

On initiative count 0, the buzz saw moves up to 20 feet in a random direction on rollers, then makes a melee attack against a random creature within 5 feet of it: +3 to hit; 3 (1d4 + 1) slashing damage, and the target must succeed on a DC 11 Strength saving throw or be knocked prone. The buzz saw makes no distinction between the monodrones and the characters when it attacks.

The buzz saw of doom has AC 17, 50 hit points, immunity to poison and psychic damage, and resistance to all other damage. It can also be deactivated as follows:

- The device has an easily spotted 6-inch-wide slot on its back, with the edge of a round disk protruding from it. A character within 5 feet of the buzz saw who succeeds on a DC 10 Dexterity (Sleight of Hand) check can pull out a charged disk from the slot, causing the buzz saw to power down. This charged disk is identical to the disks that power the replica modrons.
- A character can topple the buzz saw over with a successful DC 15 Strength (Athletics) check. If tipped over, the buzz saw can still attack, but it can't move.

Treasure. Each destroyed monodrone reveals a magically charged disk and a small platinum rod as part of its components. Each rod is worth 20 gp.

Door. The door exiting this area is made of steel, and is closed and locked. Its only features are three 6-inch-wide slots set in a row at its center. The characters can easily note that the charged disks from any fallen modrons fit perfectly into the slots. If a charged disk is placed in each slot, it completes a circuit that automatically opens the door inward into area 1. It also activates the creatures in area 2.

2. INCOMPLETE CIRCUITS

As the door opens toward you, a buzzing sound rises from beyond a dusty corridor ahead. At the end of the corridor, a room covered in dust and webs opens up. Six mechanical cubes with arms and legs scurry about, disturbing the dust for what appears to be the first time in years. Each carries pieces of wire, which it attempts to place into gaps between other wires set into the crumbling walls. Another metal door stands along the wall across from the end of the corridor.

Creatures. Four replica duodrones, activated by the door opening, are tasked with maintaining circuits in this room, which have become badly corroded over time. Their second task is to remove intruders who attack them or attempt to open the door into area 3. These replica modrons look exactly like their true modron counterparts and use the **duodrone** stat block, with the changes noted in "Replica Modrons" above.

In addition, hidden in the webs on the ceiling are two **swarms of insects (spiders)**, which have come to dominate the vermin food chain in this area.

Tactics. A character must succeed on a DC 17 Wisdom (Perception) check to notice the swarms hiding in the webs. One swarm drops on the first character to come into the room, gaining surprise if the character is unaware of it. The other swarm lurks on the other side of the room, and attacks in the second round of combat.

Unless they are attacked first, the duodrones ignore the characters to start. But if combat with the swarms goes to three rounds, the duodrones assume they are under attack and enter the fight. They target the characters as intruders but ignore the swarms. Or if the swarms are doing a good enough job against the characters, the duodrones could provide comic relief by trying futilely to sweep the spiders away while getting in the way of the characters' attacks.

Treasure. Each destroyed duodrone reveals its magically charged disk and platinum rod. Each rod is worth 20 gp.

Door. The steel door between areas 2 and 3 has no features. However, the characters easily spot four slots on the wall next to the door, into which charged disks can be inserted. Wires run between these slots, this door, and the door to area 1, but the wires on the crumbling walls show several gaps. Spare wires are easily had by digging through duodrone wreckage or pulling them from other areas of the wall, allowing the circuit to be completed. If the characters need assistance in figuring this out, a successful DC 10 Intelligence (Arcana or Investigation) or Wisdom (Perception) check to study the walls and assess the duodrones' activities can fill in the details.

When the characters complete the circuit and insert charged disks into the four slots, the door automatically opens into this area, revealing area 3 and activating the mechanical creatures in that area.

3. RECHARGING STATION

A buzzing sound and a deep hum rises suddenly as the door opens, and a blast of musty, dust-choked air spills out from the room beyond. That dusty chamber holds three creatures that look like inverted pyramids with mechanical arms and legs, and another creature resembling a cube with wings. All of them work to place parts into two fifteen-foot-wide, floor-to-ceiling, metallic walls at the room's center. Those walls are the source of the hum, and each glows with a faint light. As one of the creatures shuffles through the ten-foot-wide gap between the two walls, it begins to glow as the walls do.

Creatures. The opening of the door has activated three replica tridrones and one replica quadrone, whose task is to bring a modron charging station—the two metallic walls—back online. These replica modrons look exactly like their true modron counterparts and use **tridrone** and **quadrone** stat blocks, with the changes noted in "Replica Modrons" above.