

Recover RO4M, the Modron Accountant

Fortune's Wheel Casino

Shemeshkuh joined the party at the bar and introduced itself as an Arcanoloath (a powerful and important Yugoloth) who owns the casino and is also active as an information broker. One of its accountants, a modron named [RO4M](#), flipped out and ran away recently. As a manifestation of absolute Lawful Neutral, it shouldn't even be capable of that. And it happened *exactly* when the players died mysteriously, so Shemeshkuh thinks the two might be related. The yugoloth wants the modron back (it has sensitive business information) and if the players retrieve it (its believed to be in the Outlands somewhere, the plane of True Neutral) Shemeshkuh will help the players find out what exactly is going on with this glitch that gave them amnesia.

After some negotiating, the party agreed to help in return for 200gp in casino chips and 100gp in money for expenses, each. Shemeshkuh also gave the party a portal key (looks like a golden casino chip) that if the party takes it into a nearby doorway, a portal to Outlands will form.

Research Tower

After some discussion, the [Githzeri Scholar](#) mentioned a modron having visited a while back intent on rejoining its branch of the Great Modron March. It had a mimir (a humanoid skull-shaped recording device) it was using to find its branch of The March. The modron found what it was looking for and departed months ago, but left the [mimir](#) (apparently the skull the party was carrying). The mimir had been damaged in the Yugoloth attack and wasn't working.

A couple members of the party with good Arcana scores worked together and successfully repaired the skull, only to find the damage had knocked out its memories of several of the gate-towns. To retrieve where the modron ultimately went, the party needed to visit seven of the gate towns, bring the skull to within 20' or so of each gate, and then spend a few minutes describing in detail the gate and the area immediately around it.

The missing seven towns were:

- Automata (leads to Mechanus, the plane of Lawful Neutral and where the Great Modron March starts)
- Curst (leads to Carceri, the prison plane between Chaotic Evil and Neutral Evil)
- Excelsior (leads to Mount Celestia aka the Seven Heavens, the plane of Lawful Good)

- [Faune](#) (leads to The Beastlands, the Happy Hunting Grounds between Neutral Good and Chaotic Good)
- Glorium (leads to Ysgard, between the planes of Chaotic Good and Chaotic Neutral)
- Rigus (leads to the infinite battle plane of Archeron, between Lawful Evil and Lawful Neutral)
- [Sylvania](#) (leads to the Olympian Plane of Arboria, sometimes called Olympus, the plane of Chaotic Good).

Following the modron's trail through the seven gate towns seemed like the next step, so the party began discussing which town to visit first. The Githzerai woman noted that since she and the tower (which was called Iedcaru) owed the party for freeing them from the Yugoloths, the least they could do was give the party a ride. Plus, she was an expert on the planes and had visited each town more than once, so she could probably give them some advice.

Sylvania

Apparently the gate is in the forest outside of town but drifts around. It was north of town the day before but was now east, in an old well. Danai took the party there, and someone... (Botticelli, maybe? I forget.) described the gate and Sylvania to the mimic in positive, glowing terms.

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