

PATHFINDER
COMPATIBLE

AB
ABYSSAL BREWS



DRUDGEWORK **SKITTERER**

A magnetic construct made to repair and deconstruct complex dwarven machines.

DRUDGEWORK SKITTERER

Scrambling and skittering metallic tinks and clacks are often heard within the complex machines that make up dwarven cities. Machinery that automates much of the mining work as well as many aspects of daily life are key to dwarven societies. So key, in fact, that they needed to make sure that these machines were never left to fail. It was a point of pride for several dwarves on how long they could keep something running without needing to shut it down for maintenance until one inventor changed the scene entirely.

The introduction of Drudgework machines heralded a change in the way the cities operate. No longer was it necessary for people to perform dangerous operations inside complex machines. There was no longer a need for people to expose themselves to harmful environments or crawl into tight fitting spaces that could leave them trapped. The Skitterer was the first of the Drudgework machines. Outfitted with powerful electromagnets maintained with an ever-refilling magical core meant that these constructs were uniquely suited for working in the complex machinations of clockwork and gear based machines.

Their arrival meant an end to maintenance shutdowns as most tasks could be performed by the Skitterer while the machine would stay in operation. It's ability to scramble around gears and climb along surfaces as well as replace

parts that were in danger of failing meant a large change to the way that machinery was maintained. These little bots may be some of the most dependable workhorses in the Drudgework lineup and no self-respecting engineer or inventor wants to be caught without one.

Numerous. Skitterers are the most common of all Drudgework creations. It's rare to find just one of them as part of a collection. They are often kept in sets of 2-5 to allow for redundancy and maintain as little downtime as possible for the machinery that they operate. Many of them have specific tasks that they carry out on a regular routine as part of Drudgework teams. While there is a wide variety of constructs in the Drudgework lineup, Skitterers are always the most common.

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.

Machine Learning. Drudgework Skitterers are well versed in the operations of the machinery that they maintain. They listen to their masters closely and learn the nature of their tasks efficiently. While it may take time to completely

DRUDGEWORK SKITTERER

CREATURE 3

N MEDIUM CONSTRUCT MINDLESS

Languages Common, Dwarven; (can't speak any languages); telepathy 100 feet

Skills Acrobatics +10, Athletics +10, Mechanical Lore +10

Str +4, **Dex** +4, **Con** +3, **Int** -5, **Wis** +1, **Cha** -5

AC 18; **Fort** +12, **Ref** +12, **Will** +6

HP 45; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 3 (except adamantine or orichalcum); **Weaknesses** electricity 3, orichalcum 3

Speed 30 feet, climb 30 feet

Melee ♦ bash +10 (agile, unarmed), **Damage** 1d8+6 bludgeoning

Melee ♦ claw +10 (reach 10 feet, unarmed), **Damage** 1d10+6 bludgeoning plus Grab

Attract ♦ (arcane, evocation); **Frequency** twice per day; **Effect** The skitterer changes its polarity to attract metal objects to it. Unsecured metal objects within a 15-foot emanation with a bulk of L or less fly towards the skitterer and become stuck to it. For secured objects or those in possession of another creature, the skitterer must attempt to Disarm the creature of the object. Objects can be removed from the skitterer using one action with the manipulate trait.

Constrict ♦ 1d10 bludgeoning, DC 17

Repulse ♦ (arcane, evocation); **Requirements** The skitterer has metal objects magnetically stuck to its body. **Effect** The skitterer flips the polarity of its magnets and sends objects stuck to it flying. Creatures within a 15-foot emanation take 4d6 bludgeoning damage (DC 17 basic Reflex save).

Skitter ♦ The skitterer Strides or Climbs up to half its Speed, pulling any creatures it has grabbed with it.

educate a Skitterer on their machines, it's an important part of the process. The more knowledge they amass, the more efficient they are at their jobs. All knowledge gained is stored within the Drudgemother meaning that when any Drudgework construct encounters a problem that others have encountered before, it often has an approximate solution ready. This makes them highly efficient problem solvers. It's rare to stump a Skitterer with a problem, but when you do, be sure they will learn the solution and use it again.

Magnetically Charged. Each Skitterer possesses powerful electromagnets on their body that it can turn on and off in order to draw things to it and make sure it doesn't drop potentially dangerous materials into the machines it maintains. These magnets are especially useful at pulling in tools and metal scraps that may accidentally find their way into machinery.

TACTICS

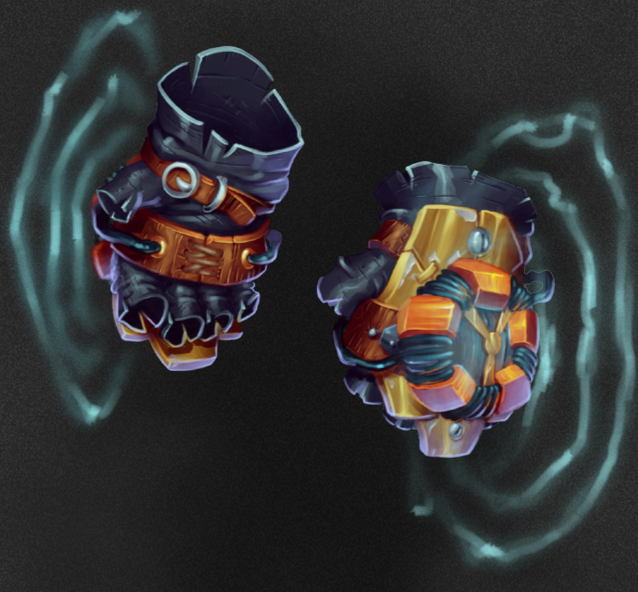
Skitterers are often extremely efficient and tackle problems they come across in an organic manner. They use the knowledge of the Drudgemother to calculate the best method for eliminating threats that may be posed to them.

- Make note of what metal objects your party may be wearing or holding before starting a fight.
- Bash is your basic bread and butter combat ability. It's agile so remember the lesser MAP
- The claw attack includes the Grab action. This allows the skitterer to hold on to one creature and still move with its Skitter action.
- Constrict is specifically to clamp down on people held by the claw, make sure you look up how it works in the Bestiary pg. 342
- Attract is usable twice per day which means you should use it quite early in a fight in order to allow for possible use again later. With the Skitterer's movement speed, it should have no problem getting in the middle of the fray to use this effectively.
- Repulse is only useful when there are objects stuck to it so use Attract first.

SUGGESTED PAIRINGS

Drudgework constructs are always part of teams and Skitterers especially pair well with other Skitterers. Just make sure to keep other Drudgework constructs away from them when they are using their Attract property.

- Don't go overboard with tons of them in an open fight. Any more than 3 and you might start getting some fatigue at things being pulled around.
- If the players manage to anger the master of Drudgework constructs, then it would be reasonable to pair them with a mechanic of some type that has repair abilities. This would be extremely powerful if they can fall back and get repaired. These constructs are relatively tanky, so be careful in your application of repairs to them.



DIPOLAR GAGES

ITEM 7

EVOCATION	INVESTED	MAGICAL
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Price 360 gp
Usage worn gloves; **Bulk** L

While they may look intimidating to strap to your hands, these gloves do have a certain attractive property to them. Fashioned from specialized, drudgework style magnets infused with an ever regenerating magical electric core, these gloves offer their user the power to attract or repulse metals.

Activate ➤ Interact; **Frequency** once per hour; **Trigger** A creature fails on a Strike action targeting you with a metal weapon; **Effect** You activate the electromagnet on these gloves pulling the weapon towards you and attempt to Disarm the creature that tried to Strike you.. You gain a +1 item bonus on the Athletics check to Disarm them. On a critical success, the weapon becomes stuck to the gloves rather than falling to the ground. You can use one action with the Interact trait to equip the weapon or toss it to the ground.

Activate ♦ Interact; **Frequency** twice per day; **Trigger** You succeed or critically succeed on a Strike action against a creature wearing or made of metal; **Effect** You change the polarity of the gloves to repulse metal objects. You can attempt to Shove the creature as part of the Strike action. You gain a +1 item bonus on the Athletics check to shove them. If the Strike was a critical success, the item bonus is +2 instead.

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