

It takes the replica modrons 5 rounds to reassemble the station. As they make progress, the hum from the station intensifies, as does its glow. After completing that task, the modrons assemble the five charged disks they need for the secret door in the far wall, which takes another 5 rounds. They then open the secret door to check on the mechachimera in area 4.

The tridrones and quadrone attack if they are attacked, if the characters interfere with their tasks, or if any character moves between the recharging station's walls.

**Recharging Station.** The recharging station functions by pulsing power into any creature or object that moves into the area between the two rectangular walls. In the 5 rounds during which the modrons repair it, the station hums and glows but does nothing more. If the station is repaired, it has the following effects:

- A replica modron that starts its turn within the charging station regains 5 hit points if it has at least 1 hit point.
- A replica modron standing within 5 feet of either of the charging station's walls has advantage on attack rolls.
- Any other creature that enters the area between the rectangular walls must succeed on a DC 10 Constitution saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The characters can sabotage the recharging station, either before or after it is repaired. As an action, a character within 5 feet of either station wall can attempt a DC 15 Strength (Athletics), Dexterity (Sleight of Hand), or Intelligence (Arcana) check to disable that wall. On a failed check, the character takes 5 (1d10) lightning damage. Both walls must be deactivated to render the recharging station inert. If one wall is deactivated, any of the replica modrons within 5 feet of the wall can use an action to counteract the sabotage. It takes three such actions to reactivate the wall.

**Treasure.** Any of the destroyed modrons reveal their magically charged disks and platinum rods. Each of these rods is larger than those previously seen, and is worth 50 gp.

**Secret Door.** A 15-foot-wide secret door is hidden in the wall farthest from the entrance, and contains five concealed slots for charged disks. If the modrons finish repairing the recharging station, or if the characters sabotage the station, a shower of sparks erupts from the edges of the secret door and its slots, revealing the door. Otherwise, a character who searches the area and succeeds on a DC 15 Intelligence (Investigation) or Wisdom (Perception) check notes the door or the gaps in the mortar where the slots are hidden.

If the characters insert charged disks into each of the door's five slots, the door automatically opens into this area and activates the creatures in the next room.

#### 4. MECHACHIMERA

This chamber holds a construct chimera, Screve's crowning achievement before he gave up his pursuits in this area.

Thin wires set into the walls of the room beyond the secret door buzz with magic, bathing the room in a blue glow. This chamber is filled with disparate gears, pistons, sprockets, screws, bolts, and countless other mechanical bits—all of which twitch and slide across the floor as if drawn together by some unseen force. The pieces connect and entwine to take the shape of a winged mechanical beast with the heads of a dragon, a lion, and a goat.

A voice calls out from a dark corner of the room. "We have been here for a long time. Please help us go home." Wrapped in padlocked chains in that corner is a creature consisting of five mechanical arms, like those of a starfish, and which stands on five spindly mechanical legs.

**Creature.** The mechachimera moves to place itself between the characters and the prisoner. It uses the stat block of a **chimera** with these changes:

- It is a construct.
- It has immunity to poison and psychic damage.

In addition to defeating the construct in combat, characters can pull out its charged disks to hinder its attacks. With a successful DC 12 Wisdom (Perception) check, any character fighting the mechachimera notes that each of its heads features a slot from which a charged disk protrudes slightly. A character within 5 feet of the construct who succeeds on a DC 10 Dexterity (Sleight of Hand) check can remove a disk, causing one head to power down and preventing it from making attacks. If the dragon head is disabled, the creature loses its Fire Breath. If the goat head is disabled, it loses its horns attack. If the lion head is disabled, it loses its bite attack.

**Prisoner.** Screve held a **pentadrone** from Mechanus as his prisoner in this area, using the modron as a model for the constructs he was creating. The pentadrone, known as 57EV1E (or "Stevie" to its friends), has been disconnected from the axiomatic mind of Primus, making it a rogue modron. (See the "Variant: Rogue Modrons" sidebar in the modron section of the *Monster Manual*.) It wants to go back to Mechanus and reestablish its link with the rest of its kind.

Stevie is willing and able to help the characters, but it must be freed from the padlocked chains that restrain it. One locked chain secures each of the modron's five arms. A successful DC 13 Dexterity check using thieves' tools opens one lock and removes the attached chain. The chains can also be severed (AC 10, 15 hit points, immune to poison and psychic damage) or broken with a successful DC 20 Strength check. The manner in which Stevie is tightly bound prevents the modron from attacking or trying to break the chains.

**Treasure.** The mechachimera falls apart when destroyed, revealing five large platinum rods worth 100 gp each, as well as its three charged disks. In addition, characters poking through the construct's remains can spot two magic items that were part of its components—a *sentinel shield* and a *Quaal's feather token (anchor)*.