5E
AB
ABYSSAL BREWS
DRUDGEWORK
CLEAVER
A powerful construct with a wicked bite and a terrifying tail that just might send you flying.

DRUDGEWORK CLEAVER

The sounds of mechanical sawblades whirring might bring alarm in some areas of the world, but for others it's just the continuous march of progress as society moves forward. Industry takes on all forms from stonework to the felling of trees and all of it needs to be accomplished with maximum efficiency. With demand for affordable housing rising in larger cities and the need for firewood to burn for hearths across the continent, the need for wood has never been greater.

While the dwarves are often known for their stonework, they also understand the value that wood holds in their society, whether it be in building of domiciles or the crafting of tools. The first Drudgework Cleaver was crafted with the intent of being able to saw down trees at a rapid rate. As the project grew in scope, new features were requested and added. First to go was the need to push it around. Equipping it with its own mobility turned out rather painless as the Drudge crystal network was already operational.

Next came the need to handle and maneuver the cargo that the Cleavers were creating. Wood is heavy and getting it moved around from remote places can be half of the problem. That's where the hoppers came in. Once added, every cleaver could easily transport dozens of logs as needed, no matter how remote the location.

One final hurdle to overcome was water. The forests are often filled with rivers. This is when the true genius of the Cleaver came to light as a large, beaver-like tail was added with duel purposes. First, it could keep the Cleavers moving rapidly through water with very little problem. Secondly, it turns out those tails are quite capable of launching people and objects where they were needed. Some dwarves grew so fond of the Cleavers' innovative new transportation ability that they put them to work, launching them to the upper layers of their leveled city whenever they wanted to get around.

Powerful Frame. Cleavers are among some of the most powerful Drudgework constructs. Their bulky frame, imposing tail, and torque heavy mobility motors make this construct a powerhouse when it comes to getting a job done.

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.

Built for Logging. The original intent for the cleaver was always to be used in the logging industry. They are tailor-made for the woods and getting around within dense forests

DRUDGEWORK CLEAVER

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 91 (14d8+28)

Speed 30 ft., 60 ft. swim

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	8 (-1)	8 (-1)	7 (-2)

Saving Throws STR +8, DEX +5

Skills Athletics +8

Damage Resistances non-magical bludgeoning, piercing, and slashing

Damage Immunities poison, psychic

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

Senses darkvision 30 ft., Passive Perception 9

Languages understands Common and Dwarvish, but cannot speak

Challenge 6 (2,300 XP)

Drudge Telepathy. While the Chomper 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.

Powerful Build. The Chomper counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Woodchomper. The Chomper's bite attack deals double damage to creatures, objects, and structures that are made of wood or plant materials.

Actions

Multiattack. Drudgework Cleaver makes two Bite attacks, and one Tail Slam attack or makes two Bite attacks, and one Chuck attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) slashing damage.

Tail Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 16 (2d12+3) bludgeoning damage.

Chuck. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage. The Chomper hurls heavy debris toward their target. Creatures that are struck by this debris must succeed on a DC 15 Strength saving throw or be knocked prone.

Fling (Recharge 5-6). The Chomper fans its tail and tries to scoop up creatures and objects in a 10 foot cone in front of it. Creatures within the cone must succeed on a DC 15 Dexterity saving throw or be launched 30 feet in a direction of the Chomper's choosing. Creatures that are flung take fall damage based on how high they were flung and are knocked prone when they land.

is little trouble to a Cleaver. Most times when they are set to work, they are given an area to clear and an area to deposit their cuttings and then let them do their job. While other Drudgework constructs work in teams, the Cleaver is often left alone to handle their business, though Skitterers may be assigned to them in order to fix any mechanical problems that may come up before it affects the Cleaver's efficiency.

At Home in the Water. While on land, these large and clunky machines go about their duty carrying logs with their formidable legs, but where their power truly lies is in the water. With a combination of their legs and broad tail working together, they can move with incredible speed through rivers and lakes. You'll often see them gliding up and down deep water in areas with much logging activity. Some mistake them for a sea creature until they see the hopper of logs mounted to their back.

TACTICS

Cleavers are specifically programmed for a task at hand. Their powerful saw blades mounted towards the front of their rigs are extremely efficient in slashing through organic materials. They are often found in the woods especially around water where they tend to their logging business.

- Take note of the powerful build trait as these creatures are already heavy in Strength. They can move quite a bit of weight at a time. Players may try to use one under their command as a mount.
- The Woodchomper trait is especially interesting should players try to hide in a structure. Use that to your advantage and have the Cleaver bust in with little effort.
- Chuck is a great ranged option as it can be used to put magic and ranged users at a disadvantage with knocking them prone. It's a Strength save meaning ranged and magic casters will often be at a disadvantage.
- Fling has a relatively forgiving recharge, but when the tail is non-operational, consider having the cleaver move away using its incredible swim speed to reposition and stay safe.

SUGGESTED PAIRINGS

Drudgework constructs are always part of teams and Cleavers may have Skitterers around them for repairs should they need them.

- The Cleaver is meant to stick around for some time in combat with their bulkier HP pool. Consider pairing them with ranged attacks if being used in combat.
- There are a number of constructs that could work well with a Cleaver including other melee constructs that would keep the pressure on like an Iron Golem.
- One of their best pairings is actually environmental. Put them in places with large bodies of water or have a pack of them attack the adventurer's boat in the middle of a lake. This would be a dramatic encounter.

CLEAVERTAIL

Backpack, very rare

While this mechanism was originally mounted to a Drudgework Cleaver, it's obvious that a resourceful individual has repurposed the hopper and tail to be a usable backpack for the adventurer on the go. The tail is made of an especially hard metal and is controllable by the wearer of the pack. While it functions like a normal backpack, it has much more to offer for those that strap it to themselves.

While wearing this backpack, you gain remarkable propulsion while in or under water. Each foot of movement while swimming only costs 1 foot of normal movement instead of 2. Additionally while swimming, you can take the dash action as a bonus action.

Fling. You can use an action to kneel and place an object weighing up to 150 lbs or a willing creature of the same or smaller size as you on the tail and fling it towards a target within 60 ft of you. If you are launching a projectile weighing 10 lbs or more toward a creature, The creature must succeed on a DC 16 Dexterity saving throw or take 6d6+3 bludgeoning damage and be knocked prone. Once the tail has been used to fling something, it cannot fling anything again until 1 hour has passed.

Grease Keg. When you find this backpack, a grease keg is mounted to the top of the it. If you choose to launch it with the tail, it shatters on impact and coats a 15 foot radius sphere in grease. The area becomes difficult terrain. Creatures in the area must succeed on a DC 16 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone. Replacement grease kegs are common and typically cost 2 gp.

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