



A Hole in the World

Threats from outside Melvaunt and within push heroes to the brink as a terrified populace counts on the bravery of a few heroes to avert total disaster. Part Three of *The Chaos in Melvaunt*.

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

Christopher Sniezak
Adventure Designer
Adventure Code: CORE 1-3

Producer: Baldman Games

Core Administrator: Shawn Merwin

Development, Editing, and Layout: Encoded Designs

Cartography: Andrew Smith

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Matt Sernett

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Introduction

Welcome to *A Hole in the World*, a D&D Adventurers League adventure, Part Three of *The Chaos in Melvaunt* Trilogy.

This adventure is designed for **three to seven 1st-4th level characters**, and is optimized for **five 3rd-level characters**.

The adventure is set in the Moonsea region of the Forgotten Realms, in the city of Melvaunt.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that continues their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can

declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting the Adventure

Throughout this adventure, you may see sidebars to help make adjustments for smaller/larger groups, and characters of higher/lower levels than the optimized group. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you may want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 3rd-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table:

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very Weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very Strong

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for

the players. The *Dungeon Master's Guide™* has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the *D&D Adventurers League Player's Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Spellcasting Services

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp

<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request one spell per day from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use

the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Adventure Background

Davol Port, one of the Merchant Lords of Melvaunt, has made a deal with Zarhaug, the Orc Baron of Thar. The deal is simple but terrible: Davol will facilitate the orc army's entrance into Melvaunt so Zarhaug's forces can sack the city. In exchange, Baron Zarhaug has assisted Davol's workers in securing several mining deposits in the West Galena Mountains, while destroying any competition in the area.

Meanwhile, a modron army in Mechanus is gearing up to emerge through a portal in Melvaunt to attack the city. To make matters worse, any attempts to eliminate the portal are met with resistance by Thomas Druat, another of the Merchant Lords. He wishes to use the portal to open trade with far-away lands.

Melvaunt is caught between a rock and a hard place, but a group of adventurers who've found themselves caught up in something larger than they expected – and a Red Wizard interested in studying portals and the planes – might be the last hope for a city under siege from without and within.

Adventure Overview

The adventurers attend a meeting of the Merchant Lords of Melvaunt. If they played either of the previous adventures in the series (CORE1-1 *A Scream in the Night* or CORE1-2 *A Cog in the Wheel*) they have been invited by Captain Eledstra of Melvaunt. If not, they are invited by friends or faction allies to attend the meeting.

After relating their story (or hearing the story from others), the adventurers watch as the Merchant Lords decide the walls will hold the against the orcs, making the portal the priority problem. The Council decides to consult a Red Wizard currently residing in Melvaunt, who may be able to assist with the problem posed by the portal.

Once the meeting is over, Captain Eledstra asks the adventurers to look some orcs who have been seen around the city. Davol Port, one of the Merchant Lords of Melvaunt, pulls the adventurers aside and asks them to instead look into the Red Wizard whom the council is planning to consult, believing the controversial Red Wizards might not have the best interests of Melvaunt at heart.

From there the adventurers either look into the orcs or the Red Wizard. Their choice has consequences as the problems in the city escalate. A timer ticks down as the orc army approaches and the portal slowly widens. Stopping the orcs first means dealing with the modrons later, while dealing with the portal first means dealing with more orcs later.

The final encounter involves a battle in the streets of Melvaunt for the city. Maybe the orcs sack Melvaunt? Maybe the modrons gain a foothold in the city? Maybe those clever adventurers will figure out how to get the modrons and orcs to fight each other and save the people from a terrible fate? This determines the city's immediate future.

Adventure Hooks

If any of the adventurers have played CORE1-2 *A Cog in the Wheel*, they know what is happening in Mechanus and have already reported to Captain Eledstra, who invites them to a meeting of the Merchant Lords of Melvaunt to report their findings.

If none of the adventurers have played the previous adventure, read:

You have an adventurer friend who sent you a message asking you to meet her at the Blank Board Inn. You arrived there and let the innkeeper know who you were looking for. He hands you a message:

"Sorry I couldn't be there to meet you in person. Things are about to go a little crazy in Melvaunt. I know people who know people, and they are telling me that multiple threats are bearing down on the city. There is a meeting of the Merchant Lords this morning. Make sure you attend, because there will certainly be work there."

Alternatively, you could ask a player the following questions before reading the passage:

- You have a friend in Melvaunt. What's their name?
- You owe them a favor for saving your life. What did they save you from?

Part 1 – A Meeting of Lords

Purpose. This meeting allows the characters to relate what they learned about the modrons' plans to the Council of Lords, hear what the Lords' plans are, learn about the approaching orc army, get the request from Captain Eledstra about the orc sappers, and hear the other request from Merchant Lord Davol Port about the Red Wizard.

When this encounter is over, the adventurers should know their options.

The Meeting of Lords

Read or paraphrase the following:

The hall of the Council of Lords is filled with decorative polished wooden chairs and long semicircular tables on several levels, creating an amphitheater centering on the seat of the Lord of Keys. Many of the seats are filled with well-dressed merchants of the city. Some you've seen, while others you know by reputation only. All are wealthy to one degree or another.

Captain Eledstra is there and beckons you to her side. "Thank you for being here. Once we get things going, I'll need you to tell the council what you learned. You can sit here until then."

The meeting begins with the Lord of Keys, Trethon Bruil, entering the room and standing at his chair, illuminated by the morning light streaming in through the windows. "We're going to dispense with normal proceedings because we have several pressing problems to deal with."

The Lords murmur at this, uncomfortable with the break in protocol. The Lord of Keys continues. "We have an orc army approaching." There are more murmurs and some grumbling. "We also have another problem. A portal to another plane of existence is inside Melvaunt's walls, and it also is a threat. I'm told these adventurers have been to the other side of the portal and back again. Would you please care to let us know what dangers threaten us from within our walls?"

The Lord of Keys gives the floor to the adventurers so they can tell the council what they found. Use the Lord of Keys, Davol Port, or Thomas Druat to ask

questions that help fill in any gaps in the story they miss.

If none of the adventurers at your table played the previous adventure, another adventurer steps forth to provide the details.

The meeting continues after this and the following points are made and agreed upon:

- An advance guard of the orc army will be at Melvaunt just after sundown.
- The orcs won't be able to break through the walls as long as Melvaunt's forces are waiting for them.
- The portal is the more serious problem at the moment.
- There is a Red Wizard in Melvaunt who is said to be knowledgeable in planar matters, and she might be able to assist in gauging the portal's threat.
- The council decides to approach the Red Wizard for help, and Council member Thomas Druat will take the lead on gaining the Red Wizard's assistance.

The Lord of Keys then adjourns the meeting and the Lords disperse.

Where are S133P13 and Truushee the Sage?

In the previous adventure, the characters may have made the acquaintance of a malfunctioning quadron called S133P13 and a half-orc sage called Truushee. Both of them are still in Melvaunt. Captain Eledstra thought that bringing a modron and a half-orc to a meeting discussing threats posed by modrons and orcs might be counterproductive. They are being kept in a safe location for the time being.

The Captain's Request

Captain Eledstra pulls the adventurers aside and asks them if they can help with a problem that she doesn't want to make public.

Last night a group of orcs were found within the city walls, trying to sabotage one of the walls with a magical scroll. Although the orcs were killed, it appears they were waiting for a signal to destroy the wall. That signal would probably be the arrival of the orc advance guard.

Captain Eledstra strongly believes that more orcs are hiding within the city, waiting to sabotage the wall from the inside. Superintendent Lahn Joden of the City Watch believes that the threat has been averted and instead has his forces doing other tasks. Eledstra asks the adventurers to search for more orcs in the city. Their first step is to find Lieutenant Drake Liston, one of the watch members stationed at

the North Gate guard post. He's running down leads and can provide the adventurers with more information. Eledstra cannot pay the adventurers now, but if the lead turns out to be true, she can pay them a reward later. She cannot commit to an amount.

Roleplaying Captain Eledstra

LeCampe Eledstra is a human of late middle age. She's a decent woman who takes her job of protecting Melvaunt's ordinary citizens seriously. Eledstra is tall, thin, and lanky with a shock of unruly white hair through which she runs her fingers constantly whenever she's trying to think. She is very bad at playing political games, which is why she only just got promoted to Captain despite her many years of service in the City Watch. She knows this promotion means that she will be the scapegoat if things go terribly wrong.

Quote: "Between the politicians and the external threats, I have no idea how Melvaunt is still standing."

Davol Port's Request

After the adventurers are done talking with Captain Eledstra, Davol Port asks if he may speak with them for a moment. Davol asks if the adventurers would look into the Red Wizard who is being asked to help with the portal. He doesn't believe any Red Wizard has the best interests of the city of Melvaunt in mind, and he will pay the adventurers 200 gp right now to discover if the Red Wizard has any nefarious plans.

Roleplaying the Davol Port

Davol is a fit man, stout, well-groomed and finely clothed, with a deep voice. He's warm and yet forward about what he wants or would like people to do for him. He doesn't mince words but is a businessman first, treating most things in life as a transaction: payment for service and service for payment.

Conclusion

When this encounter is over, the adventurers should know the following:

- It's still morning.
- There's an orc army on its way, and it will be here soon.
- They have been requested to deal with orc sappers in the city.
- They have been requested to discover if the Red Wizard has any ill intentions for the city of Melvaunt.

Choices

The choices the adventurers make here influence how things play out in the final confrontations. Also the countdown clock begins, putting pressure on the adventurers to act quickly and decisively.

Paths

There are two paths the adventurers can take during this part of the adventure. They can hunt down the orc sappers or they can look into the Red Wizard and the portal. They can even jump back and forth between the two paths, but if they do they'll probably not have enough time to handle everything before the orc army arrives and the modrons attack through the portal.

The Timer

There is a map at the back of this adventure that has several circular spaces on it, depicting a path leading to the city of Melvaunt. Please put this on the table now and put a marker in the farthest outlying circle. That is the orc army tracker.

From now on, at the end of every encounter, move the orc army one step closer to the city. Reminders are within the encounters, but if an encounter comes up that is unexpected and you have to improvise, then at the end of that encounter move the orc army one step closer to the city.

If the adventurers want to take a short rest, move the orc army one step closer to the city. As events unfold and the characters foil the plans of even the most experienced adventure designer and DM, feel free to adjust the counter as needed to make the adventure both fun and tense for the players.

When the orc army reaches the city, it's time to move to **Part 4: Battle in Melvaunt**.

Advice

There are a lot of ways for this adventure to play out. While it can be a straight run, some groups might get clever and start splitting their resources. Here are some things you should do so they understand the stakes at hand.

Tell them this is a timed scenario when you place the map timer on the table, and explain how the timer works. Tell them when the marker gets to the city of Melvaunt an event triggers. Just don't tell them what the event is.

If the adventurers want to split the party, tell them that's their choice. The marker only moves after both of the split groups finish an encounter, but any opposition they run into isn't going to be easier just

because there are fewer of them. This is a situation with few correct choices, and they're just trying to make the best of a tough spot.

If they split the party, cut back and forth with each group, spending a few minutes with one group then switching over to the other and spending a few minutes. It is difficult even for an experienced DM to run a split group effectively, so do your best.

If the party is split and one group gets into an encounter that needs initiative, run through their initiative and then spend some time with the other group before moving back to the group in initiative. Of course you should use your best judgement and do whatever you feel is best for the table, but keep the pace in mind and keep an eye on the players and their engagement.

If they split up, do not go easy on them. They made that choice and should deal with the consequences of that action.

Part 2 – The Orcs

1. The North Gate

Purpose: To let the adventurers know how much trouble the city is in and point them toward another orc group in the city.

The Conflict: The encounter is about controlling the fires, saving Drake Liston, and saving the armory, which can affect **Part 4**.

You arrive at the North Gate and find people, wagons, and goods flowing back and forth through the gate, which is flanked by two 40-foot-tall towers. The walls are 30 feet tall. It seems like nothing could breach those massive walls.

A number of guards of the City Watch patrol the area and occupy the towers. Others check people and goods entering the city.

Before you can start your inquiries, an explosion nearly knocks you off your feet. Part of a two-story building near the north wall is now aflame, and the side of the building is gone. It is on fire, and the first begins spreading to other areas.

When this happens, everyone freezes for a second, looking at the explosion, and then the panic sets in. People run and scream, hurting each other to get away from what is now clearly buildings in flames and a significant breach in the wall.

While people panic, one of the soldiers looks at the destruction, yells "Drake," and runs in that direction.

The Situation

There is a building on fire, and the fire is spreading to surrounding buildings. The people in the streets panic. The person the adventurers were supposed to meet was in the building that exploded, and one of the buildings that the fire is spreading toward is a city militia armory that houses equipment the militia needs in order to field an effective army.

The Burning Building

The building that exploded is still on fire. On the second floor, which is exposed because the walls have been blown out, the adventurers see a charred human soldier fighting an equally burnt orc. The human matches the description of Drake Liston.

Rules for the Fire

At the end of every round of initiative, the fire can spread to surrounding buildings and will make the armory fire worse if not dealt with.

Every adventurer gets to act once in a round, in any order. If players have trouble keeping track of actions, just go into initiative.

If the characters can control the fire (see below), there is a chance they can save the gear in the armory. If no one controls the fire after a round, add one to the inferno track on the armory.

To control the fire, ask the adventurers what they wish to do, or give them the following options:

- Hit some part of the building with a cold or water spell. If it's an attack spell, AC 12 is the target. The fire makes saving throws at +0.
- Find a spot where a part of the building can be collapsed by attacking a support with a melee weapon attack or some kind of force magic, thus keeping the fire contained instead of spilling outward. A DC 12 Wisdom (Perception) or Intelligence (Investigation) check can find the perfect spot. If it's a melee weapon attack to do the damage, the adventurer must make a DC 12 Dexterity saving throw to avoid 7 (2d6) fire damage from the fiery rubble falling on them.
- Any other action that seems like it would help uses DC 12 as a base, or AC 12 if an attack roll would be required.

Helping Drake

Drake is caught in a fight with an orc on the 2nd floor of the exploded building. It collapses at the end of the third round and kills him if the adventurers can't help.

The orc is injured and has only 5 hp remaining. The orc's AC is 16 because of the smoke, and the adventurers begin 120 feet away. Once the orc is dead, Drake can attempt to escape. However, the 20-foot jump from the building would kill him.

The adventurers must find a way to help him. A variety of methods could save him: pull a wagon of hay next to the building, spreading out a blanket to catch him, etc. Any other idea or clever use of a resource the adventurers come up with should be entertained. Unless the plan is foolproof, use a DC of 12 as a base, and assign advantage or disadvantage as you see fit.

The Armory

Burning pieces of the building that exploded are on the armory's roof, which is ablaze. Soldiers try to get supplies out of the building before it collapses. The adventurers can help contain the fire or help get the weapons out.

Goal: If 10 units of gear get out of the armory before the armory collapses, they are successful.

Rules for the Armory Collapsing

- The armory collapses when it has 5 inferno counters on it.
- The armory starts with 2 inferno counters on it.
- The armory gains an inferno counter at the end of every round.
- The armory can also gain an inferno counter from the burning building at the end of every round.

Rules for Keeping the Fire Under Control

To control the fire, ask the adventurers what they wish to do or give them the following options:

- Hit some part of the building with a cold or water spell. If it's an attack spell, AC 12 is the base. The fire makes saving throws at +0.
- Any other action that seems like it would help uses DC 12 as a base.

Rules for Getting the Armory Gear Out

- At the end of every round roll a d20. On a 10+, two units of gear are brought out by the soldiers. On 9-, only 1 unit of gear is brought out.
- If an adventurer helps, they can bring a unit of gear out but must make a DC 10 Dexterity saving throw or take 7 (2d6) points fire damage.
- Bringing out 10 units of gear provides this part of the militia enough gear to arm themselves for the coming conflict.

Advice

This is a complex encounter, so here's the breakdown of what the adventurers can or should be doing:

- Helping Drake
- Managing the Building Fire
- Managing the Armory Fire
- Bringing out Gear from the Armory.

When tracking what is going on, make sure these things happen in order every round:

- Make sure every adventurer gets to take an action.
- Put inferno counters on the armory.
- Check to see if it's the 3rd round to see if Drake dies from the collapsing building.

Adjusting the Encounter

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

- **Very weak party:** The armory collapses when it has 6 inferno tokens and it starts with 1 inferno token on it. Halve the damage done to the adventurers.
- **Weak party:** The armory collapses when it has 6 inferno tokens on it.
- **Strong party:** Add an inferno token to the armory to start. Double all damage done to the adventurers
- **Very strong party:** As **Strong Party**, and the floor Drake is on collapses after 2 rounds instead of 3.

Concluding the Encounter

Once the fates of the armory and Drake Liston are decided, go through the following checklist:

- If the adventurers save the armory, note that the armory was saved on the tracking sheet in the Notes section.
- If Drake was saved, write that in the Notes section.
- Move the orc army token on the track.

Roleplaying Drake Liston

Drake is fairly young to be a Lieutenant in the City Watch. He's brash but not over-confident, athletic but short in stature. He's boyish and tends to wear a grin, even if he's just been almost killed. Drake has an adventurer's soul but he loves the city of Melvaunt, the city that raised him and that he now protects as best he can.

Roleplaying Tara Sorkin

Tara is close to Drake, having grown up with him, so if Drake is dead she's not happy - but it's anger more than sadness that drives her at the moment.

She's a tough young woman with a little muscle on her, a good head on her shoulders, and a drive to keep people safe. She's a little more level headed and risk averse than Drake, but she has a good heart and a deep care for the people of Melvaunt.

After the encounter one of the soldiers, Tara Sorkin, (or Drake Liston if he's still alive) comes to the adventurers to thank them for their assistance, regardless of success or failure. They know the adventurers are working with Captain Eledstra.

Once the adventurers explain themselves, Drake or Tara can let them know they've caught one of the orcs trying to escape. They're talking to the orc right now. This leads to **Encounter 2 – Discovering The Plan**.

If the adventurers want to know what happened, Drake or Tara can explain on the way. As best they can tell, a group of orcs placed magical scrolls on the walls inside of the building. When Drake spotted them and entered the building, one of the orcs set off the scrolls prematurely, killing most of the orcs and a number of soldiers.

2. Discovering the Plan

Purpose: To let the adventurers know where the orc leader of this sapper force is.

Conflict: There's a chance they take very little time learning the information, so the orc army track doesn't move up.

The Situation

There is one orc captive. The orc is going to give up the information – it's just a matter of how long it takes. If Drake Liston is still alive, substitute him for Tara Sorkin. Read or paraphrase the following:

Tara Sorkin has brought you to the guard tower, where the City Watch has secured the orc prisoner to a chair.

"We need to know where their leader is so we can find out if more orc sappers are planning to bring down the city wall. We don't have anyone who's skilled at extracting information present. I think I can get the orc to talk eventually, but I was hoping one of you might be better suited to doing the task quickly."

Getting Information

The adventurers can use Charisma (Intimidation or Persuasion) at DC 13. If they pass they get the information quickly. If they fail, it takes a while and the orc army tracker advances by one at the end of the encounter. Also, the first time the adventurers

get information from the orc, he lies and gives them a false location. This can be discerned with a DC 12 Wisdom (Insight) check. If the adventurers fail for his lie, advance the orc army tracker by one. However, this tracker should only be advanced one space at the end of this encounter, not twice, even if the adventurers fail at both checks.

If the orc, Tundrok, was saved from the collapsing second floor of the burning building, then that's the orc who is captured, and he's willing to tell the adventurers everything to pay them back for saving him: no check required. This is the same as passing the check.

What is Discovered?

Tundrok tells the adventurers their war chief on this mission is Seeth Vainscore, and the general description he gives is enough for Tara Sorkin to piece together that Seeth is in a building near the wall in the northwest portion of the city.

Tara tells the adventurers she'll round up some militia members to go there, but it'll take some time with what's happened here. She asks the adventurers if they can get there as soon as possible. She promises to be there as quickly as she can with reinforcements.

Advice

If you have time and want to play this section out as an actual interrogation, you can. You can also easily draw a veil over that part of play by just letting the adventurers tell you if they got the information by being kind and making a deal with the orc, or by less enjoyable methods and having them make the check. The important part is how long it takes them to get the information. If it is done within the first couple of skill checks, do not advance the orc army tracker. If it takes more than two, advance it one.

3. Seeth Vainscore

Purpose: To learn where the rest of the orc sapper groups are.

Conflict: A fight with Seeth Vainscore and his minions, to see if they get the plans from him or not. Also to see if they learn of Davol's involvement with the orcs.

The Situation

Seeth and his **7 orcs** are in the building, and they have it rigged to explode. Seeth also has the plans for where several other groups of orcs in the city are planning to blow up the walls.

The building is two stories tall, and the side closest to the city wall has a half-dozen magical scrolls plastered on it. Seeth is on the second floor, and his minions are spread out within the building.

Use the map in Appendix II to describe or draw the building for the players. If the adventurers survey the building, they can learn a little, or a lot, depending on their rolls. A DC 12 Wisdom (Perception) or Intelligence (Investigation) check reveals the location of 3 of the normal orcs, but not Seeth or the others. A DC 16 check reveals the location of Seeth and all the orcs.

If they make more than one attempt to case out the building, advance the orc army tracker one space.

On the Lookout

While the adventurers might be watching the building, the orcs are watching back. Unless the adventurers use stealth or some sort of trickery when casing or approaching the building, the orcs are ready and waiting for the adventurers.

The Fight

Once the adventurers enter the house, which can happen through any of the windows or doors on the map, the battle begins.

At the end of Seeth's third turn, he sets off the magical scrolls in the building, described below.

General Features

The building has the following features:

Doors. They are locked but only require a DC 8 Strength (Athletics) check to break open or DC 8 Dexterity (Thieves' Tools) check to pick the locks.

The Windows. An adventurer breaking through a window makes a DC 12 Dexterity saving throw or they take 1d4 slashing damage from the broken glass.

Tactics

As the battle progresses, the orcs realize what's going on and move from hiding to fighting to fleeing, since they know Seeth plans to set off the scrolls. If Seeth is dead, the orcs surrender if half their group or more is defeated. They're not cowards, but they don't want to die. Seeth, on the other hand, happily blows himself up.

For Seeth to set off the runes, he simply needs to touch the activation rune and speak the command word ("ignite" in Orcish) as an action. The activation rune is on a scroll Seeth holds. The activation rune must be within 100 ft. of the other runes (spread around the house) to work.

If the Building Explodes

If Seeth sets off the runes, anyone within 15 feet of the north wall of the building must make a DC 18 Dexterity saving throw. Those who fail take 22 (4d10) force damage, with half damage on a success. Anyone who is in the building or near it must instead make a DC 12 Dexterity saving throw or take 14 (4d6) force damage, with half damage on a success.

In the aftermath of the building exploding, the adventurers can manage to find the maps of the locations of the other orc sapper groups in the debris. It just takes longer to find them and piece together their locations.

Move the Orc army marker one space on the track if the building does not explode, and two spaces if it does.

Adjusting the Encounter

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

- **Very weak party:** Replace **Seeth** with an **orc**, and remove 4 **orcs**. Quarter the damage done by the explosion.
- **Weak party:** Remove 4 **orcs**. Halve the damage done by the explosion.
- **Strong party:** Replace **Seeth** with an **orc war chief**.
- **Very strong party:** As **Strong Party**, and add 3 **orcs** to the group.

Treasure

Seeth has maps and papers on a table in the second-floor room where he's stationed. The maps show the location of every orc group in the city. These maps and papers have elegant writing on them, and a couple of notes in the papers indicate that they came from people connected to Davol Port.

If the adventurers succeed in this part, they are given 200 gp by Captain Eledstra at the end of the adventure.

Concluding the Scene

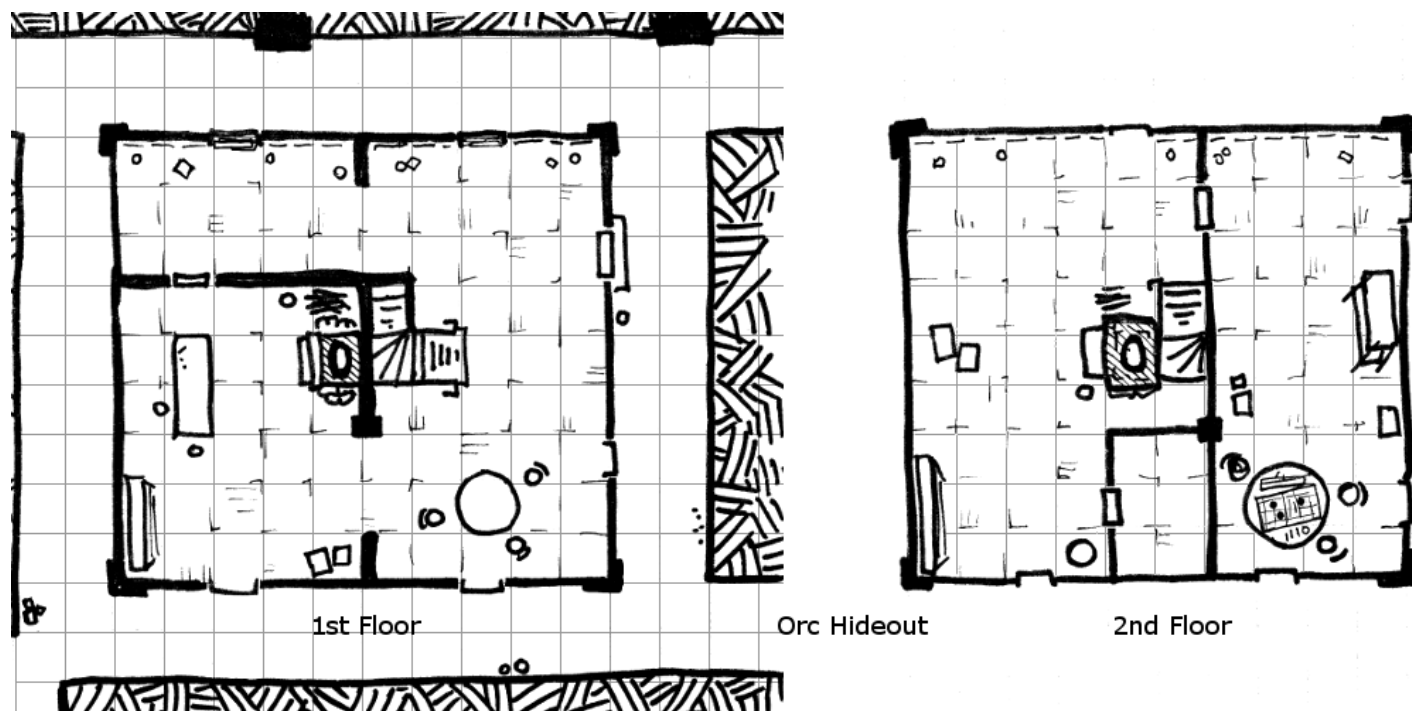
The first thing you need to do when concluding the scene is move the orc army tracker along the track, as indicated earlier.

Once the fight with the orcs is over, Tara or Drake shows up with reinforcements. Once the information is found about where the orc sappers are in the city, the watch can move with their people to stop the orcs from blowing up the wall any further.

If the adventurers have the information about Davol Port, they can inform someone, but it's not information that will help with this adventure.

If the orc army tracker is at position 5, move immediately to **Part 4**. If not, calculate where the

progress would be in **Part 3** and allow the adventurers to move there.



Part 3 – The Portal

1. Spying on a Red Wizard

Purpose: Let the adventurers know the Red Wizard isn't actually evil, and is rather interested and skilled when it comes to dealing with portals and extraplanar travel.

Also, let the adventurers know the portal is widening, which means the threat of the modron invasion is imminent.

Conflict: Are they caught or noticed while spying on the Red Wizard, and how much time does it take to learn the information?

The Situation

Leona Krystal is a Red Wizard. Her superiors sent her to the Moonsea area to act as a representative and ambassador for their group, reporting back her findings about opportunities for expansion in the area, to keep an eye on the activities of the factions, etc.

Leona is in Melvaunt specifically because she divined there would be interesting planar activity within the city. She is fascinated by portals to other planes of existence.

She recently rented a two-story house in the neighborhood where the portal currently sits. Her work and experiments are on the first floor of the building, and her living quarters are on the second. She has an assistant named **Cort** and a **blink dog** guardian called Jaymes.

You shouldn't need them, but if you do, use **mage** stats for Leona, **noble** stats for Thomas Druat, and **knight** stats for Druat's guard.

Roleplaying Leona, Cort, and Jaymes

Leona is brilliant when it comes to portals and loves to talk endlessly about portals and the planes of existence. She's also very protective of her companions. She's a human, wears glasses and carries herself as if she's older than her 27 years.

Cort is tall, lanky, thin, and Leona's assistant. He helps with some of the very fine crafting work because of his thin and dexterous hands. He speaks well but quietly and takes his cues from Leona.

Jaymes is a blink dog, very smart, and likes to sleep by warm fires. He would do anything for Leona. Leona seems to be able to understand him, and Jaymes understands everything and everyone.

Development

Leona is having a meeting with Thomas Druat concerning the portal when the orc army marker is in the spot numbered 1.

While the meeting is going on, Jaymes and Cort remain in the kitchenette and sitting room, making it much easier for the adventurers to sneak around and hunt for information. If the orc army marker is anywhere other than on number 1, the meeting has already happened. If the marker is on number 2, Leona and her companions are moving about the house, making it difficult to sneak in. At number 3 and beyond, Leona has left to investigate the portal. If the adventurers were not present to save her, she died at the hands of the modron assassination unit.

Finding Information

This is about getting information.

Speaking with Leona. If the players want to speak with Leona while the orc army marker is in the first space, they're told by Cort she's busy until later. They can come back then or schedule an appointment. If the orc army marker is not in the first space, she's happy to speak with the adventurers.

Breaking In. Breaking into the house is about being quiet and searching without getting caught. The windows have silent *alarm* spells on them, and all have curtains pulled over them on the 1st floor. The 2nd floor has many of the curtains open, but the back door doesn't. A DC 12 Intelligence (Arcana) check or any kind of detecting of magic reveals the spells on the windows. The door is locked and requires a DC 12 Dexterity (Thieves' Tools) check to pick the lock. Jaymes the blink dog is napping in the house by the back door. Failure means Jaymes wakes but doesn't alert the adventurers to the fact he's awake. He pretends to sleep to observe the fools who are breaking into his home.

Other Ideas. If the adventurers come up with any other ideas for quietly breaking into the house, use DC 12 as a base. The consequence for failure is that someone in the house, either Cort, Jaymes, or Leona, is alerted to their presence.

The House

The first floor is comprised of two rooms, with some of the interior walls having been knocked out to make space for the lab.

1st Floor

The Smaller Room. There are a lot of shelves with material components for spells on them. Jaymes the blink dog sleeps in the corner of the room.

The Lab. There is a magic circle, several more shelves with items and books on them, and a long table with two chairs with papers, books, and notes all over it.

2nd Floor

Kitchenette and Sitting Room. This space has a small stove, a cabinet for keeping dry foodstuffs, and a table for eating.

Bedrooms. The left bedroom is Leona's and the right is Cort's. They have beds and chests for their clothing and personal goods, and a night stand with a candle on it. Leona has an adventure novel called *The Planechasers* on her night stand.

The Bathroom. There is a bathroom between the two bedrooms.

Learning About Portals and Wizards

If the adventurers get into the lab, they can spend time looking over the information and magical experiments within. Use the bullet points to dole out information.

Intelligence (Investigation) DC 12

- The notes are all about portals: not just how to open them, but how to manipulate them once they're open.
- There are some specific notes for how to change a permanent portal that leads to one place to different place. It's pretty theoretical stuff.
- There's nothing nefarious in the lab concerning Melvaunt at all; in fact, the notes are all very scientific and well written.
- There is work here that indicates that Leona has discovered a way to move a permanent portal from one location to another.

Intelligence (Arcana) DC 12

- The magical formula that are within the notes shows how the Weave has recently converged on Melvaunt as a nexus of chaos power.
- The magic invented here is cutting edge, and some of it is theoretical but looks like it could be used to manipulate portals.
- There are some rituals being developed here that look like you can take a permanent portal and change where it could lead to, but the magic looks like it's nowhere near complete.

- The magic circle on the floor and the notes and formula related to it are astounding. Using this magic, someone could theoretically move a permanent portal.

Taking the Notes

If the adventurers take the notes, someone who is able to use magic and is highly skilled in Arcana could use the magic to shrink or possibly move a portal as a ritual.

Spying on the Meeting

If the adventurers spy on the meeting, they need to first explain how they plan on doing that. Use DC 12 as a base for Perception and Stealth checks, or any other plans the adventures might come up with.

What they Hear

Relate the following information if they eavesdrop successfully:

- Leona expresses that there is a gathering of chaos energy in the area. It has nothing to do with the portal directly, but it is disturbing nonetheless.
- The portal within the city is growing, and unless something is done, it will continue to grow.
- Thomas Druat wants Leona to control the portal but not close it. He wants to establish trade with far-away places using the portal. Druat tells her that he will work hard in the Council to get favors for her and the Red Wizards if she will consider his wishes when dealing with the portal.
- Leona agrees that if she is given access to the portal and has time to study it and use it, she can probably alter it to allow connections to other locations in Faerûn, as well as other planes.
- Leona, hearing about the modron army from Thomas, says she can probably shrink the portal to the point where only one Modron at a time could come through, making it easier to defend.

Development

If the adventurers are discovered in the house, or obviously eavesdropping, things are tense as Cort has a *wand of binding* that he's more than willing to use (DC 17 Wisdom saving throw) to resist *hold person*.

Remind the adventurers that murdering people in the city is against the law if they decide to start a fight. It's why Cort is using the *wand of binding*. He also shouts for Leona and Jaymes.

If the adventurers are discovered, and Thomas Druat and his guard are there, Thomas offers to have

them arrested. Leona would rather find out why they're there. If the adventurers tell Leona the truth (or some variation of it) in front of Thomas Druat, make a note that the adventurers have earned the **Thomas Druat has His Eye on You** Story Award on the notes section of the tracking sheet.

If they lie and fail at a DC 15 Charisma (Deception) check, Leona lets Thomas arrest them. Captain Eledstra gets them out of prison, but the orc army tracker is moved 3 spots on the tracking sheet.

Once Leona and Thomas' meeting is over, move the orc army tracker one spot on the track.

If the Adventurers Waited

If the adventurers waited to have the meeting, Leona tells them about her work and lets them go through it to prove she's not interested in hurting Melvaunt.

She is willing to reveal the information that Thomas Druat gave her and talk about the deal she made with Thomas, as it doesn't violate any law she's aware of.

After the adventurers have this discussion with Leona, move the orc army tracker one spot on the track.

Advice

There are a lot of ways this could go, but it starts with the choice of the adventurers either breaking into Leona's house or waiting to speak with her.

After that you just play out the situation and remind them that killing people in a city is illegal and punishable by imprisonment or death.

If in doubt about something the adventurers want to try, ask them to tell you why they think they can make that work. If it seems reasonable, set the DC at 12, assign a skill, and have them roll. If it's unreasonable, try to find a middle ground or just make them roll with disadvantage.

The important information you need to get to the adventurers is as follows:

- The portal is a widening, which is one of the indicators from the modron plans from CORE1-2 that the modron attack is imminent.
- Leona is neither good nor evil to any great extent. She's just a Red Wizard with an interest in portals.

2. Modron Attack

Purpose: To let the adventurers know that Leona is seen as a threat by the modrons to reinforce that her skills are important to the portal.

Conflict: Modrons try to kill Leona and everyone with her.

The Situation

The modrons and whoever is behind them have learned about Leona and have sent a hit squad to take her out. This occurs when the orc army tracker is on the second spot (or third spot if the adventurers waited and then talked with Leona). Leona packs her gear and asks to be taken to the portal, which the adventurers can do since they are there. After leaving the house and heading into the streets, dozens of modrons appear out of nowhere. They do something that disables Leona and then they try to kill her.

Cort and Jaymes move to handle one set of modrons, while the adventurers are forced to deal with **three quadrones** and **six duodrones**.

Tactics

The modrons' orders are to kill Leona and then any other living creatures with her. The duodrones speak as they fight, saying "Kill the Red Wizard" in mechanical, cold, and calculating voices. One duudrone draws an opportunity attack so the others can flow past any of Leona's protectors that just used their reaction.

While incapacitated, Leona is out in the open and cannot move on her own. Her AC is 10, and she has 50 hit points. The modrons the adventurers face attack her if they can get to her. The quadrones fire missile at her unless she is provided cover by an adventurer.

Adjusting the Encounter

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

- **Very weak party:** Remove two quadrones and three duodrones.
- **Weak party:** Remove one quadrone and three duodrones.
- **Strong party:** Add one quadrone and three duodrones.
- **Very strong party:** Add two quadrones and three duodrones.

Development

Once the battle is over and assuming Leona lived, she is quite grateful to the adventurers for their help. Make a note that the adventurers who saved her have earned the **Leona's Gratitude** Story Award.

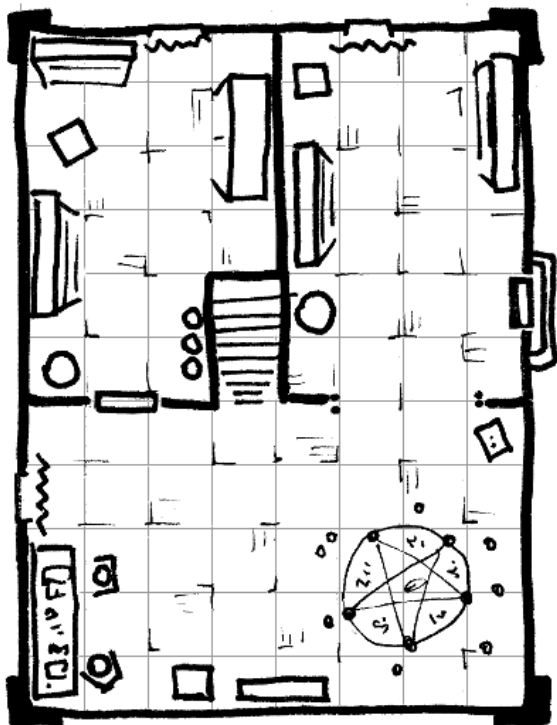
After everyone gather's themselves post fight and they have a conversation, advance the orc army tracker one space on the track.

If Leona Dies

If the modrons kill Leona, they attack others until dead. The modrons weren't ordered to take anything

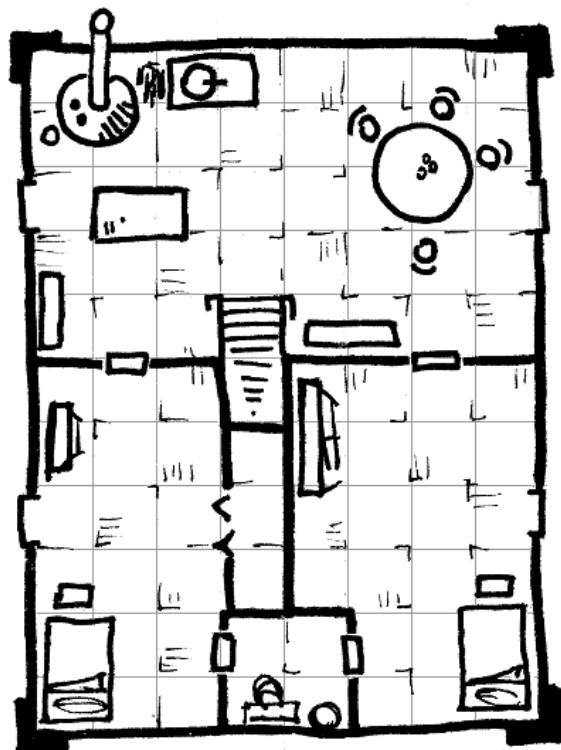
except lives, so Leona's notes are still available. The half-orc sage Truushee can still try to affect the portal, but not with the same success as Leona could have.

If the adventurers are not there, Leona is killed.



1st Floor

Leona's House



2nd Floor

3. The Portal

Purpose: To learn the portal can't be closed and to make a decision about what to do with the portal.

Conflict: The portal is growing ever bigger and wider, and the adventurers need to choose to shrink it down so only one modron can come through at a time, or to do the risky thing and move it, which can only be done by Leona. How much time passes while they do so is part of the challenge.

The Situation

The portal can't be closed. It can only be shrunk, but any adventurer who is magically trained, or proficient in Arcana, or is just intelligent, needs to realize that. If they do it quickly, they don't waste a lot of time and can then make the decision. The portal cannot be shrunk and then moved—it is one or the other.

If Leona is dead, Truushee the half-orc sage might be able to help the adventurers at least shrink the portal, although moving the portal is well beyond their combined capabilities.

Learning Information

The adventurers can choose one of their group to study the portal, or they can assist Leona if she's still alive. A DC 14 Intelligence (Arcana) skill check is needed. Truushee can aid this check, providing advantage to the adventurer.

If the check is successful, the options for the portal are quickly learned, and the bulleted information can be provided.

If the check is unsuccessful, it takes a while. Move the orc army tracker one space. Here is the information learned:

- The portal cannot be closed There is some sort of rare chaos magic that is keeping it open.
- The portal can be shrunk down small enough so that only a modron or two can get through at a time, but this place stills need to be defended.
- If Leona is there, she suggests she could possibly move the portal. This will take some effort, the adventurers and some of the city guards will need to help.
- The portal will reach its max energy at about the same time as the orc army reaches the city.

Making a Choice

Now that the adventurers know what's going on they can make a choice.

Shrinking the Portal

If Leona is alive she can shrink the portal and it doesn't cost the adventurers any time. If Leona is not alive, the adventurers can consult with Truushee the half-orc sage to perform a ritual using Leona's notes: advance the orc army tracker one space.

Moving the Portal

This option is only available if Leona is alive. If the decision is to move the portal, setting up the ritual could cost so much time that the orc army token move once on the track. Leona knows (and can let the adventurers know) the risks of moving the portal and having the modrons come through in force while they're moving it.

- If there are two spots open on the track, they need move quickly but have some room for error.
- If there's one spot open, then they better be perfect or it'll most likely open while they're moving it.
- If there are no spots open, then they should just shrink it.

The Most Important Question

Where do you move the portal?

Getting the Portal Ready to Move

Moving the portal requires them to get a large 15 ft. by 15 ft. piece of cloth (it'd be better with a constructed board but they don't have that kind of time) and then paint a number of arcane symbols similar to ones found on Leona's notes, then with a final enchantment they can anchor the portal to the cloth. At that point they can move it by picking up the cloth, but they need to keep the cloth as stable and sturdy as possible.

If they choose to do this, they have two tasks to complete. Painting the cloth and enchanting the cloth.

Painting the Cloth

Painting the cloth to the specifications of the notes requires a DC 12 Dexterity (Sleight of Hand) check and can be aided by someone trained in Perception. Also, anyone who has a background with something having to do with art can make their check with advantage. Success means you didn't lose any time, while failure causes the orc army tracker to advance one.

Enchanting the Cloth

Once the cloth has been painted, the enchanting can begin. To enchant the cloth quickly one would make

a DC 12 Intelligence (Arcana) check, which can be aided by someone giving up a spell slot of magical power of either divine or arcane nature. Success means you didn't lose any time, while failure causes the orc army tracker to advance one.

Lifting the Portal

Once all the magical preparations are complete, read or paraphrase the following:

The cloth has been painted with the reds, purples, blues, and blacks of the language of Mystra. Four guards the Captain was able to spare after hearing your plan stand at each corner of the cloth. Leona steps to the cloth and places her hand on it a final time, and whispers a few words. The runes begin to shimmer and the portal begins to shimmer. At first they're out of sync but after a few moments the shimmers start to match. Once that happens Leona lifts her head and signals to the guards, who all lift the cloth. It rises easily and the portal rises with it.

"Hold it tight. If you drop it, I'll be able to reset it but it will take time which is something we don't have much of."

The guards begin to walk with the cloth, atop it a portal to another world, one shimmers and the other wavers in the wind.

Now the portal can be moved. If the portal is moved use **Encounter 4 Moving the Portal**.

4. Moving the Portal

Purpose: To move the portal wherever the adventurers think it should go, preferably outside the city walls.

Conflict: Seeth Vainscore and his orcs see the portal, think it's some kind of attack against them, and try and stop it.

The Situation

The portal is moving and everything is going well. A couple of modrons trying to come out but guards kill them. Unfortunately, orcs have decided to attack.

Setup

Use the *Streets of Melvaunt Map*. Set the cloth and the guards next to the building just south of the gazebo, this is when the orcs spring their attack.

Before **Seeth Vainscore** and his **7 orcs** attack check the passive Perception of the adventurers. Any of them with an 11 or lower are surprised.

Tactics

The **7 orcs** and **Seeth Vainscore** aren't the brightest and don't think to attack the cloth. They go after the **4 guards** holding a corner of the cloth, who are all surprised.

Leona/Truushee can't help either, as every time she takes her eye off the portal a modron tries to come out of it. Cory and Jaymes, if present, hang back to guard Leona and do not factor into combat.

The Portal

If a corner of the cloth is ever not in someone's hands for a full round, then the spell collapses and the portal crashes to the ground. This causes an explosion of energy. Everyone in the area must make a DC 15 Strength saving throw or be pushed back 10 feet and knocked prone from the wave of planar energy released.

If an adventurer is holding a corner of the cloth, then they have one hand they can use to do things but are considered restrained while holding the cloth.

Adjusting the Encounter

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

- **Very weak party:** Replace **Seeth** with an **orc**, and remove 4 orcs.
- **Weak party:** Remove 4 orcs.
- **Strong party:** Replace **Seeth** with an **orc war chief**.
- **Very strong party:** As **Strong party**, and add 3 orcs to the group.

Concluding the Encounter

If the portal is lost from the cloth, it'll take Leona time to set the spell up again so that they can continue moving. Advance the orc army tracker one space.

If this means the orc army marker reaches the end of the track, there's nothing she can do. The portal opens wide and the modron army marches into Melvaunt.

If the adventurers keep the portal from falling to the ground, then they can bring the portal outside of the walls of Melvaunt or to some other advantageous location.

Part 4 – The Battle for Melvaunt

Depending on what happened in Parts 2 and 3, there are many potential situations happening simultaneously:

- If the adventurers dealt with the orcs successfully in Part 2, they now need to deal with the modrons in the city. Leona was killed, leaving the portal a major threat. Play **Modrons in the City** below.
- If the adventurers dealt with the portal successfully, either by shrinking it or moving it outside the city, they only need to deal with the orcs in the city. The orc sappers were successful in breach defenses, making the orcs a large threat. Play **Orcs in the City** below.
- If the adventurers didn't deal with either side successfully, they have to deal with both sides in the city. Play **Orcs and Modrons in the City** below.
- If the adventurers got the portal outside the city, then they only need to deal with a few orcs inside the city, as the modrons and orcs kill each other outside the walls. Play **The Portal is Outside the City** below.

Regardless of the outcomes above, the adventurers must deal with the remaining threats in the streets of Melvaunt. This fight the adventurers undertake is a microcosm of happenings around the city. Each encounter uses the *Streets of Melvaunt Map*.

Treasure

As the adventurers are moving to deal with the threat in this part, they come across a priestess of Loviatar named Zellani. Any characters who have the Favor of Zellani Story Award from CORE1-1 A Scream in the Night is provided with a *potion of greater healing*.

Also, as this part plays out, regardless of which encounter the adventurers play, they find loose coins, gems, and jewelry on enemies or scattered in the street worth a total of 500 gp.

Modrons in the City

Purpose: To see how much of the city the modrons control after the battle for Melvaunt

Conflict: Adventurers versus the modron forces.

The Situation

The modron army is in the streets of Melvaunt. Read or paraphrase the following:

The orc threat has been mitigated through your efforts. However, no one was able to effectively deal with the portal. Even at this distance away, you see the growing portal shimmer blue and purple. The sound of metallic marching echoes through the streets. The modron army is here!

They're orderly, moving systematically through different neighborhoods. You hear the sounds of fighting, with metallic voices ordering the people of Melvaunt to obey the law and order of Mechanus.

You have nowhere to go. There are orcs outside the walls and the modrons are advancing on your location. There are citizens here. People are scared, looking to you for. What will you do?

Setup

The adventurers can put themselves anywhere on the southeast part of the map, or if you're playing without a map they can describe how they have positioned themselves. If they want to build some quick barricades in the street or something similar, they had some time to do that and they can be drawn in.

This encounter has the modrons coming in three waves over five rounds.

- Start on the map: a **tridrone** and **4 duodrones**.
- Round 3: **2 quadrones** and **2 duodrones**
- Round 5: a **pentadrone** and **3 tridrones**

Each group appears from around the corner at the end of the last modron's turn of the round listed. They break formation as soon as they see the enemy, following orders from the highest-ranking modron in the vicinity.

The Tracking Sheet

The Armory. If the armory was saved, remove 1 **quadron** from the Round 3 wave.

Drake. If Drake was saved, remove 1 **tridrone** from the Round 5 wave.

Tactics

The modron orders are to ask for obedience to the new order and subdue any hostile forces. They deal with obvious threats first, like the adventurers, before moving on to the citizenry. If the adventurers are not a threat, the modrons start going into the houses and pulling people out, asking for obedience. Any citizens who resist at all, either physically or verbally, are killed.

The duodrones try to swarm opponents and will use the Aid action to assist their higher commanding modrons. The tridrones launch all three of their spears with their first actions against the target who is least armored and not behind cover, then wade into battle against the closest opponent.

The quadrones target opponents with ranged weapons and use flight to keep away from any melee.

The pentadrone uses its paralytic gas only if it can target two enemies in it. It doesn't care how many duodrones it hits with the attack. Otherwise it just uses its five attacks on the opponent it is closest to.

Adjusting the Encounter

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

- **Very weak party:** Remove the **tridrone** from wave 1, a **quadrone** from wave 2, and the **pentadrone** from wave 3
- **Weak party:** Remove 2 **duodrones** from wave 1 and the **pentadrone** from wave 3
- **Very strong party:** Add a **pentadrone** to wave 3

Concluding the Encounter

If the adventurers win the fight, they've held the line at this part of the city, and the modron threat is eliminated.

If the adventurers lose this fight or choose to run away, the City Watch is outflanked and the modrons successfully occupy a portion of the city.

Orcs in the City

Purpose: To see if the city is sacked by the orc forces.

Conflict: Adventurers versus the orc Forces

The Situation

The orc army is in the streets of Melvaunt. Read or paraphrase the following:

The portal has been dealt with, but the walls of Melvaunt have been breached. In the distance you can hear the battle cry of orcs and the screams of the people of Melvaunt. The orcs are savage and chaos incarnate, flowing through the city like a fast spreading fire: razing and killing and looting. Drums beat and the sound of battle comes closer.

The city is breached and you have few options as the orcs are advancing on your location. There are citizens here. People are scared and looking to you for help from their windows and doors. What will you do?

Setup

This uses the City Map or Map #3. This encounter has the orc forces swarming in over the course of two waves.

- Start on the map: 3 **orcs** and an **orog**
- Round 3: 2 **orcs** and an **orc Eye of Gruumsh**.

The orcs appear on the south part of the map. At the end of the orcs turn the next wave appears on the southernmost part of the map.

The Tracking Sheet

Leona. If you have Leona's gratitude, she has ordered Jaymes to stay with the adventurers to grant them assistance. This removes one orc from each wave.

Tactics

The Orcs don't really have tactics. They just try and kill people but they're more willing to break off and start fires in the surrounding buildings. They have the extra action:

- **Start Fire.** As an action the orc starts a building it is adjacent to on fire

The orog looks for the toughest looking adventurer because it thinks killing that adventurer will prove his worth.

The Eye of Gruumsh enters the fight with his *spiritual weapon* already cast and casts *bless* on the orog if the orog is still alive, himself, and one other orc. Otherwise he just casts it on himself and the two orcs with him.

The orcs just attack the closest adventurer or start a building on fire. Every round a fire burns unchecked make a mark on the building. If there are three marks on a building, it burns uncontrollably and is eventually destroyed.

Putting out Fires

Putting out the fires requires an action and some way to extinguish them - water, a spell, or something similar. There's no check. It automatically happens as long as an appropriate action is used.

- **Very weak party:** Replace all creatures with **orcs**, and remove 1 **orc** from each wave
- **Weak party:** Replace the **orc Eye of Gruumsh** with an **orc**
- **Very strong party:** Add one **orc** to each wave

Concluding the Encounter

If the adventurers win the fight, they've held the line at this part of the city. The orcs do only minimal damage to the city and its population.

If the adventurers lose this fight or choose to run away, the orcs run rampant through this part of the city. The city is sacked completely, many lives are lost, and much damage is done.

Orcs and Modrons in the City

Purpose: To survive a fight that is going to wreck the city of Melvaunt and save as many people as possible.

Conflict: Adventurers stand between the citizens of Melvaunt and the attacking orcs and modrons.

The Situation

The orc army and the modron army are in the streets of Melvaunt. Read or paraphrase the following:

It's all gone wrong. The portal is huge, shimmering blue and purple, visible even above the buildings. The walls are blown to bits. Orcs and modrons are everywhere in the streets fighting each other, killing or subjugating or looting the city. People are being killed left and right. It's chaos.

You've managed to herd some innocent city-folk safely into a building. They look at you, knowing that you're the only thing keeping them safe. That's when the wall explodes to your right as fire fills the building. What do you do?

Setup

This uses the city map. The adventurers are in the building just north of the gazebo with around 20 citizens.

Outside of the building an orc just blew up the wall with a vial of alchemist's fire, which started the building on fire. There is a force of orcs who are trying to retreat into the building to find cover from the modron force they're fighting. The adventurers are between all this and the citizens in the building.

Place 4 **orcs**, an **orog**, and an **Eye of Gruumsh** on the map at the hole in the building. Place 6 **duodrones**, 2 **tridrones**, and a **pentadrone** surrounding them.

Get some kind of marker for the citizens to remind you they're in the building as a mob.

Enemy Forces

The purpose of this encounter is not to kill the adventurers (they have already had a pretty rough time of it if they are playing this encounter). Instead, only throw a couple of enemies at the adventurers every other round to give the idea of threat. Let the enemy forces kill each other, let the adventurers fight a few and save the citizens in the process.

Putting Out the Fire

There's a fire in the building. Putting out the fire requires an action and some way to extinguish it - water, a spell, or something similar. There's no check. It automatically happens as long as an appropriate action is used.

Every round the fire isn't put out after the second round, 1d4 members of the citizenry catch fire and die.

Calming the Citizens

A DC 12 Charisma (Persuasion or Intimidation) check calms the citizens that the adventurers are trying to protect. Every round after the second that they are panicking, 1d4 do something silly, like run into the street, and are killed.

Concluding the Encounter

The adventurers just need to battle through and survive. The city is going to be destroyed. There's nothing they can do about it. What they can do is save as many people as they can. For each citizen that survives the fight they get experience points.

The Portal is Outside the City

Purpose: To shore up the defenses of the city so whichever army wins can't get in.

Conflict: Fortify the defenses before the fight comes to the city.

The Situation

The orc army and the modron army are clashing outside the city. The walls have blown up, and they need to be reinforced as fast as possible to help defend against whichever army wins and then turns on the city.

It's going to plan. The portal is outside the city, but the walls are a wreck. Captain Eledstra has found you.

"Good work with that crazy plan, but we're in a spot. The walls are in bad shape and we need your help. Please help us patch them up as fast as possible since I'm pretty sure whoever wins is coming after us next."

Fixing the Walls

A lot of fixing the walls is about moving stones and rubble in place to make sure the wall is at least defensible. These are **Strength (Athletics)** checks

- DC 14 gains a counter towards being done.
- DC 19 gains two counters towards being done.
- Less than 9 loses a counter as someone made a mistake and destroyed part of the wall.

Anyone can use the Aid action by narrating how they aid in the effort, and if it makes sense they designate someone they aid to make the check.

Any clever ideas for actions to help reinforce the walls that use skill checks are at the same DC ratings as the Strength (Athletic) checks.

Any clever ideas or use of magic or powers that are resources can provide a counter towards success.

The Adventurers need to acquire **12 successes** to finish the wall before five rounds have elapsed.

Adjusting the Encounter

- **Very weak party:** Lower the DCs by 4
- **Very strong party:** Increase the DCs by 2

Procedure

Ask each adventurer what action they wish to take, let them take it, check for complications, and then start over.

Complications

End of Round 1: An orog is wrecking the battlements the adventurers are trying to make. If they don't kill the orog by the end of any subsequent round remove a success. Each round the orog is alive, remove 1 success. For a very weak party, replace the orog with an orc.

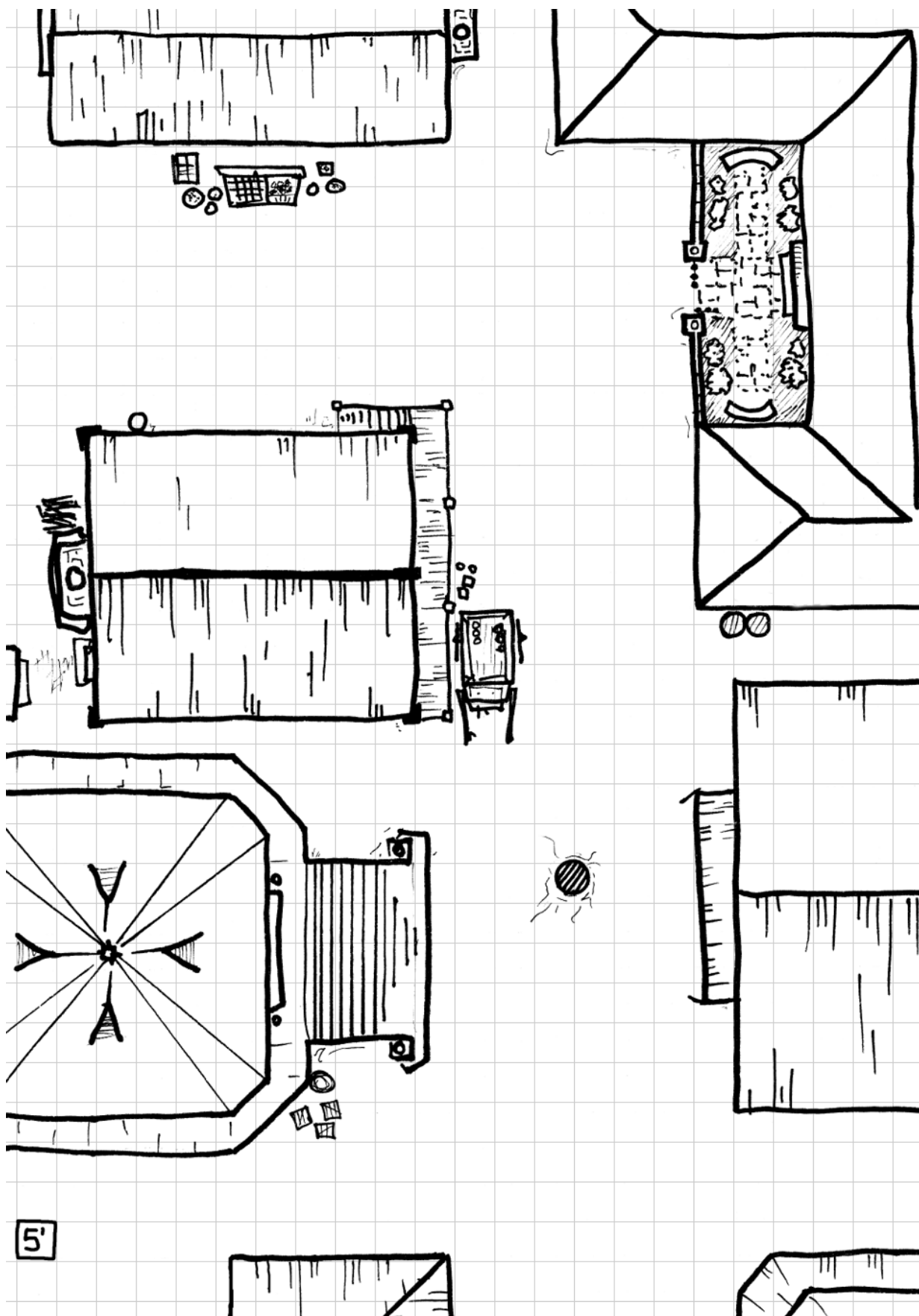
End of Round 3: Someone on the battlefield is launching boulders. All adventurers are attacked. +4 to hit; (8) 1d8 + 4 bludgeoning damage. Halve damage for a very weak party; double damage for a very strong party.

End of Round 5: Another orog attacks and another boulder volley attacks.

Concluding the Encounter

The modron army eventually wins the field. If the adventurers can gather enough successes before the end of round 5 they succeed and their part of the wall is held.

If the adventurers fail, then the modron army breaks through their defenses into the city and occupies part of it.



Conclusion

How this adventure ends is highly dependent on the adventurers' choices and successes. You'll need to narrate what the city looks like based on the way things played out. If the adventurers succeeded in their encounters, they earn the **Hero of Melvaunt** Story Award.

Scenario 1

The modrons may occupy part of the city, depending on how the adventurers fared in **Modrons in the City**.

Scenario 2

The orcs either sacked the whole city or only a small part of the city, depending on how the adventurers fared in **Orcs in the City**.

Scenario 3

The orcs and modrons combined to destroy Melvaunt, leaving it a war zone.

Scenario 4

The modron army has set up a small foothold outside the city depending on how the adventurers fared **The Portal is Outside the City**.

Rewards

Make sure the players note their rewards on their adventure logsheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Orc	100
Orog	450
Eye of Gruumsh	450
Duodrone	50
Tridrone	100
Quadrone	200
Pentadrone	450

Non-Combat Awards

Task or Accomplishment	XP per Character
Saving the Armory	100
Saving Drake	100
Saving Leona	100
Shrinking the portal	100
Moving the portal outside	200
Saving the walls	200
Defending the walls	100

The **minimum** total award for each character participating in this adventure is 900 **experience points**.

The **maximum** total award for each character participating in this adventure is 1200 **experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Potion of Greater Healing

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

Treasure Awards

Item Name	GP value
Total reward from Davol	200
Total reward from Eledstra	200
Part 4 Treasure	500

Renown

All faction members earn one renown point for participating in this adventure.

Downtime

Each character receives **five downtime days** at the conclusion of this adventure.

Story Awards

During the course of play, the characters have the opportunity to earn the following story awards:

Hero of the Battle of Melvaunt. Historians will in time write of this event: the day brave heroes fought a battle on two front, against the mechanical menace that came through the portal while at the same time beating back an orc horde. Thanks to your help Melvaunt survived. While in Melvaunt, you receive free comfortable lifestyle when using downtime days after adventures set in Melvaunt.

Leona's Gratitude. You have saved Leona's life, and the Red Wizard is in your debt. She will make you one common or uncommon potion for no charge. This may only be used once, but the award may come into play in later adventures.

Thomas Druat has His Eye on You. Council of Lords member Thomas Druat is keenly aware of your presence in the city. Right now that could be a good thing or a bad thing. But you will definitely meet him again.

DM Rewards

You receive **200 XP, 100 gp, and five downtime days** for running this session.

Appendix 1 – DM Advice

The Time Line

Space	Event
One	The first building explodes and the meeting between the Red Wizard and Thomas Druat.
Two	The portal starts to widen and an assassin crew of Modron's kills Leona.
Three	The Orc Prisoner tells what he knows.
Four	The Walls Explode and the Portal Widens.
Five	The Orc Army Arrives and the Modron's Attack.

Each of the following happens when the orc army tracker moves to a track space if the adventurers don't intervene.

One. When the orc army tracker is on this space the building explodes in Part 1 – The North Gate. The meeting between Leona and Thomas is also happening at the same time.

Two. The portal starts to widen and grow. The guards alert the Captain, who sends a runner to alert the adventurers. If the adventurers aren't there the modrons kill Leona in their assassination attempt.

Three. If the adventurers weren't there the orc prisoner finally spills on where Seeth Vainscore is.

Four. The orc army arrives outside the gates and the portal reaches its apex of power.

Five. The walls explode signaling the orc army to attack, and the modron army attacks the city at the same time.

A Little Advice

Here's where you can make this adventure sing. One of the themes is that time and events are spiraling out of control, and the adventurers can only mitigate so much of it. With a little cleverness they can handle a lot of it, but one of your objectives here is to make them understand things are happening outside of their control, and event grow to a point where all of the nine hells are going to break loose. So how do you do that?

There's a timeline. You can use that to let the adventurers know about the other things happening in the city. You need some way to deliver information to them and let them know what's going on. Here are some tools.

Captain Eledstra. The Captain is constantly looking for updates to keep the adventurers informed of what's going on. You can use Tara from earlier as the runner to find and provide the adventurers information. Now the adventurers might not be easily found. If that's the case, then

that's ok, don't drop people on them if it doesn't make sense.

Here's an example. If the adventurers are investigating Leona, it might be harder for the Captain to keep them informed unless the adventurers stay in touch or let the Captain know what they are doing. If they're dealing with the orc threat, then the Captain is more easily able to find them to let them know what's going on with the portal, such as the Red Wizard was murdered or the portal is widening.

Really Noticeable Stuff. The building exploding and the portal widening and growing are great indicators of a city starting to spiral out of control. You also have the track on the table, which is a bit of a meta piece, but it will help increase the tension.

If the adventurers are looking into Leona, then the building exploding is also a great way to make them feel like things are happening in the city. Decide if you want it to explode during or at the end of that section. It's cool. We trust you to do the right thing.

The portal itself starts to grow at some point and become more noticeable. That's another piece you can use to show things are moving toward an end point.

Crossing Over

If the adventurers feel like one problem is more important than the other to deal with during the scenario, let them cross over. Here are some good points to let them do that, but you'll probably need to use your best judgement for where they can drop into the other path if they switch.

The city is big, so move the orc army marker the each time they decide to switch paths.

- After the first building explodes and they choose or don't choose to deal with the situation, they can flip to Leona if they think the Captain and their crew can handle the orcs.
- After Leona has been killed and they learn about it, they might be more interested in seeing her lab and her work. You can relate that she had work on portals and the planes in her lab through the Captain's runner or the Captain herself if present.

Appendix 2 – NPC Summary

The following NPCs appear or are mentioned in this adventure.

Davol Port (DAY-vall). Human male. Fit, stout, well-groomed and clothed, and has a deep voice. He's warm and yet forward about what he wants or would like people to do for him. He doesn't mince words but is a business man first and treats most things in life as a transaction. Payment for service and service for payment. One of the merchant lords of Melvaunt.

LeCampe Eledstra (eh-LED-strah). Human female. Late middle age. She's a decent woman who takes her job of protecting Melvaunt's ordinary citizens seriously. Tall, thin, and lanky with a shock of unruly white hair through which she runs her fingers constantly whenever she's trying to think. Very bad at playing political games, which is why she only just got promoted to Captain despite her many years of service in the City Watch.

Drake Liston (LIS-tun). Male human. Young, dark skinned, Lieutenant to Captain Eledstra. A bit brash but confident, fit, athletic and a little on the short side. Boyish and tends to wear a grin, even if he's just been almost killed. Has an adventurer's soul but he loves the city of Melvaunt, which he now protects as best he can.

Tara Sorkin (SORE-kin). Female human. Tough young woman with a little muscle on her, a good head on her shoulders, and a drive to keep people safe. She's a level headed. Take measured actions but will take risks when absolutely needed. Has a good heart and a deep care for the people of Melvaunt. Lieutenant to Captain Eledstra.

Leona Krystal (lee-OH-nah KRIS-tall). Leona is a Red Wizard and a brilliant expert on portals and planar travel. She's also very protective of her companions. She is a 27-year-old human who wears glasses and carries herself as if she's older.

Cort. (KORT) Cort is tall, lanky, thin, and Leona's assistant. He helps with some of the very fine crafting work because of his thin and dexterous hands. He speaks well but quietly and takes his cues from Leona.

Jaymes the Blink Dog. Jaymes is a blink dog, very smart, likes to sleep by warm spaces, and would do anything for Leona. Leona seems to be able to understand him and Jaymes understands everything and everyone.

Thomas Druat (drew-AUT). Human male. Chubby, tall, clean shaven and comfortably dressed. His tenor voice is light and filled with promises and honey. He's crafty, seemingly kind, and imposing when he desires and like to get people to think it was their idea to agree with his plans. He plays the game of political maneuvering and business well. One of the merchant lords of Melvaunt.

Appendix 3 – NPC/Monster Statistics

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Orog (Seeth)

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack. The orog makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (1d12 + 4 plus 1d8) slashing damage.

javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Eye of Gruumsh

Medium humanoid (orc), chaotic evil

Armor Class 16 (ring mail, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	13 (+1)	12 (+1)

Skills Intimidation +3, Religion +1

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

Gruumsh's Fury. The ore deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Spellcasting. The ore is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The ore has the following cleric spells prepared:

Cantrips (at-will): *guidance, resistance, thaumaturgy*
1st level (4 slots): *bless, command*
2nd level (2 slots): *augury, spiritual weapon (spear)*

Actions

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (1d6 + 3 plus 1d8) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

Duodrone

Medium construct, lawful neutral

Armor Class 15 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

Senses passive Perception 10

Languages Modron, Common

Challenge 1/4 (50 XP)

Axiomatic Mind. The duodrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the duodrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

Actions

Multiattack. The duodrone makes two fist attacks or two javelin attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Tridrone

Medium construct, lawful neutral

Armor Class 15 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	9 (-1)	10 (+0)	9 (-1)

Senses truesight 120 ft., passive Perception 10

Languages Modron, Common

Challenge 1/2 (100 XP)

Axiomatic Mind. The tridrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the tridrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

Actions

Multiattack. The tridrone makes three fist attacks or three javelin attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Quadrone

Medium construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., fly 30 ft.

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

Skills Perception +2

Senses truesight 120 ft., passive Perception 12

Languages Modron, Common

Challenge 1 (200 XP)

Axiomatic Mind. The quadrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the quadrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

Actions

Multiattack. The quadrone makes two fist attacks or four shortbow attacks.

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Quadrone

Medium construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 32 (5d10 + 4)

Speed 40 ft.

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

Skills Perception +4

Senses truesight 120 ft., passive Perception 14

Languages Modron, Common

Challenge 2 (450 XP)

Axiomatic Mind. The pentadrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the pentadrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

Actions

Multiattack. The pentadrone makes five arm attacks.

Arm. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Paralysis Gas (Recharge 5- 6). The pentadrone exhales a 30-foot cone of gas. Each creature in that area must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Guard

Medium humanoid (human), Neutral

Armor Class 15 (chain shirt)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

Actions

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20f60 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Appendix 3 – Tracking Sheet

