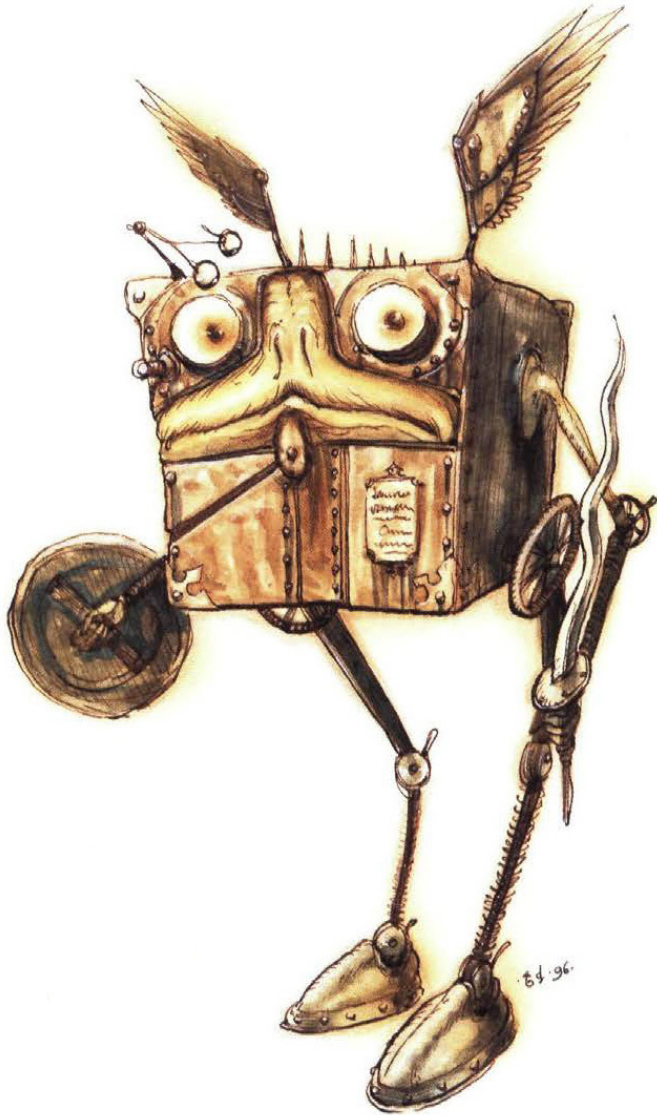


## Rogue Modron

Modrons are the clockwork caretakers of the gears of Mechanus, virtually unthinking in their strict hierarchical order. No beings' minds are as focused on law, stability, repetition, and the security of harmonious regulation. But the multiverse isn't perfect - not even in Mechanus - and sometimes things go wrong. Sometimes a modron receives conflicting orders from two or more superiors, or is confronted with incontrovertible proof that all is not orderly. Sometimes a modron's mind just snaps. These circumstances create rogue modrons.



When modrons go rogue, they lose most of their special abilities and even the normal modron form that designates their position within the clockwork hierarchy. They find themselves cast out of Mechanus, the heart of law and the only world they have ever known, and plunged into the cold, lonely, and (worst of all) chaotic multiverse. Rogue modrons have the forbidden and reprehensible glimmerings of self-awareness, the only thing that allows them to survive in this new sphere.

Most rogue modrons are not crazed lunatics craving chaos and destruction. On the contrary, most folks can't tell a rogue modron from a "normal" one just by listening to it talk about the multiverse. It still is an extremely ordered being, with law at the center of all of its thoughts and ingrained in the way it feels, acts, and reacts. To another modron, the differences are obvious, and the rogue is some sort of chaotic wild-child; but to other folks, the rogue modron still seems the epitome of order.

Rogue modrons stand exactly 6 feet tall, with cubelike bodies similar to those of quadrone modrons. The cubes are 3 feet on each face, adorned with two thin 3-foot-long legs, two 3-foot-long arms, and a

pair of small, vestigial (non-operational) wings on their backs. A vaguely anthropomorphic face can be found on the front cube face.

Modrons are formed from the stuff of order and given clockwork limbs and other parts. Both mechanical and fleshly parts comprise a modron, but the parts meld together to form an orderly whole. In fact, modron bodies aren't much different from any other basher's, other than in their odd appearance. (So curative spells, for example, work just fine on them despite their mechanical components.) Otherwise, modrons are genderless, ageless, and very difficult to distinguish from one another. Thankfully, the latter problem is solved by the fact that very, very few rogue modrons wander the planes.

Rogue modron player characters present a number of problems and special situations. These beings had no childhood, family, social rank, or even any real history. In fact, rogue modrons begin to lose what memories they have of Mechanus as time passes; as beginning player characters, they have even forgotten what rank they once held in the modron order.

Role-playing rogue modrons requires special attention to their personalities and motivations. As beings of near-absolute order, they need organization, rank, authority, regulation, and harmony to be content. Modrons would never join a group that didn't make its organization and hierarchy clear, including an adventuring group. Modrons need to know exactly where they stand in the group - who ranks above them, and who below. While not as interested in being on top as some berks, they don't necessarily follow orders blindly and won't appreciate being taken advantage of by some peeler who thinks he understands how modrons operate.

Once modrons set a course of action, it's difficult to divert them. They don't become sidetracked or distracted. Modrons have a focus that no human can match in intensity. Most modrons also have no concept of self, but this is only partially true of rogues. Though still less motivated by concepts such as greed, personal happiness, and even self-preservation than a human would be, they do recognize and (vaguely) comprehend these ideas.

Rogue modrons don't believe in, or even understand, the concept of chance. They never use words or embrace ideas like "luck." To modrons, everything is structured, nothing is random. All creatures abide by a set of rules and regulations - whether they realize it or not. In fact, while modrons might not be able to describe exactly what all the "rules of the cosmos" are, they may try to figure the rules out - a lifelong task at best.

Essentially, rogue modrons are refugees from a completely alien society and world, with completely different outlooks - at least at first. As PC modrons explore the multiverse, they continue to learn and adapt to the rest of the planes. Although they may never accept that there isn't an order to everything, they may adjust the way they view order. Rogue modrons try to impose their own brand of order on everything around them, or simply rationalize explanations that place a veneer of order over the chaos of the multiverse. Curiosity may be the one downfall of modrons. Emotions, humor, friendship, and many other concepts familiar to humans and other humanoids are new and very strange to modrons (at least until they find or impose order within or upon them).

They don't interact well with individuals of chaotic alignment (despite some Xaositects' adoration of the term "rogue" modron), usually greeting them with Antipathy rather than Neutrality.

Naturally, rogue modrons can only be lawful in alignment, although the range of good, evil, or neutral is open to them as new concepts to explore (and ultimately, probably fear).

Rogue modrons have natural advantages and hindrances due to their status as creatures of ultimate law. These are detailed below.

### Ability Adjustments

From their structured minds and solid forms, they gain a +1 bonus to their Intelligence and Constitution scores, but their boxlike bodies and unfamiliarity with other cultures impose a -1 penalty to their Dexterity and Charisma scores.

### Natural Armor

Modrons have a natural Armor Class Bonus of 2. Those who don armor use either their natural Armor Class Bonus or that of their armor, which is better.

## Optical Lenses

They can readjust their vision, giving them effectively a double normal range of sight. This halves all range penalties to ranged attack rolls. Modrons also get a +2 bonus to all Perception (Wisdom) checks involving sight.

## Permitted Classes

Rogue modrons can choose classes and gain levels like any PC. This idea of self-improvement and self-advancement is alien to modron society, but it's obviously the way of the outside order, so rogue modrons adapt.

Modrons can be either fighters, magic-user, or thieves, but they cannot be multiclassed; even rogue modrons are too focused for such personal diversity.

Magic-using modrons on Mechanus are virtually unheard of, but outside the clockwork universe, rogue modrons can see an order to magic use, as well as the benefits its use can provide. They may become specialist wizards but (obviously) cannot become wild mages.

## Physical Traits

Modrons do not age and, other than needing occasional repairs, do not suffer any ill-effects from the passage of time. They do not know their age at the start of play.

All modrons are 6' tall and weigh 500 pounds. Modrons find their size and weight to be a hindrance at times. It is impossible for them to carry out such standard actions as riding a horse, wearing normal armor, or wriggling through a narrow opening (see *Squeezing Through Tight Spaces*, PHB 63).

## Proficiencies

Modrons begin play proficient in the following skills: Languages (Celestial and Planar Common). Planar Common is a dialect of Common that is understandable to speaker of Common, and vice versa.

## Resistances

Modrons have a 30% resistance to illusions, energy drains, charm, sleep, fear, domination, and other similar mind-affecting spells.

They also gain a +1 bonus to all Saving Throws versus fire, cold, and acid.

## Rigid Thinking

Modrons structured minds don't allow them to react to surprise situations very well. (This doesn't make them easier than normal to surprise, though.) When modrons are surprised, they remain that way for two rounds, rather than one.

## Size and Movement Rate

Modrons are Medium-sized creatures. The base Movement Rate of modron characters is 75' per round.

## Modron Options

DMs may choose to implement one of two options to illustrate the order inherent within a modron character's very being. The following modifications may change some of the rule dynamics of the game, but they will give a feeling of absolute structure and law to the character.

### Preset Actions

This option requires a rogue modron to state one preset action per level, based on external stimuli - a condition upon which the modron will always respond in the same manner.

*Example: Every time a foe draws a weapon, my modron will immediately attack.*

On the same condition another modron might cast the highest-level spell it currently has memorized, whether the spell is appropriate for the situation or not.

The conditions must be common enough to occur at least once in an average playing session. While the disadvantages to this option are obvious (always having to react a certain way), the modron's response is immediate and could negate their Rigid Thinking penalties during surprise rounds.

This action is automatic, counting as a free action (PHB 64), and interrupts the action that triggers it, even if the modron has already acted that round. Modrons are still limited to one free action per round.

## Predetermined Initiative

Always acting and responding in the same way, a modron rolls initiative once. Just once. This is done when the character is created, and the same number is used throughout the life of the character. Some DMs may wish to modify this so that a modron rolls initiative once a level, once a month, or only once during a single battle.

## Roleplaying a Rogue Modron

Tick. Everything is structured. Tock. Everything is ordered. Tick. Tock. You hear the sounds of the machinery of the multiverse. Despite your exile from Mechanus, the clockwork of creation can never be taken from you.

Those around you can provide insight into the structure of the new world you are now forced to live in. Whether or not they realize it, by observing them you see how things work, and what your place is within the structure. You ask questions, observing not only the answers, but the way in which they are answered. Every detail is important, for nothing happens without a reason.

It is your duty to protect those whom you resemble in form, if not in spirit. All mortal creatures are your charges and all the forces of darkness are your enemy.

You seek no reward greater than the knowledge that darkness has been thwarted or even vanquished, and you permit yourself no rest while evil remains unchecked.

It's best if no one knows of your heritage. Despite the inherent nobility within the near-divine progenitors of your line, you must earn respect as any other being. Sword held aloft, golden hair sparkling in the bright light of day, you lead your compatriots - heroes all - toward victory against evil.

