

5E

AB
ABYSSAL BREWS



DRUDGEWORK **OBSERVER**

Scouting the skyways and scanning for danger these constructs are the eyes of the Drudgework fleet.

DRUDGEWORK OBSERVER

While Dwarves are notoriously solitary in their approach to the world, there comes times where they do need to venture out into the broader world. Whether it be for trade, diplomacy, or simply exploration, there is always a need to reach beyond their high stone walls and find what else may lie beyond. That doesn't mean that they will do so without the proper modes of protection though. Dwarven inventors were quick to surmise that airships would be the mode of conveyance of choice. It keeps them away from potential bandits on the ground, gives them a view of what's to come, and saves the trouble of navigating potentially difficult terrain.

The advent of the Dwarven airship brought with it new opportunities to journey farther and see more. With that came a renewed need to protect those who took these more perilous journeys. By the time airships came to prominent use, the Drudgework network was already well under way. Many of the first journeys even included Skitterers on board for their ability to climb into spaces where the dwarves could not safely reach and make repairs with utmost haste. While onboard repairs were fine, if the Dwarves were going to truly dominate the skyways, then they needed to ability to see danger before it could ever spot them.

Observers employ a new kind of crystalline technology in their ocular mechanism that grants them immaculate

vision in all manner of conditions that would leave others blind to dangers that lurked ahead. One of the more difficult problems to solve was how to get something of this nature flying on its own. For that, the dwarves turned to a natural influence in large bodied avians, the owl. Mimicking their shape and quiet flight patterns, the dwarves were able to quickly adapt the observer prototypes to glide through the skies in relative silence. It wasn't long before every airship that left the skyports had an observer on board.

Scouts of the Skyways. Often employed in forward scouting missions, Observers can autonomously fly for a great distance ahead of parties and get a sense of upcoming terrain, threats, and potential issues. They return to their base to communicate potential issues long before they ever present themselves. Each Observer operates within a set of parameters that tells them where to start and end missions from as well as what information they are trying to collect. They have even been used to scout for specific resources.

Drudgemother Telepathy. All Drudgework constructs are linked to a central system called a Drudgemother. Each one possesses a crystal that is specifically tuned to communicate telepathically with the central system as part of a complex network of interconnected machines. They report problems as they see them, call for backup of other units if needed, and in general make their work more efficient by putting together their teams through communication with the Drudgemother.

DRUDGEWORK OBSERVER

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 110 (12d10+44)

Speed 30 ft., 40 ft. fly

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	8 (-1)	8 (-1)	5 (-3)

Skills Acrobatics +7, Perception +5, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 60 ft., Passive Perception 15

Languages understands Common and Dwarvish but cannot speak

Challenge 6 (2,300 XP)

Drudge Telepathy. While the Observer is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other.

Flyby. The Observer doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The Observer has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. Drudgework Observer makes one Beak attack, and one Talons attack.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Talons. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) slashing damage.

Snatch. The Observer dives toward its target and attempts to snatch them into its talons. The target must succeed on a DC 14 Dexterity saving throw or be restrained by the Observer. The Observer can carry medium or smaller creatures while restrained in this way. Creatures that are prone make the saving throw at disadvantage.

Beating Wings (Recharge 5-6). The Observer beats its wings creating a swirling gust in a 40 ft. cone in front of it. Creatures within the cone must succeed on a DC 14 Strength saving throw or be blown 10 feet away from the Observer and knocked prone.

Stunning Screech (1/Day). The Observer emits an ear piercing screech. Each creature within 20 feet of it that can hear it must succeed on a DC 14 Constitution saving throw or be stunned until the end of the Observer's next turn.

Defensive in Nature. While Observers can hold their own if engaged, they are much more likely to flee back to their base than engage in direct combat. Their first priority is the safety of the crew or party they are serving. If they're attacked, they will often let out an ear piercing screech and seek to get away at their earliest opportunity. Damaged Observer units will often make their way back to Skitterers stationed on the same ship for repairs.

Solitary Sentinels. One of the great strengths of the Observer is that it has an amazing ability to stay out of sight for a bird of its size. It prefers to keep to the clouds and use its advanced sight to see more without giving away its position. Observers operate best alone when they are least likely to draw additional attention. It's rare to see them work in packs or pairs.

TACTICS

Observers opt for hit and run tactics if they are asked to engage with an enemy. They will never stand and take a straight fight if they don't have to. You should consider making them a harassing force rather than a frontal assault if you use them in a combat setting.

- Talons have a 10 foot reach on them meaning they can harass from a bit further away or even out of reach for many melee enemies. Presented in addition to their flyby ability, these can be a deadly harassing force.
- It's difficult to hide from Observers given their innate truesight as well as their advantage on perception checks. Players will need to get really creative if they want to try stealth around these.
- Their Snatch action is perfect for lifting a creature off a deck of an airship and testing their resistance to gravity.
- Beating wings has a recharge so make sure you're getting decent usage out of it rather than just using it to fire and hope.
- Stunning Screech is perfect for a swift getaway should the Observer need it, but it can also be deadly when used first to stun creatures, then followed up on the next turn with Beating Wings to send them flying.

SUGGESTED PAIRINGS

While Observers often operate alone in their scouting missions, they are always supported by a team at their programmed base.

- They pair well with Drudgework Skitterers to fly harassing missions where they take some amount of damage and whittle down resources before returning to their base to be repaired.
- Dwarven airship crews will often outfit themselves with ranged weaponry preferring to fight at a distance rather than getting up close. Consider what weaponry the crew supporting these Observers will have and make sure that they can assist should an Observer fall into hard times.



OBSERVER'S COWL

Helmet, rare

Drudgework Observers are known for their immaculate vision and ability to spot potential threats long before they become obvious to the naked eye. A cunning inventor has seen fit to fashion the same kind of vision system used by the observers into a convenient headpiece that can be worn by most anyone. Looking at the world through the goggles of the cowl reveals a vibrance and sharpness to the world giving you advantage on perception checks that are based on sight.

As an action, you can manipulate the lenses in order to gain a more detailed look at things in the distance. You can alter the magnification of distant objects to appear anywhere from normal to twice as large.

Once per day, you can use an action to speak a command word and cause the goggles to glow a bright shade of piercing blue. While the eyes glow, you gain truesight out of a distance of 60 feet. Additionally, if you focus on a container like a chest or a crate for 1 minute, you can see vague outlines of what is within the container. This does not work if the container is lined with lead or similar heavy metals. The goggles glow and prove these benefits for 10 minutes before ceasing to function. The goggles regain this ability daily at dawn.

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