



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

CREATURE 6

N **LARGE** **CONSTRUCT** **MINDLESS**

Perception +18; darkvision, lifesense 60 feet

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

Skills Acrobatics +15, Stealth +15, Airship Lore +15

Str +4, **Dex** +5, **Con** +5, **Int** -4, **Wis** +2, **Cha** -4

AC 23; **Fort** +14, **Ref** +17, **Will** +14

HP 115; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 5 (except adamantine or orichalcum);

Weaknesses electricity 5, orichalcum 5

Speed 20 feet, fly 60 feet

Melee ♦ beak +15 (agile, unarmed), **Damage** 2d6+8 piercing

Melee ♦ talons +17 (agile, reach 10 feet, unarmed), **Damage** 2d8+9 slashing plus Grab

Beating Wings ♦♦ (air, manipulate) The Observer beats its wings causing a swirling gale within a 40-foot cone in front of it. Each creature in the cone must attempt a DC 21 Fortitude save. **Critical Success** The creature is unaffected. **Success** The creature is shoved 5 feet away from the Observer. **Failure** The creature is shoved 10 feet from the Observer and flat-footed until the start of its next turn. **Critical Failure** As failure, but they are also knocked prone instead of flat-footed.

Stunning Screech ♦ (auditory, emotion, fear, mental) The Observer unleashes a haunting screech that causes prey to freeze in fear. Each creature in a 30-foot emanation other than constructs must attempt a DC 21 Will save. Regardless of the result, creatures are then temporarily immune for 1 minute. **Critical Success** The creature is unaffected. **Success** The creature is flat-footed until the start of its turn. **Failure** The creature is stunned 1. **Critical Failure** The creature is stunned 2.

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.

- Their talon attack has a grab ability with it as well. I recommend using this to pluck creatures from the deck of an airship and test their resistance to gravity.
- Their beak and talons are agile attacks so make sure to take note of their lesser MAP.
- Beating wings is potentially very dangerous in high up settings. If they are fighting on an airship, there's the potential for someone to go overboard.
- Stunning Screech should be used to put the fight on hold for a moment if the Observer is getting damaged. Remember, they have a tendency to flee rather than fight head on and this is a great utility to disengage with.
- A potentially deadly combination is to have the Observer screech and use Beating Wings in the same turn stunning creatures and causing them to have bigger problems with their save on Beating Wings.

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 ITEM 6

DIVINATION **INVESTED** **MAGICAL**

Price 216 gp

Usage worn headwear; Bulk L

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 granting you a +1 item bonus to perception checks based on sight.

You can use one action at any time to manipulate the magnification provided by the goggles to make objects appear anywhere from normal to twice as large as they actually are.

Activate ♦ manipulate; **Frequency** once per day; **Effect**

You flip the switch on the side of the goggles and cause them to glow a piercing shade of blue. While the goggles are glowing, you gain darkvision. If you already have darkvision, you gain greater darkvision. If you focus on a container such as a chest or crate for 1 minute you can see vague outlines of what is within. This property does not work if the container is lined with lead or similar heavy metals. This effect lasts for 1 hour.

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