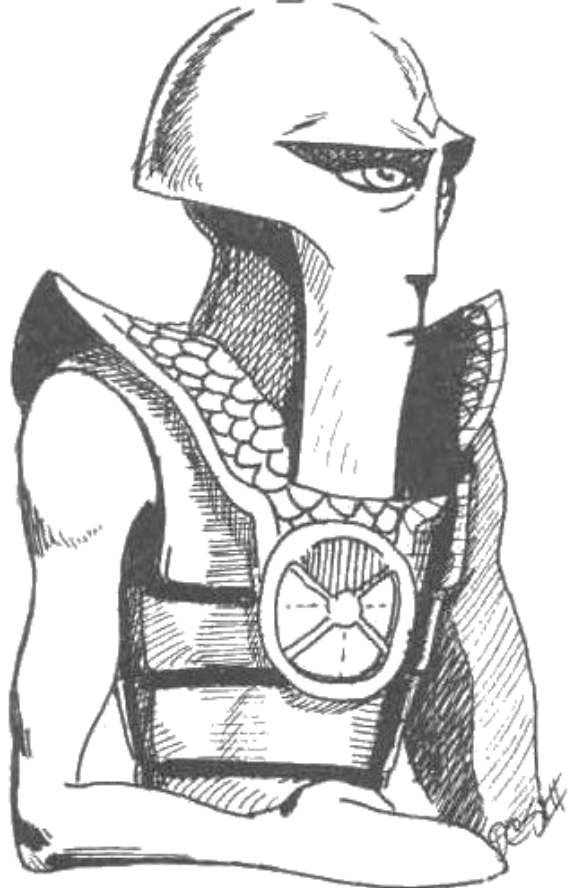


Modron, Secundus (Hierarch Modron)  
(from the Monster Manual 2)



FREQUENCY: Very rare  
NO. APPEARING: 1 (of 4)  
ARMOR CLASS: -6  
MOVE: 18" in all environments, MC: B  
HIT DICE: 18+18  
% IN LAIR: Nil  
TREASURE TYPE: Nil  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 6-72 (X2) stun  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: +4 or better weapon to hit  
MAGIC RESISTANCE: 90%  
INTELLIGENCE: Godlike  
ALIGNMENT: Lawful neutral  
SIZE: L  
PSIONIC ABILITY: 300-310 points  
Attack Defense Modes: All/all  
LEVEL/X.P. VALUE: X/15,200+25/hp



The 4 secundi, viceroys of the quarters, are the virtual rulers of Nirvana, reporting only to Primus the One. Each has a staff of 2 tertians, 2 hextons, 4 septons, and a multitude of base modrons.

The secundi appear as incredibly thin, tall humanoids with long, narrow faces and deep set eyes. They use spells as 26th level clerics and 22nd level magic-users. If, during combat, a secundus scores 5 or better on the number to hit, it has stunned its opponent unless that being is of demigod status. Secundi have special abilities as 13th-level monks, including the dreaded "quivering palm," the latter applicable to any mortal creature.

The secundi live in great towered cities near the centers of their realms.

They will always live in harmony with each other save during that time when a new Primus must be chosen.