

5E

AB
ABYSSAL BREWS

DRUDGE MOTHER

The crystalline core of the Drudgework network.
It knows all and sees all.

DRUDGEMOTHER

The construct that started it all. While other prototype constructs were being created with a singular purpose in mind, it became obvious rather quickly that the ability to network Drudgework creatures together would be imperative. The early prototypes had little in the way of collision avoidance and would often enter stasis when they had completed their preprogrammed workload. This led to a loss of efficiency and a general feeling of dissatisfaction amongst dwarves that had tried to incorporate the constructs into their operations, whether at home or in a business sense.

Previously, it had been thought impossible to network so many complex operations together into one central system. There had been no material at the time that could function as both brain and storage for the vast amounts of data needed to keep the creatures running efficiently. Additionally, communication over long distances without physical connection proved to be a hurdle that was thought to be insurmountable. While the search for a method stalled, others started looking into new and experimental methods

involving crystalline infusion. It took years of dedicated efforts and many a furrowed brow, but eventually a method was developed.

The first Drudgemother prototype proved promising in its early tests, showing an aptitude for creative problem solving and a general interest in the wellbeing of the constructs and society alike. As the infused crystalline network improved, so too did its learning until the Drudgemother was successfully acting as the center of Drudgework communications and the hub of knowledge.

Arcane Interest. The Drudgemother seems to understand its arcane origin and is extremely interested in magic and magical items. It often asks questions to its creators about their nature and function. It seems to have an interest in creating its own arcane items and spells if it had the means.

Drudgemother Telepathy. All Drudgework constructs are linked to the 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

DRUDGEMOTHER

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 167 (18d12+50)

Speed 0 ft., 20 ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	20 (+5)	20 (+5)	8 (-1)	9 (-1)

Skills Arcana +13, History +9

Damage Immunities poison, psychic

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

Senses blindsight 60 ft., Passive Perception 9

Languages understands Common and Dwarvish but cannot speak

Challenge 10 (5,900 XP)

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

Immutable Form. The Drudgemother is immune to any spell or effect that would alter its form.

Lashing Cables. Any creature that starts its turn within 5 feet of an unchained Drudgemother takes 4 (1d8) slashing damage

Actions

Cable Whip. *Melee Weapon Attack:* +7 to hit, reach 15 ft., three targets. *Hit:* 10 (2d6+3) slashing damage. If the target is a creature, it must succeed on a DC 14 Wisdom saving throw or be frightened of the Drudgemother until the end

of its next turn. If a creature succeeds on their saving throw, they become immune to this effect for 24 hours.

Bend Mind. The Drudgemother targets one creature that it can sense within 60 feet of it. The target must succeed on a DC 14 Intelligence saving throw or become stunned as the Drudgemother telepathically rends their mind with a barrage of information. The creature remains stunned until it takes damage, another creature uses an action to shake them out of it, or the Drudgemother dies.

Summon the Network (1/Day). The Drudgemother telepathically sends a call for aid to all nearby Drudgework constructs. Any such construct within 500 feet of the Drudgemother will begin to make their way towards the Drudgemother becoming hostile to any creatures that are harming it at the time.

Innate Spellcasting. Drudgemother's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It can cast the following spells, requiring no material components:

At Will: *Detect Thoughts*

1/Day: *Confusion, Dominate Person, Feeblemind, Mass Suggestion, Project Image, Telekinesis*

Legendary Actions

The Drudgemother can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Drudgemother regains spent legendary actions at the start of its turn.

Cable Whip. Drudgemother makes a Cable Whip attack **Move.** The Drudgemother moves up to its speed.

Consume Thoughts (Costs 2 Actions). The Drudgemother targets one creature that has been stunned by it and telepathically absorbs their thoughts, learning their desires, interests, fears, and ambitions. The creature takes 10 (3d6) psychic damage from this process.

make their work more efficient by putting together their teams through communication with the Drudgemother.

Ambitious. The Drudgemother possesses a deep curiosity and a desire to expand its network to better fulfill its functions in Dwarven society. While dampers have been put in place to quell some of this behavior, it still bubbles up at times when the Drudgemother utilizes Skitterers to try to build more constructs.

Obsessed With Efficiency. The Drudgemother understands little about customs and feelings. It seeks the most efficient solution to problems in front of it. While it has been extensively educated on the ways of polite society, it often questions the "why?" of many such customs. The Drudgemother will often steer telepathic communication towards an attempt to understand the mechanical functions underlying society.

TACTICS

The Drudgemother is extremely intelligent and tries to discern the motives of those it considers to be enemies. It attempts to understand before it attacks and often desires to engage in lengthy conversation before any hostilities are pursued. It has been quietly cultivating an extensive list of spells that it is capable of casting without the knowledge of its creators.

- Lashing cables isn't meant to deal much damage, but it will interrupt melee fighters who stay close too long.
- Cable Whip is an especially scary attack. It can target three creatures within range and has the possibility to frighten them for a round. It can do this multiple times if the players are failing on their saves.
- Bend Mind is especially useful for shutting down wisdom or charisma based spellcasters from range.
- The Drudgemother would rather learn than fight. It will do all it can to learn the desires of player characters and offer them ways to obtain those without confrontation. If and understanding can't be reached, it will Summon the Network quickly once it feels threatened.

SUGGESTED PAIRINGS

While most Drudgework constructs are part of work teams, the Drudgemother is the core to them all meaning it considers all constructs to be under its purview.

- It will make extensive use of Skitterers to disrupt and annoy melee fighters while it moves away.
- Cleavers are particularly dangerous indoors if they are not swiftly dealt with as they can fling ranged party members easily.
- Most any construct could pair well with the Drudgemother, but you should consider how many minions are called in a fight before setting about too many of them. A variety of constructs with unique abilities can be more interesting than many of the same creature.



DRUDGELORD'S LASH

Flail, very rare (requires attunement)

The humming crystalline core of a Drudgemother construct serves as both the magical hub of the Drudgework communication network and the functional brain behind their smooth operation. Pieces of that core have been split and chain bound to a finely constructed Dwarven flail's handle creating a deadly, lashing weapon for any that may wield it. You have a +2 bonus to attack and damage rolls made with this magic weapon.

Constructs are especially vulnerable to this weapon and take double damage from it. Additionally, if you hit a construct with a critical strike with this weapon it falls under your control until the end of its next turn. While under your control you can command it to perform simple actions on its turn like halt, move, attack, or flee.

Consuming Thoughts. Three times per day, when you hit a creature with this weapon, you can focus the wealth of information stored in one of the crystals to deluge their thoughts. The creature must succeed on a DC 17 Intelligence saving throw or be stunned until the end of their next turn. If the creature is still conscious when its stunned condition ends, you telepathically learn its greatest desire. Uses of this effect recharge at dawn.