

**Development.** If the characters release Stevie, the modron is grateful for the rescue and happy to share its story. The construct relates the story of how it had been sent to the Material Plane to recover a rogue modron that was spreading chaos, but was captured by Screve. The wizard held the pentadrone prisoner and used it as a model to create replica modrons. (If none of the characters speaks Modron or has some alternative means of communication with the construct, Stevie picked up enough Common from Screve during its years of imprisonment to get by.)

Stevie isn't sure how long it has been separated from the mind of Primus, but it wants desperately to return to Mechanus. You can decide whether the characters can help Stevie with this plight as a side trek or a downtime activity. Alternatively, the modron might have been disconnected from Primus for too long, keeping it a rogue modron that might become a recurring villain or allied NPC.

## CONCLUSION

After dealing with the threats at Silent Sound lighthouse, the characters attain 4th level! They can take stock of whatever treasure they salvaged from the lighthouse and what information they learned within, then figure out their next move.

If the characters didn't find the *rotor of return* when exploring the lighthouse, Wizzy can reveal where the relic is hidden if he survived. He is happy to give it to the characters as thanks for their rescue. Alternatively, if Talanatha survived, she knows that Hoobur Gran'Shoop spoke of not finding the rotor, and can join the characters in another search of the lighthouse.

## TALANATHA THREE-COINS

Assuming that the tiefling Talanatha is rescued, she is both grateful and beholden to the characters. She can fill in any information regarding what happened in Phandalin if the characters have overlooked something, as she can with what the Company of the Golden Monogoose had learned about the orrery.

Talanatha would be keen to work with a franchise whose members are clearly as cool and capable as the characters. However, she's an adventurer, not a follower. As such, she's not suitable as franchise staff but would make an excellent allied NPC or hired troubleshooter (perhaps after joining another franchise). To use Talanatha as an NPC, you can give her the stat block of a **berserker** or **priest** (depending on what use you wish to make of her). Talanatha has these racial traits: She knows the *thaumaturgy* cantrip, and Charisma is her spellcasting ability for this spell. She has resistance to fire damage. She has darkvision out to a range of 60 feet. She speaks Common and Infernal.

As a paladin and an iconic occultant franchisee (see "Company Positions" in chapter 2), Talanatha would also make an excellent replacement character if a fight against Hoobur Gran'Shoop went badly for the party.

## RETURNING THE DIAMONDS

If the characters recovered Omin's diamonds, they need to return the goods. It's up to you whether they have to

make a side trek to Waterdeep for delivery, or if Omin sends a courier to retrieve the stones. If the characters lost the jewels, the consequences could be financially dire.

## THE ORRERY

With the *rotor of return* in their possession, the characters can undertake additional research into that component and the *Orrery of the Wanderer* as a whole. See appendix D for information on the rotor, which can be revealed as you determine.

## FRANCHISE DOWNTIME

The most important piece of information the characters take away from this episode is the "evidence" that Dran Enterprises was involved with the attacks on both Acquisitions Incorporated franchises, back in Phandalin and at the lighthouse. The rumor that Dran Enterprises has a secret headquarters in Luskan can be repeated by both Wizzy and Talanatha, setting the stage for the next episode. If the characters need further prodding to think about heading for Luskan, you could also have the orrery housing provide a mental hint that at least one more of its components has recently been sensed north of the lighthouse, and relatively close.

All the activities mentioned in this section are introduced or talked about in the "Franchise Tasks and Downtime" section in chapter 2.

## THE LUSKAN CONNECTION

Making use of scrutineering, research, carousing, or schmoozing during downtime can all yield up hints confirming that Dran Enterprises has a secret headquarters in the city of Luskan—and adding rumors suggesting that the organization has recently been engaging in conduct even more secretive than usual. Such activities can also preview some of the information on Luskan presented in episode 4.

## MODRON IN NEED

The pentadrone Stevie wants to travel back to Mechanus, and the characters could assist by using downtime or franchise tasks to make that happen. Research or schmoozing might gain information from knowledgeable sages regarding existing portals to Mechanus, or unique rituals that can open a temporary portal.

If the characters are successful in helping Stevie get home, the pentadrone thanks them by removing components from itself that reassemble to function as an *axiomatic weapon*, a rare magic item that requires attunement. When an attuned wielder hits a chaotic-aligned creature with this weapon, the target takes 1d6 extra damage of the weapon's type.

## OUR VERY OWN MECHACHIMERA

A character trained in Arcana can study the mechachimera's design if its components are laboriously collected and taken from the basement. Over time, a similar construct could be used as an offensive upgrade to the franchise's headquarters, either as part of future franchise advancement or with the headquarters modification franchise task.