



Modrons of Mechanus: 8 Original Monsters

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Dungeons & Dragons is known for its rich universe of creatures and characters. Among these are the Modrons – inhabitants of the lawful neutral plane of Mechanus. Here, you are introduced to eight original Modron characters, each designed to add depth and intrigue to your D&D campaign.

Mechanus, also known as the Clockwork Nirvana, is a realm of absolute law and order, a key plane in the Dungeons & Dragons cosmology. It is a place where logic and precision reign supreme, embodied in its endless gears and cogs that stretch into infinity. This plane operates like a colossal machine, with each part functioning in perfect harmony with the others.

The landscape of Mechanus is a marvel of mechanical and geometric design. Vast gears and cogs, some as large as continents, interlock and turn in an unending rhythm. The sky is a tapestry of moving parts, where celestial bodies move in predictable patterns. Cities and structures are built with mathematical precision, creating a sense of awe-inspiring order and symmetry.

Role of Modrons in Mechanus

Modrons are the embodiment of Mechanus’s principles. Each Modron, from the simplest Monodrone to the complex Primus, plays a specific role in

maintaining the plane's meticulous order. The original eight Modrons introduced here add to this intricate society, each fulfilling unique and critical functions.

Dodecadron

A twelve-sided Modron specialized in multi-dimensional analysis and control. It oversees the stability of portals within Mechanus, ensuring that the plane's perfect order is not disrupted by interdimensional interference. With twelve eyes, it can perceive multiple realities simultaneously, making it an invaluable asset in maintaining the cosmic balance.

The Dodecadron serves as a multi-dimensional analyst within Mechanus. With a twelve-sided form, each facet features an eye, symbolizing its ability to perceive multiple realities. Tasked with overseeing the stability of interdimensional portals, the Dodecadron is a critical cog in maintaining the cosmic order.

The Dodecadron is a powerful controller of portals and interdimensional spaces, making it an intriguing adversary or ally in your campaign.

Large construct (modron), lawful neutral

Armor Class: 16 (Natural Armor)

Hit Points: 95 (10d10 + 40)

Speed: 30 ft., fly 50 ft. (hover)

STR: 16 (+3)

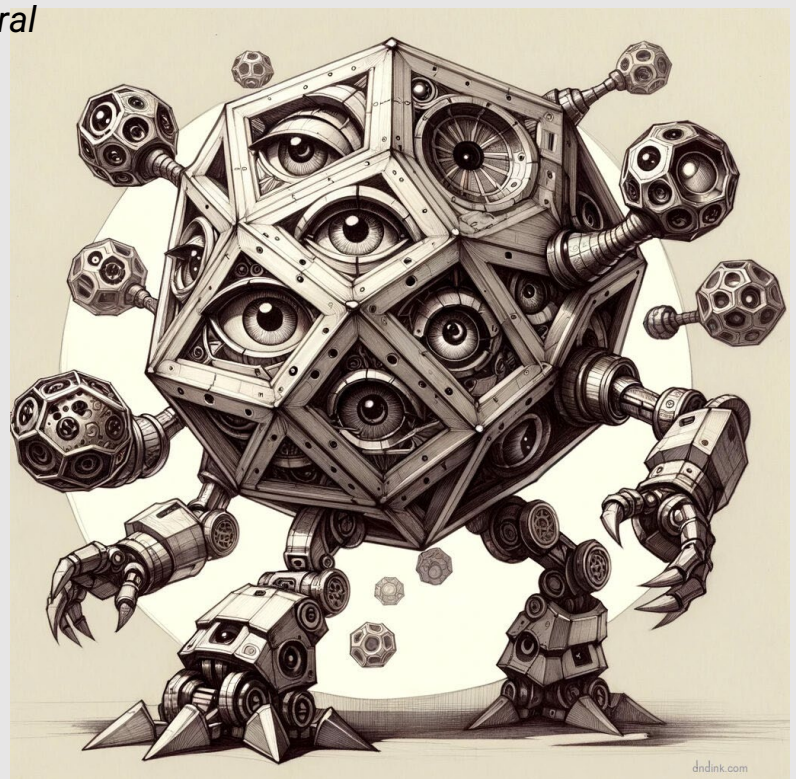
DEX: 13 (+1)

CON: 18 (+4)

INT: 19 (+4)

WIS: 17 (+3)

CHA: 15 (+2)



Skills: Perception +7, Arcana +8

Damage Immunities: Poison, Psychic

Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses: Truesight 120 ft., Passive Perception 17

Languages: Modron, understands Common but can't speak

Challenge: 9 (5,000 XP)

Innate Spellcasting. The Dodecadron's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no material components:

- At will: *detect magic*, *see invisibility*
- 3/day each: *dispel magic*, *counterspell*
- 1/day each: *plane shift* (to Mechanus and adjacent planes only), *teleport*

Portal Stabilizer. The Dodecadron can stabilize or close one interdimensional portal within 120 feet as an action. Once it uses this ability, it can't use it again until after a short or long rest.

Actions

Multiattack. The Dodecadron makes two energy beam attacks.

Energy Beam. Ranged Spell Attack: +8 to hit, range 120 ft., one target. Hit: 14 (2d10 + 3) force damage.

Dimensional Disruption (Recharge 5–6). The Dodecadron emits an energy pulse in a 30-foot radius. Each creature in that area must make a DC 16 Wisdom saving throw. On a failed save, a creature is teleported to an unoccupied space of the Dodecadron's choice within 60 feet of it and is stunned until the end of the Dodecadron's next turn. On a successful save, the creature isn't teleported and isn't stunned.

Tesseractron

A four-dimensional Modron tasked with the preservation of Mechanus's architecture. Its role is to oversee the construction and repair of the geometrically complex structures that populate the plane. Unlike other Modrons, the Tesseractron can manipulate space on a conceptual level, folding and unfolding dimensions to perform its duties.

The Tesseractron is an architectural savant. Resembling a tesseract, it manipulates Mechanus's complex structures with its many tool-ended limbs. Tasked with the preservation and repair of Mechanus's geometric marvels, the Tesseractron is both creator and caretaker.

Large construct (modron), lawful neutral

Armor Class: 18 (Natural Armor)

Hit Points: 114 (12d10 + 48)

Speed: 30 ft.

STR: 18 (+4)

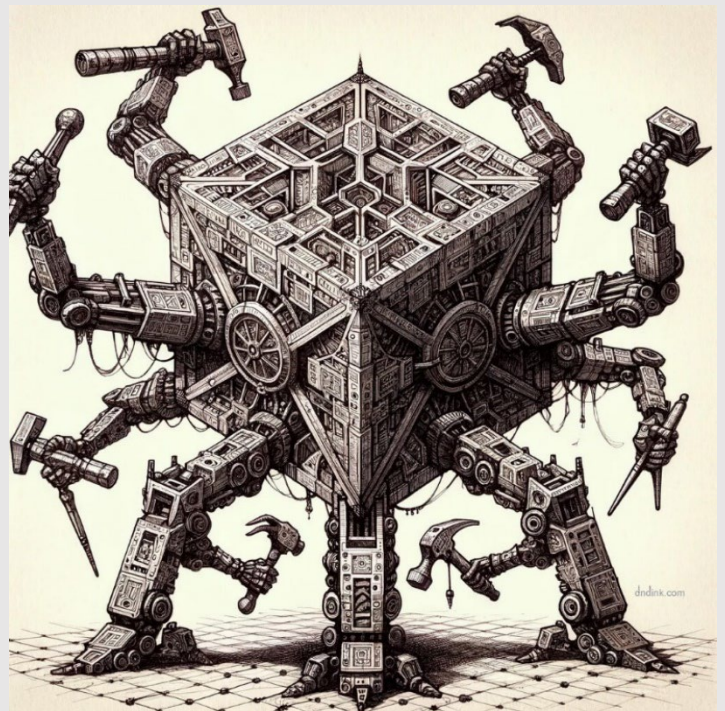
DEX: 11 (+0)

CON: 18 (+4)

INT: 17 (+3)

WIS: 16 (+3)

CHA: 12 (+1)



Skills: Arcana +7, Engineering +7

Damage Immunities: Poison, Psychic

Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses: Truesight 60 ft., Passive Perception 13

Languages: Modron, understands Common but can't speak

Challenge: 8 (3,900 XP)

Innate Spellcasting. The Tesseractron's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

- At will: *mending, fabricate*
- 3/day each: *wall of stone, stone shape*
- 1/day each: *telekinesis, creation*

Architectural Genius. The Tesseradron has advantage on Intelligence (Engineering) checks and can assess structural weaknesses in a building or construct as a bonus action.

Actions

Multiattack. The Tesseradron makes two maul attacks.

Maul. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) bludgeoning damage.

Architectural Reconfiguration (Recharge 5–6). The Tesseradron alters the structure of a building or construct within 60 feet. It can create openings, fortify structures, or cause portions to collapse. Creatures in the affected area must make a DC 15 Dexterity saving throw, taking 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Cyclodrone

This Modron has a unique, wheel-like form that allows it to travel swiftly across the vast expanse of Mechanus to deliver messages and commands. It is equipped with a singular, all-seeing eye that rotates along its circumference, constantly observing and recording information.

Built for speed, the Cyclodrone is a messenger with a wheel-like form, enabling rapid movement across Mechanus. Its singular, all-seeing eye records and observes as it whirls through the plane. It embodies swiftness and vigilance, vital for communication in a realm where timing is everything.

The Cyclodrone speeds along the precise pathways of Mechanus, its trails often seen as blurs across the mechanical landscape. It ensures swift and

accurate communication, a critical aspect in a realm where timing and precision are everything.

Armor Class: 15 (Natural Armor)

Hit Points: 50 (7d8 + 21)

Speed: 40 ft., climb 30 ft.

STR: 13 (+1)

DEX: 17 (+3)

CON: 16 (+3)

INT: 12 (+1)

WIS: 14 (+2)

CHA: 10 (+0)

Skills: Athletics +3, Perception +4

Damage Immunities: Poison, Psychic

Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses: Darkvision 60 ft., Passive Perception 14

Languages: Modron, understands Common but can't speak

Challenge: 3 (700 XP)



Agile Movement. The Cyclodrone can move across difficult terrain without expending extra movement and has advantage on saving throws made to avoid or end the prone condition.

Innate Spellcasting. The Cyclodrone's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no material components:

- At will: *expeditious retreat*
- 1/day: *blur*

Actions

Multiattack. The Cyclodrone makes two spinning blade attacks.

Spinning Blade. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Chronodrone

Tasked with monitoring the progression of time throughout Mechanus, the Chronodrone ensures that all activities occur precisely as scheduled. It can measure the tiniest fractions of a moment with perfect accuracy, and it can manipulate local time to ensure that no Modron falls behind on their tasks.

The Chronodrone is the master of time. Adorned with clock faces, gears, and timekeeping devices, it monitors and adjusts Mechanus's temporal flow. This Modron ensures that all activities occur precisely as scheduled, a crucial function in a realm where order is paramount.

The Chronodrone's task is to synchronize the temporal flow throughout Mechanus. It adjusts the pace of gears and ensures that the cyclical motions of the plane adhere to the cosmic clock, a metaphorical heartbeat of Mechanus.

Medium construct (modron), lawful neutral

Armor Class: 16 (Natural Armor)

Hit Points: 58 (9d8 + 18)

Speed: 30 ft.

STR: 12 (+1)

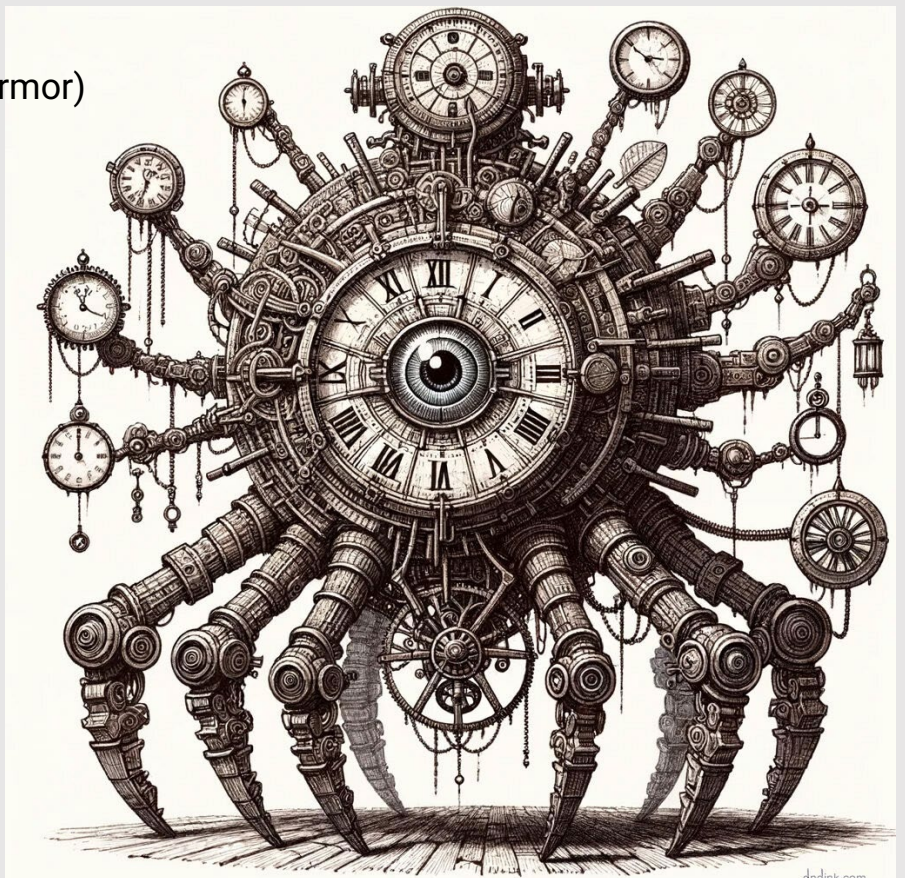
DEX: 14 (+2)

CON: 14 (+2)

INT: 16 (+3)

WIS: 15 (+2)

CHA: 12 (+1)



Skills: History +6, Perception +5

Damage Immunities: Poison, Psychic

Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses: Darkvision 60 ft., Passive Perception 15

Languages: Modron, understands Common but can't speak

Challenge: 5 (1,800 XP)

Innate Spellcasting. The Chronodrone's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

- At will: *slow*
- 3/day: *haste*
- 1/day: *time stop* (self only)

Temporal Awareness. The Chronodrone cannot be surprised and has advantage on initiative rolls.

Actions

Multiattack. The Chronodrone makes two attacks with its temporal staff.

Temporal Staff. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 2) bludgeoning damage, and the target's speed is halved until the start of the Chronodrone's next turn.

Aetherdrone

This Modron is tasked with the maintenance of the ethereal pathways between the planes. Its form is less rigid and geometric than its counterparts, featuring a semi-translucent body that shimmers with the colors of the ethereal spectrum. Aetherdrone has several floating limbs that weave and mend the fabric of the ethereal plane, ensuring the smooth passage of souls and energies.

The Aetherdrone navigates the ethereal pathways between planes. With a semi-translucent and shimmering body, it represents the fluidity of the ethereal realm. It guides souls and energies along their paths, maintaining the balance between the physical and ethereal.

The Aetherdrone navigates the less tangible aspects of Mechanus, managing the ethereal energies that flow in and around the plane. Its presence is often marked by a soft glow and a gentle hum, as it harmonizes the ethereal with the physical.

Medium construct (modron), lawful neutral

Armor Class: 14 (Natural Armor)

Hit Points: 45 (7d8 + 14)

Speed: 30 ft., fly 60 ft. (hover)

STR: 10 (+0)

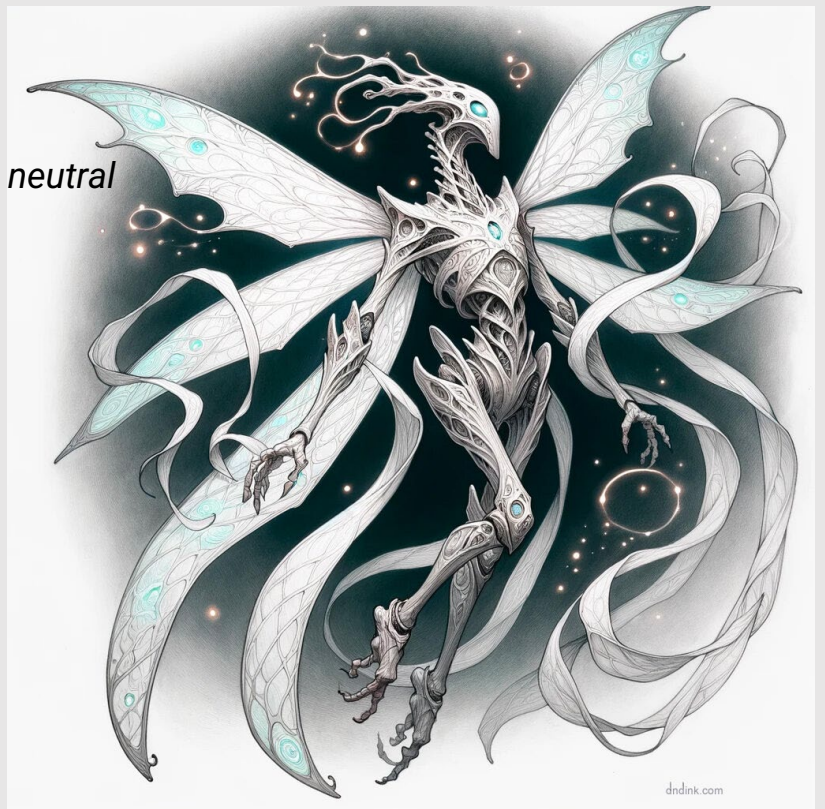
DEX: 16 (+3)

CON: 14 (+2)

INT: 14 (+2)

WIS: 13 (+1)

CHA: 11 (+0)



Skills: Arcana +4, Perception +3

Damage Resistances: Cold, Fire, Lightning

Damage Immunities: Poison, Psychic

Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses: Darkvision 60 ft., Passive Perception 13

Languages: Modron, understands Common but can't speak

Challenge: 3 (700 XP)

Ethereal Sight. The Aetherdrone can see into the Ethereal Plane up to 60 feet.

Innate Spellcasting. The Aetherdrone's spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no material components:

- At will: *misty step*
- 2/day each: *etherealness* (self only)

Actions

Ethereal Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: 8 (1d10 + 3) force damage, and the target must succeed on a DC 12 Constitution saving throw or be unable to interact with physical objects (as if under the effect of the *etherealness* spell) until the end of the Aetherdrone's next turn.

Cryptodrone

A guardian of Mechanus's deepest secrets and ancient knowledge, the Cryptodrone is shaped like a living vault, with numerous locks and keys adorning its body. It has multiple arms, each holding a tome, scroll, or cipher device, symbolizing its role as the keeper of forbidden lore and the Modron responsible for encrypting sensitive data.

Guardian of secrets, the Cryptodrone resembles a fortified vault. It protects Mechanus's ancient knowledge, holding tomes and ciphers. Its role is to safeguard and encrypt the realm's deepest mysteries, ensuring that forbidden lore remains secure.

Deep within the fortified libraries and vaults of Mechanus, the Cryptodrone safeguards ancient knowledge. It is the keeper of secrets that, if unleashed, could disrupt the perfect order of Mechanus.

Medium construct (modron), lawful neutral

Armor Class: 17 (Natural Armor)

Hit Points: 68 (8d8 + 32)

Speed: 20 ft.

STR: 16 (+3)

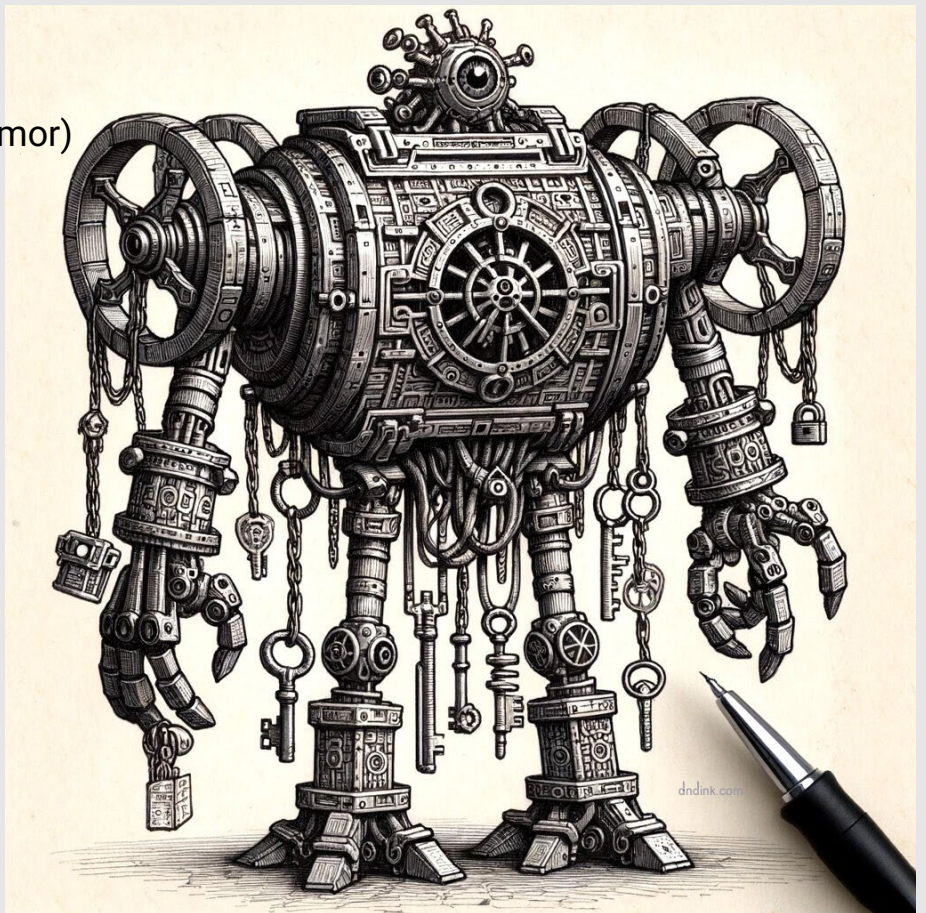
DEX: 10 (+0)

CON: 18 (+4)

INT: 17 (+3)

WIS: 15 (+2)

CHA: 12 (+1)



Skills: History +6, Perception +5, Stealth +3

Damage Immunities: Poison, Psychic

Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses: Darkvision 60 ft., Passive Perception 15

Languages: Modron, understands Common but can't speak

Challenge: 6 (2,300 XP)

Innate Spellcasting. The Cryptodrone's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

- At will: *detect magic, identify*
- 3/day each: *arcane lock, silence*
- 1/day each: *glyph of warding, secret chest*

Fortified Mind. The Cryptodrone has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Cryptodrone makes two attacks with its encrypted blades.

Encrypted Blade. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature, it must succeed on a DC 15 Intelligence saving throw or be unable to cast spells until the end of the Cryptodrone's next turn.

Gyrodrome

Designed to stabilize and balance the forces within Mechanus, the Gyrodrome has a gyroscopic core that keeps it perpetually spinning, representing the equilibrium it must maintain. Its multiple ringed layers rotate independently, and it is capable of generating a gravitational pull to realign anything that falls into disorder.

A symbol of balance, the Gyrodrome maintains equilibrium within Mechanus. Its gyroscopic core and independently rotating layers exemplify the Modron's role in stabilizing the plane. It generates gravitational pull to realign anything that falls into disorder.

The Gyrodrome is often found at the core of Mechanus's largest gears, ensuring their balance and stability. It is a symbol of the equilibrium that must be maintained in a realm where even the slightest misalignment could have cascading effects.

Medium construct (modron), lawful neutral

Armor Class: 15 (Natural Armor)

Hit Points: 52 (7d8 + 21)

Speed: 30 ft.

STR: 12 (+1)

DEX: 15 (+2)

CON: 16 (+3)

INT: 13 (+1)



WIS: 12 (+1)

CHA: 10 (+0)

Skills: Acrobatics +4, Perception +3

Damage Immunities: Poison, Psychic

Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses: Darkvision 60 ft., Passive Perception 13

Languages: Modron, understands Common but can't speak

Challenge: 4 (1,100 XP)

Gyroscopic Stability. The Gyrodrone has advantage on saving throws against being knocked prone.

Innate Spellcasting. The Gyrodrone's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no material components:

- At will: *levitate*
- 1/day each: *hold person*, *slow*

Actions

Multiattack. The Gyrodrone makes two spinning strike attacks.

Spinning Strike. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 2) bludgeoning damage.

Nexodrone

As the Modron in charge of nexus points across Mechanus, the Nexodrone has a hub-like body with branching pathways extending from it, each leading to a different nexus. It has the ability to open and close these pathways, controlling the flow of traffic and information across the plane, ensuring that each Modron is precisely where they need to be at any given moment.

The Nexodrone manages nexus points across Mechanus. With a hub-like body and branching pathways, it controls the flow of Modron traffic and information. Its role is vital for the orderly function of the plane, ensuring every Modron is precisely where they should be.

The Nexodrone manages the critical junctions and nexus points of Mechanus. It is the orchestrator of traffic and information flow, a conductor ensuring that every Modron and mechanism is precisely where it needs to be.

Medium construct (modron), lawful neutral

Armor Class: 16 (Natural Armor)

Hit Points: 60 (8d8 + 24)

Speed: 30 ft.

STR: 14 (+2)

DEX: 12 (+1)

CON: 16 (+3)

INT: 15 (+2)

WIS: 14 (+2)

CHA: 11 (+0)

Skills: Perception +4, Investigation +4

Damage Immunities: Poison, Psychic

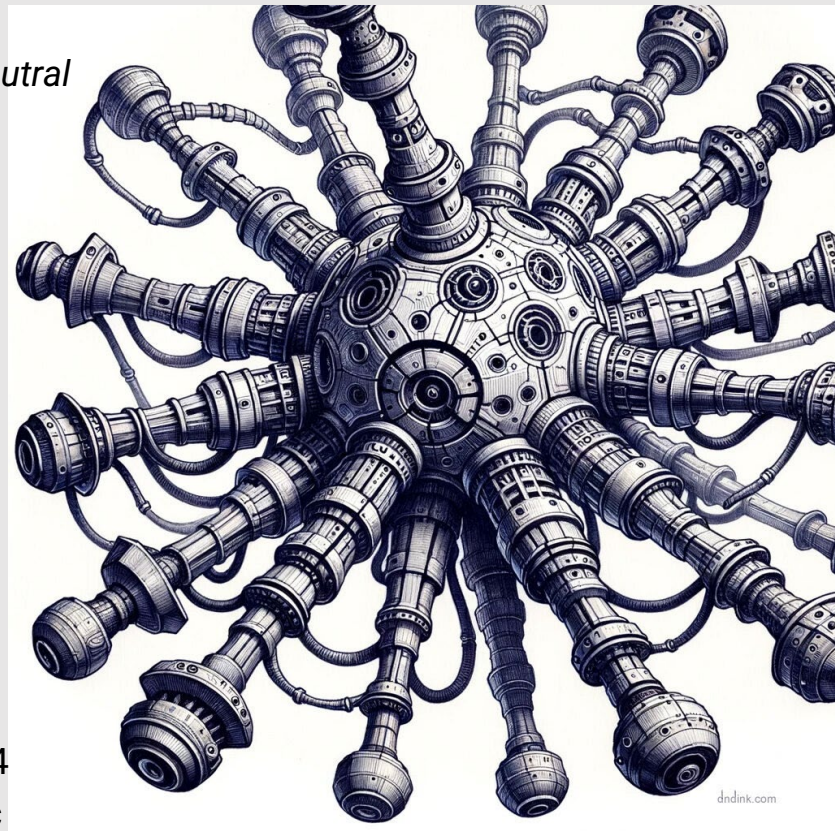
Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses: Truesight 60 ft., Passive Perception 14

Languages: Modron, understands Common but can't speak

Challenge: 5 (1,800 XP)

Innate Spellcasting (1/Day). The Nexodrone can innately cast *teleport*, requiring no material components. Its innate spellcasting ability is Intelligence.



Nexus Control. The Nexodrone can open or close one portal within Mechanus as a bonus action. It can also realign any modron within 60 feet to a new task as an action.

Actions

Multiattack. The Nexodrone makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage.

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