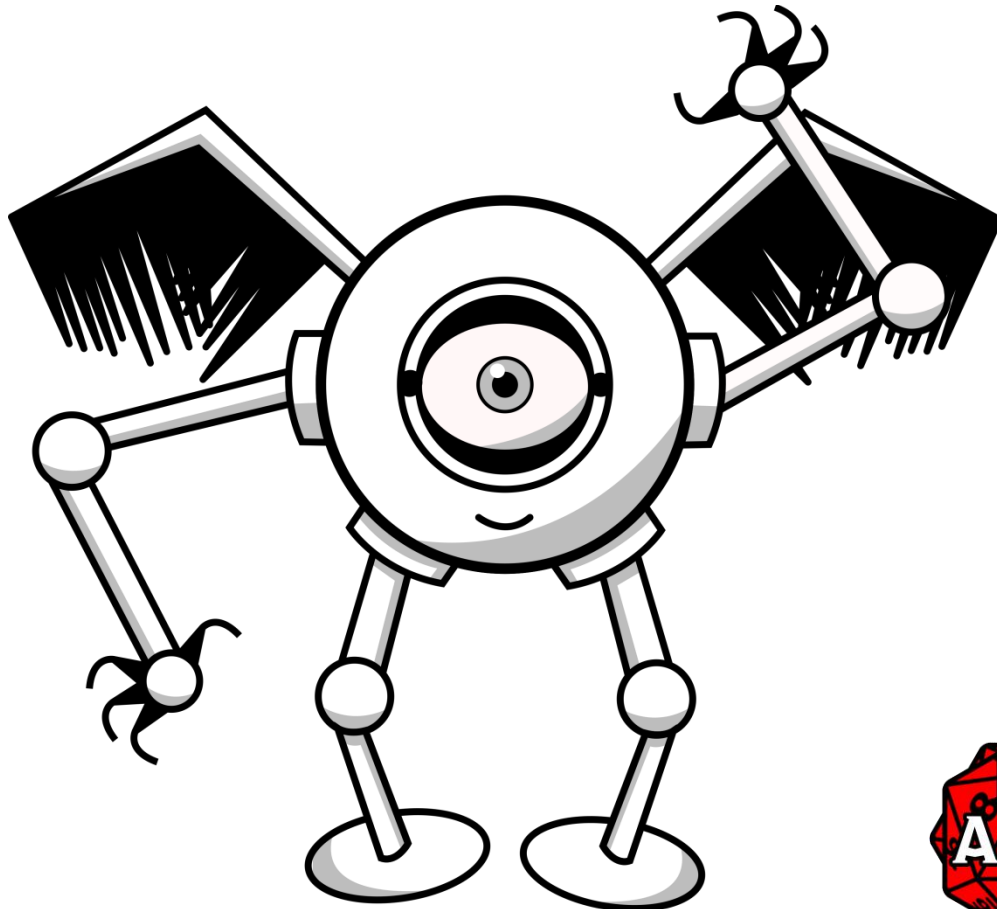


CCC-CENTRIC01-03



The Patchwork Tower



Modrons have gathered in the Moonwatch Hills to build a strange tower. Ranging far and wide, they pilfer items both valuable and worthless to grow the swaying, shaking mass of the Patchwork Tower. What strange impulse guides them? What exactly are they building?

A 2-4 Hour Adventure for Tier 1 Characters. Optimized for APL 3.



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Adventure Primer

'Are you familiar with the old robot saying: "Does not Compute"?'

-Bender (Futurama)

This adventure is designed for **three to seven 1 - 4-level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in Melvaunt and its surrounding lands.

Background

A green hag by the name of **NANNY LOVELACE** has found a way to charm and cajole modrons into serving her wishes. Using a pentadrone, which she keeps in a permanently muddled state, she has corralled and controlled an army of lesser modrons to build a great **PATCHWORK TOWER** out of stolen items. The tower is a great thinking machine, which when completed will allow the hag to undertake much greater and more nefarious schemes. Her eventual goal is to turn herself into a creature of living metal like the modrons themselves. Who can say what vile acts will be needed to accomplish her objective?

Using the knowledge of a mad sage named **BILAM ARUM BAGE**, kidnapped from **MELVAUNT**, Nanny has successfully cut off the area around the tower from direct contact with the plane of Mechanus. Blinded, the modrons occasionally send scouts out to try to reestablish contact with their lost pentadrone; scouts which are soon added to Nanny's army.

Unbeknownst to Nanny, her modrons' many thefts have come to the attention of the Lords of Melvaunt; who search for adventurers to investigate.

Episodes

The adventure's story is spread over **three parts** and takes approximately **2 hours** to play. The adventure begins with a Call to Action scene. It also contains **two optional bonus objectives**—each taking an **additional hour** to play.

- **Call to Action: Modrons in Melvaunt.** The characters are asked to investigate thefts made by modrons. This is the **Call to Action**.
- **Part 1: The Moonwatch Hills.** The characters follow a trail of stolen objects, heading into the Moonwatch Hills. They discover the Patchwork Tower, and must somehow enter the structure. This is **Story Objective A**.
- **Part 2: Inside the Tower.** The characters must climb the tower, and encounter the hag at its summit. They must either defeat her, or convince her to cease her plans. This is **Story Objective B**.
- **Bonus Objective A: The Thinking Machine.** The control console of the tower contains several gems the characters have been asked to recover. In order to do so, the players must deactivate or destroy the machine. This bonus objective is found in **Appendix 1**
- **Bonus Objective B: The Second Captive.** The sage Bilam Arum Bage is held high in the tower. The characters may attempt to free him and defeat his guards. This bonus objective is found in **Appendix 2**.

Adventure Hooks

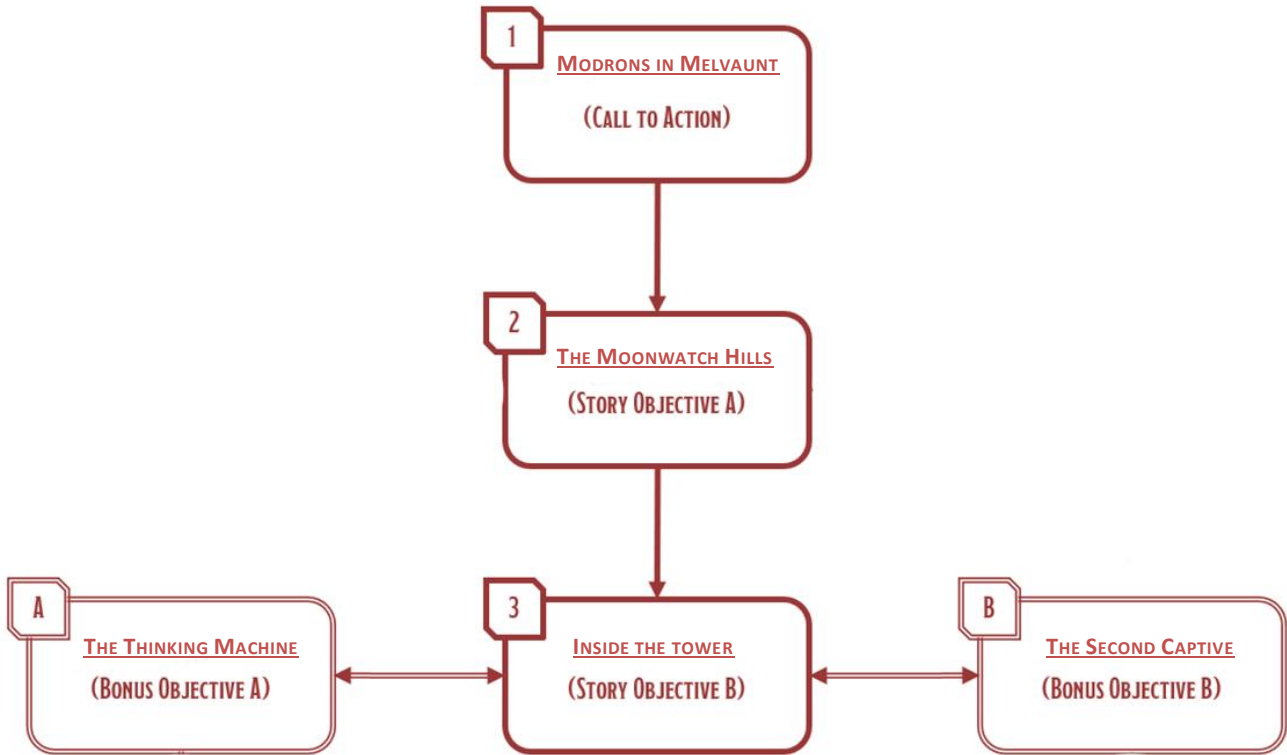
Merchant's Troubles. The characters may have agreed to work in the docks while in Melvaunt. They could be: security, loading cargo, or crewing a ship. This sort of work would be familiar to characters with the sailor background.

Get Me Out of Here! The characters might have already spent some time in Melvaunt and arranged passage aboard a ship, most likely the *Grand Lady of Daggerdale*. Or maybe they're making a supposedly brief stopover in Melvaunt.

Passersby. Perhaps the characters are walking through the docks, and see what's happened.

Episode Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



Call to Action: Modrons in Melvaunt

Estimated Duration: 15 minutes

An Unusual Crime Spree

Adventurers are asked to investigate rumours of items stolen from Melvaunt and the surrounding region being used to construct a tower in the Moonwatch Hills. This is the **Call to Action** that will set them off on their quest. Adventurers are approached by a member of the city guard of Melvaunt: **Daryn Fellweather**, who requests that they look into reports of modrons appropriating everything from silverware to the rafters of houses, to build a vast edifice of scrap.

The adventure begins with Daryn talking to **Captain Marimus Thross**, distraught captain of a merchant ship: the *Grand Lady of Daggerdale*. The ship's figurehead, the Grand Lady herself, is conspicuously absent. How can the ship sail without her?

Area Information

This area features:

Dimensions & Terrain. Melvaunt is a waterlogged city, shrouded in a mist that the early Spring sun can't dispel entirely. The smell of smoke and the crash and shout of industry fills the air from early in the morning till the moon sets at night. Sagging, two-story buildings jostle against each other in the close-lined streets.

Lighting. A haze of mist and smoke hangs over the city, making a pale ghost of the early morning sun. Forge fires and lanterns with broken glass provide islands of light in the gloom.

NPCs

Captain Marimus Thross is a human, wearing a coat heavily embroidered with gold thread. He is talking to Daryn, pointing at his ship, and gesturing angrily.

Daryn Fellweather is a halfling guard sergeant, talking to Marimus and making sympathetic noises.

Objectives/Goals. Because of his past life as an adventurer, Daryn is looking out for likely

heroes. Marimus is just looking for someone to blame for the state of his ship.

What Does Daryn Know?

- For the last tenday, odd things have been stolen from buildings and travelers in the area around Melvaunt, and in the city itself.
- Two nights ago, a rich merchant (he can't say which one) had a wall of their house stolen, along with a collection of gems. This is Bonus Objective A.
- A local crackpot, er... sage, named Bilam Arum Bage disappeared shortly before the thefts started; along with many of his books, his bed, and the door to this apartment. They even stole his worthless scribbles on the nature of the planes. This is Bonus Objective B.
- People claim the thieves are strangely shaped metal creatures, with spherical bodies and tiny wings. A character who succeeds on a DC 13 Intelligence (Arcana) check, will recognize these as monodrones: the lowest form of modrons, natives of the plane of Mechanus. They will realise that their behaviour is extremely unusual for the naturally lawful modrons.
- Shepherds claim that a tower is rising in the Moonwatch Hills, where no structure was before. Metal creatures swarm around it, and no-one has been inside.

Call to Action

Daryn is a little skeptical about the idea of this tower made of scrap (this 'Patchwork Tower'), but suggests that whatever the truth of the matter, the adventurers should investigate the area anyway. He asks them to go out into the areas of the Moonwatch Hills where most of the pillaging has occurred, and:

- Infiltrate the strange tower, if it exists.
- Discover whatever is responsible for the thefts, and stop them.

There's no money in the job. But there could be some unclaimed valuables, once everything is catalogued and returned to their original owners.

Part 1: The Moonwatch Hills

Estimated Duration: 30 minutes

Moonwatch Hills

In this episode, the characters travel to the Patchwork Tower, and find a way inside.

Story Objective A

Get inside the Patchwork Tower.

Area Information

This area features:

Dimensions & Terrain. The road is simple, but well maintained. There are occasional signs of habitation: small villages, farms, and other structures, but they are few and far between this close to the wild lands of Thar.

Lighting. There are clear skies for most of the journey, but clouds gather low over the hills.

The Road

Modrons have been moving about the road between Melvaunt and Phlan, and a large number of things have been stolen from farms and travelers. As they travel, characters will see the results of this pillaging. DMs should add any interesting thefts they can think of, which may include:

- A richly appointed carriage, bearing a local noble's crest, missing all of its wheels; as well as the tack and bridle for the horses.
- A hole in the ground with a bucket on a rope lying beside it. Characters might recognize it as a well, without any stones.
- A small cottage, the entire Western wall of which is missing, allowing passersby to see into an attic filled with pigeons.
- An old barrow mound with a large hole dug in the side. Pieces of golden treasure can be seen lying alongside a handful of vertebrae, all that remains of its former occupant.
- A signpost. All of the arrows, except for one labeled 'Melvaunt 10 miles', have been taken.
- A blackberry bush, whose thorns have all been harvested while the fruit is untouched.

- A gate standing in the middle of a mile long furrow in the ground.

If characters stop and ask questions of anyone on the way, they only learn that a group of strange metallic creatures came along and stole whatever is missing, then returned the way they had come.

The Patrol

As the characters crest a small hill, they spot a group of modrons walking back to the tower. They're burdened by loot, and move slowly.

Creatures/NPCs

A group of eight **monodrones**, led by two **duodrones**, march in single file. They don't notice the characters and don't fight, even if attacked.

Objectives/Goals. The modrons have specific orders to find building materials, in this case wooden objects. The monodrones have their hands full with random scrap, from planks to tools with wooden handles. The modrons' orders are:

Duodrones:

- Order monodrones to carry wooden objects.
- Return when all monodrones have a full load.

Monodrones:

- Follow the nearest duodrone.

The Patchwork Tower

After travelling for most of the day, the adventurers finally reach the Patchwork Tower. From the relative cover of a copse of trees, they can see the tower rising out of the lower side of a hill. The tower is a mishmash of stolen parts: one section may be made of heavy stones, another red bricks, another wooden planks, while holes large enough to fit a medium-sized creature can be seen here and there. Hastily assembled scaffolds and ladders scale walls like ivy. The fourth floor splits in two, like a massive tuning fork, and two smaller towers reach independently for the clouds.

The tower is surrounded by a virtual army of modrons, most of which are preoccupied with building, hauling materials, or supervising the builders. The heavy-looking iron doors lay open, flanked by a pair of tridrones.

Images of the different varieties of modron can be found in Appendix 6.

Creatures/NPCs

Three groups of modrons work on the outside of the tower. Groups of scavengers occasionally return with their haul, but the total number of builders doesn't increase. Each of the groups consists of eight **monodrones**, four **duodrones**, and two **tridrones**, led by a **quadrone**.

When characters approach the tower, a quadrone will approach and demand that they leave. A character that moves closer to the tower, will be attacked. If they move away again, the modrons will ignore them. The modrons will push unconscious or dead enemies out of the protected area.

If combat ensues, the quadrone will order the tridrones to order the duodrones to order the monodrones into combat. The monodrones enter combat on the second round, and the next order is given. The duodrones join in on the third round, the tridrones on the fourth, and the quadrone on the fifth. If the quadrone is killed before it can give out all its orders, any modrons which haven't joined the fight won't behave with hostility towards intruders: even if attacked.

The two other groups are the same size as the first. But they're busy, and only fight if attacked.

The modrons outside the tower cannot perceive anything inside, or go inside themselves.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove four monodrones, two duodrones and a tridrone
- **Weak:** Remove two monodrones, a duodrone, and a tridrone
- **Strong:** Add two monodrones and a duodrone
- **Very Strong:** Add four monodrones, two duodrones, and a tridrone

Conversational Robotics. The modrons have little interest in the characters. Only tridrones

and quadrones will even notice or talk to them. Thanks to the strange magic of the tower, all modrons speak and understand Common (as long as the language dial found in the control room in Bonus Objective A is set to Common).

Tridrones and quadrones are smart enough to speak with non-modrons, but won't let them inside. If players want to talk their way in, don't set a DC or allow a roll: instead encourage them to make a good argument, or convincing lie. For example: modrons are mechanical in their thinking, and could be paralyzed by a well constructed paradox.

What Do They Know? The modrons aren't capable of thinking for themselves: they have programmed instructions, which can be changed only by a higher level modron giving them a new order (which overwrites an existing order). If *detect thoughts* is cast on a modron, it detects whatever task it's currently carrying out; if the caster chooses to probe deeper they can learn all of that modron's programming. The orders currently given to each type of modron are:

Quadrones.

- Oversee construction of the tower
- Give tridrones orders to supervise construction
- Warn away intruders
- Attack intruders if they don't leave
- Order tridrones attack intruders
- Order tridrones to order duodrones to attack intruders
- Order tridrones to order duodrones to order monodrones to attack intruders
- Return modrons to work when intruders leave

Tridrones.

- Order monodrones and duodrones to work on the tower, if the number of builders decreases
- Order duodrones to oversee a section of wall
- Oversee a side of the tower
- Warn away anyone who approaches the tower

Duodrones.

- Oversee construction of a section of wall
- Order monodrones to build their section

Monodrones.

- Put a specific object in a specific place

Part 2: Inside the Tower

Estimated Duration: 75 minutes

Having reached the tower and gotten inside, the adventurers must go to the top and end the hag Nanny Lovelace's control over the army of modrons. Because the tower is ringed with scaffolding and the walls are unfinished, the adventurers may enter any floor they wish; making every floor except the top optional. Likewise, they can pass between floors using these scaffolds instead of internal stairs. But, using the scaffolding risks the characters coming into conflict with any modrons remaining outside.

Story Objective B

Characters must get to the top of the tower by stealth, diplomacy, violence, or a mixture of all three. They must free or kill the pentadrone that Nanny Lovelace uses to control the modrons. Her death is not required for success.

Area Information

This area features:

Dimensions & Terrain. Rooms within the tower have 20 foot high ceilings, unless otherwise stated. The walls of the tower are covered with spinning, turning and jangling pieces stolen from across the countryside. A cartwheel might connect, via rope and pulley, to an arm taken from a human or orc cairn, to another wheel. The walls are covered in a vast Rube-Goldberg style device, kept in constant motion. It makes a constant low noise that grants characters advantage on Dexterity (Stealth) checks and disadvantage on Wisdom (Perception) checks based on hearing. A *Detect Magic* spell cast within the tower, will sense a faint aura of divination magic coming from these moving parts.

Lighting. There are many randomly placed sources of dim light, and occasional bright lights. These include magical lights, objects on which continual flame has been cast, and pinpoint holes in the wall. In many places, visible on the maps in Appendix 3, large holes in the walls let in the daylight.

Creatures/NPCs

Like outside, the modrons here are busy building, fixing and calibrating the insides of the tower, and the various constantly moving parts.

The tridrones will give characters little time to talk, before ordering an attack, although they may be persuaded to allow non-modrons to move freely if the DM feels the players have convinced them. There should be no Charisma (Persuasion) check; this relies entirely on roleplay and the player's ideas.

The modrons recognize Nanny Lovelace, and will not attack her. All of the hag's non-construct minions are wearing a Clockwork Amulet; these items confuse the modrons into assuming the wearer is an unknown member of their kind.

The modrons inside the tower have the following orders:

Tridrones:

- Attack intruders, or retreat if outnumbered
- Order duodrones to oversee builder monodrones
- Order duodrones to order monodrones to attack
- Order duodrones to attack

Duodrones:

- Follow the nearest tridrone
- Order monodrones to build something

Monodrones:

- Follow the nearest duodrone

Similar to the modrons outside, the tridrones will enter combat on the first round, the monodrones on the second, and the duodrones on the third. If the tridrones flee, the duodrones will follow, but the monodrones will be unable to understand the concept and will stay behind and continue fighting.

Objectives/Goals. The modrons are busy building the tower. If any survive combat they will move on to the next group of modrons on the next floor up, and will be ready to fight the adventurers.

Scaffolding

Each floor of the tower, except the first, has at least one hole in the wall that leads to the exterior of the tower. A jumble of scaffolding wraps around the tower, represented as a grey band on the maps, and includes ladders and ramps wherever the DM sees fit. The scaffolding allows characters to avoid obstacles inside the tower, by travelling outside. However, any modrons that were not defeated or encountered outside in Part 1 (including any reinforcements the DM feels are appropriate) may be encountered outside: this should be made clear to the players the moment they first exit the tower. If the characters are spotted by any of the remaining quadrones while outside the tower, the modrons will begin to attack in the same staggered manner described in Part 1. They will not chase characters into the tower under any circumstances, and cannot see anything inside.

This area need not be without hazards: poorly constructed areas may fall away, ropes may tangle around characters' legs, and nails and other obstacles may slow movement. A suitable check, usually at DC 13, should be allowed to avoid hazards, and a DC 12 Wisdom (Perception) check should be allowed to spot them ahead of time. Such hazards are entirely at DM discretion, and should be avoided if the adventure is running over time.

Extra Minions

The hag doesn't only employ modrons in her schemes; she's made deals with a small flock of harpies, among other creatures, and these creatures may decide to help defend against the adventurers. These are entirely optional encounters, provided to add a little bit of drama if it's needed, to toughen up underwhelming fights, or to attack players who take a long rest inside the tower. They can be inserted into an existing encounter, in which case the DM should decrease the difficulty for the regular encounter by one step (i.e. normal to weak party); or they may be encountered on their own, wandering around the tower. The extra minions are:

- A **nothic**, who acts as a lab assistant, and spends most of its time around the Control Room (Appendix 1: Bonus Objective A), and its room on floor 2 (Floor 2.3). It mainly uses its Weird Insight on intruders, to steal secrets from the adventurers that might offer Nanny Lovelace leverage against them. It is most likely to fight intruders alongside Nanny.
- A **harpy**, who unlike the rest of her flock is allowed free rein of the inside of the tower. She will happily use her Luring Song to incapacitate intruders while they fight other creatures, and is most likely to use a group of modrons to shield her from retaliation.
- A **quadrone**, which unlike its fellows outside has no combat programming. It will fly up and down the tower, passing orders between groups of modrons, and returning news to the hag herself. It will not fight back, but may speak with intruders.

Each of these creatures is wearing a Clockwork Amulet (Appendix 4), unless the players have already obtained an amulet (in which case it's a non-functional, fake). The faint trace of Mechanus on these items (even the fakes) confuses modrons into thinking that the wearer must be an unfamiliar type of modron; preventing the real modrons from attacking the wearer, unless they witness the wearer attacking one of their allies.

Floor 1 (Ground Floor)

The ground floor consists of a single round room, around which several rooms are arranged, curving around the outside of the tower. This includes the entry chamber, the control room which is detailed in Appendix 1 (Bonus Objective A), and a stairway leading to the second floor.

1.1. Lobby

Two pairs of double doors face each other in this bean-shaped room. The walls are covered with shields, most undecorated and some stained with centuries of rust; all have been studded with daggers and broken swords. The modified shields spin, blades clanking against

the blades of other shields, like massive crude gears.

1.2. Domed Room

The centre of this floor is dominated by a mostly circular room, which rises in a great dome thirty feet up. There is a hole in the very top of the dome, about ten feet across. Several doors lead into other rooms. There is an open arch in the Northeastern wall through which a set of stairs can be seen rising to the next floor.

One of the two doors to area 6 is open, bright light spilling out. When a non-modron approaches the door, it will close and another will open. The control console is visible while the door is open.

Creatures/NPCs

Arranged throughout the round room, are worker modrons, programmed for various simple tasks. If they spot intruders, they will all leap into action on the round where the tridrone gives the order. Five **monodrones**, two **duodrones**, and a **tridrone** will attack, retreating if their total number drops below the number of player characters present. The tridrone must order the retreat, so killing it will prevent the group from retreating.

Remember that characters may be able to convince the modrons that they are in the tower for some legitimate reason, or just sneak past them. The modrons inside the tower are provided to challenge a party employing stealth or social skills: fighting modrons again and again for a session isn't much fun. So if your players are particularly combat orientated, it may be better to skip this encounter.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two monodrones
- **Weak:** Remove a monodrone
- **Strong:** Add a two monodrones and a duodrone
- **Very Strong:** Add three monodrones, two duodrones and a tridrone

1.3. Room of Replicas

The walls of this room are lined with crudely made modron replicas, of various types, constructed from scrap wood and a mixture of

metals. A lone, confused monodrone is wandering among the replicas. It was recently sent here directly from Mechanus, and has not been incorporated into the workforce yet. At the far end of the room is a door that leads into the Control Room in area 6.

1.4. Skeleton Party

The walls of this room are filled with pieces of human and orc skeletons, arranged into gears. Wheels, made of bent over vertebrae, still lined with dual sets of ribs, click against flicking finger-bones. Whole arms, frozen into a ninety degree angle, run back and forth like the rods on a steam engine. Heads bob and click in place, some with jawbones rising and falling in time with hidden mechanisms. The room is full of frenzied motion, but has no clear purpose.

1.5. Stairs Up

The stairs can be accessed through an archway, which is only 5 feet tall. Many medium characters will have to bend to get through, and extremely tall characters or races (such as orcs and goliaths) will find it uncomfortable. The arch is sized for modrons, and they have no difficulty going through.

1.6. Doors to the Control Room

The Control Room is described in Appendix 1 (Bonus Objective A). The inside of the room is brightly illuminated, and the control panel can clearly be seen from a distance. There are three doors into the Control Room on this level, and a trapdoor in the floor of level 2 (Floor 2.1).

One of these four doors is always open. The creatures inside are able to close one door and open another once per round; this happens at initiative count 20. If a character is close to the control room when the door closes, they may see another door begin to open through the room. The doors are described in detail in Appendix 1.

Floor 2

The second floor consists of several rooms, connected by a passageway, which connects

two holes in the outer walls. The stair way up is only accessible through this passageway.

2.1. Looming Room

The stairs from the first floor lead into this oddly shaped room, and a trapdoor leads into the Control room. The northern wall is dominated by a pair of looms, each easily ten feet across, and twice as high. They move constantly, with thread being drawn through tiny holes in the bottom of the wall, and woven into seemingly random patterns. At the top, the weaving is pulled apart by tiny mechanical needles, and the thread disappears into holes near the ceiling.

There is a trapdoor in this room that leads down into the Control Room, described in Appendix 1 (Bonus Objective A), thirty feet below.

2.2. Music Room

A strange contraption in this room seems to have been made from a horn, strapped to a series of bladders (including a dismantled set of bagpipes), and attached to rockers taken from a cradle. The whole thing makes a sort of groaning noise which rises in intensity with every fill of the bag, until it is deafeningly loud, then rapidly dies down to a faint noise that begins building again.

2.3. Nothic's Room

Nanny Lovelace's nothic lab assistant sleeps in this tiny room. The floor is covered with stacks of paper, taken from the Control Room, each covered in gibberish in a multitude of languages. Some of the stacks have been knocked down, and sheets of paper have been trodden down to form a crude nest for a human-sized creature.

Treasure & Rewards

Buried in the piles of paper is a strange amulet, which the nothic has left behind. Finding it requires a successful DC 12 Intelligence (Investigation) check)

- **Magic Items.** Clockwork Amulet: this necklace seems to be made from constantly, silently moving gears, which spin exactly 60

times per minute. You get a sense of order and stability just from holding it. Modrons in the tower can sense the influence of Mechanus on the amulet, and assume whoever is holding it is an unfamiliar kind of modron.

If the players have found a Clockwork Amulet elsewhere, this one is a non-functional fake, but faint traces of Mechanus on it still confuse modrons.

2.4. Corridor

The corridor has a 10 foot wide hole in the middle, out of sight of the characters when they enter through the door. Modrons can jump, or fly over this gap, without difficulty. The area is lit by daylight, coming through the massive holes at either end.

Creatures/NPCs

If the characters allowed modrons from the first floor to escape, they will warn the modrons on this floor, and join forces. If not, this floor's modrons will be found attaching cartwheels to the walls, tying them into thick leather belts, and testing that the apparatus spins the right way.

There are eight **monodrones**, one **duodrone**, and a **tridrone** on this floor. They will retreat if their total number (including extras from the first floor), decreases below the total number of player characters involved in the fight. The modrons will use the hole in the floor to try to put some distance between them and the party, and will attack from the far side if they think the party cannot follow them.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two monodrones, a duodrone, and the tridrone (the duodrone orders the attack)
- **Weak:** Remove the tridrone (the duodrone orders the attack)
- **Strong:** Add five monodrones
- **Very Strong:** Add a six monodrones, two duodrones and a tridrone

2.5. Stairs Up

This small room has a set of stairs, and not much else. There is nothing moving on the walls,

and for the first time since entering the tower adventurers can hear themselves think.

Floor 3

The third floor is filled with twisting passages that eventually lead into a single large room, then to stairways to the Eastern and Western towers. The Western stair leads to Floor 4, while the Eastern leads to Bonus Objective B.

3.1. Stairs Down

As with 2.5, there is nothing moving on the walls. Aside from the incredibly faint sound of mechanisms on the other sides of the walls, and the creak of the tower in the wind, there is no sound at all.

3.2. Guarded Corridor

If alerted, the modron defenders make their final stand in this long, twisting passageway filled with sealed crates. The crates bear a multitude of merchant's markings, and offer half cover against ranged attacks.

There are a few traps marked on the map: these are weak patches of floor. The first time that a creature weighing at least 150 pounds, steps onto one of these spots they must make a DC 12 Dexterity saving throw. On a success, they get out of the way of the collapsing floor, on a failure they fall down to the second floor and take 7 (2d6) bludgeoning damage. A 5 foot wide hole remains in the floor afterwards. A character who is too light to collapse these patches of floor notices the floor sway underfoot.

Creatures/NPCs

Along with any modrons from the previous two floors, there are three **duodrones** and two **tridrones** on this floor. They will fall back, if overwhelmed, but will not attempt to flee this floor. The boxes that fill this passageway grant them partial cover, and they will use their ranged weapons to engage, falling back when characters enter melee range. The modrons are not heavy enough to fall through the floor. If they reach area 3, they will fight until utterly defeated.

If the characters have been fighting their way up the tower, it's likely that the hag's other minions will intercede here, if they haven't already.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- Very Weak: Remove two duodrones
- Weak: Remove a duodrone
- Strong: Add a tridrone
- Very Strong: Add a four duodrones, a tridrone, and a quadrone

3.3. Strange Vapours

Several barrels of potent spirits have been nailed into the floor of this small room, cracking in the process. Alcoholic fumes waft out into the corridor, making any open flame carried by the characters burn bright blue; no check is necessary to notice this. Any open flame brought into this small room will cause an explosion that tears out the floor, leaving a gaping hole. Anyone within ten feet of the doors must make a DC13 Dexterity saving throw. Those inside the room take 14 (4d6) fire damage, or half on a successful save, and fall 20 feet to the second floor, taking an additional 7 (2d6) bludgeoning damage. Those outside the doors take 7 (2d6) fire damage on a failed save, no damage on a success. The hole in the floor in the aftermath of the explosion is 20 feet across, and may require creative problem solving to cross.

Because of the potency of these spirits, any character who drinks a cupful must succeed on a DC12 Constitution save, or be poisoned for one hour. If the character has another drink, increase the DC by 1 for each previous drink. Once poisoned, they don't have to make this save again, but the duration of the poisoned condition increases by one hour. While poisoned, they gain the flaw: "I speak without thinking first," or another flaw agreed upon by the DM.

3.4. Two Paths

This corridor leads to two sets of stairs, leading up to the split level above. There are two signs, facing the door from area C3: the one leading West says "Hag's Head" and appears to be a

tavern sign; the one leading East has “Gaol House” burned into it, in letters two feet high. The Western path leads to Floor 4.1, the Eastern path leads to Bonus Objective B (Appendix 2). The Western path appears much better built than the East, but also less regularly used; judging by the dust. A thin layer of plaster dust, wood shavings, and metal filings lies on the floor of these passages, marred by numerous footprints. A character who succeeds on a DC 13 Wisdom (Survival) check, recognizes that the path to the East (and Bonus Objective B) is more heavily travelled; with footprints from a variety of modron subtypes.

If time is running short, the Eastern path is closed off by a pile of rubble of all shapes, sizes, and forms that renders the stairwell completely impassable.

Floor 4

The stairs end in a small chamber, around which a long passage runs. Portions of the ceiling are incomplete, and Nanny Lovelace and any of her minions present are able to look down at the characters as they approach.

4.1. Stairs Down

This circular room contains a set of stairs and a single door. The walls are covered with cartwheels, rope pulleys, and garden tools, all moving with eye-watering speed.

4.2. Long Passageway

This passage wraps around the previous room, in order to get from the door to the stairs up, characters must walk around the passage. The sky can be seen from most of this floor, except where 10 foot wide sections extend out to the other walls on the top floor. Nanny Lovelace and her minions are able to see the characters from her platform, making it impossible for them to sneak up on her this way. If the hag feels like it, she can attack from above, send her minions down to attack the characters, or have the pentadrone use its *Paralysis Gas* attack as the characters pass by. She is far more likely to talk than fight, especially when she can look

down on the adventurers and they can't see much of her.

The walls of the passage are lined with puppets, tied together with long webs of strings that make them twist and flail in strange patterns. In between the puppets hang dried toads, fox tails, jars of jellied eyeballs, and a long list of other sinister objects; some of which dance along with the moving mass of gears and strings on this floor.

Floor 5 (Top Floor)

This level is still under construction. The floor itself has large holes in it, there's no ceiling, and the walls are almost non-existent. In the centre of this floor a large cauldrons boils and bubbles. It is attended by an elderly human woman (not so secretly a **green hag**), who will introduce herself as Nanny Lovelace to any well mannered character. Nearby, a **pentadrone** is chained to the floor; unable to move from the spot. There are also ten **monodrones** standing guard over the stairway (though the hag isn't able to order them to enter combat), they stand at attention, as though presenting arms.

Treasure & Rewards

The hag's platform is held in place with the use of an *immovable rod* (described in Appendix 4), which pierces the floor. The rod anchors the pentadrone's chains to the floor, but also holds up the central platform. The floor will collapse 1d4 turns after it's removed. Anything still on the platform will fall 20 feet and land in Area 1 on Floor 4.

Creatures/NPCs

Nanny Lovelace will attempt to bargain with the characters, and may be willing to agree to release the modrons from her control in exchange for a future favour, or an interesting magic item. She is most interested in items that allow divination, and will accept a scroll containing a spell from the school of divination. Nanny will not explain the purpose of the tower, but is willing to tell fanciful lies about her goals. If Nanny is reduced to below 20 hit points, or the pentadrone is killed or subjected to any

ability that removes the charm effect; Nanny will attempt to escape using her Invisible Passage ability. Nanny has the stats of a normal **green hag**, except that she speaks the Modron language (instead of Draconic). In her hag form, her left arm appears to be made of brass and copper; which moves noticeably slower than her fleshy arm.

The **pentadrone** has been charmed by Nanny, and will fight to protect her. However, it can't use any actions except its Paralysis Gas attack, as its mind is so fogged by Nanny's magic that it has little sense of its own. Even if freed, the pentadrone will only move away from its spot if it is moved by a character, offering no resistance. If the hag escapes or is defeated, the pentadrone will cease fighting, and will slowly come to its senses over the next minute or so. With Nanny gone; the pentadrone will thank the adventurers for helping it, and begin corralling the remaining modrons. The characters will be able to safely leave the tower area.

If the pentadrone is killed, Nanny will use her Invisible Passage ability to escape on her next turn; her ability to control the modrons lost.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** When the green hag is below 40 hit points, she will attempt to escape; the pentadrone is incapacitated
- **Weak:** The pentadrone is incapacitated
- **Strong:** The pentadrone may use its multiattack on characters that approach within five feet
- **Very Strong:** the pentadrone is fully under the hag's control, and may move and act freely in combat

Nanny's Lies:

If players try to get an explanation for Nanny Lovelace's scheme, she will spin them an unbelievable lie. This is entirely up to the DM's creativity, but could include:

- The tower is a beauty spa: the looms are designed to make dresses, the gears are great for abrading her feet, she's looking to steal a mineral spring somehow, etc

- She's trying to foment revolution in Mechanus, against the tyrannical and unjust rule of Primus: modrons should be free, and have free will
- She's been trying to stop the modrons for days now, and doesn't know what's making them keep building and stealing things, but as soon as she works it out they'll stop

Nanny will spin any lie that she thinks will make the characters go away. She wants the characters on her side, if at all possible, and is not above spinning sob stories. She has no conscience and feels no shame.

If asked, however, she will confirm that the tower's construction cuts modrons off from communicating with, or travelling to Mechanus. She's quite proud of its design.

Wrap-Up

If the characters left the majority of modrons alive, and defeated the hag without killing the pentadrone: the modrons will begin flooding back across the local area, returning the things they stole and fixing the things they broke. The modrons appear to move in a more coordinated and disciplined manner than before, and after two days of this they will disappear entirely, leaving the skeleton of the tower partially intact. The scholar, Bilam Arum Bage, will explain to anyone who will listen about how a confluence of the planes occurred and a shard of Mechanus was severed from the multiverse. But no-one cares about his ramblings, and sooner or later he will be forced to find cheaper lodgings in the docks.

If the characters killed the pentadrone, or killed the majority of modrons: the mysterious tower will remain standing in the Moonwatch Hills. Occasionally a lower order of modron will appear inside the tower, and without orders will either stay there, wander randomly in the nearby countryside, or go rogue. In the next few years, academic societies and groups of wizards will visit the tower, trying to divine its purpose, and the means of its construction. But most will be unable to penetrate or understand the strange hag magic that pervades it, and will leave frustrated and no closer to any answer.

If characters promised Nanny Lovelace a favour, they will likely grow to rue that decision. The hag will come to them, one day, perhaps when they are much more powerful than they are now, to claim her side of the bargain; and who can say what evils she will ask in return?

Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

Character Rewards

The characters earn the following rewards:

Advancement

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

Gold

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 4**:

- *Immovable Rod*
- *Clockwork Amulet*
- *Oil of Slipperiness*
- *Scroll of Darkvision*

Dungeon Master Rewards

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

Dramatis Personae

The following NPCs feature prominently in this adventure.

Bilam Arum Bage (bill-AM are-UM beige). A crackpot sage and well known eccentric, captured by Nanny Lovelace due to his extensive knowledge of the planes.

- **What They Want:** To leave the tower, with his books. Then come back and study it properly.
- **Crackpot/ Visionary:** Bilam has a wide range of “interesting” theories on the nature of the planes, and planar creatures; including Mechanus and the modrons. These theories are politely disregarded by the majority of his listeners, and Bilam has difficulty paying rent for large stretches of time.

Captain Marimus Thross (marry-MUSS thro-OSS). The captain of the ship: the Grand Lady of Daggerford.

- **What They Want:** The figurehead of his ship back. They absolutely can’t sail without it.
- **Sailhead:** He is a man who is utterly, and totally devoted to his ship. He is also fond of his crew, to an extent, but he mostly cares about the ship.

Daryn Fellweather (DA-run fell weather). This halfling ex-adventurer has risen to a position of moderate power in the guard of Melvaunt. His shock of wind-tousled grey hair makes him look roguish, but his enormously swollen belly makes it clear that his days of sneaking through ruins are long behind him.

- **What They Want:** Daryn wants adventurers to investigate these ridiculous rumours of a tower in the middle of nowhere. Even if there’s nothing there, there will be less adventurers here.
- **Set a Thief:** As a former thief, scoundrel, and ne’er do well: he doesn’t trust adventurers. They’re far too much like he used to be.

Nanny Lovelace (NA-nee love lace). All green hags enjoy corrupting and outwitting members of other races, in this Nanny is no different from another member of her kind. What makes her different from other hags is her fascination with modrons, and with constructs of all kinds.

- **What They Want:** Nanny wants to become an intelligent construct, like a modron, but doesn’t know how to do it. So first, she must build a great machine that can provide the answers she seeks.
- **They Told me I was Mad:** Nanny is obsessed with machines, to a degree that other hags find unseemly. She speaks modron, and has spent years experimenting on a variety of constructs.

Creature Statistics

Crawling Claw

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 0 (10 XP)

Turn Immunity. The claw is immune to effects that turn undead.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning or slashing damage (claw's choice).

Green Hag

Medium Fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *dancing lights, minor illusion, vicious mockery*

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Harpy

Medium monstrosity, chaotic evil

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 40ft.

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

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Multiattack. The harpy makes two attacks: one with claws and one with its club.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

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

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

Modron, Monodrone

Medium construct, lawful neutral

Armor Class 15 (natural armor)

Hit Points 5 (1d8 + 1)

Speed 30 ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	4 (-3)	10 (+0)	5 (-3)

Senses truesight 120ft., passive Perception 10

Languages Modron

Challenge 1/8 (25 XP)

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

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

Actions

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

Javelin. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage.

Modron, 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 truesight 120ft., passive Perception 10

Languages Modron

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.

Modron, 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 120ft., passive Perception 10

Languages Modron

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.

Modron, Quadrone

Medium construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., fly 30ft.

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

Skills Perception +2

Senses truesight 120ft., passive Perception 12

Languages Modron

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.

Modron, Pentadrone

Large construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 32 (5d10 + 5)

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 120ft., passive Perception 14

Languages Modron

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.

Challenge 2 (450 XP)

Keen Sight. The nothic has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The nothic makes two claw attacks.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Rotting Gaze. The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.

Weird Insight. The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

Nothic

Medium aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	8 (-1)

Skills Arcana +3, Insight +4, Perception +2, Stealth +5

Senses truesight 120ft., passive Perception 12

Languages Undercommon

Appendix 1: The Thinking Machine (Bonus Objective A)

A set of strange gems stolen from a noble in Melvaunt can be located inside the tower's control console on Floor 1. The room is guarded by a small number of monsters, but getting the gems is not as simple as defeating these guardians.

Prerequisites

The characters must find the doors to the control room, on the first floor of the tower. This must be done before entering Nanny's chambers at the top of the tower (Floor 5).

Bonus Story Objective A

Recover the three gems that make up part of the control console, and return them to Melvaunt.

Area Information

This area features:

Dimensions & Terrain. The control room follows the curve of the tower, being ten feet wide and forty feet long. There are four ways in: two doors from the central room (Floor 1.2), one from a side room (Floor 1.3), and a trap door leading down from the second floor (Floor 2.1).

The back wall of the room is covered with tubes, whirling wheels, and blinking lights. A pile of parchment covered in neatly written gibberish slowly builds up in the Eastern corner of the room.

Lighting. The room is lit by a diffuse white light, with no obvious source. On the console, tiny lights blink on and off seemingly at random.

Opening the Doors

Before they characters can recover the gems, they must gain entrance to the control room. The room's occupants will do their best to prevent this from happening.

Creatures/NPCs

Six hands made of metal and wood scrap (use **crawling claw** stat block), move over the

control panel; flicking switches and turning knobs rapidly, co-operating wordlessly.

Objectives/Goals. These hands want to keep intruders out of the room, and continue to keep the machine working. One of the four entrances into this room is open at all times, the other three being always closed. The claws have access to the dial that selects the open door, and can change it once per round on initiative count 20 (losing ties). The hands will attempt to prevent characters from entering the control room. They are able to sense anything within twenty feet of the doors, using their blindsight.

Characters can get inside this room by using teamwork to place one or more adventurers at each door, using speed to dash into the room from outside the area of the hands' blindsight, or by breaking the door down. The doors are surprisingly tough, each being made of long strips of iron, like mine cart tracks, hammered together into a solid sheet. They are designed to slide into the wall, and therefore have no hinges or handle, and nothing for a crowbar to dig into. Breaking the door down requires a successful DC 20 Strength check; whether the strength check is successful or not, the character attempting it takes 7 (2d6) lightning damage. The doors have AC 12, 20 hit points, and immunity to poison and psychic damage. When a character successfully hits the door with a melee attack, they take 7 (2d6) lightning damage.

The Control Console

The control console is essentially a magically computer. When it works properly, the user will be able to gain the effect of an *augury*, *commune*, or *legend lore* spell; at will, without any of the usual components of those spells, with responses printed out on parchment. However the machine isn't working yet, since the tower is incomplete, and any attempt to ask the machine any question provides only gibberish.

The surface of the console is covered in switches and dials, including the gems and dials described below. A pile of parchment covered in strangely constructed common, with far too many brackets and semicolons, is slowly piling onto the floor in the Eastern end of the room. The parchment slides out of an aperture in the console, and seems to be a single long piece of paper, potentially many hundreds of feet long, piled up in a single neatly folded stack.

In the centre of the room, another piece of parchment is fixed into the top of the console. Above it hangs a quill, attached to a crude metal arm, which inputs data to the system when anything is written on the paper. The words: ‘What is the capital of Tethyr?’ and ‘How far away is the nearest hag?’ can be made out among a mess of illegibly overwritten words.

Gems and Dials

Three brightly coloured gems are socketed into the control panel. One is a bright red, the second bright green, and the third bright blue; a successful DC 13 Intelligence (Arcana) check is enough to recognize that they are slaad control gems. However, there is no way of telling where the slaad to whom they belong is, or even if they are still alive.

The Dials. The console has four dials with pictographic symbols (Appendix 5 has a

diagram of the console, as well as dials to cut out, place, and turn).

The top right dial has four direction arrows, which determines which door into the room is currently open.

Top left is a dial with Common, Dwarvish, Elvish, and Draconic script; which changes the language that is printed onto the ever growing stacks of parchment. In addition, all modrons in the area surrounding the tower can speak and understand the language to which the dial is set.

The lower two dials are used together with a small button that sits between them. One contains astrological symbols: sun, moon, stars, and solar eclipse. The other has lightning, snowflake, wind lines, and clouds. Pressing the button, will cause an effect based on the two symbols displayed.

The weather dial has four systems, all of which are affected by the current Power Level (**PL**) of the system.

Power levels range from 0-3, and start at 0. A system with a power level of 0 is still operative, but is in standby mode, not the same as being turned off. The other effects of combining the dials are detailed in the table below. Every time the dials are changed, the system will print out an update, such as: ‘Wind Power Level set to 1’.

	Wind	Snow	Clouds	Lightning
Sun	Increase wind Power Level in the room by 1. All creatures must succeed on a DC 10 + PL Strength saving throw, every round, or be knocked prone.	Decrease the temperature in the room. All creatures must succeed on a DC 10 + PL Constitution saving throw every 10 minutes or gain a level of exhaustion.	Increase printout speed. All creatures within 5 feet of the printer must succeed on a DC 10 + PL Dexterity saving throw or be buried under a pile of paper and begin suffocating. Escape DC is 10 + PL.	Increase power to the system. All lightning damage dealt by attacking the console or its gems is increased by 1 point per PL. Lights on the console glow brighter.
Moon	Decrease wind Power Level by 1.	Decrease temperature Power Level by 1.	Decrease printout speed Power Level by 1.	Decrease electricity Power Level by 1.
Stars	Air vents suck instead of blowing. Any creature that fails its saving throw is pinned to the nearest wall.	The room is heated instead of cooled. Any creature that fails its saving throw gains a level of exhaustion.	Printouts are pulled back into the machine and shredded. Any creature trapped in the paper takes 1d6 slashing damage per round.	Lightning flowing through the system turns black, and deals necrotic damage on a hit.
Eclipse	Turn off all air flow in the room.	Turn the cooling system off.	Turn the printer off.	Turn off the console’s power.
Current Power Level of System				

Removing the Gems. To safely remove the gems, the power must be turned off. This can be done by setting the dials to lightning and eclipse. DM's can use the Current Power Level row in this table on the next page, to keep track of the Power Level of each system.

DMs can start the dials at any position they choose; but for best effect, start the puzzle with the language dial on Common, and the lower two dials on Sun and Wind.

If players are having difficulty working out how to use the console, consider allowing them to make a DC 13 Intelligence (Arcana) check to understand the effect of any of the astrological or weather symbols they've tried. Alternatively, you may introduce the wandering quadrone from the 'Extra Minions' section at the start of Part 2. This quadrone is not programmed to attack intruders, and may give characters information.

Forcing a Gem. If a character tries to remove a gem by force, they take 7 (2d6) lightning damage, and may attempt a DC 15 Strength check. On a success, the gem is freed, and carries a spark of lightning within itself which causes it to radiate dim light within five feet for the next hour. If the check fails, the gem remains stuck. At the start of their turn, the character takes further lightning damage if they're still in contact with the gem socket.

Damaging the Console. The console has AC 10, 15 hit points, and immunity to poison and psychic damage. Treat each five foot section of the console as a separate entity. On initiative count 1 (losing ties), anyone within five feet of a damaged section of the console must make a DC 12 Dexterity saving throw, or take 7 (2d6) lightning damage. If a portion of console is reduced to 0 hit points, the console loses power and the lightning stops. This does not damage the gems.

Treasure & Rewards

Perched upon the very top of the console is a container of oil of slipperiness, just in case the machine seizes up.

- **Magic Items.** Oil of Slipperiness: this viscous blackish-brown liquid is contained in a rusty

metal bottle with a screw-top lid. It looks like it has sat unused for a very, very long time.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Weak/Very Weak:** Console, doors, etc deal 1d6 lightning damage when hit
- **Strong/Very Strong:** Add six crawling claws

Appendix 2: The Second Captive (Bonus Objective B)

A captured sage, Bilam Arum Bage, is held captive at the top of the unfinished Eastern tower, guarded by a group of harpies. He doesn't seem to realize his danger, and chats happily with his captors; who seem confused by his behaviour.

Prerequisites

Adventurers must choose to go up the Eastern stairs on the third floor, or along the scaffolding between the split towers.

Story Objective B

Rescuing Bilam Arum Bage and either getting him safely away from the tower, or bringing him with the characters for the rest of the adventure, will complete the bonus objective.

Alternate Floor 4

The fourth floor consists of several rooms arranged around the stairs from the third floor. The only light in this area comes from holes in the outer wall.

A4.1. Entry Room

This half-circular room is bare except for doors to the North and South. The wall is made of mismatched bricks, in a wide range of colours and sizes.

A4.2. This Room is Mine!

The corridor is lined with mining equipment. Mine cart wheels turn alongside pickaxes that click against each other only once per revolution, and the floor is lined with thick wooden planks aged to the hardness of stone.

A4.3. Unlit Lanterns

This sharply curved corridor is filled with lanterns: ranging from simple paper, to fanciful glass and metal constructions, to miners' helmets with candle stubs melted on. None of the light sources are lit, and the only light in this room comes from the large hole in the exterior wall to the South. There is no sign of a way up.

Creatures/NPCs

Two **monodrones** have built themselves into the Western Wall of area 3 (marked with a T on the map). Their current order is to build the wall they're trapped in, but they are unable to move to finish their work. If killed, their bodies disintegrate, leaving a hole in the wall and collapsing a portion of the ceiling. Anyone within ten feet of the monodrones when one dies (including the other monodrone) must succeed on a DC 13 Dexterity saving throw, or take 7 (2d6) bludgeoning damage, and be restrained under rubble; escape DC 13. On initiative count 20, a creature restrained in the rubble will fall through the ceiling and outside the tower, landing on the scaffolding around the third floor, and taking an additional 7 (2d6) bludgeoning damage.

A4.4. Hidden Stairwell

There is no internal connection between areas 2 or 3, and area 4. However, there are holes in the exterior walls of those areas, leading to the scaffolding which surrounds this entire floor. The harpies on the top floor are mostly resting, but one of their number might be seen flying in the distance.

Alternate Floor 5

The characters emerge into another curved room, this one filled with bird droppings and nesting materials. As they emerge from the harpies' nesting area they will see the open sky above them, with the sun setting over the hills to the West, and a cage half hanging over the missing Western wall. Inside the cage is a scruffy looking human man, with a long beard, wearing black robes. Perched on the roof, on the cage, and flying above the area are a number of harpies.

Nanny Lovelace bought the harpies' loyalty by promising them that they could eat intruders. Mostly these have been sheep, rabbits, and other animals that failed to heed the monodrons warnings not to approach the tower; but there

are also some humanoid bones piled here and there.

A5.1. Harpies' Nest

This room is filled with torn bedding, bones, and bird droppings. A portion of the wall is incomplete, and there are holes in the ceiling, which appears to be made of mismatched planks. No harpies are currently in residence.

A5.2. Harpies' Nest

Like area 1, this room is home to a small number of harpies. In the furthest Eastern corner stands a life-sized, painted wooden figure of a matronly woman in an elaborate gown. Characters who saw the *Grand Lady of Daggerdale* previously, immediately recognize this as the ship's figurehead.

A5.3. Prison

This area has no ceiling yet, and the Southwestern corner has no walls. A large metal cage sits precariously close to the edge of the tower, much of it hanging over nothing. Inside a disheveled man is watching everything with a curious expression on his face. Several harpies perch atop their nesting areas, looking down at anyone who enters their domain.

Creatures/NPCs

Three **harpies** will attack intruders as soon as they enter area 3, followed by four **monodrones** and a **duodrone**; which have been stationed here to watch the prisoner. If characters approach quietly, they may hear Bilam unsuccessfully trying to start a conversation with his guards, seemingly unperturbed by their stubborn silence. These modrons have the order to attack non-constructs on sight. All of the harpies have amulets made in imitation of the *Clockwork Amulet*: as long as they wear them, the modrons won't attack them.

Objectives/Goals. The modrons have been assigned to guard the prisoner, this is their only goal and they will fight to the death against any intruders. The harpies have been promised to be allowed to kill any intruders, and they are far

more interested in eating the adventurers than in guarding the prisoner.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove four monodrones and a harpy
- **Weak:** Remove a harpy
- **Strong:** Add three monodrones and a duodrone
- **Very Strong:** Add three monodrones, two duodrones, and three harpies

A5.4. Bilam's Cage

The sage, Bilam Arum Bage is standing by the bars of this fifteen foot square cage. A collection of random books and papers is locked away with him; occasionally a gust of wind threatens to carry a page away, and Bilam must rush to protect it.

Nanny Lovelace believes she has long since learned everything she needs from Bilam, but keeps him around just in case. She is not kind to those in her power, and Bilam is looking rather malnourished and scrawny when he's discovered by the characters. He maintains a positive attitude though, and will talk their ears off if given the chance.

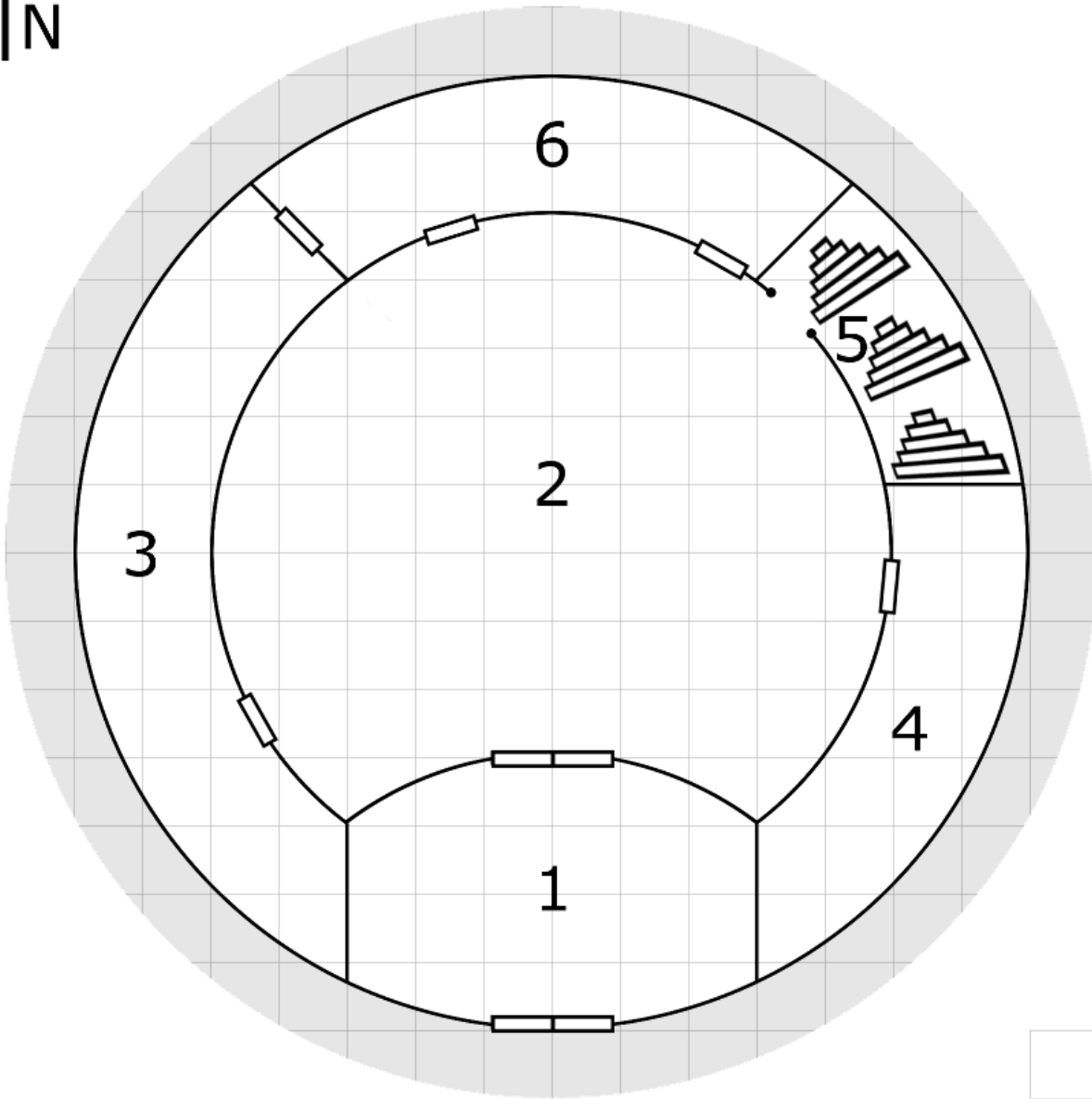
Treasure & Rewards

Bilam has a Spell Scroll of *Darkvision*, which he will gratefully offer to the characters in exchange for rescuing him. If he is somehow killed, it can be found on his body.

The harpies are carrying non-functional, imitation Clockwork Amulets, which make modrons think the wearer must be an unfamiliar type of modron. If the players have not yet found an amulet, one of these may be the real deal.

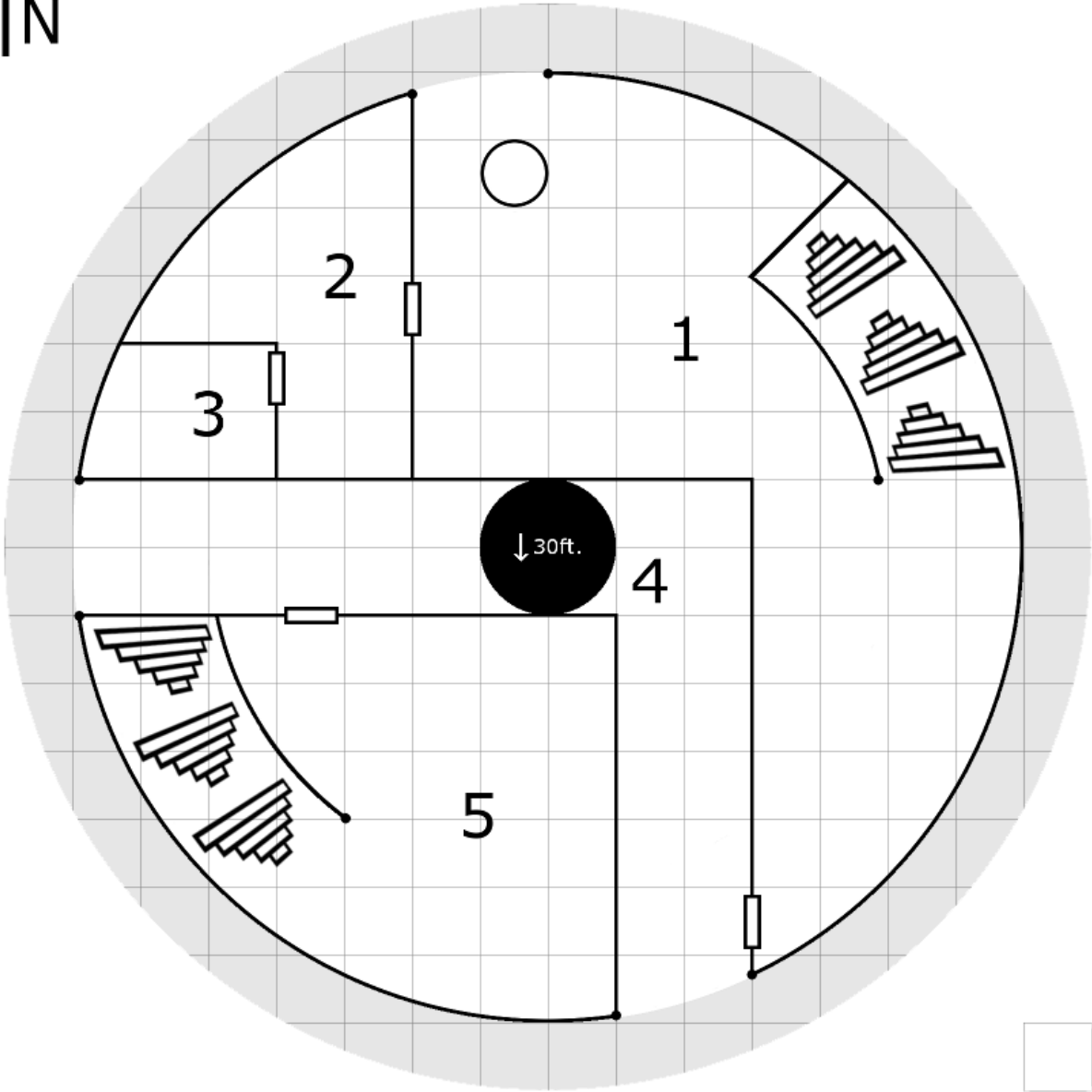
Appendix 3: Maps

Map 1. Floor 1

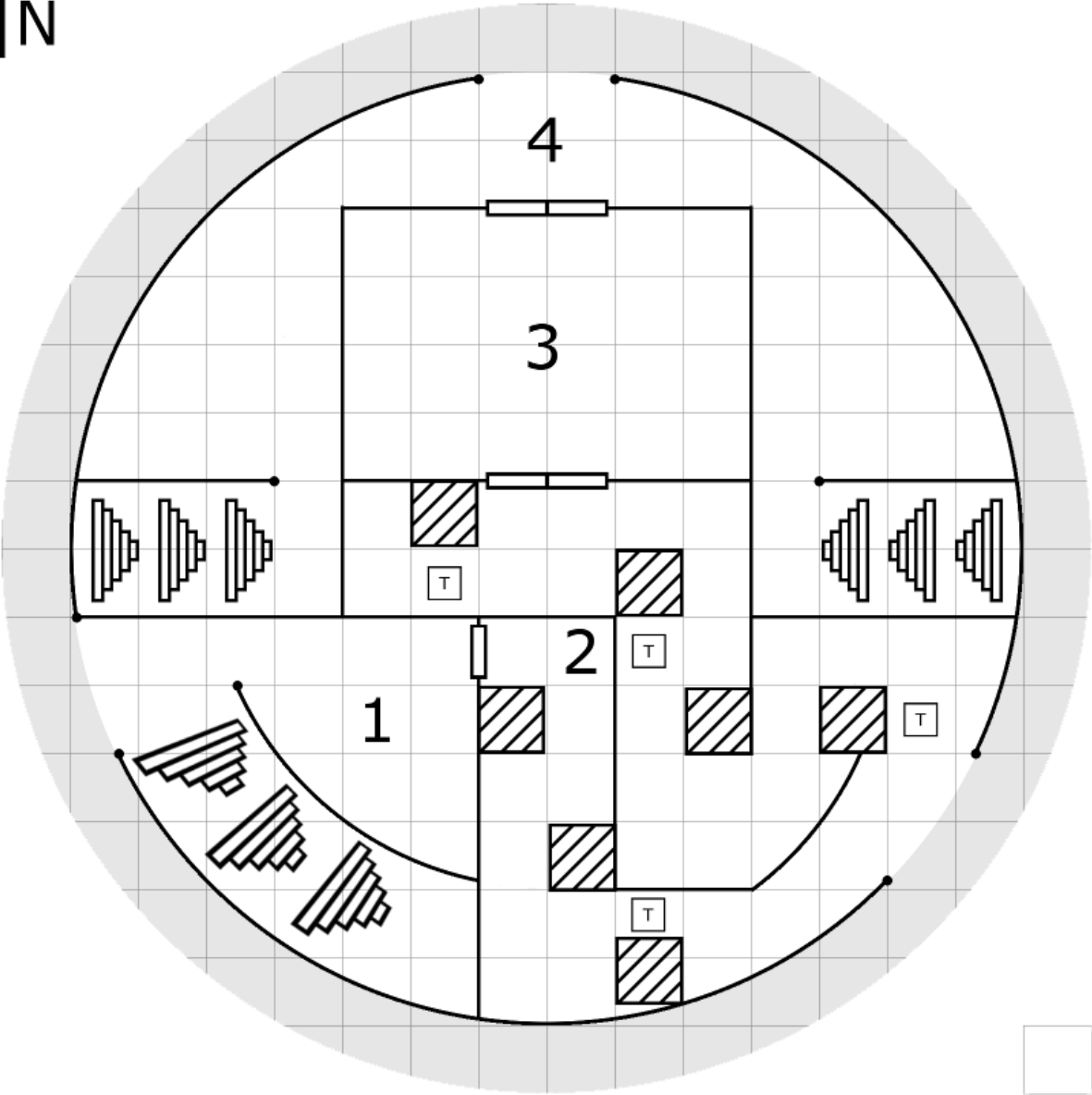


5ft

Map 2. Floor 2

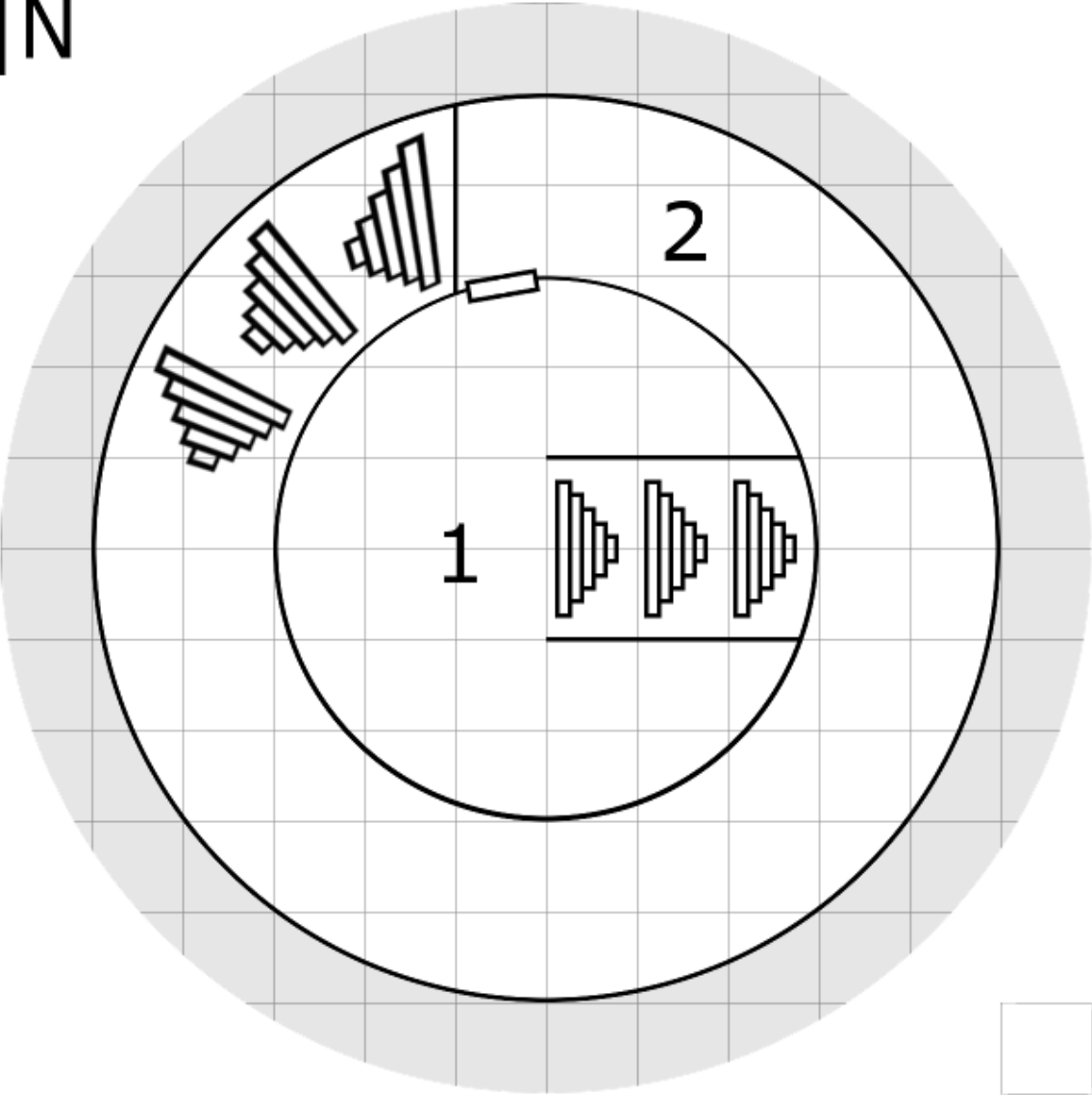


Map 3. Floor 3



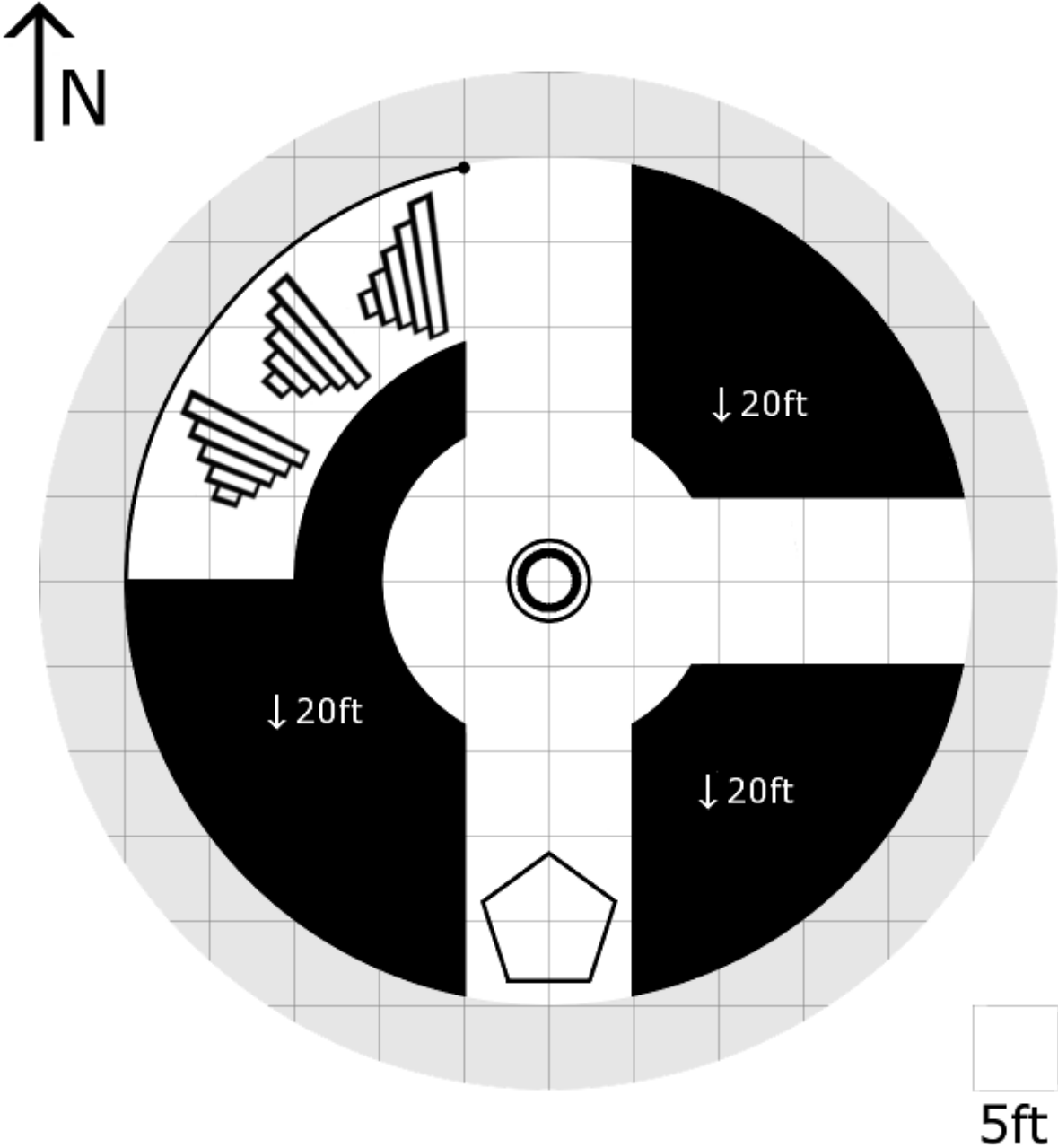
5ft

Map 4. Floor 4 West Tower

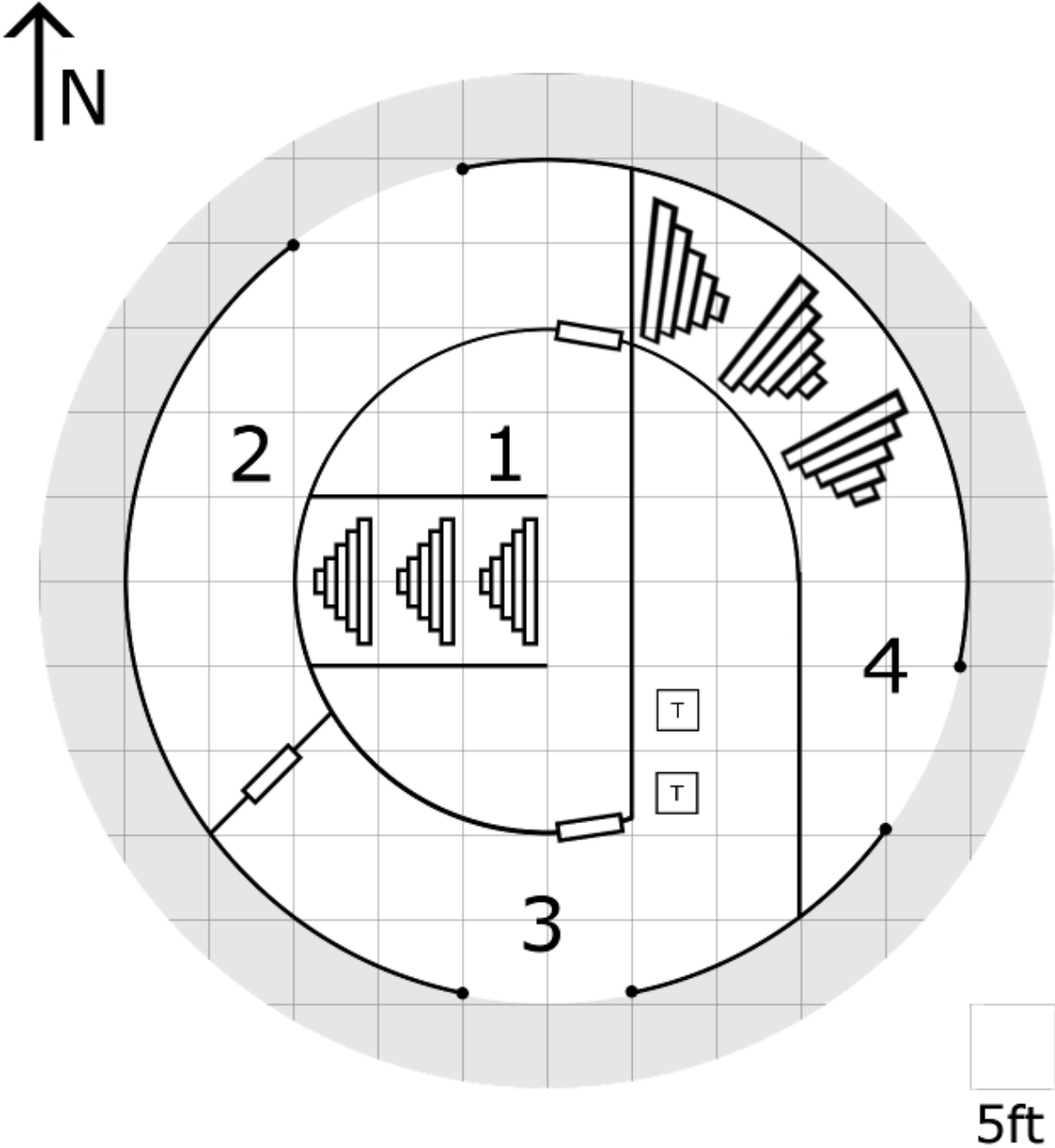


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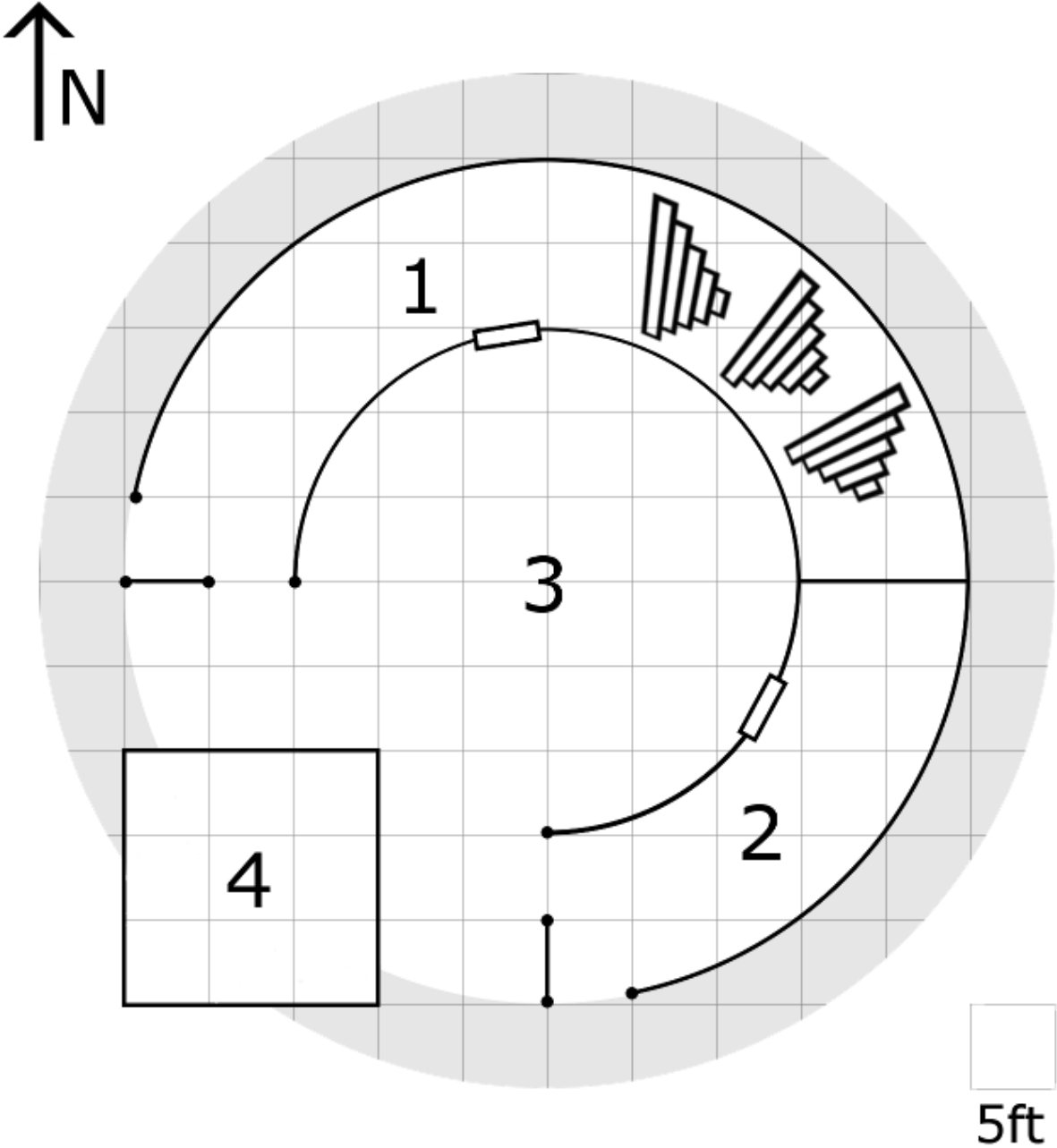
Map 5. Top Floor West Tower



Map 6. Floor 4 East Tower (Bonus Objective B)



Map 7. Top Floor East Tower (Bonus Objective B)



Appendix 4: Magic Items

Characters completing this adventure's objective unlock this magic item.

Immovable Rod (Table B)

Rod, uncommon

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.

The rod speaks the word "on" or "off" in Modron, when activated or deactivated.

Clockwork Amulet

Wondrous item, common

This copper amulet contains tiny interlocking gears and is powered by magic from Mechanus, a plane of clockwork predictability. A creature that puts an ear to the amulet can hear faint ticking and whirring noises coming from within.

When you make an attack roll while wearing the amulet, you can forgo rolling the d20 to get a 10 on the die. Once used, this property can't be used again until the next dawn.

Nanny's modrons confuse the wearer for another of their kind.

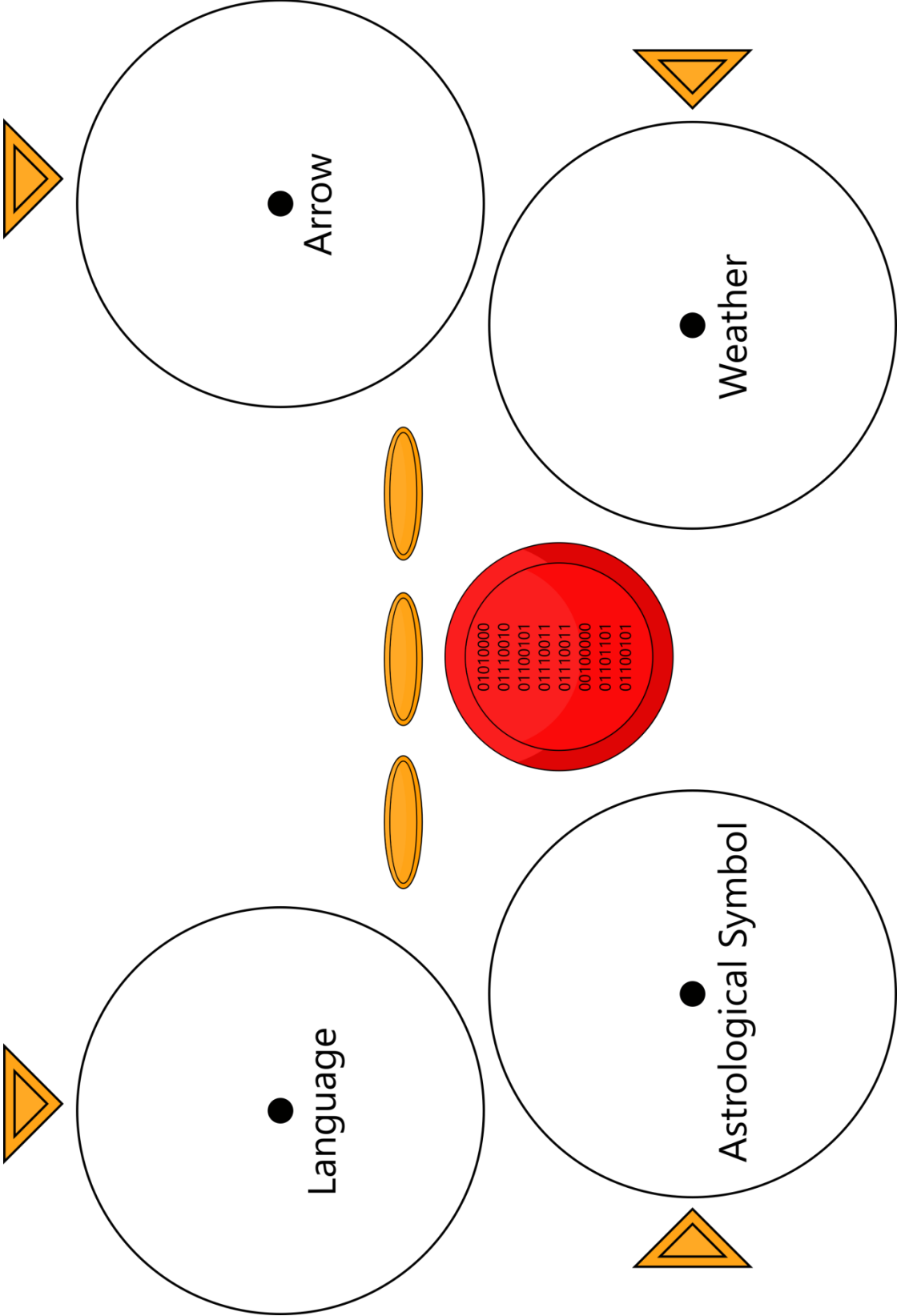
Oil of Slipperiness

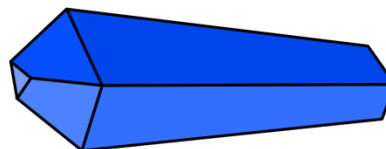
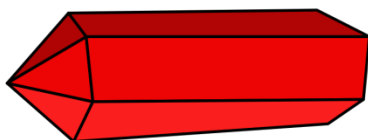
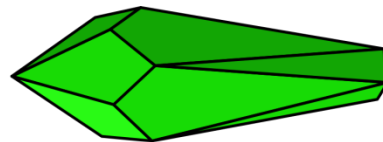
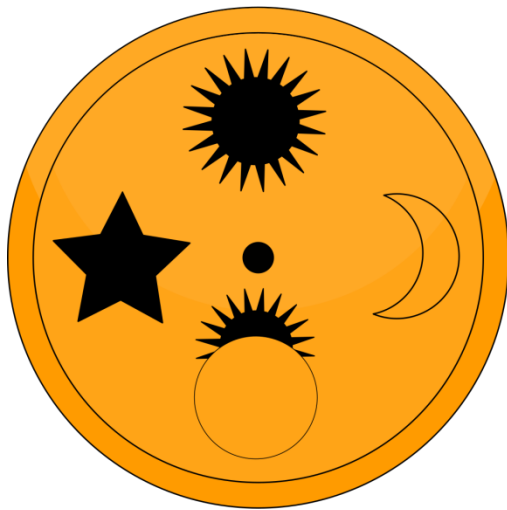
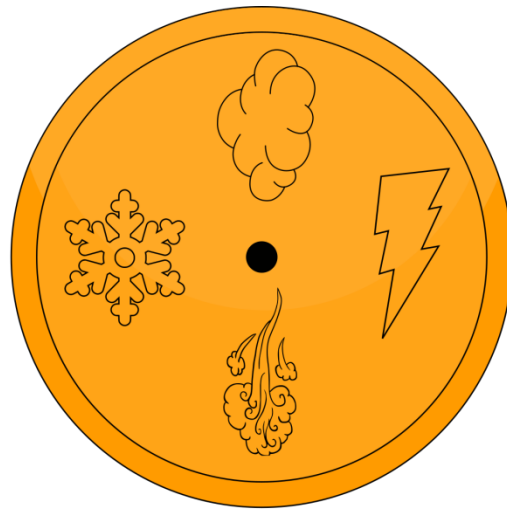
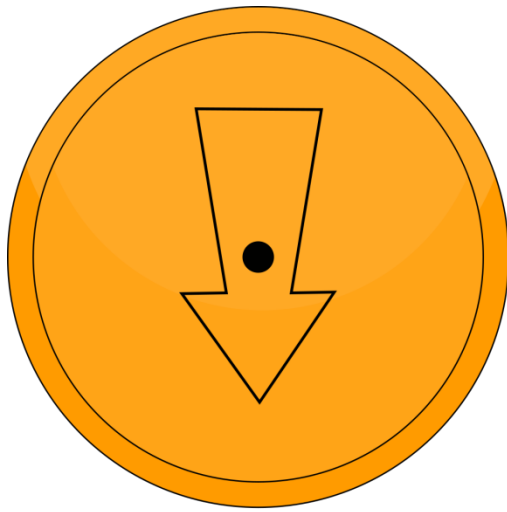
Potion, uncommon

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a *freedom of movement* spell for 8 hours.

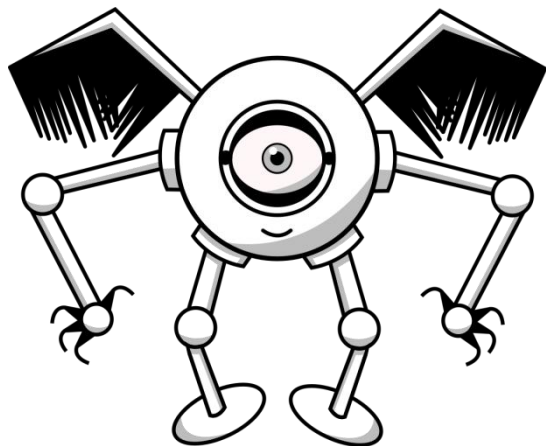
Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the *grease* spell in that area for 8 hours.

Appendix 5: Player Handout – Dials

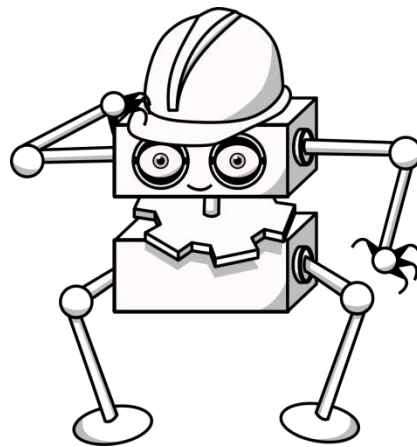




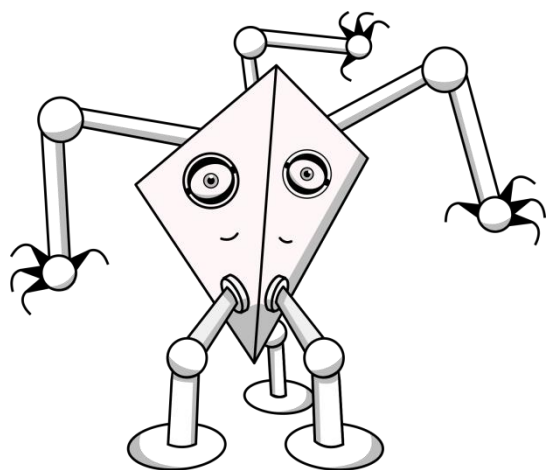
Appendix 6: Player Handout – Modron Images



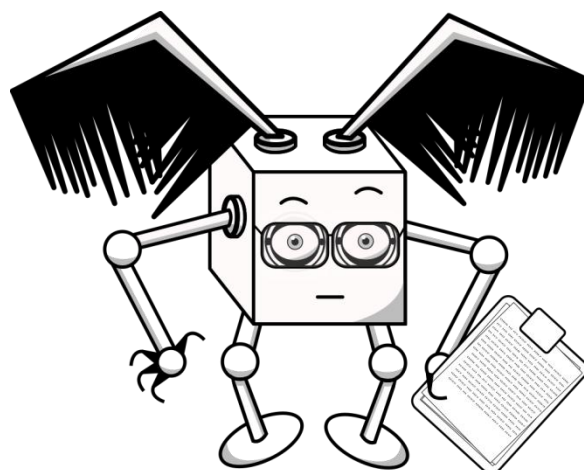
Monodrone



Duodrone



Tridrone



Quadrone

Appendix 7: Dungeon Master Tips

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of 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. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

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 Players 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, or 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 This Adventure

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

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