)—will the pentadrone continue the conversation (see below).

If the PCs do not have the monodrone with them, the pentadrone addresses them thusly:

The five-armed creature looks at you with three of its five eyes, one by one, leaving you somewhat disconcerted. Suddenly, a metallic mouth opens, and the modron speaks in a grating voice: "You are about to enter restricted territory. You are interfering with a classified modron operation on your prime material plane world. We assure you that we mean you no harm, but just want to correct a mistake that has occurred. Leave now."

In this set-up, the pentadrone doesn't really expect and answer and turns around immediately after finishing its last sentence. Only if the PCs talk of things not mentioned by the pentadrone, for instance, things modron humans were never meant to know (like rogue and villages-to-be-destroyed), will the pentadrone continue the conversation (see below).

If the pentadrone is forced to continue the conversation in either case, feel free to role-play the conversation. The pentadrone has an Intelligence of 12 and Diplomacy +10, so it should be able to react to the PCs in an intelligent fashion without major diplomatic blunders (except a certain directness bordering on rudeness). Once the topics 'not returning the monodrone' or 'not destroying the human village' are brought up, the pentadrone finds itself in a position not covered by its base programming, since the former goes against standard modron procedure, and the latter against the orders of its direct superior, the decaton. Thus:

It seems you have reached a dead end in your attempts at convincing the modron. It breaks off, looks at you with a few of its eyes, looks a bit more, and then slowly grates: "This is beyond our capacity to decide. We will take you to the decaton." It turns around and, without waiting for you to follow, stalks off in the direction of the shimmering lights and clicking gears. Your escort falls in to the right and left off you.

Provided the heroes follow the pentadrone, they are led into the command post. Gnomes will probably have a field day here (at least as long until they note the utter lawfulness of the place):

Your modron guide takes you into a weird-looking compound, probably (you can't be entirely certain) the modron command station. Several interlocking gears of various sizes, set in various angles against one another, with some rotating on the ground and others rotating on top of vertical gears, almost forming a ceiling, turn at various speeds in various directions. Affixed to these huge wheels are metallic cubicles or cabins, spinning with the wheels. A constant humming and clicking fills the air, and the sunlight reflecting off the bright gears blinds you. Amidst the confusion, hundreds of modrons walk, aimlessly at first sight, but possibly following a larger plan only known to them. Some of them fly with fanlike wings, only adding to the apparent confusion.

Deeper and deeper into the compound you are taken, for what must be at least 500 yards. The assault on your senses becomes almost deafening. Suddenly, you reach what looks like a large metal wheel in what must be the middle of the compound. Three more of the starfish-like modrons await you, surrounding a metal sphere on stumpy legs, with ten tentacles spaced evenly around its horizontal circumference. Above these are four eyes, and a single mouth, which is located at the very top of its body. Two of the four eyes turn in your general direction, while the pentadrone reports in a low voice in the modrons' strange tongue.

Should the PCs understand Modron (most likely by spell), on a successful Listen check (DC 10) they hear that the pentadrone reports the conversation with the PCs truthfully, down to the last letter, as if by direct replay (kind of which it is). Once this is over, the decaton turns its attention to the PCs. Besides the trade tongue of the planes and Celestial, it also speaks Infernal, and failing that, is also able to converse with the PCs telepathically, so one way or the other, it can communicate with the PCs without magical aid.

The conversation between the two modrons takes almost as long as your original talk to the starfish-modron. "We hear you require strange things," the ten-tentacled creature finally says in a voice that is slightly better modulated than that of the starfish-modron, four of its ten tentacles waving vaguely in your direction. "Explain to us, why." It seems you have to tell your entire story again!

This is indeed true. The decaton (for which no statistics should be needed, but they can be found in Appendix 1 anyway) has an Intelligence of 14 and Diplomacy +13, but nonetheless is a modron, and procedure has to be followed. Since it is to make the final decision here, it carefully has to weight everything from every angle. Although the decaton knows that the pentadrone reported the conversation as truthfully as modronly possible, it still wants to listed to what the PCs have to say, if only to detect discrepancies. Thus, it is your task to not only make the PCs restate their original request (whether it was to not part with the modron, to ask for the sparing of Hildon, or both) and, in the role of the decaton, point out any discrepancies in their accounts, down to the minutest detail. Try to bog the PCs down with endless bureaucratic trivia until the decaton feels satisfied that both accounts mesh. Then, regardless of what the PCs are after, claim the return of the monodrone (if present, of course) to the modron fold.

By this time, the monodrone should have fully attached itself to one of the PCs (and should already be on the verge of going rogue itself) and does thus plead with all its meagre vocal capacity to not be delivered to the modrons. Ideally, the PCs should by now refuse to return the modron (if only to have an independent guide instead of a loyal, modronic one), with the discussion taking up as long as you and your players feel like it. In the end, the decaton releases the monodrone into the custody of the PCs (probably because it doesn't really want to have a speaking monodrone around, something which might well spread unrest among the other monodrones, even if destroyed quickly; if, on the other hand, it is with the humanoids, it could technically be considered a destroyed monodrone, given to the humanoids for study purposes—or somesuch weird modron logic). If your players don't feel like actually discussing this, just have them make opposed Diplomacy checks against the decaton, adding circumstance modifiers for good, modron-suited role-playing. Should all the Diplomacy checks fail, the PCs still need to find some

other means of dealing with the situation, though, so only do this as a last resort.

Now, the discussion should again turn to the village of Hilldon (or, if the PCs didn't bring the monodrone, the discussion begins here in earnest):

While you prepare discussing the salvation of Hilldon, you are interrupted by a small, spherical creature with fanlike wings that flies straight in the direction of the decaton. Obviously, this is a monodrone with wings. In its arms, it holds a scroll tube, which it hands to one of the pentadrone, which, in turn, hands it to the decaton. The decaton opens the tube, unfolds the scroll contained within, and reads it. Then, it addresses you, and for a brief moment you imagine its metallic voice grating in delight:

"The situation is under control. We read that the punitive force has just been dispatched to wipe out the rogue. This should take care of your worries. And even if this force were to fail, we will despatch another, larger, one, and so on." For an expressionless modron, you think, it suddenly looks mightily pleased.

Of course, this is the exact opposite of what the PCs want; but then again, how should the decaton know? Conversing with non-modrons can be so tiresome in places... The decaton is also absolutely not understanding of any humanoid complaints about the situation.

The PCs now have three options: give it and let the modrons wipe out the modron (and, with it, at least parts of the village; leave the decaton and head for the village as fast as possible; or try to argue with the decaton. If the PCs decide to let the modrons have their way, the punitive force reaches Hilldon, destroys the rogue and the inn (killing about one third of the hamlet's population, and the adventure is effectively over. The PCs receive only a fraction of possible XP and treasure, and the monodrone decides to return to the modron fold after all, since humanoid life doesn't seem so exciting than it was originally supposed to be (cross off the monodrone entry on the AR).

If the PCs leave immediately, the modrons do not hinder them. Humanoids are weird creatures to begin with, so if they want to leave in a hurry, why not? The matter has been concluded, anyway, so why bother with those meddling humanoids anyway? Just wait for the punitive force to come back, and be off this plane. Proceed to Encounter 5: The Second Modron Battle.

If the PCs decide to convince the modron of the error of its ways, they are in for a difficult discussion, since the world according to the decaton is in perfect order, and the modrons are doing exactly what they are supposed to be doing. Again, long and strenuous discussion (or, for players less interested in role-playing, opposed Diplomacy checks) is in order. The PCs need to find a strategy of reasoning that allows the decaton to take the responsibility of dealing with the rogue into the PCs' hand. If, for instance, the PCs create the appearance of being charged with caring about the safety of the village (even a simple sentence

such as "But we have to protect these people!" could be understood like this by a modron), the decaton tells the PCs that it perfectly agrees with them and lets them handle things as they see fit. If specifically asked about the punitive force, the decaton consents to send a messenger monodrone to tell the pentadron in charge (the missing fifth one—remember?) to halt their advance and wait next to the village, giving the PCs 12 hours to see what they may accomplish. If the PCs forget to inquire about the strike force, the decaton still tells them to go on, but doesn't send the messenger—meaning the punitive force is still on its way!

Regardless of the fate of the current strike force, the modrons send another, larger, force on the way exactly after another 12 hours have passed. This the decaton will make abundantly clear in any case and so you should make it as abundantly clear to the players: if the rogue is not stopped, the modrons will send force after force until it is (or until they believe it is). Since the rogue is no loner part of the modron collective, modron command has no means of ascertaining its location, or even its existence (a fact that might just work in favor of the players if they are on their toes in Encounter 7: The Modron's Song).

Whatever transpired at the modron command point, the PCs should be leaving now, either to attack the modron strike force or to conclude the rogue business in their own manner. If they convinced the decaton to call off the attack, they see a winged monodrone speeding south around the time they leave modron command.

ENCOUNTER 5: THE SECOND MODRON BATTLE

This encounter can be introduced in a number of ways. It need not always be a combat encounter.

First the basics: The modron strike force consists of:

APL 4: 1 quadron, 1 tridron, 2 duodrones, 4 monodrones.

APL 6: 1 quadron, 2 tridrones, 4 duodrones, 4 monodrones.

APL 8: 1 pentadron, 1 quadron, 2 tridrones, 2 duodrones, 2 monodrones.

APL 10: 1 pentadron, 2 quodrones, 2 tridrones, 2 duodrones, 4 monodrones.

At each APL, one of the monodrones is a winged messenger.

These troops are on their way from the command point to Hilldon, a distance the average human (at base speed 30 feet) can cover in a total of seven hours (around 20 miles). Due to the presence of monodrones, the punitive force moves at no more than 2 miles per hour, but only if force marching. Since modron combat regulations require frequent marching breaks to wait for new orders and scout out

terrain, their actual speed is closer to 1.5 miles per hours, giving even groups composed mostly of gnomes and halflings (and without horses) time to catch up.

If the PCs never got to the modron command point, they meet the punitive force on their way to Hilldon. Depending on where the PCs are, this could be close to the battle site at the beginning of the adventure, or the PCs could overtake the modrons on their way to Hilldon. This is a highly varied option, and you will have to adjust circumstances according to what has happened in the adventure so far. The modrons have no beef with the PCs (and they only want the monodrone back, if present, if you really want your players to fight them, especially since these modrons have not received any orders on how to deal with a possible second rogue of far lesser magnitude), and bluntly tell them to step aside to let them do their job. They won't really listen to anything the PCs have to say, and, unless the PCs have a really clever idea, will probably need to be defeated in battle should the PCs want to save Hilldon. Should the PCs have a brilliant idea that saves Hilldon without them having to fight the modrons (like sending the messenger monodrone with a convincing message back to HQ), you should award them full XP for the encounter.

If the PCs got to the modron command point, but left in a hurry after hearing of the modron plan (or if they convinced the decaton to let them deal with the rogue, but neglected to suggest he inform the strike force), they should catch up with the modrons sooner or later. Unless they can think of something brilliant (see above), battle is almost certain.

If the PCs convinced the decaton to let them do things and got it to send a messenger to the strike force, they either find the modrons lying in wait around the village, or meet them on the way; in this case, the strike force has two messenger monodrones (the usual one plus the one just come in from HQ). The pentadrone in charge informs the PCs that they have between eleven and nine hours to deal with the rogue on their terms (12 hours as negotiated, minus the one to three hours it took the messenger to get to the strike force; if the PCs were significantly slower than the messenger, this may be reduced even more—unless the PC were clever enough to have the order worded in such a way that the time limit only started running once the messenger got to the troop). The pentadrone informs the PCs that they intend to hold back for exactly this amount of time, and then go in with weapons blazing, regardless of the situation. Should the PCs accomplish their goal within this time frame, they get full XP as if they had defeated the modrons; see Encounter 7: The Modron's Song.

Should battle commence, the modrons use similar tactics than those in Encounter 2, with the close-combat fighters protecting those with ranged weapons. At APLs 8 and 10, the pentadrone opens up with its breath weapon, and then enters the fray with

its five slam attacks. As usual, the modrons fight tirelessly and don't surrender.

APL 4 (EL 7)

- ☛ **Quadrone (1):** hp 22; see Appendix 1.
- ☛ **Tridrone (1):** hp 16; see Appendix 1.
- ☛ **Duodrones (2):** hp 9, 8; see Appendix 1.
- ☛ **Monodrones (4):** hp 5, 4, 4, 3; see Appendix 1.

APL 6 (EL 9)

- ☛ **Quadrone (1):** hp 26; see Appendix 1.
- ☛ **Tridrones (2):** hp 18, 16; see Appendix 1.
- ☛ **Duodrones (4):** hp 11, 10, 10, 9; see Appendix 1.
- ☛ **Monodrones (4):** hp 5, 5, 4, 4; see Appendix 1.

APL 8 (EL 11)

- ☛ **Pentadrone (1):** hp 32; see Appendix 1.
- ☛ **Quadrone (1):** hp 26; see Appendix 1.
- ☛ **Tridrones (2):** hp 18, 11; see Appendix 1.
- ☛ **Duodrones (2):** hp 11, 10; see Appendix 1.
- ☛ **Monodrones (4):** hp 6, 5, 5, 5; see Appendix 1.

APL 10 (EL 10)

- ☛ **Pentadrone (1):** hp 34; see Appendix 1.
- ☛ **Quadrones (2):** hp 28, 26; see Appendix 1.
- ☛ **Tridrones (2):** hp 20, 18; see Appendix 1.
- ☛ **Duodrones (4):** hp 12, 11, 11, 10; see Appendix 1.
- ☛ **Monodrones (4):** hp 5, 4, 4, 3; see Appendix 1.

Treasure: The PCs can scrounge up various bits and pieces of modrons, interspersed with their weaponry. The modrons have also been equipped with a *wand of detect chaos* and a *wand of protection from chaos*, with caster levels dependent on APL:

APL 4: *wand of detect chaos*: (1st level caster), *wand of protection from chaos* (2nd level caster).

APL 6: *wand of detect chaos*: (2nd level caster), *wand of protection from chaos* (2nd level caster).

APL 8: *wand of detect chaos*: (3rd level caster), *wand of protection from chaos* (3rd level caster).

APL 10: *wand of detect chaos*: (5th level caster), *wand of protection from chaos* (5th level caster).

All in all, this amounts to:

APL 4: Loot 30 gp; Coin 30 gp; Magic: *wand of detect chaos* (CL: 1st) (63 gp), *wand of protection from chaos* (CL: 2nd) (125 gp).

APL 6: Loot 40 gp; Coin 40 gp; Magic: *wand of detect chaos* (CL: 2nd) (125 gp), *wand of protection from chaos* (CL: 2nd) (125 gp).

APL 8: Loot 65 gp; Coin 60 gp; Magic: *wand of detect chaos* (CL: 3rd) (188 gp), *wand of protection from chaos* (CL: 3rd) (188 gp).

APL 10: Loot 105 gp; Coin 105 gp; Magic: *wand of detect chaos* (CL: 5th) (313 gp), *wand of protection from chaos* (CL: 5th) (313 gp).

ENCOUNTER 6

WELCOME TO THE VILLAGE

This scene basically deals with the description of the village of Hilldon, which the PCs reach after four hours of travel.

You have finally reached Hilldon. It is a small village nestled in a small dell in the Blemu Hills. Judging from the number of buildings, it probably has no more than 100 inhabitants. From where you are standing, you can make out a total of 14 buildings, only two of which look prominent: a two-story wooden construction with a sign showing a pig in some kind of fenced area, probably in inn, and a sturdy temple displaying the symbol of Zilchus: a pair of hands clutching a bag of gold. There is nobody to be seen among the houses, but you do see light in what must be the local tavern, and smoke coming out its chimney.

All in all, Hilldon has 73 inhabitants, almost all of which are civilians (NPC classes) of low levels. The building with the pig sign is indeed the local tavern, The Hog in the Pound (a former owner was also a butcher and had his own pigsty, hence the name; long story), while the temple of Zilchus is exactly this. There is also another low, quite unassuming building, which on closer inspection turns out to be a (very small) temple dedicated to Ulaa, the Stonewife, goddess of hills, mountains, and gemstones. The rest of the buildings are homes (mostly of miners), with a smithy and a carpenter thrown in. The miners all worship Ulaa, although only a few of them are actually LG; the innkeeper as well as the craftsmen are followers of Zilchus, the former state deity of Ahlissa. The innkeeper, Benden Renn, serves as some kind of unofficial mayor, giving the faith of Zilchus a slight upper hand—although both faiths coexist peacefully. And both are equally at a loss how to react to the rogue modron.

🏰Hilldon (Thorp): Conventional; AL (L)N; 40 gp limit; Assets 160 gp; Population 73; Isolated (humans 100 %).

Authority Figure: Benden Renn, AL human male Exp 3 (innkeeper and unofficial mayor).

Important Characters: Harl Wentor, LN human male Clr 3 of Zilchus (residing priest of Zilchus); Deinie Stonelove, LG human female Clr 2 of Ulaa (residing priestess of Ulaa); Eirien Volgen, NG human female Exp 2 (smith); Forlton Streke, LN human male Exp 3 (carpenter).

Hilldon is technically part of the Principality of Highlander, but since mining has been going down in the last decades, and people have already started to move away, this political hold currently exists in theory only. There are 0 troops stationed in or around Hilldon, and none are likely to come to prevent the modron attack. Due to the rather low tax flow from the hamlet, it will probably be a few weeks, if not

months, until someone in Red Falls, the principality's capital, even notices the attack...

The PCs may move around the village at their leisure. However, you should keep the time limit in mind—even if the heroes defeated the modron punitive force, there will be another, larger one, sent 12 hours after the heroes left the modron command point. Thus, whatever time the heroes needed to get to the village is subtracted from this time limit. If the PCs convinced the original punitive force to remain outside the village, the modrons stay just outside the village bounds, in plain sight of the villagers (and frightening them no end), motionlessly waiting for the time limit to elapse. Also, if the PCs take too much time making inquiries, the rogue pentadrome is sure to learn of their presence and take action—probably by inviting them to its next performance.

There are no villagers on the streets. About one third of the population (including the innkeeper and the carpenter) are in the inn, watching performance after performance of the modron, forbidden to leave. The two priests are holed up in their respective temples, while the smith and her apprentice are busy working on weapons to use against the modrons. The rest of the villagers have bolted themselves in their homes, too frightened to do anything.

Whatever the PCs do and wherever they go, it becomes obvious pretty soon that even the combined might of the villagers will not measure up against the rogue, let alone the modron strike force. The two priests might be willing to act in various ways, by calling upon their respective deities and casting what few spells they know, and Eirien Volgen would sure be willing to take up arms against the modron, but that's about it. These NPCs would, most probably, hinder the PCs more than help them.

While investigating, the PCs learn that the "strange metal creature" (nobody in Hilldon has recognized the modron for what it is) came to the hamlet about five weeks ago. Hilldon is rather isolated, and rarely has any outsiders visitors. The last group of people similar to the party (adventurers) passed through around two decades ago, with only the Zilchus (who is in his early forties) priest remembering them. By far the greatest thrill Hilldon ever experienced was the passing through of a real hero, Sir Pellidon of Ralsand, a Knight Protector of the Great Kingdom, some 30 years ago, hunting down a fearsome creature only known as a "death knight" to the locals (they don't really know what a "death knight" might be, but to them, it sounds fearsome enough). Harl Wentor was still a child when this took place, so he doesn't really remember the paladin except as a "shining knight radiating glory and goodness." However, they are still selling devotionals to Sir Pellidon at the Hog in the Pound, and for a mere 5 gp the PCs can buy a small token (like a silver plate or an amulet engraved with the paladin's likeness) from Benden Renn (who wasn't even born when the paladin came to Hilldon, but he can tell heroic tales about the famous Knight Protector).

Note: The reference to the Knight Protector might have deeper significance for some of the players in the Adri region, for they might actually have met Sir Pellidon (once, briefly), who is still an NPC in the Adri region. However, players from other regions need not feel bothered by this apparent lack of information. The Knight Protectors were an important part of the Great Kingdom in its heyday and thus it would be logical to encounter traces of one in a Core Adventure set in its former North Province.

But back to the modron: At first, the new arrival merely amused the villagers with its strange antics, wandering around aimlessly, playing on its strange instrument, and singing terribly out of tune. It didn't hurt anybody, and after a few days the villagers grew accustomed to their strange visitor. Actually, the modron (who had begun calling himself "Diambeth") began to master the bardic arts, but still the villagers found it rather funny. Unfortunately, the visitor seemed to take on the personality of an ancient human bard, and demanded that the villagers listen to its songs, praising and applauding it. However, the villagers still found the strange starfish-like creature mostly funny—and then the troubles started.

The rogue pentadron/bard took up residence in the Hog in the Pound. It began inviting villagers into the inn's common room to listen to its performances. Currently, the situation is tense and regarded as unbearable, since many villagers outside the inn believe that the strange visitor is keeping the people in the Hog and Pound hostage, and don't like it. In fact, the modron is not consciously doing such a thing, although the end result of its labours is quite close to such a state.

There is next to no information to be found about modrons in the hamlet, except for a cryptic entry in one of the older (and dustier) books in the small library of the Zilchus temple. On a successful *gather information* check against DC 20, the PCs find about the same info on the Great Modron March that the monodrone could give them (see Encounter 3: The Modron Speaks).

Should the PCs finally decide to go to the inn, cut to Encounter 7: The Modron's Song.

Diambeth

To PCs with bardic knowledge (or Knowledge [history]), the name "Diambeth" may ring a bell; in fact, the character was introduced as a background element in the 1989 AD&D adventure, "Diambeth's Delving" in *Fate of Istus* anthology. On a successful *bardic knowledge* check (DC 10) or Knowledge (history) Check (DC 15) reveal the following information to the PCs, taken from page 40 of *Fate of Istus* (and slightly modified for the passing of time in the World of Greyhawk since the original publication):

Amongst the more intriguing residents of the Wild Coast area was the bard Diambeth. Unlike Tenser and Mordenkainen, he wasn't born in the region, but spent his

twilight years in Elredd. While travelling through the area, Diambeth saved the necks of an adventuring company in a very tight spot—in fact, sparing them from the cooking pots of a family of hungry ogres—and thus was accepted as a honorary Elreddi. Finding the city to his liking and a good source of inspiration for his songs, he bought a villa, which he named Harper's Hold, within the city walls and lived out the last days of his life there. He died five decades ago, and such is the turnover in the population of Elredd that few now remember him. This is highly ironic, since his name lives on in most other civilized lands, and his wonderful songs are still sung around many hearths at night.

ENCOUNTER 7: THE MODRON'S SONG

The final confrontation with "Diambeth" can take up one of two forms: the PCs enter the Hog and the Pound, or they gain the modron's attention. If the pentadron notices the PCs sneaking and/or inquiring around the village (your decision, based on the actions of the characters), it decides to take the initiative. Read or paraphrase the following:

While you are approaching the Hog in the Pound, the suddenly notice movement from the inn. Its front door opens, and out steps a strange creature: it looks like a metallic starfish on five spindly legs, just like the higher-ranking modrons you have met earlier, at the modron command point—it must be what the modrons call a pentadron. However, as opposed to all those pentadrones you've seen earlier, this one wears clothing: a colourful coat-like thing hanging down from its body. Two of the creature's hands hold an instrument. Upon seeing you, the pentadron opens its mouth, addressing you in an almost melodic, if not slightly metallic, voice:

"Greeting, esteemed heroes from faraway lands. I am ever so pleased that you could manage to attend this performance of mine. Everything has been prepared. Won't you just want to step into the inn just behind me so that I may begin?"

The rogue (who now has begun calling himself Diambeth, after an old tale about a bard from far-away Elredd it heard on the way—this refers to "Diambeth's Delving" in *Fate of Istus*, as retold earlier), who has gained the character class of bard in the process of secession from the modron collective mind, does not really want to attack the PCs at this point. It actually doesn't want to attack anyone (with the possible exception of modrons trying to 'bring it back'). It may not be averse to using its *fascinate* or *suggestion* powers (if available per APL) to get the PCs into the inn, though. It won't activate the powers of its *harp of charming* at APL 10 just now, since it can achieve a similar effect with its *suggestion* ability.

The rogue is willing to talk to the PCs 'for a few minutes'—but not much longer, since it has pressing business and 'an enthusiastic crowd waiting for me in

the splendid inn's common room.' "Diambeth" is not initially hostile to the PCs, but of course cannot allow them to move him away from the inn, since this is where it has found its calling, and where it has begun to find out what it means to be un-modron. If told about the impending modron strike, it vows to defend "its" village to the "death," and urges the PCs, who certainly are 'heroes of song and legend,' to join in this 'epic battle of many a song.' In short, the rogue is not only a rogue, but also quite mad. This might also explain why it (whenever and wherever it is encountered) simply ignores the monodrone.

If the PCs follow "Diambeth" into the Hog in the Pound, cut to *Inside the Inn* later in this encounter. If the PCs decide to fight the rogue right where they have met it, cut to *The Rogue's Tactics*. Should the PC have cut a deal with the modron punitive force (with the modrons waiting near the village) but now want to fight the modrons alongside "Diambeth," refer back to the modron stats in *Encounter 5: The Second Modron Battle*. Due to the added power of the modron, however, you need to decrease the encounter's EL by 1 (don't forget to modify XP accordingly!).

However, even if the PCs do this, there is still the threat of the larger modron force looming on the horizon—a force so large that the PCs, even with the help of "Diambeth" and the few capable villagers, cannot hope to defeat. Thus, in one way or the other, the rogue will have to go, see *Solving the Dilemma*.

Inside the Inn

What the PCs see once they get inside the inn depends on whether they followed the "Diambeth's" invitation or surprised the rogue pentadron. If they followed the invitation, read or paraphrase the following:

You follow the would-be bard into a moderately-sized common room, the most prominent features of which are a bar directly opposite the entrance and a makeshift stage at the right wall of the room, erected by pushing all the inn's tables together. Arranged around the impromptu stage in a three-rowed semicircle are all of the inn's chairs and stools, half of which are filled by villagers of both sexes and all ages, from children to the elderly. They all look first at the modron and then at you, and it seems there is a slight glimmer of hope amidst their clearly obvious anxiety.

The pentadron, perfectly oblivious to this, hurriedly stalks through the rows of chairs and, with an agility you would not have thought possibly in such a weird creature, clambers atop the makeshift stage. 'Ladies and gentlemen of the fair village of Hilldon,' it announces in its slightly metallic voice, 'it seems that my reputation has already spread so far ahead that strangers from distant lands have come to attend tonight's performance! And quite rightly so, for they—as well as you—are about to hear the lay referred to by humans as "Diambeth's Last Song, Until Now!"

There is a dramatic pause and then the modron grabs its instrument tight.

If the PCs want to listen to the performance, cut to "Diambeth's" Last Song. If they want to attack the modron now, refer to *The Rogue's Tactics*.

If, on the other hand, the PCs weren't met by the pentadron outside the inn, but enter the building on their own, read or paraphrase the following. If they scout out the building first (by looking through the windows, using magic, sending familiars, and the like), just use the first paragraph, improvising "Diambeth's" reaction to the PCs. If they wait long enough or don't do anything, it simply starts to sing.

Before your eyes, you see a moderately-sized common room, the most prominent features of which are a bar directly opposite the entrance and a makeshift stage at the right wall of the room, erected by pushing all the inn's tables together. Arranged around the impromptu stage in a three-rowed semicircle are all of the inn's chairs and stools, half of which are filled by villagers of both sexes and all ages, from children to the elderly. They all with obvious anxiety at the stage, on which stands a weird-looking creature. It looks like a metallic starfish on five spindly legs, just like the higher-ranking modrons you have met earlier, at the modron command point—it must be what the modrons call a pentadron. However, as opposed to all those pentadrons you've seen earlier, this one wears clothing: a colourful coat-like thing hanging down from its body. Two of the creature's hands hold an instrument.

The pentadron bows slightly, then addresses its unwilling crowd: 'Ladies and gentlemen of the fair village of Hilldon,' it announces in its slightly metallic voice, 'I am truthfully honoured beyond all belief and expectations that a crowd as large as this has turned out to attend tonight's performance! And quite rightly so, for you are about to hear the lay referred to by humans as "Diambeth's Last Song, Until Now!"

There is a dramatic pause and then the modron grabs its instrument tight.

If the PCs want to listen to the performance, cut to "Diambeth's" Last Song. If they want to attack the modron now, refer to *The Rogue's Tactics*.

For a layout of the Hog in the Pound, refer to the map in Appendix Three. The stairs lead upstairs to the guest rooms, only one of which is currently occupied (see *The Modron's Room*). Behind the bar are stairs leading down, where the heroes find only a pantry and a wine/beer cellar. Behind the counter, Renn keeps his supply of Sir Pellidon devotionals.

There is a total of 23 villagers in the inn at the moment, leaving 8 chairs empty. Among the villagers gathered here are Benden Renn (the innkeeper) and Forlton Streke (the carpenter). While both might come to the heroes' help in a fight, they are much more likely to get in the way. As long as the modron is on the stage and the audience in their chairs, the rogue has 20% cover. Should combat actually ensue, however, it is much more likely that the villagers rout in panic, trying to get out of harm's way as quickly as possible. This means that some of them are likely to try and dive for cover behind the bar, while most of them try to rush past the PCs, resulting in a –2

circumstance modifier on all the PCs' rolls for this one round.

"Diambeth's" Last Song

This song is also taken from "Diambeth's Delving" in the *Fate of Istus* book. At the end of that adventure, the PCs had the option of finding the notes for Diambeth's (unpublished) last song, entitled "The Fall of the Scarlet Brotherhood." It is assumed here that the heroes of "Diambeth's Delving" were successful and delivered these notes to the public (making a hefty profit in the process); the song has since then become public domain. Bard PCs know about this song on a *bardic knowledge* check against DC 10. They also know that the song is more often referred to as "Diambeth's Last Song" (because it was), which is why the pentadrome uses this name (and then, since it believed himself to be Diambeth, added "Until Now," to reflect that it fully intended to write a great many more songs).

The song deals with how the Brotherhood hierarchy dabbles in demonology, and summons something that is too powerful for them. The demon lays waste to their citadel and kills most of their members. The only Brethren alive today (so says the song) are scattered remnants. They may be trying to re-form the Brotherhood, but the order's historical enemies are busily stamping out the survivors as their existence becomes known. All in all, the song lasts for 20 minutes.

While most of this is speculative fiction and wishful thinking on Diambeth's part (or his sources'), there are a few insightful details, especially in light of the Brotherhood's activities in and following the Greyhawk Wars. It is small wonder, though, that the song has become popular in all those regions still occupied, by the Brotherhood, with many different spin-offs and varieties dealing with the total destruction of the Scarlet Brotherhood.

The pentadrome makes good use of its magical instrument during the performance, where applicable. At APLs 4 and 6, it uses its *pipes of sounding* to illustrate various aspects of the song (demon noises, battle sounds, etc.), while at APL 10 it may use its *harp of charming* to apply two *suggestions* to aggressive-looking PCs.

The Modron's Room

Although it doesn't need to eat or sleep, the rogue has taken up residence in the largest of the inn's guest rooms, up on the second floor. It believes in trying to emulate what humans do, it might cerate better understanding between it and them. Everybody in the inn knows this, so once the situation has been cleared, somebody is sure to tell the PCs (who otherwise would probably not get the idea that a modron might have a room to itself, thus missing out on some of the treasure).

The room is actually fairly standard and does not show too many signs of having been used: the bed is still made, chairs and tables haven't been moved, etc. The modron does keep what little belongings it has

in this room, though. However, at APLs 8 and 10 there is a stack of notes on the table, detailing the spell *shadow cache* (Brd 3; see *Manual of the Planes*, page 39) in enough detail so that bard PC can count it among their "Spells Known" if they take the notes. At APLs 4 and 6, the PCs find an odd assortment of gems and valuable trinkets (49 gp per PC at APL 4, 137 gp per PC at APL 6) lying around in the cupboard; at APLs 8 and 10, these trinkets (242 gp per PC at APL 8, and 106 gp per PC at APL 10) are actually hidden by an application of the *shadow cache* spell. Getting at this treasure will require a bit of thinking on the part of the PCs, though, since the *gate* to the plane of shadows is invisible from the Prime Material Plane, but could be detected via a simple *detect magic* spell, if the PCs draw the correct conclusions from the clue and take the time to scan the room thoroughly.

Apart from the notes and the trinkets, the room is empty.

SOLVING THE DILEMMA

Clearly, the rogue has to be taken care of somehow. Combat is an option, of course; see *The Rogue Tactics* for more info on that. However, it is also possible to convince the modron to leave the area, preferably after faking its "death." It is possible to stage a mock battle, aided by the modron's bardic spells and abilities, which will end in the "destruction" of the rogue. This would first require the PCs to convince the rogue that staying in the village would not only be detrimental to the villagers, but would inevitably result in the destruction of the rogue and all the invaluable knowledge it has accumulated so far (especially "Diambeth's Last Song," should the PCs have listened to the modron's rendition in the inn). The PCs could also try to convince "Diambeth" that real bards do not force their audiences to listen to them, nor do they stay in one place longer than necessary (i.e., making it clear to the pentadrome that it has 'overstayed its welcome' of that it 'needs to learn about humanity by traveling far and wide'). Appealing to the rogue's lawfulness won't help, though, since the rogue has already turned true neutral. Such a mock battle should be staged in a way that the unwitting villagers of Hilldon do not realize the deception, thus creating excellent witnesses of the rogue's destruction; its exact execution must be left to your judgment of the PCs' ideas. "Defeating" the rogue in this way will get the PCs the full amount of xp for this encounter!

All that remains now is to wait for the modron force and convince them of the rogue's destruction (regardless of how this was brought about). If the PCs really destroyed the rogue, they have all the proof they need; if they allowed the modron to flee, they should be able to fake something, aided by the villager's unwitting testimonies. If they have scrounged up modron parts during one of the earlier battles, debris from one of these battles might be used to represent the rogues "remains." A total of 10 gp per PC should do (the rest could be explained by magical damage). If the PCs only get this idea right now, you should

allow them to get back to either of the battlefields to gather some modron debris (if they only fought the first modron troop but negotiated with the second one, they might be a bit pressed for time because of the four-hour journey, so keep count of the time). The modrons gather these remains for inspection, but never return to either the PCs or Hilldon ever after. If the PCs diminish their treasure like this, you should make up for this loss by the grateful villagers rewarding them with what little money they have left to spare, which would amount to exactly 10 gp per PC.

THE ROGUE'S TACTICS

While the pentadrone's exact tactics depend on the situation and the APL, there are a few points to keep in mind when using "Diambeth" in combat. First of all, it doesn't really want to fight anybody, and so will not attack of its own choosing. This does not mean that the PCs get a free attack, just that the modron only defends itself. However, once attacked, it fights to the best of its abilities, convinced that the heroes are sent by the modrons / agents of evil / agents of Primus, the god of unhappiness (actually the Supreme Modron, but that's what you get when you go rogue) / agents of the Scarlet Brotherhood bent on preventing him from singing his song, etc. It will take care to not endanger the villagers, though, if at all possible.

If attacked in close combat, the monodrone is most likely to open up with a cone of its paralyzing gas, then enter combat fairly convinced of its resistances and invulnerabilities. After all, it is not subject to subdual damage and critical hits, has damage reduction, isn't affected by ability damage, ability drain, or energy drain, has resistances and can never be flanked—and is fairly well aware of all this. Its slam attacks might not do too much damage, but it has five of them and can use them without penalties.

It hasn't yet come to grips with all its newly found bardic abilities, but sure enough knows how to make good use of the *countersong* and *fascinate* abilities (as well as *suggestion* at higher APLs).

As regards spell use, it "Diambeth" has time to prepare it first and foremost casts *protection from chaos* (extended at APL 10, for a duration of 2 minutes/level) on itself (modron indoctrination still runs deep). If the pentadrone sees foes approaching, it casts *sound burst* (heightened at APLs 8 and 10) to even the odds. *Daze* is always a favorite in combat, and depending on the situation, it either attempts to stop the PCs from attacking it (by *charm person* and/or *entrall*, if applicable *heightened*) or tries to frighten them away (*cause fear*, *scare*, also *heightened* where applicable). It is likely to use *blindness/deafness* against spell-casters and ranged attackers, and, at APL 10, *slow* against rather quick enemies.

Finally, there is the rogue's magical instrument (which it found somewhere on its travels on a dead bard). At APLs 4 and 6, "Diambeth" does not employ the *pipes of sounding* in combat, having not thought up any real use for them. The APL 8 "Diambeth" might

use its *horn of fog* to gain a tactical advantage in combat in open space (for instance, if the PCs attack it outside the inn), but not inside the inn. At APL 10, the *harp of charming* might come in nicely at the end of the performance in the inn, especially if the PCs seem to be getting restless or (worse yet) not seem to like the song! Since the *harp* needs to be played for 10 minutes to have any effects, this item is worthless in combat without preparation time.

While the pentadrone finds the concepts of "defeat" and "death" somewhat intriguing, it doesn't really have any notion what they might mean in regard to itself. Thus, it fights without abandon until destroyed.

APL 4 (EL 7)

☞ "Diambeth": Pentadrone/Brd 3; hp 52; see Appendix 2.

APL 6 (EL 9)

☞ "Diambeth": Pentadrone/Brd 5; hp 65; see Appendix 2.

APL 8 (EL 11)

☞ "Diambeth": Pentadrone/Brd 7; hp 76; see Appendix 2.

APL 10 (EL 13)

☞ "Diambeth": Pentadrone/Brd 9; hp 91; see Appendix 2.

Treasure: The rogue's magical instrument depends on APL. At APLs 4 and 6, it's *pipes of sounding*; at APL 8, it's a *horn of fog*; at APL 10, it's a *harp of charming*. There is also an odd assortment of gems and valuable trinkets: 49 gp at APL 4; 137 gp at APL 6; 242 gp at APL 8; and 106 gp at APL 10. At APLs 8 and 10, these are hidden by means of a *shadow cache* spell (see *Manual of the Planes*, p. 39). The spell appears in the adventure in form of the pentadrone's notes.

All in all, this amounts to:

APL 4: Coin 49 gp; Magic: *pipes of sounding* (150 gp).

APL 6: Coin 137 gp; Magic: *pipes of sounding* (150 gp).

APL 8: Coin 242 gp; Magic: *horn of fog* (167 gp), spell *shadow cache* (31 gp).

APL 10: Loot 0 gp; Coin 106 gp; Magic: *harp of charming* (625 gp), spell *shadow cache* (31 gp).

At all APLs, you might want to give out an additional 10 gp per PC as a reward from the grateful villagers, but *only* to make up for any modron debris used to fake the destruction of the rogue!

EPILOGUE

In theory, all should be well now. The rogue should be destroyed or persuaded to leave and the modrons have spared Hilldon. The villagers of Hilldon are very

grateful to the PCs, and it's very likely that Benden Renn will start creating devotionals with their likenesses on them. A great feast is given for the group. After a few days, though, when the excitement has settled down again, the villagers probably wouldn't mind the heroes to be on their way again. Of course, if the PCs got the pentadrome to leave the village, there is now a modron bard stalking the Northern Kingdom...

Besides XP and gp, there are three more possible benefits to this adventure:

Deinie Stonelove, the grateful cleric of Hilldon's Ulaa temple, has delved into her sacred texts and found information pertaining to two heretofore unknown clerical miracles. PCs who *immediately* spend 1 TU right here at the Ulaa temple can henceforth access the spells *sweet water* (Clr 3, Drd 2) and *unfailing endurance* (Clr 4), both from *Defenders of the Faith*, which from then on they can treat as being on their spell list. They need to spend the TU (which covers both spells) right now even if they cannot currently cast spells of these levels; they will be added once the PCs reach the appropriate class level. They cannot come back here to gain access to these spells later.

At APLs 8 and 10, any bards among the PCs are able to reconstruct the spell *shadow cache* (Brd 3) from "Diambeth's" notes. They are now able to count this spell among their "Known Spells." The PCs may also sell the notes as such, which is already accounted for in the treasure summary.

Finally, there is the matter of the lone monodrone. If it has somehow formed an attachment to one of the PCs, that PC may, for free, take the monodrone on as a henchman. The necessary statistics are given on the AR. Only one character per group may gain a henchmonodrone.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 2: The Last Survivors

DEFEAT THE REMAINING MODRONS

APL 4:	120 XP
APL 6:	180 XP
APL 8:	240 XP
APL 10:	300 XP

Encounter 5: The Second Modron Battle

Defeat the Modron Punitive Force

APL 4:	210 XP
APL 6:	270 XP
APL 8:	330 XP
APL 10:	390 XP

Encounter 7: The Modron's Song

Deal with the Rogue

APL 4:	210 XP
APL 6:	270 XP
APL 8:	330 XP
APL 10:	390 XP

Discretionary Role-playing Awards:

APL 4:	135 XP
APL 6:	180 XP
APL 8:	225 XP
APL 10:	270 XP

Total Experience Possible:

APL 4:	675 XP
APL 6:	900 XP
APL 8:	1,125 XP
APL 10:	1,350 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or a similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the

adventure. Write the total in the GP Gained field of the adventure certificate.

Adventure Maximums

- APL 4:** 600 gp
- APL 6:** 800 gp
- APL 8:** 1,250 gp
- APL 10:** 2,100 gp

Encounter 1

- APL 4:** Loot 30 gp; Coin 30 gp
- APL 6:** Loot 40 gp; Coin 40 gp
- APL 8:** Loot 65 gp; Coin 60 gp
- APL 10:** Loot 105 gp; Coin 105 gp

Encounter 2

- APL 4:** Loot 15 gp; Coin 15 gp; Magic: *wand of cure light wounds* (1st-level caster) (63 gp).
- APL 6:** Loot 20 gp; Coin 20 gp; Magic: *wand of cure light wounds* (1st-level caster) (63 gp).
- APL 8:** Loot 30 gp; Coin 30 gp; Magic: *wand of cure light wounds* (2nd-level caster) (125 gp).
- APL 10:** Loot 55 gp; Coin 50 gp; Magic: *wand of cure light wounds* (3rd-level caster) (188 gp).

Encounter 5

- APL 4:** Loot 30 gp; Coin 30 gp; Magic: *wand of detect chaos* (CL: 1st) (63 gp), *wand of protection from chaos* (CL: 2nd) (125 gp).
- APL 6:** Loot 40 gp; Coin 40 gp; Magic: *wand of detect chaos* (CL: 2nd) (125 gp), *wand of protection from chaos* (CL: 2nd) (125 gp).
- APL 8:** Loot 65 gp; Coin 60 gp; Magic: *wand of detect chaos* (CL: 3rd) (188 gp), *wand of protection from chaos* (CL: 3rd) (188 gp).
- APL 10:** Loot 105 gp; Coin 105 gp; Magic: *wand of detect chaos* (CL: 5th) (313 gp), *wand of protection from chaos* (CL: 5th) (313 gp).

Encounter 7

- APL 4:** Coin 49 gp; Magic: *pipes of sounding* (150 gp).
- APL 6:** Coin 137 gp; Magic: *pipes of sounding* (150 gp).
- APL 8:** Coin 242 gp; Magic: *horn of fog* (167 gp), *spell shadow cache* (31 gp).
- APL 10:** LOOT 0 GP; COIN 106 GP; MAGIC: HARP OF CHARMING (625 GP), SPELL SHADOW CACHE (31 GP).

Total Possible Treasure

- APL 4:** 600 gp
- APL 6:** 800 gp
- APL 8:** 1,250 gp
- APL 10:** 2,100 gp

APPENDIX 1: MODRON STAT BLOCKS APL 4

➤ **Duodrone:** Small outsider; CR 1; HD 2d8; hp 9; Init +0; Spd 30 ft., fly 30 ft. (poor); AC 14 (touch 11, flat-footed 14); Atk +4 melee (1d4+1, 2 claws or 1d6+1/x3, halfspear) or +2 ranged (1d8/19-20, light crossbow); SQ Modron traits, outsider traits, resistances; AL N; SV Fort +3, Ref +3, Will +3; Str 12, Dex 11, Con 11, Int 6, Wis 8, Cha 9.

Skills and Feats: Diplomacy +3, Hide +4, Listen +5, Spot +5; Alertness.

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.

➤ **Monodrone:** Small outsider; CR ½; HD 1d8; hp 4; Init +0; Spd 20 ft. (messenger modron 20 ft., fly 60 ft., poor); AC 13 (touch 11, flat-footed 13); Atk +2 melee (1d4, slam or 1d6/x3, halfspear); SQ Modron traits, outsider traits, resistances; AL N; SV Fort +2, Ref +2, Will +0; Str 10, Dex 10, Con 10, Int 3, Wis 7, Cha 8.

Skills and Feats: Hide +4, Listen +2, Spot +2; Alertness.

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.

➤ **Quadrone:** Medium-size outsider; CR 3; HD 4d8+4; hp 22; Init +2; Spd 30 ft. (winged quadrone 30 ft., fly 30 ft., poor); AC 16 (touch 12, flat-footed 14); Atk +7 melee (1d4+3, 4 claws) or +7 melee (1d8+3/x3, 2 longspears) or +6 ranged (1d8/x3, longbow); winged quadrone: +7 melee (1d4+3, 2 claws or 1d8+3/x3, 2 longspears) or +6 ranged (1d8/x3, longbow); SQ All-around vision, modron traits, outsider traits, resistances, superior multiweapon fighting; AL N; SV

Fort +5, Ref +6, Will +5; Str 16, Dex 15, Con 13, Int 12, Wis 12, Cha 11.

Skills and Feats: Diplomacy +5, Intuit Direction +6, Knowledge (the planes) +5, Listen +10, Search +10, Sense Motive +6, Spot +14; Alertness, Rapid Shot.

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.

➤ **Tridrone:** Medium-size Outsider; CR 2; HD 3d8+3; hp 16; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 melee (1d4+2, 3 claws) or +4 ranged (1d6+1/x3, javelin); SQ All-around vision, modron traits, outsider traits, resistances, superior multiweapon fighting; AL N; SV Fort +4, Ref +4, Will +3; Str 14, Dex 12, Con 12, Int 9, Wis 11, Cha 10.

Skills and Feats: Diplomacy +5, Intuit Direction +4, Listen +8, Search +3, Sense Motive +4, Spot +8; Alertness.

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.

MODRON STAT BLOCKS APL 6

➤ **Duodrone:** Small outsider; CR 1; HD 2d8; hp 9; Init +0; Spd 30 ft., fly 30 ft. (poor); AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d4+1, 2 claws or 1d6+1/x3, halfspear) or +2 ranged (1d8/19-20, light crossbow); SQ Modron traits, outsider traits, resistances; AL N; SV Fort +3, Ref +3, Will +3; Str 12, Dex 11, Con 11, Int 6, Wis 8, Cha 9.

Skills and Feats: Diplomacy +3, Hide +4, Listen +5, Spot +5; Alertness.

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.

➤ **Monodrone:** Small outsider; CR ½; HD 1d8; hp 4; Init +0; Spd 20 ft. (messenger modron 20 ft., fly 60 ft., poor); AC 13 (touch 11, flat-footed 13); Atk +2 melee (1d4, slam or 1d6/x3, halfspear); SQ Modron traits, outsider traits, resistances; AL N; SV Fort +2, Ref +2, Will +0; Str 10, Dex 10, Con 10, Int 3, Wis 7, Cha 8.

Skills and Feats: Hide +4, Listen +2, Spot +2; Alertness.

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.

➤ **Quadrone:** Medium-size outsider; CR 3; HD 4d8+4; hp 22; Init +2; Spd 30 ft. (winged quadrone 30 ft., fly 30 ft., poor); AC 16 (touch 12, flat-footed 16); Atk +7 melee (1d4+3, 4 claws) or +7 melee (1d8+3/x3, 2 longspear) or +6 ranged (1d8/x3, 2 longbow); winged quadrone: +7 melee (1d4+3, 2 claws or 1d8+3/x3, 2 longspear) or +6 ranged (1d8/x3, longbow); SQ All-around vision, modron traits, outsider traits, resistances, superior multiweapon fighting; AL N; SV

Fort +5, Ref +6, Will +5; Str 16, Dex 15, Con 13, Int 12, Wis 12, Cha 11.

Skills and Feats: Diplomacy +5, Intuit Direction +6, Knowledge (the planes) +5, Listen +10, Search +10, Sense Motive +6, Spot +14; Alertness, Rapid Shot.

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.

➤ **Tridrone:** Medium-size outsider; CR 2; HD 3d8+3; hp 16; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 melee (1d4+2, 3 claws) or +4 ranged (1d6+1/x3, 3 javelin); SQ All-around vision, modron traits, outsider traits, resistances, superior multiweapon fighting; AL N; SV Fort +4, Ref +4, Will +3; Str 14, Dex 12, Con 12, Int 9, Wis 11, Cha 10.

Skills and Feats: Diplomacy +5, Intuit Direction +4, Listen +8, Search +3, Sense Motive +4, Spot +8; Alertness.

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.

MODRON STAT BLOCKS APL 8

➤ **Duodrone:** Small outsider; CR 1; HD 2d8; hp 9; Init +0; Spd 30 ft., fly 30 ft. (poor); AC 14 (touch 11, flat-footed 14); Atk +4 melee (1d4+1, 2 claws or 1d6+1/x3, 2 halfspears) or +2 ranged (1d8/19-20, light crossbow); SQ Modron traits, outsider traits, resistances; AL N; SV Fort +3, Ref +3, Will +3; Str 12, Dex 11, Con 11, Int 6, Wis 8, Cha 9.

Skills and Feats: Diplomacy +3, Hide +4, Listen +5, Spot +5; Alertness.

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.

➤ **Monodrone:** Small outsider; CR ½; HD 1d8; hp 4; Init +0; Spd 20 ft. (messenger modron 20 ft., fly 60 ft., poor); AC 13 (touch 11, flat-footed 13); Atk +2 melee (1d4, slam or 1d6/x3, halfspear); SQ Modron traits, outsider traits, resistances; AL N; SV Fort +2, Ref +2, Will +0; Str 10, Dex 10, Con 10, Int 3, Wis 7, Cha 8.

Skills and Feats: Hide +4, Listen +2, Spot +2; Alertness.

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.

➤ **Pentadrone:** Medium-size Outsider; CR 4; HD 5d8+10; hp 32; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Atk +9 melee (1d4+4, 5 slams); SA Breath weapon; SQ All-around vision, damage reduction 10/+1, levitation, modron traits, outsider traits, resistances; AL N; SV Fort +6, Ref +7, Will +5; Str 18, Dex 16, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Diplomacy +10, Gather Information +6, Intuit Direction +6, Knowledge (the planes) +7, Listen +9, Search +10, Sense Motive +6, Spot +13; Alertness, Track.

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 paralysed 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 10.

➤ **Quadrone:** Medium-size outsider; CR 3; HD 4d8+4; hp 22; Init +2; Spd 30 ft. (winged quadrone 30 ft., fly 30 ft., poor); AC 16 (touch 12, flat-footed 14); Atk +7 melee (1d4+3, 4 claws) or +7 melee (1d8+3/x3, 2 longspear) or 2x +6 ranged (1d8/x3, longbow); winged quadrone: +7 melee (1d4+3, claws or 1d8+3/x3, longspear) or +6 ranged (1d8/x3, longbow); SQ All-around vision, modron traits, outsider traits, resistances, superior multiweapon fighting; AL N; SV Fort +5, Ref +6, Will +5; Str 16, Dex 15, Con 13, Int 12, Wis 12, Cha 11.

Skills and Feats: Diplomacy +5, Intuit Direction +6, Knowledge (the planes) +5, Listen +10, Search +10, Sense Motive +6, Spot +14; Alertness, Rapid Shot.

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.

➤ **Tridrone:** Medium-Size Outsider; CR 2; HD 3d8+3; hp 16; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk +5 melee (1d4+2, 3 claws) or +4 ranged (1d6+1/x3, 3 javelin); SQ All-around vision, modron traits, outsider traits, resistances, superior multiweapon fighting; AL N; SV Fort +4, Ref +4, Will +3; Str 14, Dex 12, Con 12, Int 9, Wis 11, Cha 10.

Skills and Feats: Diplomacy +5, Intuit Direction +4, Listen +8, Search +3, Sense Motive +4, Spot +8; Alertness.

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.

MODRON STAT BLOCKS APL 10

➤ **Duodrone:** Small outsider; CR 1; HD 2d8; hp 9; Init +0; Spd 30 ft., fly 30 ft. (poor); AC 14 (touch 11, flat-footed 14); Atk +4 melee (1d4+1, 2 claws or 1d6+1/x3, 2 halfspears) or +2 ranged (1d8/19-20, light crossbow); SQ Modron traits, outsider traits, resistances; AL N; SV Fort +3, Ref +3, Will +3; Str 12, Dex 11, Con 11, Int 6, Wis 8, Cha 9.

Skills and Feats: Diplomacy +3, Hide +4, Listen +5, Spot +5; Alertness.

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.

➤ **Monodrone:** Small outsider; CR ½; HD 1d8; hp 4; Init +0; Spd 20 ft. (messenger modron 20 ft., fly 60 ft., poor); AC 13 (touch 11, flat-footed 13); Atk +2 melee (1d4, slam or 1d6/x3, halfspear); SQ Modron traits, outsider traits, resistances; AL N; SV Fort +2, Ref +2, Will +0; Str 10, Dex 10, Con 10, Int 3, Wis 7, Cha 8.

Skills and Feats: Hide +4, Listen +2, Spot +2; Alertness.

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.

➤ **Pentadrone:** Medium-size outsider; CR 4; HD 5d8+10; hp 32; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Atk 5x +9 melee (1d4+4, slam); SA Breath weapon; SQ All-around vision, damage reduction 10/+1, levitation, modron traits, outsider traits, resistances; AL N; SV Fort +6, Ref +7, Will +5; Str 18, Dex 16, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Diplomacy +10, Gather Information +6, Intuit Direction +6, Knowledge (the planes) +7, Listen +9, Search +10, Sense Motive +6, Spot +13; Alertness, Track.

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 paralysed 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 10.

➤ **Quadrone:** Medium-size outsider; CR 3; HD 4d8+4; hp 22; Init +2; Spd 30 ft. (winged quadrone 30 ft., fly 30 ft., poor); AC 16 (touch 12, flat-footed 14); Atk +7 melee (1d4+3, 4 claws) or +7 melee (1d8+3/x3, 2 longspears) or +6 ranged (1d8/x3, 2 longbows); winged quadrone: +7 melee (1d4+3, 2 claws or 1d8+3/x3, 2 longspears) or +6 ranged (1d8/x3, longbow); SQ All-around vision, modron traits, outsider traits, resistances, superior multiweapon fighting; AL N; SV Fort +5, Ref +6, Will +5; Str 16, Dex 15, Con 13, Int 12, Wis 12, Cha 11.

Skills and Feats: Diplomacy +5, Intuit Direction +6, Knowledge (the planes) +5, Listen +10, Search +10, Sense Motive +6, Spot +14; Alertness, Rapid Shot.

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.

➤ **Tridrone:** Medium-size outsider; CR 2; HD 3d8+3; hp 16; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk +5 melee (1d4+2, 5 claws) or +4 ranged (1d6+1/x3, 3 javelin); SQ All-around vision, modron traits, outsider traits, resistances, superior multiweapon fighting; AL N; SV Fort +4, Ref +4, Will +3; Str 14, Dex 12, Con 12, Int 9, Wis 11, Cha 10.

Skills and Feats: Diplomacy +5, Intuit Direction +4, Listen +8, Search +3, Sense Motive +4, Spot +8; Alertness.

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.

APPENDIX 2: "DIAMBETH" THE MODRON BARD

☞ **Diambeth:** Pentadrone Brd3; Medium-size outsider; CR 7; HD 5d8+10 + 3d6+6; hp 52; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Atk +11 melee (1d4+4, 5 slams); SA Breath weapon, spells; SQ All-around vision, bardic knowledge (+4), bardic music (*inspire courage, countersong, fascinate*), damage reduction 10/+1, modron traits, outsider traits, resistances, spells; AL N; SV Fort +7, Ref +10, Will +10; Str 18, Dex 16, Con 14, Int 12, Wis 12, Cha 15.

Skills and Feats: Bluff +4, Concentration +4, Diplomacy +11, Gather Information +9, Intuit Direction +6, Knowledge (planes) +7, Listen +9, Perform (pipes) +8, Search +10, Sense Motive +9, Spot +13; Alertness, Iron Will, Track.

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 paralysed 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 10.

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

Spells known (3/2; DC 12 + spell level): o—*dancing lights, daze, flare, mage hand, read magic, resistance*; 1st—*cause fear, charm person, protection from chaos*.

Possessions: Pipes of sounding.

APL 6:

☞ **Diambeth:** Pentadrone Brd5; Medium-size outsider; CR 9; HD 5d8+10 + 5d6+10; hp 65; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Atk +12 melee (1d4+4, 5 slam); SA Breath weapon, spells; SQ All-around vision, bardic knowledge (+6), bardic music (*inspire courage, countersong, fascinate*), damage reduction 10/+1, modron traits, outsider traits, resistances, spells; AL N; SV Fort +7, Ref +11, Will +11; Str 18, Dex 16, Con 14, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +7, Concentration +4, Decipher Script +3, Diplomacy +12, Gather Information +10, Intuit Direction +6, Knowledge (planes) +7, Listen +9, Perform (pipes) +11, Scry +3, Search +10, Sense Motive +11, Spot +13; Alertness, Iron Will, Track.

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 paralysed 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 10.

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

Spells known (3/3/2; DC 13 + spell level): o—*dancing lights, daze, flare, mage hand, read magic, resistance*; 1st—*cause fear, charm person, protection from chaos, silent image*; 2nd—*blindness/deafness, scare, sound burst*.

Possessions: Pipes of sounding.

APL 8:

☞ **Diambeth:** Pentadrone Brd7; Medium-size outsider; CR 11; HD 5d8+10 + 7d6+14; hp 76; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Atk +14 melee (1d4+4 [x2], slam x5); SA Breath weapon, spells; SQ All-around vision, bardic knowledge (+8), bardic music (*inspire courage, countersong, fascinate, suggestion*), damage reduction 10/+1, modron traits, outsider traits, resistances, spells; AL N; SV Fort +8, Ref +12, Will +12; Str 18, Dex 16, Con 14, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +9, Concentration +6, Decipher Script +5, Diplomacy +12, Gather Information +10, Intuit Direction +6, Knowledge (planes) +7, Listen +9, Perform (horn) +13, Scry +3, Search +10, Sense Motive +13, Spot +13; Alertness, Heighten Spell, Iron Will, Track.

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 paralysed 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 10.

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

Spells known (3/4/3/1; DC 13 + spell level): 0—*dancing lights, daze, flare, mage hand, read magic, resistance*; 1st—*cause fear, charm person, protection from chaos, silent image*; 2nd—*blindness/deafness, enthrall, scare, sound burst*; 3rd—*fear, shadow cache*.

Possessions: Horn of fog.

APL 10:

Diambeth: Pentadrone Brd9; Medium-size outsider; CR 13; HD 5d8+10 + 9d6+18; hp 91; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Atk +15/+10 melee (1d4+4, 5 slams); SA Breath weapon, spells; SQ: All-around vision, bardic knowledge (+10), bardic music (*inspire courage, countersong, fascinate, suggestion, inspire greatness*), damage reduction 10/+1, modron traits, outsider traits, resistances, spells; AL N; SV Fort +9, Ref +13, Will +13; Str 18, Dex 16, Con 14, Int 12, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Concentration +8, Decipher Script +7, Diplomacy +12, Gather Information +10, Intuit Direction +6, Knowledge (planes) +7, Listen +9, Perform (harp) +15, Scry +3,

Search +10, Sense Motive +15, Spot +13; Alertness, Extend Spell, Heighten Spell, Iron Will, Track.

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 paralysed 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 10.

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

Spells known (3/4/4/3; DC 13 + spell level): 0—*dancing lights, daze, flare, mage hand, read magic, resistance*; 1st—*cause fear, charm person, protection from chaos, silent image*; 2nd—*blindness/deafness, enthrall, scare, sound burst*; 3rd—*fear, shadow cache, slow*.

Possessions: Harp of charming.

The following information, including the modron statistics, comes from the *Manual of the Planes* web supplement "The Modrons" by Mark Jindra.

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.

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 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.

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 traveller 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.

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 duodrone 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.

APPENDIX 3: ON MODRONS

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.

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 members 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 this area is undisputed.

Modrons care only about order and law; they have no concept of good or 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, the seldom find the time or resources to carry their crusade to other realms or planes.

Rogue Modrons

Of course, every rule has its exception, and rogue modrons are the exception 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 since 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 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 probably routes for upcoming ones.

Modron Statistics

This section provides statistics for those modron castes needed in the adventure. 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 halbspear +2 melee; or light crossbow +2 ranged

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

Face/Reach: 5 ft. by 5 ft./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: ½

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 the air around them; otherwise, it would be necessary to order them to eat every day.

Monodrones are usually assigned to either simple labour 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 marshalled 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 cannot 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 5 ft./5 ft.

Special Qualities: Modron traits, outsider traits, resistances

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

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 duodrones 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 5 ft./5 ft.

Special Qualities: All-around vision, modron traits, outsider traits, resistances, superior multi-weapon 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 longspear +4 melee; or 2 longbows +6 ranged; winged quadrone: 2 claws +7 melee; or longspear +7 melee; or longbow +6 ranged

Damage: Claw 1d4+2; or longspear 1d8+3, and longspear 1d8+1; or longbow 1d8; winged quadrone: claw 1d4+3; or longspear 1d8+3; or longbow 1d8

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

Special Qualities: All-around vision, modron traits, outsider traits, resistances, superior multi-weapon 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 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.

Pentadrone (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 5 ft./5 ft.

Special Attacks: Breath weapon

Special Qualities: All-around vision, damage reduction 10/+1, 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 virtually 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 paralysed 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 10.

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

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 5 ft./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 of 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 an eye set into each of its five appendages, a pentadron 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.

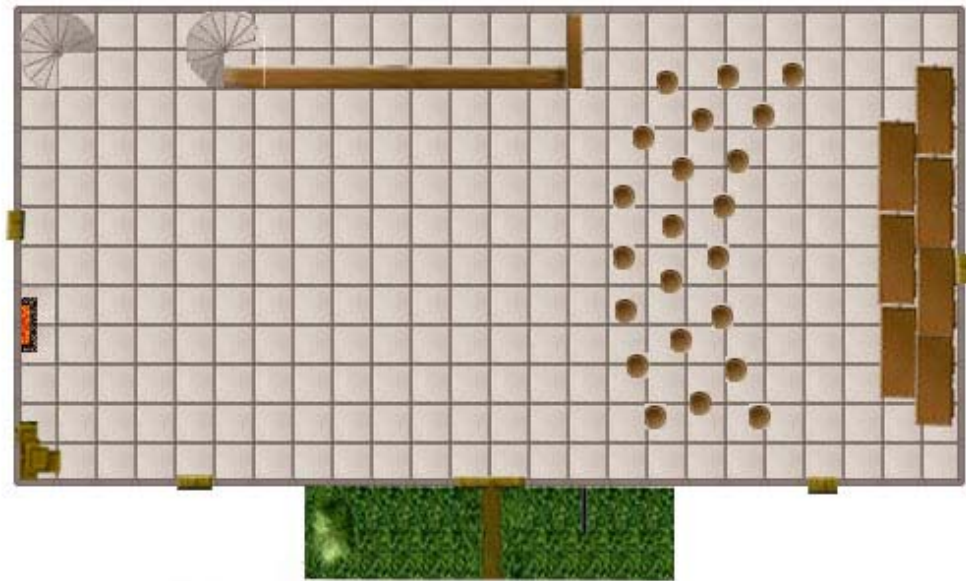
Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected.

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.

APPENDIX 3: MAP OF THE HOG IN THE POUND (GROUND FLOOR)

Scale: 2 squares = 5 feet



APPENDIX 4: NEW RULES

MANUAL OF THE PLANES

Shadow Cache

Illusion (Shadow)

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Area: 1 ft.-diameter circle

Duration: 1 minute/level (D)

Saving Throw: No

Spell Resistance: No

You can temporarily stash small items on the Plane of Shadow or permanently dispose of them there. This spell opens a small portal to the Plane of Shadow that is invisible on the Material Plane and a small dish on the Plane of Shadow.

You can reach into the Plane of Shadow through the portal created by shadow cache, but only small, nonliving objects may pass entirely through the hole.

You can recover objects placed in the portal throughout the duration of the spell, or by casting another shadow cache later. The shadow cache remains stationary at the point where you create it. Items placed in the shadow cache can possibly be picked up by natives of the Plane of Shadow, and in any event are slowly moved by the morphic trait of the plane. There is a 10% chance per day that objects placed on the Plane of Shadow with shadow cache are gone (either moved or taken). After ten days, the items are definitely gone.

The spell cannot be cast on the Plane of Shadow itself, but only planes coexistent with the Plane of Shadow

Casting Time: 1 action

Range: Touch

Target: One living creature/level

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

You can render living creatures virtually immune to fatigue or exhaustion. You must touch each creature to be affected as you cast the spell. The benefits include:

Endurance: This feat confers a +4 bonus to any check made for performing a physical action that extends over a period of time (running, swimming, holding breath, and so on).

Morale Bonus: Subjects gain an additional +4 morale bonus that stacks with the bonus from the Endurance feat. This bonus also applied to saving throws against spells and magical effects that cause weakness, fatigue, exhaustion or enfeeblement

Extended Activity: Affected creatures may engage in up to 12 hours of hard labor or forced marching without suffering from fatigue or continue up to 16 hours and become fatigued instead of exhausted (see Forced March, page 143 of the *Player's Handbook* and Exhausted and Fatigued, page 84 of the *DUNGEON MASTER's Guide*)

DEFENDERS OF THE FAITH

Sweet Water

Divination

Level: Clr 3, Drd 2

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: A well shaft, 10 ft. diameter, up to 100 ft. deep

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell locates a source of fresh water within 100 feet of the surface. If a water source is in range, it excavates a well shaft down to that water. Otherwise, the spell fails.

Material Component: A shovel or spade

Unfailing Endurance

Transmutation

Level: Clr 4

Components: V, S