

## SUPER-SECRET BASEMENT

The kindly old wizard who built the lighthouse and its underground laboratory went by many names over his long life. By the point at which he decided it was time to slow down a bit, he was simply called Screve. However, he had more than a few other names throughout his career as a slinger of magic, including Brutar the Bloody, Murst the Merciless, and That Wizard Who Fried All Those People in Suzail. Screve was an edgy sort, in other words.

Most of Screve's "normal" wizarding work was undertaken in the laboratory that Hoobur found and utilized. But he also had a secret series of chambers off the main basement where he did some more ... esoteric arcane experimentation.

### GENERAL FEATURES

No one has fully explored this area in more than a decade, since Screve left his mechanical creations to sit dormant. The hallways and rooms are dusty, showing few signs of life or movement. Except where otherwise noted, all areas of the super-secret basement have the following features.

**Light.** The basement is dark. Torch sconces and hooks for lanterns can be found in each room, but no lanterns or torches are present.

**Ceiling.** The ceilings in areas 1 through 3 are 10 feet high and flat, while the arched ceiling in area 4 is 20 feet high to accommodate the mechachimera there.

**Walls and Floors.** The basement is all worked stone, but the walls and floors have begun to crumble in spots. Cracks and crevices are common, but are too small to admit anything but insects and other tiny vermin.

**Automatic Doors.** A number of doors in the super-secret basement are activated by placing magically charged disks into special slots. Those doors open automatically, remaining open until the disks are removed. The doors cannot be opened by any other means.

### REPLICA MODRONS

A number of "modrons" found in this area are replicas crafted by Screve. Each uses the stat block of one type of modron from the *Monster Manual* with these changes:

- The creature is unaligned.
- It lacks truesight and instead has darkvision out to a range of 60 feet.
- It can understand Common but speaks only preprogrammed responses.
- If the modron has a flying speed, the replica has wings but can't fly.
- The modron's Disintegration trait results in the replica falling into a pile of parts—gears, plates, screws, and wires—rather than turning to dust.

Each collapsed modron also spits out a six-inch-diameter magically charged disk that powers the creature, as well as a platinum rod. The disks are of use to the characters as they explore the super-secret basement, and the rods can be claimed as treasure, as noted in the areas where they appear.



MAP 3.2: LIGHTHOUSE BASEMENT

### 1. OUT OF SERVICE

Opening the secret door reveals a hallway leading to this area.

The dust in the hallway is thick, disturbed only by tiny vermin that have settled into a pile of trash just beyond the secret door. At the end of the hall, a chamber opens up, within which leather tarps cover twelve spherical objects placed along the walls. In the center of the room, another tarp covers a larger cylindrical object. Dusty webs cover everything. A metal door stands closed in the center of the adjacent wall.

**Creatures.** The "spherical objects" covered with tarps are Screve's attempts to create monodrones to serve him. These twelve replica modrons look exactly like their true modron counterparts and use the **monodrone** stat block, with the changes noted in "Replica Modrons" above.

If the characters disturb any tarp covering a monodrone, the constructs all spring to life, whirring and clanking. Issuing a metallic cry of "Intruders!", the replica monodrones attack until destroyed.

**Buzz Saw of Doom.** The cylindrical object in the room's center looks like two barrels placed atop one another, with sharp, circular blades jutting out in various directions. When the monodrones activate, so does the buzz saw of doom.