

5E

AB
ABYSSAL BREWS

DRUDGEWORK
CHARIOT

The latest and greatest in dwarven constructs
offers rapid transportation.

DRUDGEWORK CHARIOT

Dwarven cities ballooned in size as their mechanized servants saw to the basics of life and increased efficiency across nearly all facets of society. As with all growing civilizations, there comes a time when one has to consider the finer points of getting from your location to your destination. It's one thing when you can make an easy walk down the street, but it's another entirely when you're looking at walking across the entire span of a layered city. Elevators certainly serve their purpose of moving between the layers. In the early days, horse drawn carts also were commonplace, but with that comes the maintenance and upkeep of a living animal as well as the refuse that comes behind them.

One of the first machines built to tackle transportation were conveyor belts built into the walkways, but it was found that those were far too linear and prone to problems when it came to interfacing with the many elevators in the city. The next obvious solution was a mechanized horse, which was a popular suggestion amongst many used to riding the beasts from place to place. Horses pose their own troubles in accessibility though. Individuals with limited mobility found these horses difficult if not impossible to utilize.

Rather than throwing out the difficult work that had been put into perfecting a semi-intelligent horse construct that could navigate the city, they set about making the horses

more accessible and found success in mounting a rideable chariot-style cart in the back. With the ability to lower the cart to street level, even those who utilize wheelchairs could easily secure themselves within. This breakthrough truly opened up long distance travel to everyone. Elevators were altered to accommodate the size of the Drudgework Chariots and a true individual transportation network was born. With their ability to communicate with one another, maximum efficiency was achieved and accidents between operators were made a thing of the past.

Cunning Navigators. Chariots are tapped into the same Drudgework crystal network that all other Drudgework constructs are allowing them to intelligently navigate the city, avoid slowdowns, calculate best routes, and redirect to avoid construction that may bog down transport. They constantly communicate traffic information to their central Drudgemother which interprets the information and helps in rerouting other chariots.

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 CHARIOT

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 81 (9d10+32)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	17 (+3)	14 (+2)	10 (+0)	5 (-3)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., Passive Perception 10

Languages understands Common and Dwarvish but cannot speak

Challenge 7 (2,900 XP)

Charge. If the Chariot moves at least 20 feet straight toward a creature and then hits it with a trample attack on the same turn, the target takes an extra 19 (3d12) bludgeoning damage.

Drudge Telepathy. While the Chariot 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.

Runby. The Chariot doesn't provoke opportunity attacks when it runs out of an enemy's reach.

Unstoppable. The Chariot is immune to the effects of difficult terrain.

Actions

Trample. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (2d12+4) bludgeoning damage.

Concussive Hooves. The Chariot beats its hooves repeatedly in a 10 foot cone in front of it. Creatures within the area must attempt a DC 14 Constitution saving throw. On a failed save, the creature takes 17 (2d12+4) bludgeoning damage and is stunned until the end of its next turn. On a successful save, the creature takes half as much damage and is not stunned.

Ramming Speed (Recharge 5-6). The Chariot charges forward in a 60 foot line. All creatures along that path must attempt a DC 15 Dexterity saving throw. On a failed save, the creature is shoved 5 feet away from the space the Chariot passed through and is knocked prone, taking 32 (5d12) bludgeoning damage.

Reactions

High Beams. When a creature critically hits the chariot with a melee attack, the chariot can use a reaction to rear up and bathe a 15 foot cone in front of it in brilliant blue light. Creatures within the area must succeed on a DC 15 Dexterity saving throw or be blinded until the end of their next turn.

Considerate. Each Chariot has been trained in considerate transportation and puts the safety of its rider and those around it first. While they are capable of immense speed, they rarely use it when in congested areas, preferring instead to be predictable and offer comfortable rides to those that utilize their services. It's this comfort that makes them a preferred mode of travel.

Defensive. Chariots are built to keep their riders safe in any condition. Their first reaction to threats posed to their rider is to attempt to get away, though they will fight back in defense of their rider if escape isn't possible. They utilize a combination of their powerful hooves and blindingly bright lights mounted to the front in order to ensure that they safely arrive at their destination. Their connection to the Drudgework network also allows them to communicate with more attack oriented constructs in the area that will come to their aid.

TACTICS

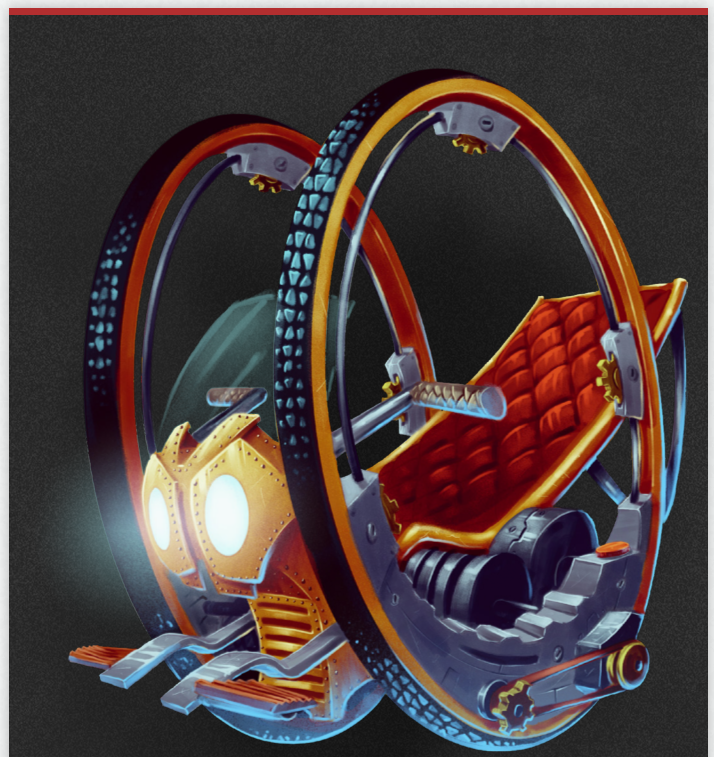
Chariots are fast moving machines with a focus on transportation and getting their charges from one place to another. Their focus on speed over durability means that they are most interesting when utilized in fights that involve open areas. Chases could also be exciting.

- High Beams is a reaction and should be the first thing that a Chariot turns to in order to stun their enemies and try to make a hasty retreat if needed.
- The Runby ability makes them especially dangerous if they have a melee user riding them allowing them to make a strike and get away cleanly.
- Concussive Hooves is a large area stun in front of it with a relatively low DC. It's expected that many will make this save, but it can be used as a set up for Ramming Speed if they don't.
- Ramming Speed is as much of a movement ability as it is an attack. The Chariot can charge through potentially dangerous areas and then still take its movement after that.
- Unstoppable allows the Chariot to move through difficult terrain easily. Remember this when prepping encounters.

SUGGESTED PAIRINGS

Drudgework constructs are always part of teams and Chariots will typically have Skitterers assigned to them to make any repairs when their get back to their stable.

- Chariots are fast enough to get people in and out meaning they are effective for melee, but really shine with ranged options.
- Consider what magic casters you pair with Chariots carefully. If they have access to defensive magics, they could become a rolling fortress quite easily.
- One of their best pairings is a good environment. Give them an open arena to utilize their speed and you'll end up with much more exciting and potentially terrifying encounters.



MAN O' WHEEL

Vehicle, very rare

Equipped with two headlights, comfortable seating for one medium or two small creatures, and dual wheels that rise above the user, this machine is a formidable sight. It is constructed entirely from repurposed parts of a Drudgework Chariot and maintains some of the functionalities from its previous configuration.

The Man O' Wheel has an AC of 15 and a maximum of 80 hit points. It is immune to poison and psychic damage and is unaffected by the charmed, exhaustion, frightened, paralyzed, petrified, or poisoned conditions. It weighs 400 pounds and has a carrying capacity of 500 pounds. It has a speed of 60 feet. Operating the vehicle to travel any distance uses an action and requires both of your hands to remain on the handlebars for the turn. While operating the vehicle, you can use a bonus action to crank the handle and increase its speed to 80 feet this round. While it is being operated it sheds bright light in a 15 foot cone in front of it. If the Man O' Wheel is damaged, you can repair it at a rate of 1d8+2 hit points per hour spent on it.

When you use a bonus action to crank the handle while controlling the Man O' Wheel and move through a space that is occupied by a creature, that creature must attempt a DC 16 Dexterity saving throw or be run over. Creatures that fail their save take 1d12+3 bludgeoning damage and are knocked prone, losing their ability to make an attack of opportunity this round.

While controlling the Man O' Wheel, you can use an action to turn on the blinding lights mounted to the front of the vehicle. Creatures in a 15 foot cone in front of you must succeed on a DC 16 Dexterity saving throw to shield their eyes or be blinded until the end of their next turn. This ability recharges after 1 hour.