

THE BOOK OF MODRONS

Modrons are strictly divided into fourteen castes. Castes are hardly unique, but the modron approach to them is. Each rank has its own functions, but each also has its own body shape, so the rank of any modron can be readily identified by the creature's appearance. In modrons' society all beings are classified, all actions are regulated, and all procedures are delineated.

Ruling over the castes is Primus, the One and the Prime. It and the plane are one in thought and deed; as Primus turns, so do the wheels of Nirvana.

Base Modrons

Monodrones (300 million +) – General laborers
Duodrones (55 million +) – Complex tasks
Tridrones (6 million +) – Multiple tasks, minor supervision
Quadrones (1.5 million +) – Multiple complex tasks, supervision
Pentadrones (500 thousand +) – Lesser police, law enforcement

Hierarch Modrons

Decatons (100) – Physical welfare of the modrons
Nonatons (81) – Police supervision
Octons (64) – Governors of the sectors of Nirvana
Septons (49) Inspectors
Hextons (36) – Generals of the armies of Nirvana
Quintons (25) – Bureau chiefs and record-keepers
Quartons (16) – Rulers of the regions of Nirvana
Tertians (9) – Judges
Secundi (4) – Viceroys of the 4 quarters
Primus (The One) – Absolute ruler of Nirvana

Modrons will always check with their commander or superior when confronted with a task or situation beyond their expertise. If the question is beyond the knowledge of the superior it is relayed up the chain of command.

Base modrons slain anywhere return to the energy pool of Nirvana, re-forming as new modrons in 9 days. In times of excess population, the lower levels are promoted, and the highest tier, the pentadrones, has its numbers reduced; the infirmed or damaged pentadrones are sent to the pool permanently. Hierarch modrons slain in Nirvana also become part of the energy pool and are reborn in 9 days. Those slain elsewhere return to Primus directly and are not reborn. The gap in the hierarchy is then filled by promoting a lower hierarch 1 stage into the vacant position. This process is repeated to fill the new gap in the lineup, until an outstanding pentadrone is promoted to the hierarchy as a decaton. This promotion requires 1 full day, at which time the modron may take no other action.

Promotion or demotion can be initiated by any hierarch higher than the modron promoted or demoted. Those that are demoted are sent back to the energy pool for later rebuilding.

As long as Primus is alive, the hierarch remains constant. Should Primus be slain, the 4 secundi vie for his position in a contest lasting a week. The contest is to slay as many powerful chaotic creatures as possible. Those that slay Primus are immediately judged as chaotic, regardless of their actual alignment. The succeeding secundus is invested with the spirit of Primus and becomes the new One and Prime, master of Nirvana.

There are 36 great armies of Nirvana. Each of the 16 regions of the plane has its own army, and the secundi have 2 armies each in addition to their regional forces. The tertians have 3 armies to aid in law enforcement. The final 9 armies serve Primus directly, 1 as the official tower guards, and the other 8 available for dispatch as needed.

Each army is commanded by a hexton, and comprises 4 corps, each corps led by 40 pentadrones in telepathic hook-up with the hexton. Each corps has two divisions commanded by 20 pentadrones, and each division has 4 brigades led by 10 pentadrones. Each brigade has 4 regiments, the regiment being the

standard tactical unit and led by 5 pentadrones. There are 70 officers, 192 NCOs, 252 messengers, and 2,628 line troops in a brigade for a total of 3,142.

Each regiment consists of 2 "battles" plus a squad of winged monodrone messengers and a special guard of 12 pentadrones. Each battle is led by 4 quadrones and consists of 6 companies of monodrones, 2 companies of duodrones, a special company of tridrones, a squad of quadrones, and another squad of messengers. The 8 regular companies are each divided into 2 wings plus a headquarters unit. Each company consists of 12 squads and 3 officers. A squad numbers 12 troops and will contain an NCO of the same type as the troops. Special units of messengers, "shock troops", and the like may be attached to the headquarters' units of brigades, divisions, and corps.

MONODRONE (Base Modron)

Small Outsider

Hit Dice: 1d8 (4 hp)

Initiative: +0 (Dex)

Speed: 20 ft.

Messenger monodrone 20 ft., fly 60 ft. (poor)

AC: 13 (+1 size, +2 natural)

Attacks: Bite +2 melee; or halfspear +2 melee; or light crossbow +1 ranged

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

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

Special Qualities: Darkvision 60 ft., resistances, modron qualities

Saves: Fort +2, Ref +2, Will +0

Abilities: Str 10, Dex 10, Con 10, Int 3, Wis 7, Cha 8

Skills: Listen +4, Spot +4

Feats: Alertness

Climate/Terrain: Any land

Organization: Squad (12 plus 1 duodrone), patrol (13-48 plus 1 duodrone per 12 monodrones), platoon (49-84 plus 1 duodrone per 12 monodrones), battalion (85-120 plus 1 duodrone per 12 monodrones), or company (121-144 plus 1 duodrone per 12 monodrones)

Challenge Rating: 1/2

Treasure: None

Alignment: Always lawful neutral

Advancement: 2 HD (Small); 3 HD (Medium-size)

Monodrones make up the bulk of the population on the plane of Nirvana. The monodrones are single-function modrons. Most are assigned a simple task or serve to form the regiments in the Nirvanan Army.

A monodrone appears as a sphere with two spider-like arms and two spider-like legs. A single eye and mouth are located in the middle of the sphere.

One twelfth of all monodrones lack the spider-like arms and have fan-like wings joined to the body. These creatures are faster and serve as messengers. They cannot wield weapons.

Monodrones speak Modron, and can (despite their relatively low Intelligence) relay perfectly any message of up to 48 words.

COMBAT

The monodrone attacks with either a halfspear or light crossbow. If caught unarmed it relies on its bite. Messenger monodrones do not have arms, so must rely solely on their bite attack in combat.

Resistances (Ex.): Acid, cold, and fire resistance 10

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

DUODRONE (Base Modron)

Small Outsider

Hit Dice: 2d8 (9 hp)

Initiative: +0 (Dex)

Speed: 30 ft., fly 30 ft. (poor)

AC: 14 (+1 size, +3 natural)

Attacks: 2 claws +4 melee; or halfspear +4 melee

Damage: Claw 1d4+1; or halfspear 1d6+1

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

Special Qualities: Darkvision 60 ft., modron qualities, resistances

Saves: Fort +3, Ref +3, Will +2

Abilities: Str 12, Dex 11, Con 11, Int 6, Wis 8, Cha 9

Skills: Diplomacy +3, Listen +5, Spot +5

Feats: Alertness

Climate/Terrain: Any land

Organization: Solitary, squad (1 plus 12 monodrones), pair (plus 24 monodrones), or company (3-12 plus 12 monodrones for each duodrone)

Challenge Rating: 1

Treasure: None

Alignment: Always lawful neutral

Advancement: 3-6 HD (Medium-size)

Duodrones are bi-functional modrons and lead companies of monodrones in the Nirvanan Army. They serve as noncommissioned officers or special shock troops.

A duodrone appears as a flat, rectangular creature with two spider-like legs, two spider-like arms, and a small set of fan-like wings. They have one central eye and a large mouth.

Duodrones speak Modron, though they have limited conversation ability.

COMBAT

The duodrone attacks with either a halfspear or its claws.

Resistances (Ex.): Acid, cold, and fire resistance 10

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

TRIDRONE (Base Modron)

Medium-Size Outsider

Hit Dice: 3d8+3 (16 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 15 (+1 Dex, +4 natural)

Attacks: Claw +5 melee, 2 claws +1 melee; or 3 javelins +4 ranged

Damage: Claw 1d4+2; or javelin 1d6+2

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

Special Qualities: All-around vision, darkvision 60 ft., modron qualities, resistances

Saves: Fort +4, Ref +4, Will +3

Abilities: Str 14, Dex 12, Con 12, Int 9, Wis 11, Cha 10

Skills: Diplomacy +5, Intuit Direction +4, Listen +8, Search +4, Sense Motive +4, Spot +8

Feats: Alertness

Climate/Terrain: Any land

Organization: Solitary or squad (2-4 plus 12 duodrones and 144 monodrones for each tridrone)

Challenge Rating: 2

Treasure: None

Alignment: Always lawful neutral

Advancement: 4-9 HD (Medium-size)

Tridrones main function is to supervise lower orders of modrons. They work on multiple projects and serve as leaders in the regiments of the Nirvanan Army.

A tridrone appears as a 3-sided pyramid with three spidery-legs and three spidery-arms. Each "face" has a single eye, mouth, and arm set in the center of it.

Tridrones speak Modron and Common.

COMBAT

The tridrone attacks first by hurling its javelins and then enter melee using their claws.

All-Around Vision (Ex.): A tridrone has a single eye set into the center of each of its three sides. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Resistances (Ex.): Acid, cold, and fire resistance 10

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

QUADRONE (Base Modron)

Medium-Size Outsider

Hit Dice: 4d8+4 (22 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 16 (+2 Dex, +4 natural)

Attacks: 4 claws +7 melee; or 2 longspear +7 melee; or 2 longbows +6 ranged

Damage: Claw 1d4+3; or 2 longspear 1d8+3; or longbow 1d8

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

Special Qualities: All-around vision, darkvision 60 ft., modron qualities, resistances

Saves: Fort +5, Ref +6, Will +5

Abilities: Str 16, Dex 15, Con 13, Int 12, Wis 12, Cha 11

Skills: Diplomacy +5, Intuit Direction +6, Knowledge (planes) +5, Listen +8, Search +6, Sense Motive +6, Spot +8

Feats: Multidexterity, Rapid Shot

Climate/Terrain: Any land

Organization: Solitary, squad (2-3), or battalion (4 quadrones plus 72 monodrones, 24 duodrones, 12 tridrones, and 12 messenger monodrones)

Challenge Rating: 3

Treasure: None

Alignment: Always lawful neutral

Advancement: 5-12 HD (Medium-size)

Quadrones are four-function creatures that make up the upper level of workers on the Plane of Nirvana. They serve as field officers in the Nirvanan Army.

A quadrone appears as a cube with two spider-like legs and four spider-like arms. It has a set of eyes and a mouth on each of its sides.

Quadrones speak Modron, Common, and Celestial.

COMBAT

The quadrone wields a longbow in each set of hands. It may fire two bows per round. The quadrone attacks by firing its longbow and then closing to melee with its claws.

All-Around Vision (Ex.): A quadrone has a pair of eyes set into each of its sides. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Resistances (Ex.): Acid, cold, and fire resistance 10

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

QUADRONE, WINGED (Base Modron)

All stats are the same as the normal quadrone with the following changes.

Speed: 30 ft., fly 30 ft. (poor)

Attacks: 4 claws +7 melee; or longspears +7 melee; or 2 longbows +6 ranged

Damage: Claw 1d4+3; or longspears 1d8+3; or longbow 1d8

A winged quadrone appears as a cube with two spider-like legs and two spider-like arms. A small set of wings are jointed to the body. It has a set of eyes and a mouth on each of its sides.

COMBAT

The winged quadrone attacks by firing its longbow and then closing to melee with its claws.

PENTADRONE (Base Modron)

Medium-Size Outsider

Hit Dice: 5d8+10 (32 hp)

Initiative: +3 (Dex)

Speed: 50 ft.

AC: 17 (+3 Dex, +4 natural)

Attacks: 5 slams +9 melee

Damage: Slam 1d4+6

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

Special Attacks: Breath weapon

Special Qualities: All-around vision, damage reduction 10/+1, darkvision 60 ft., modron qualities, resistances

Saves: Fort +6, Ref +7, Will +5

Abilities: Str 18, Dex 16, Con 14, Int 12, Wis 12, Cha 12

Skills: Diplomacy +7, Gather Information +5, Intuit Direction +5, Knowledge (planes) +5, Listen +8, Search +5, Sense Motive +5, Spot +8

Feats: Alertness, Track

Climate/Terrain: Any land

Organization: Solitary, regiment (1 pentadrone plus 8 quadrones, 144 monodrones, 48 duodrones, 24 tridrones, and 24 messenger monodrones)

Challenge Rating: 4

Treasure: None

Alignment: Always lawful neutral

Advancement: 5-12 HD (Medium-size)

Pentadrones are the police of Nirvana. They are also in charge of all lesser modrons. Some serve as an elite unit in the Nirvanan Army, while others command the regiments.

A pentadrone resembles a starfish set on five thin stilt-like legs. Each appendage is equipped with one central eye and mouth. In the center of the starfish body is a "turret" that allows the pentadrone to emit its breath weapon.

Pentadrones speak Modron, Common, and Celestial.

COMBAT

The pentadrone attacks with its breath weapon and then uses its slam attacks against an opponent.

Breath Weapon (Ex.): 30 feet, cone of gas, Fortitude save (DC 14) or paralyzed 2d4 rounds, usable once per hour, up to 5/day.

Levitation (Ex.): The pentadrone can use its breath weapon to levitate up to 20 feet, up or down, per round, as a move-equivalent action. The pentadrone can maintain the levitation for 1 hour. Each use of its breath weapon in this way counts toward its breath weapon limit for the day.

All-Around Vision (Ex.): A pentadrone has one central eye set into each of its appendages. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Resistances (Ex.): Acid, cold, and fire resistance 20.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

DECATON (Hierarch Modron)

Medium-Size Outsider

Hit Dice: 10d8+20 (65 hp)

Initiative: +4 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 10 ft. (poor)

AC: 25 (+2 Dex, +13 natural)

Attacks: 10 tentacles +10 melee

Damage: Tentacle 1d6

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

Special Attacks: Spell-like abilities, spells

Special Qualities: All-around vision, damage reduction 20/+2, darkvision 60 ft., modron qualities, resistances, SR 13

Saves: Fort +9, Ref +9, Will +9

Abilities: Str 11, Dex 15, Con 15, Int 14, Wis 14, Cha 14

Skills: Concentration +14, Diplomacy +10, Gather Information +8, Intuit Direction +9, Heal +15, Knowledge (planes) +10, Listen +14, Search +9, Sense Motive +9, Spellcraft +12, Spot +14

Feats: Alertness, Improved Initiative, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always lawful neutral

Advancement: 11-30 HD (Medium-size)

There are exactly 100 decatons. They are the lowest order of official in Nirvana. One decaton is assigned to each sector of Nirvana, while the other 36 serve with the hextons commanding the armies of Nirvana.

A decaton appears as a 10-tentacled sphere set on two stumpy legs. Its tentacles are spaced evenly around its body. It has four eyes spaced evenly apart around its body. Its mouth sits on top of its body.

Decatons speak Modron, Celestial, Common, and Infernal.

COMBAT

A decaton attacks with its spell-like abilities and tentacles in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, dimension door, heal, healing circle, remove disease, remove paralysis* and *teleport without error* (self plus 50 pounds of objects only), and *wall of force*. All are as the spells cast by a 10th-level sorcerer (save DC 12 + spell level).

Spells: They can replicate cleric spells as 10th-level casters (save DC 12 + spell level). Decatons have access to the domains of Law, Protection, and War.

All-Around Vision (Ex.): A decaton has four eyes spaced equally apart along its spherical body. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Decatons can communicate telepathically with any creature within 44 miles that has a language.

NONATON (Hierarch Modron)

Large Outsider

Hit Dice: 11d8+33 (82 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 50 ft.

AC: 25 (-1 size, +3 Dex, +13 natural)

Attacks: 9 tentacles +11 melee

Damage: Tentacle 1d6+1

Face/Reach: 5 ft. by 5ft./10 ft.

Special Attacks: Psionics, spell-like abilities, spells

Special Qualities: All-around vision, damage reduction 20/+2, darkvision 60 ft., modron qualities, resistances, SR 15

Saves: Fort +10, Ref +10, Will +9

Abilities: Str 13, Dex 16, Con 16, Int 14, Wis 14, Cha 15

Skills: Concentration +12, Diplomacy +15, Gather Information +13, Intuit Direction +9, Hide +8, Knowledge (planes) +9, Listen +9, Search +16, Sense Motive +10, Spellcraft +12, Spot +17

Feats: Alertness, Improved Initiative, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always lawful neutral

Advancement: 12-33 HD (Large)

There are exactly 81 nonatons. They are the principal overseers of law and order, and usually head up investigations of rogue modron units and small party invasions of the Plane of Nirvana. Using their detection powers, they will discern a party's intent and then deal with them appropriately. Disruptive groups are eliminated or exiled.

One nonaton serves each sector, 9 serve the tertians, and the 8 remaining report directly to Primus. Each nonaton has 12 pentadron lieutenants, each lieutenant commands 12 quadron sergeants, and each sergeant commands 12 tridron police.

A nonaton appears as a cylinder set upon three stumpy legs. It has 9 tentacles that are spaced evenly around its body. One central eye and mouth are located on opposite sides of the nonaton.

Nonatons speak Modron, Celestial, Common, and Infernal.

COMBAT

A nonaton attacks with its tentacles in combat.

Psionics (Su.): At will—*detect chaos, detect law, invisibility, plane shift*. These abilities are as the spells cast by a 15th-level sorcerer (save DC 12 + spell level).

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, detect good, detect evil, detect thoughts, dimension door, discern lie, mirror image, slow, teleport without error* (self plus 50 pounds of objects only), *web*, and *wall of force*; 1/day—*power word stun*. All are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

Spells: They can replicate cleric spells as 12th-level casters (save DC 12 + spell level). Nonatons have access to the domains of Law, Protection, and War.

All-Around Vision (Ex.): A nonaton has two eyes set on opposite sides of its spherical body. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Nonatons can communicate telepathically with any creature within 63 miles that has a language.

OCTON (Hierarch Modron)

Large Outsider

Hit Dice: 12d8+36 (90 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 30 ft. (average)

AC: 26 (-1 size, +2 Dex, +15 natural)

Attacks: 8 tentacles +12 melee

Damage: Tentacle 1d8+1

Face/Reach: 5 ft. by 5ft./10 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: All-around vision, damage reduction 20/+2, darkvision 60 ft., modron qualities, psionics immunity, resistances, SR 17

Saves: Fort +11, Ref +10, Will +10

Abilities: Str 13, Dex 15, Con 16, Int 15, Wis 15, Cha 15

Skills: Concentration +13, Diplomacy +15, Gather Information +13, Intuit Direction +9, Hide +9, Knowledge (planes) +9, Knowledge (any one) +8, Listen +9, Search +16, Sense Motive +10, Scry +13, Spellcraft +12, Spot +18

Feats: Alertness, Blind-Fight, Improved Initiative, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always lawful neutral

Advancement: 13-36 HD (Large)

There are exactly 64 octons. Each one is in charge of a sector of the Plane of Nirvana. The base modrons of the sector, along with those decatons and nonatons assigned to these governors, are considered wards of the octons and their responsibility.

Each octon has a staff of 1 decaton, 1 nonaton, 5 pentadrones, 16 quadrones, 81 tridrones, 256 doudrones, and 1728 monodrones.

An octon appears as a torpedo-like creature with a large circular collar around it near the top. Attached to the collar, spaced evenly apart are 8 arms. A single eye and mouth are set in the body above the collar, opposite each other.

Octons speak Modron, Auran, Celestial, Common, and Infernal.

COMBAT

An octon attacks using its spell-like abilities and 8 tentacles.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, detect good, detect evil, dimension door, haste, water walk, telekinesis, teleport without error* (self plus 50 pounds of objects only), and *wall of force*. All are as the spells cast by a 14th-level sorcerer (save DC 12 + spell level).

Spells: They can replicate cleric spells as 14th-level casters (save DC 12 + spell level). Octons have access to the domains of Law, Protection, and War.

All-Around Vision (Ex.): An octon has one eye on each side of its body. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Psionics Immunity (Ex.): Immune to all psionic attacks.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Octons can communicate telepathically with any creature within 80 miles that has a language.

SEPTON (Hierarch Modron)

Medium-Size Outsider

Hit Dice: 13d8+39 (97 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 27 (+2 Dex, +15 natural)

Attacks: 7 claws +15 melee

Damage: Claw 1d6+3

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

Special Attacks: Spell-like abilities, spells

Special Qualities: Detect magic, detect thoughts, damage reduction 20/+2, modron qualities, psionics immunity, resistances, SR 20

Saves: Fort +11, Ref +10, Will +11

Abilities: Str 15, Dex 15, Con 16, Int 16, Wis 16, Cha 17

Skills: Concentration +16, Diplomacy +19, Gather Information +15, Hide +10, Intuit Direction +12, Knowledge (planes) +13, Knowledge (any two) +10, Listen +15, Search +13, Sense Motive +12, Scry +13, Spellcraft +13, Spot +15

Feats: Alertness, Blind-Fight, Improved Initiative, Multidexterity

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always lawful neutral

Advancement: 14-39 HD (Medium-size)

There are exactly 49 septons. Septons are officials who maintain order and see that all regulations have been obeyed. Seven of them serve each hexton assigned to the quintons. The septons travel from place to place as inspectors and examiners of work and records, and they are charged with transferal of information from outlying areas to the towers of the regions, quarters, and the capitol tower itself.

One septon serves each quinton, 4 serve each secundus, and 8 serve Primus directly.

Septons appear as humanoids with large baldheads. They have shoulder collars similar to those of octons, although they are smaller and, while insufficient to propel them, through the air, they provide excellent transport underwater. They have 7 arms spaced evenly around the collar. Each arm ends in a clawed hand.

Septons speak Modron, Auran, Celestial, Common, and Infernal.

COMBAT

A septon attacks with its spells and claws in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, dimension door, teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by a 16th-level sorcerer (save DC 13 + spell level).

Spells: A septon casts spells as a 12th-level sorcerer (save DC 13 + spell level). They can also replicate cleric spells as 16th-level casters (save DC 13 + spell level). A septon has access to the domains of Law, Protection, and War.

Psionics Immunity (Ex.): Immune to all psionic attacks.

Detect Magic (Sp.): Operates continuously as the spell, 30-foot range. The septon can suppress this ability. This ability can be dispelled, but the septon can create it again as a free action on its next turn.

Detect Thoughts (Sp.): Operates continuously as the spell, 30-foot range. The septon can suppress this ability. This ability can be dispelled, but the septon can create it again as a free action on its next turn.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Septons can communicate telepathically with any creature within 190 miles that has a language.

HEXTON (Hierarch Modron)

Large Outsider

Hit Dice: 14d8+42 (105 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 30 ft. (average)

AC: 27 (-1 size, +3 Dex, +15 natural)

Attacks: 2 slams +16 melee, 4 claws +14 melee

Damage: Slam 2d6+3, claw 2d4+1

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Darkvision 60 ft., damage reduction 30/+3, psionics immunity, modron qualities, resistances, SR 23

Saves: Fort +12, Ref +12, Will +13

Abilities: Str 16, Dex 16, Con 17, Int 17, Wis 19, Cha 19

Skills: Concentration +17, Diplomacy +21, Gather Information +15, Hide +10, Intuit Direction +12, Knowledge (planes) +13, Knowledge (any two) +11, Listen +18, Search +13, Sense Motive +13, Scry +13, Spellcraft +14, Spot +18

Feats: Alertness, Blind-Fight, Improved Initiative, Multiattack

Climate/Terrain: Any land

Organization: Solitary or battalion (12-48 pentadrones)

Challenge Rating: 13

Treasure: None

Alignment: Always lawful neutral

Advancement: 15-42 HD (Large)

There are exactly 36 hextons. Each hexton serves as a general in the Army of Nirvana. These armies assure order and prevent invasion from Acheron, Arcadia, and the Plane of Concordant Opposition. One hexton and his army is assigned to each region, 2 serve directly under each viceregal quarter, and 3 serve the tertians as special police. The remaining 9 serve directly under Primus.

Hextons appear as humanoids with six arms - two large human arms with six fingers and four tentacles tipped with sharp claws below. They have thin, fanlike folded wings, joined at the shoulders.

Hextons speak Modron, Auran, Celestial, Common, and Infernal.

COMBAT

A hexton attacks with its spells, fists and claws in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance*, *command*, *dimension door*, *teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 14 + spell level).

Spells: A hexton can replicate cleric spells as 18th-level casters (save DC 14 + spell level). A hexton has access to the domains of Law, Protection, and War.

Psionics Immunity (Ex.): Immune to all psionics attacks.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Hextons can communicate telepathically with any creature within 216 miles that has a language.

QUINTON (Hierarch Modron)

Large Outsider

Hit Dice: 15d8+60 (127 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 20 ft., fly 20 ft. (average)

AC: 28 (-1 size, +2 Dex, +17 natural)

Attacks: 5 slams +17 melee

Damage: Slam 1d8+3

Face/Reach: 5 ft. by 5ft./10 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Damage reduction 30/+3, darkvision 60 ft., modron qualities, psionics immunity, resistances, SR 26

Saves: Fort +13, Ref +11, Will +13

Abilities: Str 17, Dex 15, Con 18, Int 18, Wis 19, Cha 19

Skills: Concentration +19, Diplomacy +19, Gather Information +20, Hide +12, Intuit Direction +14, Knowledge (planes) +16, Knowledge (any three) +14, Listen +17, Search +14, Sense Motive +14, Scry +19, Spellcraft +18, Spot +17

Feats: Alertness, Blind-Fight, Improved Initiative, Multidexterity

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 14

Treasure: None

Alignment: Always lawful neutral

Advancement: 16-45 HD (Large)

There are exactly 25 quintons. Quintons are the major bureau chiefs and record keepers of Nirvana. Each has a septon and a staff of 25 pentadrones, 64 quadrones, 81 tridrones, and countless monodrones. There are bureaus in each sector and quarter towers, and 5 main bureaus in Primus' tower.

Quintons look like tall, stocky humanoids with four flexible arms jutting from the shoulders. They have a prehensile tail that serves as its 5th arm. They have fan-like wings similar to the hextons.

Quintons speak Modron, Abyssal, Auran, Celestial, Common, and Infernal.

COMBAT

A quinton attacks with its fists in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, detect evil, detect good, detect magic, dimension door, legend lore, teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These are as the spells cast by a 20th-level sorcerer (save DC 14 + spell level).

Spells: A quinton casts divine spells as 20th-level clerics (save DC 14 + spell level). Quintons have access to the domains of Law, Protection, and War.

Psionics Immunity (Ex.): Immune to all psionic attacks.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Quintons can communicate telepathically with any creature within 238 miles that has a language.

QUARTON (Hierarch Modron)

Large Outsider

Hit Dice: 16d8+64 (136 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft, fly 90 ft. (good)

AC: 30 (-1 size, +3 Dex, +18 natural)

Attacks: 4 slams +19 melee

Damage: Slam 2d8+4

Face/Reach: 5 ft. by 5ft./10 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Damage reduction 30/+3, darkvision 60 ft., psionics immunity, modron qualities, resistances, SR 29

Saves: Fort +14, Ref +13, Will +15

Abilities: Str 19, Dex 16, Con 19, Int 19, Wis 20, Cha 20

Skills: Concentration +20, Diplomacy +20, Gather Information +20, Hide +13, Intuit Direction +15, Knowledge (planes) +17, Knowledge (any three) +15, Listen +18, Search +15, Sense Motive +15, Scry +20, Spellcraft +19, Spot +18

Feats: Alertness, Blind-Fight, Improved Initiative, Multidexterity

Climate/Terrain: Any land

Organization: Solitary or guard (36 pentadrones)

Challenge Rating: 15

Treasure: None

Alignment: Always lawful neutral

Advancement: 17-48 HD (Large)

There are exactly 16 quartons. They oversee the operation of the bureau, sector governors, and army units attached to their region. Each quarton has a personal staff of those hierarchs assigned to his staff plus 36 pentadrones that act as a guard unit.

Quartons look like tall, stocky humanoids with four flexible arms jutting from the shoulders. They have fan-like wings similar to the hextons.

Quartons speak Modron, Abyssal, Auran, Celestial, Common, and Infernal.

COMBAT

A quarton attacks with its fists in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, dimension door, teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

Spells: A quarton casts divine spells as a 20th-level cleric (save DC 15 + spell level). Quartons have access to the domains of Law, Protection, and War.

Psionics Immunity (Ex.): Immune to all psionic attacks.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Quartons can communicate telepathically with any creature within 384 miles that has a language.

TERTIAN (Hierarch Modron)

Large Outsider

Hit Dice: 17d8+85 (161 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 31 (-1 size, +3 Dex, +19 natural)

Attacks: 2 slams +22 melee, tail slap +20 melee

Damage: Slam 2d8+6, tail slap 2d8+3

Face/Reach: 5 ft. by 5ft./10 ft.

Special Attacks: Spell-like abilities, spells, stun

Special Qualities: Damage reduction 40/+4, darkvision 60 ft., psionics immunity, modron qualities, resistances, SR 31

Saves: Fort +15, Ref +13, Will +16

Abilities: Str 22, Dex 17, Con 20, Int 20, Wis 22, Cha 22

Skills: Concentration +23, Diplomacy +23, Gather Information +25, Hide +13, Intuit Direction +16, Knowledge (planes) +17, Knowledge (any three) +15, Listen +24, Search +21, Sense Motive +25, Scry +20, Spellcraft +21, Spot +25

Feats: Alertness, Blind-Fight, Improved Initiative, Multiattack, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 16

Treasure: None

Alignment: Always lawful neutral

Advancement: 18-51 HD (Large)

There are exactly 9 tertians. They are responsible for the trial, judgment, and sentencing of modrons, and non-natives. They supervise the police, command the law enforcement, declare faulty modron rogues, and see that the rules of Primus are obeyed. Eight report to the secundi. One reports to Primus.

Tertians look very human, save that they are 12-feet tall. They have horns jutting from the sides of their bald heads, and the long prehensile tail ends in a mace-like ball.

Tertians speak Modron, Abyssal, Auran, Celestial, Common, and Infernal.

COMBAT

A tertian attacks with its fists and tail in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, dimension door, teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 16 + spell level).

Spells: A tertian cast divine spells as a 20th-level cleric (save DC 16 + spell level). They can also cast arcane spells as 20th-level sorcerers (DC 16 + spell level). Tertians have access to the domains of Law, Protection, and War.

Stun (Ex.): Tail slap, Fortitude save (DC 24) or stunned 3d4 rounds.

Psionics Immunity (Ex.): Immune to all psionics attacks.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Tertians can communicate telepathically with any creature within 405 miles that has a language.

SECUNDUS (Hierarch Modron)

Large Outsider

Hit Dice: 18d8+108 (189 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 50 ft., fly 50 ft. (good)

AC: 33 (-1 size, +4 Dex, +20 natural)

Attacks: Slam +24/+19/+14/+9/+4 melee

Damage: Slam 2d8+9 and stun

Face/Reach: 5 ft. by 5ft./10 ft.

Special Attacks: Monk abilities, psionics, spell-like abilities, spells, stun

Special Qualities: Damage reduction 40/+4, darkvision 60 ft., modron qualities, resistances, SR 33

Saves: Fort +17, Ref +15, Will +18

Abilities: Str 24, Dex 18, Con 22, Int 23, Wis 24, Cha 24

Skills: Concentration +27, Diplomacy +27, Gather Information +22, Hide +16, Intuit Direction +20, Knowledge (planes) +20, Knowledge (any three) +21, Listen +26, Search +24, Sense Motive +24, Scry +21, Spellcraft +26, Spot +29

Feats: Alertness, Blind-Fight, Improved Initiative, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 19

Treasure: None

Alignment: Always lawful neutral

Advancement: 19-54 HD (Large)

There are exactly 4 secundi. They are the viceroys of the quarters, are the virtual rulers or Nirvana, reporting only to Primus himself. Each commands a staff of 2 tertians, 2 hextons, 4 septons, and a multitude of base modrons.

A secundus appears as an incredibly thin, tall humanoid with a long narrow face and deepset eyes.

Secundi speak Modron, Abyssal, Auran, Celestial, Common, Infernal, and Sylvan.

COMBAT

A secundus attacks using its fists, spells, and psionics in combat.

Monk Abilities (Ex.): Secundi have all the abilities of 13th-level monks.

Psionics (Sp.): At will—*detect chaos*, *detect law*, *detect thoughts*, *invisibility*, *plane shift*, *suggestion*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Spell-Like Abilities: At will—*clairaudience/clairvoyance*, *command*, *dimension door*, *teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Spells: A secundus can cast divine spells as 20th-level clerics (save DC 17 + spell level). They can cast spells as 20th-level sorcerers (DC 17 + spell level). Secundi have access to the domains of Law, Protection, and War.

Stun (Ex.): Slam, Fortitude save (DC 26) or stunned 3d4 rounds.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Secundi can communicate telepathically with any creature within 420 miles that has a language.

PRIMUS (The One and The Prime)

Huge Outsider

Hit Dice: 73d8+803 (1131 hp)

Initiative: +14 (+10 Dex, +4 Improved Initiative)

Speed: 60 ft., fly 90 ft. (perfect)

AC: 48 (-2 size, +10 Dex, +30 natural)

Attacks: Slam +85/+80/+75/+70/+65 melee

Damage: Slam 6d6+21 and teleportation

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Psionics, spell-like abilities, spells, teleportation slam

Special Qualities: Damage reduction 50/+5, darkvision 60 ft., modron qualities, resistances, SR 38

Saves: Fort +48, Ref +48, Will +50

Abilities: Str 38, Dex 30, Con 31, Int 35, Wis 34, Cha 35

Skills: Concentration +85, Craft (any three) +60, Diplomacy +86, Gather Information +81, Heal +71, Intuit Direction +71, Knowledge (Nirvana) +86, Knowledge (planes) +80, Knowledge (arcana) +70, Knowledge (any five) +60, Listen +76, Search +71, Sense Motive +71, Scry +80, Spellcraft +86, Spot +81

Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Dodge, Empower Spell, Enlarge Spell, Expertise, Extend Spell, Heighten Spell, Improved Initiative, Maximize Spell, Mobility, Power Attack, Quicken Spell, Silent Spell, Still Spell, Stunning Fist, Sunder, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary (unique)

Challenge Rating: 25 (solitary)

Treasure: None

Alignment: Always lawful neutral

Advancement: By character class

Primus is the ruler of all the planes of Nirvana. He sets the order, writes the laws, and establishes the rules and regulations. All who serve him carry out these orders, with failure meaning a return to the energy pool at best as a monodrone.

Primus appears as a 20-foot tall humanoid with a baldhead. His hands are unseen, the right bathed in rainbow bright lights, the left clouded in inky darkness.

Primus speaks Modron, Abyssal, Aquan, Auran, Common, Celestial, Draconic, Ignan, Infernal, Sylvan, and Terran.

COMBAT

Primus attacks with his psionics, spells or slam attacks in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, continual flame, detect chaos, detect evil, detect good, detect law, detect magic, detect thoughts, dimensional anchor, dimension door, dispel magic, domination, earthquake, greater dispelling, imprisonment, improved invisibility (self only), resurrection, restoration, shapechange, suggestion, teleport without error (self plus 50 pounds of objects only), and wall of force*; 3/day—*greater restoration, mass charm, power word blind, power word kill, power word stun, prismatic spray, symbol (any), wish*. These are as the spells cast by a 20th-level sorcerer (save DC 22 + spell level).

Spells: Primus can cast spells as a 20th-level sorcerer (DC 22 + spell level) and cleric spells as a 20th-level caster (DC 22 + spell level). Primus has access to the domains of Law, Protection, and War.

Psionics (Sp.): At will—*astral projection, fly, levitate, plane shift, and polymorph self*. These are as the spells cast by a 20th-level sorcerer (save DC 22 + spell level).

Teleportation Slam (Ex.): Left hand, Fortitude save (DC 60) or be teleported to the plane of Acheron, right hand, Fortitude save (DC 60) or be teleported to the plane of Arcadia.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Primus can communicate telepathically with any creature on the Plane of Nirvana that has a language.