

Constructed (Heritage)

Constructed Traits

Characters with constructed heritage share a variety of traits in common.

Age. Constructed do not age, many beginning life fully physically mature. With proper maintenance they can be immortal.

Size. Constructed are engineered from metal, hardwood, and other dense (often expensive) materials that make them heavy, most weighing between 175 and 400 pounds and standing anywhere from 3 to 7 feet tall. Your size is Small or Medium.

Speed. Your Speed is 25 feet.

Constructed Nature. You are resistant to poison damage and gain one of the following benefits.

- You don't require air.
- You gain an expertise die on saving throws made to avoid being charmed or frightened.

Mechanical Metabolism. Certain types of healing are less effective or even wholly ineffective. Sources of nonmagical healing other than taking a rest have no effect. Magical healing only restores half as many hit points as normal unless you are also repaired in the same round (with an Engineering check, the *mending* cantrip, or similar).

In addition, you don't require Supply in the typical sense; instead of eating food, you rely on a specific substance to refuel. Every 24 hours without the substance you suffer a level of fatigue and strife as your inner machinations begin to decay. Select one of the following.

- **Combustibles:** 1 pound of coal or hemp, or 2 pounds of wood.
- **Darkness:** 2 hours of complete darkness.
- **Liquid:** 1 flask of lamp oil, grease, or an alchemical liquid of your choice.
- **Metal:** 1 pound of copper or roughly 50 copper pieces. The Narrator may also allow you to consume silver,

gold, or other precious metal in an amount of equivalent worth instead.

- **Sunlight:** 3 hours of full sunlight or 6 hours of partial (shaded or cloudy) sunlight.

Mechanical Lift. You count as one size larger when determining your carrying capacity and you can carry a number of additional bulky items equal to your proficiency bonus.

Planar Energy. Choose the type of planarite that serves as your primary life force from the following list: air, death, earth, fire, life, space, time, water. You gain resistance to a specific damage type based on this source.

Regardless of planarite type, the planar energy contained within allows you to forgo sleep. When you take a long rest, you spend 4 hours in a state of inactivity (instead of sleeping for 6 hours). While powered down in this way, you suffer no penalty to passive Perception. A long rest remains 8 hours for you as normal, and the remainder of the time must be filled only with light activity.

TABLE: PLANARITE

PLANARITE	RESISTANCE
Air	Thunder
Death	Necrotic
Earth	Lightning
Fire	Fire
Life	Radiant
Space	Psychic
Time	Force
Water	Cold

Constructed Gifts

In addition to the traits found in your constructed heritage, choose one of the following frames as your heritage gift.

Cross-Functional. With the Narrator's permission, you can choose an augment trait from a different frame instead of an augment trait for your chosen frame.

Military Frame

Battle Readiness. Your Speed increases to 30 feet and you are proficient with clubs, spears, and light crossbows.

In addition, you have a melee weapon built into one of your arms that is immediately swapped out for a hand when sheathed. Choose one melee weapon that does not have the heavy, two-handed, or versatile property. When attached in this way, you are proficient with the weapon, it cannot be thrown, and you cannot be disarmed of it. The weapon can be replaced with another weapon with 10 minutes of work and a DC 13 Engineering or tinker's tools check.

Military Augments. Choose two of the following customizations to enhance your military frame.

- **Cavalry:** Your Speed increases by 5 feet, and you are proficient with land vehicles.
- **Heavy Artillery:** You have a pop-up shoulder cannon that functions as the *acid splash*, *fire bolt*, or *ray of frost* cantrip (chosen when you select this customization and using your highest ability score as its spellcasting ability) but its effects are nonmagical.
- **Infantry:** You have a crawl speed equal to your Speed.
- **Light Artillery:** You replace one hand with a hand crossbow. You are proficient with the weapon and can ignore its loading property.
- **Navy:** You have a swim speed of 20 feet and proficiency with water vehicles.

Service Frame

Social Grace. You are proficient in Deception and Insight.

Service Augments. Choose two of the following customizations.

- **Anticipatory Nimbleness:** You can move through the space of any creature that is of a size larger than yours.
- **Knowledge Archive:** When you become proficient in your first lore skill (Arcana, Culture, Engineering, History, Nature, Religion; as bonus knowledge), you gain two of its skill specialties.
- **Mathematical Mnemonics:** You are proficient in Engineering, its *mathematics* skill specialty, and you know the *calculate* cantrip and can cast it without the need for components.
- **Needle Gun:** Your frame is equipped with a concealed, integrated blowgun that has the hand-mounted property. You are proficient with the weapon and can fire a needle as a bonus action.
- **Self-defense:** You have an assassin's gauntlet/boot dagger built into your wrist, toe, or heel and are proficient with the weapon

Utility Frame

You gain an expertise die when using one tool set (chosen when you become proficient with it).

Crane Arm. You only have a single arm designed for a specialized use, including one extension. For holding, grasping, and using objects, you can use a bonus action to swap your extension out for an articulated hand. While not wielding a shield, you can use your arm to wield a weapon with properties that would normally require two hands (loading, two-handed) or if wielding a versatile weapon to be treated as wielding it two handed. Choose one of the following.

- *Arc Welder Extension*: This extension functions as the *shocking grasp* cantrip (using your highest ability score as its spellcasting ability) but its effects are nonmagical.
- *Flamethrower Extension*: This extension functions as the *produce flame* cantrip (using your highest ability score as its spellcasting ability) but its effects are nonmagical.
- *Multi-Tool Extension*: You are proficient with and can deploy built-in navigator's tools, thieves' tools, and tinker's tools with this extension.

Utility Augments.

- *Gear Shift*: Your Speed increases by 5 feet.
- *Gyroscopic Balance*. You gain an expertise die on saving throws made against being knocked prone.
- *Immutable Form*: You gain advantage on saving throws made against effects that would alter your form.
- *Insectile Limbs*: You have a climb speed of 20 feet, and you gain an expertise die on checks made to climb.
- *Treads*: You ignore difficult terrains caused by ice, snow, sand, or mud, and you gain an expertise die on checks made to balance.

Constructed Paragon

Advancement Upgrade

You gain one new lore skill specialty (as bonus knowledge), one additional magical item attunement slot (to a maximum of 4), and 1 additional frame augmentation.

Chassis Upgrade

You gain an expertise die on concentration checks and your Armor Class increases by 1.

Engine Upgrade

You have a fly speed of 30 feet. To use this speed, you can't be encumbered. Whenever you spend 3 full consecutive rounds airborne without landing, you gain a level of fatigue. Any fatigue gained in this way is removed upon finishing a short or long rest.

Warframe Upgrade

You gain an expertise die on attack and damage rolls for unarmed strikes and any built-in weapons that are part of your frame.

Artificer

TABLE: ARTIFICER

LEVEL	PROF BONUS	FEATURES	FIELD DISCOVERIES	INFUSION LIMIT	CANTRIPS KNOWN	SPELLS PREPARED	MAXIMUM SPELL LEVEL
1st	+2	Artificial Spellcasting, Craftsman, Tactical Chemistry	–	–	2	2	1st
2nd	+2	Field Discoveries, Schematics	1	2	2	2	1st
3rd	+2	Artificer Archetype	1	3	2	2	1st
4th	+2	Ability Score Improvement, Omnitools	2	3	3	2	1st
5th	+3	Archetype Feature	2	3	3	2	2nd
6th	+3	Battlefield Smithing	2	4	3	3	2nd
7th	+3	Intellectual Calibur	3	4	3	3	2nd
8th	+3	Ability Score Improvement	3	4	3	3	2nd
9th	+4	Archetype Feature, Reliable Spell Inventions	3	4	3	3	3rd
10th	+4	Trinket Master	4	5	4	4	3rd
11th	+4	Advanced Tactical Chemistry	4	5	4	4	3rd
12th	+4	Ability Score Improvement	4	5	4	4	3rd
13th	+5	Marvel of Innovation	5	5	4	4	4th
14th	+5	Technological Attunement	5	6	4	5	4th
15th	+5	Archetype Feature	5	6	4	5	4th
16th	+5	Ability Score Improvement	6	6	4	5	4th
17th	+6	Hotfixer	6	6	4	5	5th
18th	+6	Infusion Recharge	6	7	4	6	5th

19th	+6	Ability Score Improvement	7	7	4	6	5th
20th	+6	Laboratory of the Master	7	7	4	6	5th

Multiclassing Prerequisites: Intelligence 13

Multiclassing Proficiencies: Engineer, tinker's tools

For the purposes of the Vigilante feat, 3 artificer levels can be taken in place of either the adept or ranger level prerequisite.

Hit Points

Hit Dice: 1d8 per artificer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per artificer level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, darts, geared slingshots, hand crossbows, heavy crossbows, light crossbows, light hammers, throwing daggers

Tools: Thieves' tools, tinker's tools, one type of artisan's tools or smith's tools

Saving Throws: Constitution, Intelligence

Skills: Engineering, and choose three from Arcana, Culture, History, Investigation, Medicine, Nature, Perception, Sleight of Hand

Equipment

You begin the game with 180 gold which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Blacksmith's Package (cost 158 gp):** Mace, scale mail, heavy shield, acid (vial), chain (10 feet), dungeoneer's pack, portable ram, sledgehammer, smith's tools, whetstone.
- **Locksmith's Package (cost 160 gp):** Dagger, 2 throwing daggers, leather

brigandine, acid (vial), burglar's pack, caltrops (bag of 20), lock, steel mirror, thieves' tools, tinker's tools.

- **Scientist's Package (cost 173 gp):** Light crossbow and quiver with 20 bolts, 2 light hammers, leather brigandine, abacus, alchemist's supplies, ball bearings (bag of 1,000), 10 pieces of chalk, common clothes, healer's satchel, lantern (standard), merchant's scale, oil flask, scholar's pack,

Artificial Spellcasting

Artificers are able to harness magic through technology. See Chapter 11: Spellcasting in the *Adventurer's Guide* for the general rules of spellcasting and the Spells Listing for the Artificer spell list.

Spell Inventions

Whenever you prepare an artificer spell, you create a spell invention for that spell using your tools of artifice and whatever materials you have on hand.

A spell invention is a unique experimental device that is esoteric and useless to other creatures, but in your hands can be used to cast the spell it was prepared for. You prepare a number of spells with a spell level no higher than your maximum spell level (both as shown on the Artificer table) chosen from the artificer spell list.

You can change your list of prepared spells and replace or create new spell inventions whenever you finish a long rest by spending at least 10 minutes tinkering and experimenting with 1 gold worth of materials per new spell invention (in addition to any material components the

spell requires). Any spell inventions you've prepared previously are taken apart and integrated into the new ones, or fall apart due to a lack of maintenance. You can only have a maximum of 1 spell invention per spell you have prepared. You do not have spell slots, and instead utilize your spell inventions to cast spells. Whenever you cast a prepared artificer spell using a spell invention, you may cast it at a spell slot level up to your maximum spell level as shown on the Artificer table. You may freely draw a spell invention from your inventory as part of the same action used to cast a spell through it, and you may also freely stow any spell inventions you were already wielding using that same action.

Using a spell invention does not remove its spell from your list of prepared spells.

You can determine the exact form a spell invention takes but it weighs 1 pound per spell level, is no longer than 1 foot in any dimension, and it must be wielded in at least one hand to be used (treat cantrips as 1st-level spells). A spell invention has an AC equal to $10 + \text{your Intelligence modifier}$, and a number of hit points equal to $\text{your artificer level} \times 2$. You can fully repair your spell inventions whenever you finish a long rest, so long as you have access to your tools of artifice.

Fizzle Die. After you cast a spell using a spell invention, you must roll a fizzle die, a 1d4. If the result is less than or equal to the spell slot level used to cast the spell, your spell invention burns out, runs out of power, or otherwise malfunctions and cannot be used again until repaired. Your fizzle die improves by one step at 10th level (from 1d4 to 1d6) and again at 20th level (from 1d6 to 1d8), and it improves by one step when using a spell invention gained from your artificer archetype (maximum 1d10).

Cantrips

At 1st level, you know two cantrips of your choice from the artificer spell list and

construct a spell invention for each. Unlike your other spell inventions, using these does not require rolling a fizzle die. You learn additional artificer cantrips of your choice at higher levels and construct spell inventions for them, as shown in the Cantrips Known column of the Artificer table. Whenever you gain a level in this class, you can replace one of the artificer cantrips you know with another cantrip from the artificer spell list.

Spellcasting Ability

Intelligence is your spellcasting ability for your artificer spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one, and for setting the saving throw DC of an artificer feature.

Spell save DC = $8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$

Spell attack modifier = $\text{your proficiency bonus} + \text{your Intelligence modifier}$

Scientific Ritual Casting

You can cast an artificer spell as a ritual using a spell invention if that spell has the ritual tag and you have the spell prepared. When using a spell invention in this way, you do not have to roll the fizzle die.

Tools of Artifice

You produce your spell inventions and infuse items using your tools which act as your spellcasting focus. These tools can be a sewing kit, smith's tools, thieves' tools, or any sort of artisan's tools. After you gain the ability to infuse items at 2nd level, you can also use any item bearing one of your infusions as tools of artifice. You must be proficient with the tools you use in this way.

Craftsman

Artificers often start out in creative or artistic trades. You gain an expertise die on Engineering checks, and on artisan's tools checks and smith's tools checks made to create items or make repairs.

Tactical Chemistry

At 1st level, as a bonus action, you can create one of the following items:

- acid (vial)
- alchemist's fire
- black powder charge
- ether (flask)
- flash bomb
- oil (1 pint flask)
- paint pot
- poison (basic)
- smoke bomb
- tanglefoot bag
- torch
- torch (alchemical)

Items you make in this way are extremely unstable and must be used immediately. If an item you created in this way is not used (activated, lit, thrown, or applied as appropriate to the item) by the end of your next turn it dissolves into useless sludge.

You can use this feature to create a number of items equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest. You cannot regain expended uses in this way if you don't have access to tools of artifice.

Schematics

Starting at 2nd level, you can build all manner of things with the right tools, materials, and most importantly the schematics of what you're trying to make.

Schematic Book

You gain schematics for three common rarity magic items of your choice (see Chapter 9: Enchanted Gear in *Trials & Treasures*). A schematic is a collection of

notes and diagrams that explains in detail how to create a specific magic item. These form your schematic book, and any future schematics you gain are added to it.

Crafting With Schematics

When you have the schematics for a magic item, they gain advantage on crafting checks to make it and the time required for crafting it is halved. Crafting a magic item using a schematic does not use up the schematic in any way, and the schematic remains usable. In addition, while using a schematic the quality of a mundane item required to make a magic item is reduced by one step.

Creating New Schematics

You can attempt to create and add a new schematic to your schematic book by spending 1 hour studying a magic item and gold equal to 1/10th of that item's cost in experiments and material tests. At the end of the hour make an Engineering check (DC equal to item's crafting DC). On a success you create a new schematic of that magic item and add it to your schematic book, and on a failure the time and materials are wasted.

Alternatively, if you find a schematic for a magic item you can add it to your schematic book.

To add a schematic to your schematic book or to create a schematic of a magic item, you must meet the minimum level requirements as if you were crafting the item (as shown on the Crafting and Minimum Player Level table in Chapter 8: Enchanted Gear of *Trials & Treasures*).

Replacing Your Schematic Book

The knowledge in your schematic book is too complex to keep entirely memorized, and if it is destroyed or lost you can't reproduce it. For this reason most artificers fiercely protect their schematic books and many write copies. You can

copy a schematic from your own schematic book into another book. This is just like creating a new schematic only significantly faster and easier since you already understand your own notations. You need only spend 10 minutes and 1 gold for each of your own schematics you copy into another book, or to create new schematics for a magic item you currently have infused.

Infusion

Once you have sufficiently studied a magic item you can reproduce and temporarily infuse its magical properties into items through arcano-technical ingenuity.

If you have the schematic for a magic item, you can use an action to infuse it, turning a mundane item into the magic item from your schematic.

An infusion only works on mundane items specific to the type of magic item. For example, an infusion using a schematic for a magic longsword can only be used on a nonmagical longsword, and an infusion using a schematic for a suit of light armor can only be used on a nonmagical suit of padded cloth or padded leather. Many magic items take the form of small trinkets, baubles, and gems that can often be interchangeable, but the infused item needs to only be similar to the magic item's description. The Narrator determines whether or not an item is suitable for an infusion.

You can infuse a number of items as shown on the Infusion Limit column of the Artificer table. You regain all expended infusion uses whenever you finish a long rest.

If an infused item requires attunement, you can attune yourself or another willing creature to it when you infuse the item. If you or another creature decide to attune to the item later, you must do so using the normal process for attunement.

Any infusions you imbue vanish after you finish a long rest, but they can remain imbued indefinitely if you commit to

regular upkeep. Whenever you finish a long rest you can maintain any infused items you have access to by expending one infusion use for each. Any infusions you fail to maintain vanish and revert to mundane items.

Field Discoveries

Experimentation is the key to scientific progress, and through your experiences and findings in the field you've discovered new skills and data. At 2nd level you gain one field discovery of your choice. Field discoveries are detailed at the end of the class description. The Field Discoveries column of the Artificer table shows when you learn more field discoveries. Unless otherwise noted, you can gain each field discovery only once.

Artificer Archetype

At 3rd level, you choose a field of study and technological specialty. Your choice grants you features at 3rd level and again at 5th, 9th, and 15th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or increase two ability scores of your choice 1. As normal, you can't increase an ability score above 20 using this feature.

Omnitools

With a bit of arcane power and a lot of overengineering, your tools fold and flip into whatever you need them to be. Also at 4th level, you can use your tools of artifice as if they were any kind of artisan's tools or miscellaneous tool kits. This ability does not grant you proficiency in those tool sets but you can make tool checks as if you had those tools.

Battlefield Smithing

At 6th level, as a veteran combat-tinkerer you specialize in certain aspects of warfare. Choose one of the following.

Armor Smithing

You have advantage on checks made to maintain and repair armor, and you are always considered to have access to a forge when repairing armor.

In addition, during a short rest you can spend 25 gold in materials to permanently add one of the following modifications to a suit of nonmagical armor or change an additional modification: camouflaged, flamboyant, spiked, stealthy, storage. A suit of armor can only have one additional modification.

Caravan Smithing

You have advantage on checks made to repair vehicles, and you are always considered to have access to a forge when repairing a vehicle.

In addition, during a short rest you can either repair any malfunction a vehicle is suffering or restore up to 50 of the vehicle's hit points at the cost of 25 gold in materials.

Weapon Smithing

You have advantage on checks made to maintain and repair weapons, and you are always considered to have access to a forge when repairing a weapon.

In addition, during a short rest you can spend 25 gold in materials to permanently add one of the following modifications to a nonmagical weapon or change an additional modification: flamboyant, quickdraw, rebounding (thrown weapons only), stealthy, storage. A weapon can only have one additional modification.

Intellectual Calibre

At 7th level, your attitudes and academic manners have cemented how you and your intellect are perceived by your peers. Choose one of the following.

Kooky Eccentric

Your excitement for your work is infectious and most find your quirky methodology inescapably endearing. You gain proficiency in Persuasion, or if you are already proficient in Persuasion you gain an expertise die instead. In addition, you can always choose to use Intelligence when making a Persuasion check.

Sporadic Genius

You're known for sudden bursts of insight and people listen to your fervorous insights. When you or another creature you can see within 30 feet of you makes an ability check or a saving throw, you can use your reaction to add your Intelligence modifier to the roll.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

Stern Proctor

Your demand for perfection extends past your own work, and with only a discerning glare and a few choice words you can make the confident seem foolish. You gain proficiency in Intimidation, or if you are already proficient in Intimidation you gain an expertise die instead. In addition, you can always choose to use Intelligence when making an Intimidation check.

Advanced Tactical Chemistry

At 9th level you may add your Intelligence modifier to the saving throw DC of any item you create using Tactical Chemistry. In addition, choose one of the following:

Humanoid Biochemistry

You can create the following additional items using your Tactical Chemistry feature:

- antitoxin
- *healing potion (greater)*
- laudanum

Toxin Synthesis

You can create the following additional items using your Tactical Chemistry feature:

- curare (vial)
- poison, potent (vial)

Trinket Master

At 10th level, whenever you craft a magic item that has a gold cost of 50 or less, the crafting time is reduced to a long rest (this time cannot be further reduced by any features or traits).

Reliable Spell Inventions

At 11th level, whenever you roll a 1 on the fizzle die, you may reroll it, if you do you must use the new result.

In addition, your spell inventions have become streamlined enough that other creatures can make sense of them. A creature holding one of your spell inventions can use an action to make an Engineering check (DC equal to your spell save DC). On a success the spell is cast at its lowest possible spell level, or on a failure the spell fizzles out and fails to cast. Whenever a creature attempts to cast a spell using one of your spell inventions in this way, roll the fizzle die as normal.

Marvel of Innovation

At 13th level, when you first gain this feature, choose a type of artisan's tools you are proficient with and a newly invented foodstuff, object, or trade good that could conceivably be crafted using those tools. For example, using brewer's supplies you

could invent carbonated sodas, using glassblower's tools you could invent glowing iridium glassware, or using jeweler's tools you could invent a fine mechanism for better performing pocket watches.

Whenever you use your chosen tools to create trade goods, you can instead create your new invention as a trade good. Your new invention has a value equal to 5 times the value of normal trade goods created using those tools as shown on the Artisan's Tools and Profession Checks table on page 338 of the *Adventurer's Guide*.

Any other uses your invention may have are at the Narrator's discretion, but its utility shouldn't exceed that of other mundane adventuring gear.

In addition, your notoriety as a great inventor spreads along with your invention. While you are in a region you've sold your invention in, you have advantage on prestige checks.

Technological Attunement

At 14th level you've managed to bypass many of the arcane roadblocks regarding magic item attunement through the clever use of technology.

- You can attune to up to 5 magic items at once.
- You ignore all heritage, culture, class, level, and alignment requirements when attuning to or using a magic item.

Hotfixer

At 17th level, when rolling the fizzle die would burn out one of your spell inventions, you can use your reaction to fix it and restore it to full working order. Once you repair a spell invention in this way you cannot do so again until you finish a long rest.

Infusion Recharge

At 18th level, while you are attuned to a magic item that uses charges, you can use a bonus action to expend one infusion use

and restore up to 1d6 of that item's spent charges.

Magical Automaton

At 20th level, whenever you create a spell invention, you may spend 25 additional gp in material components and expend two uses of your infusion feature to transform that spell invention into a spell automaton that uses the spell automaton stat block and it is destroyed if it reaches 0 hit points.

The exact design of your spell automaton is up to you, and it may resemble a humanoid creature, a boxy contraption, or be a magical construct flowing with arcane energies.

Your spell automaton is an ally to you and your companions. In combat, the it shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

You can maintain this spell automaton as if it was an infused item, requiring both the prepared spell invention and two uses of your infusion feature. You can repair your spell automaton to full hit points during a long rest so long as you have access to your tools of artifice. You can only maintain a single spell automaton at a time, and if you attempt to create a second spell automaton or fail to maintain one after finishing a long rest the spell automaton falls apart into scrap.

Spell Automaton

MEDIUM CONSTRUCT

AC 18 (natural armor)

HP 90 (12d8+36; bloodied 45)

Speed 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

16 (+3) 12 (+1) 16 (+3) 1 (-5) 6 (-2) 1 (-5)

Proficiency +2; **Maneuver DC** 13

Skills Athletics +5, Perception +0 (+1d4)

Damage Resistances damage from nonmagical weapons

Damage Immunities poison, psychic

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

Senses passive Perception 12

Languages understands any known by its creator but cannot speak

ACTIONS

Multiattack. The automaton attacks twice with its slams or once with its integrated spell.

Slam. Melee Weapon Attack: its creator's spell attack modifier to hit, reach 5 ft., one target. *Hit:* 2d10 + 4 + your Intelligence modifier bludgeoning damage.

Integrated Spell. The automaton uses the spell invention integrated into it to cast a spell, using your spell attack bonus and spell save DC. If the spell invention integrated into it would burn out due to the result of the fizzle die, the automaton takes 30 damage instead.

BONUS ACTIONS

Overclock (Recharge 5–6). The automaton takes the Dash action.

Field Discoveries

When you gain access to a new field discovery, choose one of the following.

A Better Mousetrap

You can improve fishing traps, hunting snares, and hunting traps as you set them. Hunting traps you improve in this way are always considered masterwork hunting traps. Whenever you retrieve an improved fishing trap or hunting snare, you may add a d6 to the result determining how much Supply has been captured.

Alchemical Prodigy

When you first gain this field discovery, you gain two schematics of your choice and add them to your schematic book. These schematics must be for potions of common or uncommon rarity. You gain proficiency with alchemist's supplies, or if you are already proficient you gain an expertise die

instead. In addition, you have advantage on checks made to create schematics for potions.

Golden Ratio

When you select this field discovery you may select two 1st-level spells from the druid spell list. These are considered artificer spells for you and you may add them to the list of spells you can prepare. If you are at least a 7th level artificer when you select this field discovery, you may select 1st- or 2nd-level spells from the druid spell list instead. You may select this field discovery multiple times, choosing different druid spells each time.

Modern Comforts

Whenever you begin a long rest that would incur the penalties of roughing it (such as resting without heat in a cold environment, on unlevel rocky terrain, or without protection from pests in swampy environments) you may repurpose one of your currently prepared spell inventions. If you do, you do not suffer the penalties of roughing it during that long rest. You can determine the exact nature of this repurposed spell invention (some examples include using a *burning hands* spell invention as a space heater or a *shocking grasp* spell invention as a bug zapper).

Orienteering

With 1 minute's work you can cobble together a makeshift compass. Compasses made in this way become useless after 1 hour and have no sale value. You also gain an expertise die on checks made for the Chronicle journey activity. In addition, you gain proficiency in Survival and its *wayfinding* skill specialty. If you already have this skill specialty you instead gain a Survival skill specialty of your choice.

Reengineering Nature

You may use Engineering in place of Survival when setting up camp or performing the Gather Components journey activity. In addition, you may use the material components gained from the Gather Components journey activity for your spell inventions and other artificer features that require material components.

Retraced Development

With 1 hour of work you can create ramshackle versions of any type of artisan's tools out of wood and stone. You take a -2 penalty on checks made with these ramshackle tools, only you can make use of them, and they have no sale value, but you can use them just like normal versions of those tools and they can also be used as tools of artifice.

Rope and Pulley Master

By spending 10 minutes working with at least 300 feet of rope, you can create the following through ingenious use of ropes and pulleys.

- A rope system that provides safe travel over a gap of 50 feet or less. You must be able to access both sides of this gap to create a rope system in this way.
- A rope system that allows a creature to lift an object of a weight up to 5 × its carrying capacity directly up as far as 50 feet.
- A rope system that allows a creature to drag an object of a weight up to 5 × its carrying capacity as far as 50 feet.
- A manual rope elevator that allows a single Medium-sized or smaller creature to travel up to 50 feet straight up and down as if it were difficult terrain (a tree, cliff wall, ceiling, or similar structure is required at the top of this elevator for the ropes to attach).

You can also deconstruct and recover the rope used in any of these rope

creations by spending 10 minutes tearing it down.

Strategic Dismantling

You gain the Engineering skill specialty *mechanical traps*. In addition, if you trigger a trap while attempting to disarm it, you gain advantage on any saving throws made to avoid it.

Tinker Toys

Your mastery of locomotion and gearing allows you to easily infuse elements of motion into simple devices. As an action you can create and place a Tiny moving gadget called a tinker toy (such as a walking doll, flying whirligig, or toy boat) out of 1 gold worth of materials. This tinker toy has AC 10, 1 hit point, and your choice of a Speed of 10 feet, fly speed of 10 feet, or swim speed of 10 feet. When you place this device it begins moving in a straight line until it is destroyed, it is blocked by an obstacle, or you use a bonus action to pick it up again. Tinker toys made in this way weigh 2 pounds, and can carry up to 1 pound worth of other devices or materials. Once you create a tinker toy in this way you cannot do so again until you finish a short rest, and any existing tinker toys you've created fall apart whenever you create a new one.

Artificer Archetypes

Science has countless branching paths to take—every artificer has their own specialties and unique understanding of the universe, its physical laws, and how those laws can be broken. At 3rd level select one of the following artificer archetypes.

Bombardier

Alchemical Grenades

When you select this archetype at 3rd level, you gain proficiency with a special type of rare ranged weapon called an alchemical

grenade, and you may use your Intelligence when making attack and damage rolls with them.

You can use a bonus action to arm an alchemical grenade. An armed alchemical grenade explodes when it hits a target or at the end of your turn.

Alchemical grenades are thrown weapons with a range of 20/60 feet, and when an armed alchemical grenade hits a target it deals 1d6 force damage. This damage increases by 1d6 when you reach 5th level, 11th level, and 17th level (maximum 4d6). Whenever you hit a target with an alchemical grenade, each creature within 5 feet of the target makes a Dexterity saving throw or takes half as much damage as taken by the target (the target is immune to this effect). Whenever you miss with an armed alchemical grenade it explodes in a harmless location at the end of your turn.

You can use this feature to arm a number of alchemical grenades equal to your proficiency bonus. Creating these alchemical grenades has no material costs. You regain all expended uses when you finish a short or long rest by mixing chemicals and soldering together new shells for later use. You cannot regain expended uses in this way if you don't have access to tools of artifice.

Whenever you arm an alchemical grenade, you may select one of the following grenade types.

Acid Core

A target hit by this grenade takes an additional 1d4 ongoing acid damage that persists until it submerges itself in water or uses an action to wipe the acid off. This ongoing acid damage increases by 1d4 when you reach 5th level, 11th level, and 17th level (maximum 4d4).

Arcane Payload

To select this grenade type, you must expend an infusion use.

A target hit by this grenade takes an additional 1d12 force damage and makes

an Intelligence saving throw or is rattled until the end of its next turn. This additional force damage increases by 1d12 when you reach 5th level, 11th level, and 17th level (maximum 4d12).

Combustible

A target hit by this grenade takes 1d6 additional fire damage. This additional fire damage increases by 1d6 when you reach 5th level, 11th level, and 17th level (maximum 4d6). Flammable objects within 5 feet of the target that aren't being worn or carried ignite, taking 1d6 ongoing fire damage until a creature uses an action to smother the flames.

Flashbang

A target hit by this grenade makes a Constitution saving throw or is blinded until the end of its next turn.

Bombardier Spells

Starting at 3rd level, when you prepare your artificer spells you can prepare certain spells and create spell inventions for them in addition to your normal number of prepared spells. These spells count as artificer spells for you, even if they aren't on the artificer spell list.

TABLE: BOMBARDIER SPELLS

ARTIFICER LEVEL	SPELL
3rd	<i>earth barrier, fog cloud</i>
5th	<i>seed bomb, shattering barrage</i>
9th	<i>fireball, stinking cloud</i>
13th	<i>fabricate, stonewall</i>
17th	<i>cloudkill, flame strike</i>

Explosives Specialist

Also at 3rd level you gain the Engineering skill specialty *explosives*. If you already have this specialty you instead gain a different Engineering skill specialty of your choice.

Munitions Expert

Starting at 5th level, you can modify ammunition to create special ammunition. In a careful process that takes 10 minutes, you can modify up to 10 pieces of ammunition into your choice of explosive, flaming, or punching ammunition. It costs 5 gold in materials per piece of ammunition modified in this way.

In addition, you may use your Intelligence when making attack and damage rolls using siege weaponry.

Precision Explosives

At 9th level you learn the fine art of causing explosions when you *mean* to cause explosions. Whenever you arm an alchemical grenade or use Tactical Chemistry to create an alchemist's fire, black powder charge, smoke bomb, or tanglefoot bag, you can use an action to set it in an unoccupied space in one of the following ways.

Set Trigger. You attach the item to an object or surface and choose a specific mechanical action that triggers it, such as an attached chest being opened, or the wheels of an attached wagon turning. When triggered the item explodes and its effects occur.

Timed Explosion. When setting this item you choose an amount of time up to 1 hour. The item explodes and its effects occur at the chosen time.

Vibration Sensitive. After this item is set, it explodes and its effects occur the next time a Small-sized or larger object or creature other than you moves within 5 feet of it.

If an item set using this feature is normally thrown, any creature within 5 feet of it when

it explodes is treated as if it were hit by the item. If an item set in this way normally has an area of effect, that area is centered where the item was set.

You may also set alchemist's fires, black powder charges, smoke bombs, and tanglefoot bags not created using Tactical Chemistry at the cost of 5 gold in materials per item set in this way.

Demolitions Master

At 15th level you gain the following benefits.

- You gain resistance to fire and force damage, and immunity to the deafened condition.
- You may simultaneously set up to a number of items equal to your proficiency bonus when using Precision Explosives. Items set in this way always explode simultaneously.
- Your alchemical grenades and items made using Tactical Chemistry deal twice as much damage to objects and vehicles.

Engineer

Bonus Proficiencies

When you select this archetype at 3rd level, you gain proficiency with air vehicles, land vehicles, and water vehicles. If you already had any of these proficiencies you gain an expertise die with that type of vehicle instead.

Custom Vehicle

At 3rd level you gain the ability to create your own custom personal vehicle. Your custom vehicle is a land vehicle with statistics as shown on Table: Engineer's vehicle.

You can create this custom vehicle over the course of 8 hours of uninterrupted work. This vehicle is unique and its exact appearance is up to you. Your custom vehicle requires your regular care, and if you attempt to create another vehicle using this feature any vehicles you've previously

constructed in this way fall apart into useless scrap. So long as you have access to your tools of artifice, you can restore your custom vehicle to full hit points and remove any malfunctions during a long rest.

For more detailed information regarding vehicles, see Chapter 4: Equipment in the *Adventurer's Guide*.

Whenever you finish a long rest, you can make modifications to your custom vehicle by expending infusion uses. These modifications only remain functional due to your infusions, and you can maintain these modifications as if they were infused items. Any modifications you fail to maintain are removed whenever you finish a long rest. You can install any of the following modifications at the cost of 1 infusion each.

TABLE: ENGINEER'S VEHICLE

VEHICLE	SIZE *	AC	HP	SPEED	CREW	COST	SUPPLY	SPECIAL
Custom vehicle	Medium or Large	10 + your Intelligence Modifier	10 + your artificer level × 5	30 feet or 3 miles per hour	1	10 gp	10	Personal

* The damage caused by collisions with Medium vehicles is 2d6.

inventions are destroyed if your custom vehicle is destroyed.

Armor Plating

Your custom vehicle's AC increases by 2.

All-Terrain

Your custom vehicle ignores difficult terrain.

Chemical Boosters

While driving your vehicle, you can use a bonus action to increase its speed by 30 feet for 1 minute. Once the vehicle's speed is increased in this way it cannot benefit from this modification again until you finish a long rest maintaining or reinstalling this modification.

Enhanced Brakes

Your custom vehicle can take the Stop action even if it has momentum. When it stops in this way it loses momentum.

Integrated Spell Invention

When you prepare your spell inventions and modifications to your custom vehicle, you may choose to integrate a spell invention into it. You may only cast spells using integrated spell inventions while you are driving your custom vehicle. If an integrated spell invention would burn out and be destroyed, instead your custom vehicle suffers the integrity malfunction (the integrity malfunction can be suffered multiple times). Any integrated spell

Mechanical Legs

Your custom vehicle gains a climb speed of 30 feet or 3 miles per hour.

Motorized Wheels

Your custom vehicle's Speed increases to 50 feet or 5 miles per hour.

Passenger Seat

Your custom vehicle loses its personal property. It can carry you plus one Medium-sized or smaller passenger.

Ramming

Whenever a collision occurs with your custom vehicle, the damage it takes is reduced by 1d6, and damage dealt to other impacted objects and vehicles is increased by 2d6.

Seaworthy

Your custom vehicle becomes a water vehicle (with a swim speed of 30 feet or 3 miles per hour) in addition to being a land vehicle. When making checks for your custom vehicle, treat it as a water vehicle while it travels over water and as a land vehicle when it travels overland.

Shielded Cockpit

While driving your custom vehicle, you gain the benefits of half cover.

Engineer Spells

Also at 3rd level, when you prepare your artificer spells you can prepare certain spells and create spell inventions for them (or forgo them for modifications to your custom vehicle) in addition to your normal number of prepared spells. These spells count as artificer spells for you, even if they aren't on the artificer spell list.

TABLE: ENGINEER SPELLS

ARTIFICER LEVEL	SPELL
3rd	<i>expeditious retreat, grease</i>
5th	<i>heat metal, levitate</i>
9th	<i>fly, haste</i>
13th	<i>freedom of movement, stone shape</i>
17th	<i>animate objects, creation</i>

Pinpoint Maneuvering

Starting at 5th level, while driving a vehicle, whenever an action would allow you to change the vehicle's facing up to 90 degrees, you may change it up to 180 degrees instead.

In addition, whenever an attack hits a vehicle you're driving or a collision occurs involving a vehicle you are driving, you can use your reaction to avoid the worst of it, reducing the damage your vehicle would take by the result of a vehicle check (air, land, or water as appropriate to the vehicle).

Advanced Vehicle Modifications

At 9th level the following modifications are added to your list of modification options using your Custom Vehicle feature at the cost of two infusion uses instead of one.

Airborne

The vehicle becomes an air vehicle (with a fly speed of 50 feet or 5 miles per hour) in addition to being a land vehicle. When making checks for your custom vehicle, treat it as a land vehicle while it is grounded and an air vehicle while it is airborne.

Buzzsaws

Your custom vehicle gains inbuilt defenses in the form of motorized saws. While driving your custom vehicle you can make an attack using the saws as an action at any time during the vehicle's movement. They are a 2d12 weapon, they can target any creature adjacent to the vehicle, and they add your Intelligence modifier for their attack and damage rolls.

Enclosed Cockpit

While driving your custom vehicle, you gain the benefits of three-quarters-cover.

Grabbing Claws

Your custom vehicle has a pair of mechanical claws that you can attack with by using an action while driving it. You gain proficiency with the claws and may use your Intelligence when making attack and damage rolls with them. On a hit the claws deal 2d6 bludgeoning or piercing damage (chosen when you make the modification) and a creature makes a Strength or Dexterity saving throw against a DC equal to your passive Engineering score or becomes grappled. Creatures can attempt to escape this grapple as normal, using your passive Engineering score instead of your maneuver DC. Your custom vehicle's movement is not

impeded by grappling a creature, and your vehicle may grapple a maximum of 1 creature at a time.

In addition, while driving your custom vehicle you may use the mechanical claws to lift or manipulate objects. The mechanical claws use your Intelligence to determine their carrying capacity, and when using them to make an Athletics check you may make an Engineering check instead.

Submersible

Your custom vehicle becomes a water vehicle (with a swim speed of 40 feet or 4 miles per hour, or an existing swim speed increased by 20 feet or 2 miles per hour) in addition to being a land vehicle. When making checks for this vehicle, treat it as a water vehicle while it travels over water and as a land vehicle when it travels overland. In addition, your custom vehicle gains the three-dimensional vehicle property when traveling in water. You and any passengers you take can breathe normally for up to 1 hour while your custom vehicle is submerged, after which it must surface or else any occupants begin to suffocate.

Mobile Fortress

At 15th level, whenever you make modifications to your custom vehicle, you may choose to expand it into a Huge-sized vehicle. If you do, it gains the following benefits.

- 50 additional hit points.
- Your custom vehicle can carry up to 80 Supply.
- Your custom vehicle loses the personal property and can carry up to 6 passengers in addition to you.
- In combat your custom vehicle grants you and other passengers the benefits of half cover.

Stitcher

Bonus Proficiencies

When you select this archetype at 3rd level, you gain proficiency with the sewing kit and leatherworker's tools. If you already had any of these proficiencies you gain an expertise die with that type of tool instead.

Stitcher Spells

At 3rd level, when you prepare your artificer spells you can prepare certain spells and create spell inventions for them (or forgo them for modifications) in addition to your normal number of prepared spells. These spells count as artificer spells for you, even if they aren't on the artificer spell list.

TABLE: STITCHER SPELLS

ARTIFICER LEVEL	SPELLS
3rd	<i>corpse explosion, false life</i>
5th	<i>gentle repose, lesser restoration</i>
9th	<i>revivify, venomous succor</i>
13th	<i>fabricate, private sanctum</i>
17th	<i>greater restoration, raise dead</i>

Monstrous Minion

Also at 3rd level you become able to create a monstrous minion.

You can create this monstrous minion by spending 8 hours of uninterrupted work on a humanoid corpse that has been dead no more than 24 hours. This monstrous minion is unique and its exact appearance is up to you. It follows you and is loyal to you, but it acts independently. In combat, it rolls its own initiative and acts on its own turn. Your monstrous minion won't attack except as a reaction to being attacked, but it can take

other actions as normal and makes death saving throws. You can only have one monstrous minion at a time, and any previously created monstrous minion collapses into a corpse when you create another.

On your turn you can use a bonus action to order your monstrous minion to perform an action.

Your monstrous minion is a **zombie** (see *Monstrous Menagerie*) with the following improvements.

- Your monstrous minion's type changes to monstrosity.
- Whenever your monstrous minion rolls initiative, it gains a number of temporary hit points equal to your artificer level × your proficiency bonus.
- Your monstrous minion's Armor Class increases by an amount equal to your proficiency bonus.
- Your monstrous minion adds your proficiency bonus to its attack and damage rolls.
- Your monstrous minion regains all lost hit points at the end of a long rest so long as you can tend to it with leatherworker's tools or a sewing kit.

Whenever you finish a long rest, you can graft modifications onto your monstrous minion at the cost of infusion uses. These modifications only remain functional due to your infusions, and you can maintain these modifications as if they were infused items. Any modifications you fail to maintain are removed whenever you finish a long rest. You can install any of the following modifications at the cost of 1 infusion each.

Exploding Bile

Your monstrous minion does not make death saving throws, and the first time it would make a death saving throw it instead explodes and is destroyed. Creatures within 10 feet of your monstrous minion when it explodes make a Dexterity saving throw, taking 2d6 poison damage on a failure, or half damage on a success. This damage

increases by 2d6 when you reach 11th level.

Extra Arms

Your monstrous minion gains a climb speed of 20 feet. In addition, the maneuver DC to escape from a grapple by your monstrous minion increases by an amount equal to your Intelligence modifier. You must have access to at least one additional humanoid corpse that has been dead no more than 24 hours to graft this modification.

Extra Legs

Your monstrous minion's Speed increases by 15 feet. You must have access to at least one additional humanoid corpse that has been dead no more than 24 hours to graft this modification.

Fine Stitchwork

Your stitchwork is barely noticeable and with a heavy coat or similar accouterments your monstrous minion can pass for a living creature. When you graft this modification, make a leatherworker's tools or sewing kit check. Creatures must make a Perception check with a DC equal to your check result to visually determine that your minion is a monstrosity.

Grafted Spell Invention

When you prepare your spell inventions and modifications to your monstrous minion, you may choose to graft a spell invention into the monstrous minion. You may order your monstrous minion to cast a spell using its grafted spell invention, using your spell save DC and spell attack modifier. You must roll a fizzle die as normal. Any grafted spell inventions are destroyed if the monstrous minion is destroyed.

Grafted Weapon

When you prepare your spell inventions and modifications to your monstrous minion, you may choose to graft a melee weapon onto one of its arms in place of a hand. The melee weapon must be able to be wielded with one hand. Your monstrous minion loses its grab attack and gains an attack with the grafted weapon, which it becomes proficient with. You may retrieve weapons grafted in this way the next time you prepare modifications for this monstrous minion by removing it, or from its remains if it is destroyed.

Infectious Bite

Your monstrous minion's bite attack deals an additional 1d4 ongoing necrotic damage that persists until the target regains hit points or is medically administered to with a DC 15 Medicine check. This damage increases by 1d4 when you reach 11th level.

If the target is a beast, dragon, giant, humanoid, or monstrosity and it dies while suffering from this effect, it rises as a zombie after 1 minute, gaining the **zombie template**. Zombies created in this way are hostile to all non-undead and are not under your control.

Shocking Coils

Your monstrous minion has sparking coils protruding from its back. A creature takes 1d6 lightning damage when it hits your monstrous minion with a melee attack. This damage increases by 1d6 when you reach 11th level.

Thicker Skin

Your monstrous minion's Armor Class increases by 2.

Vigor Mortis

Your monstrous minion can take the Dash action as a bonus action. It can't do so again until it moves 0 feet on its turn.

Medical Sutures

Starting at 5th level you've turned your arcano-science expertise towards first aid. You can create the following additional items using Tactical Chemistry:

- bandage
- healing satchel (1 use)

In addition, you can reattach a severed limb or body part. The limb or body part must be relatively intact and the injury must be no more than 8 hours old. The reattaching process takes 1 hour and requires a DC 14 leatherworker's tools or sewing kit check. On a success the limb or body part is attached and functional with no further complications. On a failure the limb cannot be saved.

Alternatively, you can replace a lost limb or body part with a donor part. This donor part must be analogous to a missing part (an arm for an arm, a leg for a leg), and it must be from a humanoid creature of the same size. The reattaching process requires a DC 20 leatherworker's tools or sewing kit check when performed in this way.

Advanced Grafting

At 9th level, the following modifications are added to your list of modification options using your Monster Minion feature at the cost of two infusion uses instead of one.

Dragon Gullet

You must have access to the corpse of a dragon that has been dead no more than 24 hours to graft this modification. Your monstrous minion gains the following breath weapon attack.

Stolen Breath (Recharge 5–6). The monster exhales the putrid and infected gullet of a fallen dragon in a 30-foot cone. Each creature in the area makes a Dexterity saving throw. A creature takes 3d6 necrotic damage and 3d6 damage of the type the dragon breathed in life on a

failed saving throw, or half damage on a success.

Giant Muscles

You must have access to the corpse of a giant that has been dead no more than 24 hours to graft this modification. Your monstrous minion's Strength increases by 6.

Grim Duplicate

You must have access to the corpse of a humanoid that has been dead no more than 24 hours to graft this modification. Your monstrous minion has the face and features of the humanoid used to make this modification. When you graft this modification, make a leatherworker's tools or sewing kit check. Creatures must make a Perception check with a DC equal to the result of your check to visually determine that your minion is not the humanoid used to create it, realizing it is a monstrosity on a success by 5 or more.

Monstrous Part

You must have access to the corpse of a monstrosity with a CR no greater than half your artificer level that has been dead no more than 24 hours to graft this modification. Your monstrous minion gains a trait or attack unique to that monstrosity, such as the barbed tail (and tail attack) of a manticores or the head (and gaze attack) of a yeti. The parts of a monstrosity that can grant an attack or trait are at the Narrator's discretion.

Risen Beast

You must have access to the corpse of a beast with a CR of 1 or less that has been dead no more than 24 hours to graft this modification. Your monstrous minion uses the statistics of the beast with the **zombie template** (page 435 in *Monstrous Menagerie*), gaining the other improvements found in the Monster Minion feature as normal.

It's Alive!

At 15th level you've beaten death—mostly. You gain the *resurrection* spell and when you prepare your artificer spells you can prepare it and create a spell invention for it (or forgo it for a modification) in addition to your normal number of prepared spells. This spell counts as a 5th-level artificer spell for you and you can cast it without the usual material components, but a creature you target with it gains the monstrosity type and cannot be targeted by this feature again.

Artificer Spell List

As an artificer you may choose from the following spells.

Cantrips

Acid Splash (cjr): Conjure a localized bubble of acid that splashes over creatures.

Altered Strike (tra): Briefly transform your weapon or fist into another material and strike with it.

Arcane Muscles (tra): Bulk your muscles to deliver lethal unarmed strikes.

Calculate (div): Instantly know the answer to any mathematical equation.

Chill Touch (nec): Attack with the chill of the grave, injuring and preventing healing.

Dancing Lights (evo): Create up to four floating, magical lights.

Fire Bolt (evo): Shoot a flame at a creature to deal fire damage.

Guidance (div): A creature you touch gains an expertise die on an ability check of its choosing.

Light (evo): Enchant one object to emit light.

Mage Hand (cjr): Conjure a hand to manipulate small objects.

Mending (tra): Perform simple repairs on an object.

Message (tra): Send short messages to other creatures.

Prestidigitation (tra): Perform various minor magical tricks.

Produce Flame (cjr): Create a fierce flame for utility or attack.

Ray of Frost (evo): Shoot a ray of cold damage that slows a creature.

Resistance (abj): Give a creature a bonus against one saving throw.

Shocking Grasp (evo): Deal lightning damage to a creature within reach.

Spare the Dying (nec): Stabilize a dying creature with a jolt of healing energy.

1st-Level

Air Wave (cjr): Cut through the air with a melee weapon to damage a creature within 30 feet.

Alarm (abj): Set a magical warning against intrusion.

Burning Hands (evo): Shoot forth a sheet of flames from your hands, damaging creatures in a cone.

Calculated Retribution (abj): Surround yourself with a dampening magical field and collect the energy of your foes' attacks to use against them.

Comprehend Languages (div): Use magic to better interpret languages you do not understand.

Cure Wounds (evo): Heal hit points equal to 1d8 + your spellcasting ability modifier.

Detect Magic (div): Sense the presence and school of magical auras.

Detect Poison and Disease (div): Sense the presence and identify poisons and diseases.

Disguise Self (ill): Create an illusion that makes you appear like another humanoid.

Feather Fall (tra): Reduce or eliminate damage from falling.

Fog Cloud (cjr): Create an area of fog.

Force Punch (evo): Use a blast of magic to punch a creature.

Grease (cjr): Coat an area in grease, making it hard to move through.

Identify (div): Divine the nature of an enchanted item.

Jump (tra): Imbue a creature with astonishing leaping abilities.

Longstrider (tra): Increase a creature's Speed.

Purify Food and Drink (tra): Cleanse food and drink of poisons and disease.

Searing Equation (enc): Whisper an alien equation that injures the minds of creatures and deafens them.

Thunderwave (evo): Unleash a wave of thunderous force that damages creatures and pushes them back.

2nd-Level

Arcane Lock (abj): Make a nearly permanent magical lock.

Blur (ill): Cloak yourself in distortion, imposing disadvantage on attacks against you.

Continual Flame (evo): Create a torch-like flame that can't be extinguished.

Darkvision (tra): Grant a creature the ability to see in the dark.

Deadweight (tra): Greatly increase the weight of an object.

Enhance Ability (tra): Increase the effectiveness of one ability score for a creature.

Enlarge/Reduce (tra): Increase or decrease a creature's size.

Find Traps (div): Know whether traps are present.

Flame Blade (evo): A blade of fire appears in your hand, allowing you to make fire attacks.

Gust of Wind (evo): Create a powerful gust of wind that disperses clouds and pushes creatures.

Heat Metal (tra): Make a metallic object too hot to touch.

Hold Person (enc): Paralyze a humanoid.

In vigorated Strikes (tra): Increase the damage dealt by a creature's unarmed strikes and natural weapons.

Invisibility (ill): Render a creature invisible so long as it does not attack or cast spells.

Lesser Restoration (abj): Remove one affliction from a creature.

Magic Weapon (tra): Imbue a weapon with magic, making it more powerful.

Misty Step (cjr): Teleport short distances in a puff of shimmering mist.

Protection from Energy (abj): Grant a creature resistance to one damage type of your choice.

See Invisibility (div): See invisible creatures and objects.

Shatter (evo): Create a painful ringing sound that damages all creatures and objects in an area.

Spider Climb (tra): Give a creature the ability to walk on walls or ceilings, hands free.

Web (cjr): Conjure a 20-foot cube or 5-foot layer of sticky webbing that restrains creatures and is flammable.

3rd-Level

Blink (tra): Have a 50% chance of vanishing each turn to avoid being harmed.

Clairvoyance (div): Create a sensor at a distance, allowing you to see or hear through it.

Cobra's Spit (cjr): Spit venom at a creature within 30 feet.

Crushing Haymaker (evo): Deliver a devastating strike that deals thunder damage and lays your target low.

Create Food and Water (cjr): Conjure food and water to sustain one or more humanoids.

Dispel Magic (abj): End ongoing magical effects.

Fireball (evo): Engulf an area in a blast of flame that deals 6d6 fire damage.

Fly (tra): Grant a creature the ability to fly.

Gaseous Form (tra): Make a creature insubstantial and able to fly.

Glyph of Warding (abj): Create a magical trap, storing a spell or burst of harmful energy within a rune.

Haste (tra): Allow a creature to move and act more quickly.

Lightning Bolt (evo): Shoot lightning through multiple enemies.

Revivify (nec): Return a creature to life who has been dead for less than a minute.

Water Breathing (tra): Grant up to 10 willing creatures the ability to breathe underwater for 24 hours.

Water Walk (tra): Grant up to 10 willing creatures the ability to walk on liquid surfaces as if they were solid ground for 1 hour.

4th-Level

Arcane Eye (div): Use a magical eye to invisibly scout.

Dimension Door (cjr): Teleport yourself and one willing creature great distances.

Fabricate (tra): Magically transform raw materials into finished items.

Freedom of Movement (abj): Free a creature from most constraints on its movement.

Greater Invisibility (ill): Turn a creature invisible even while it takes hostile actions.

Locate Creature (div): Know the whereabouts of a specific, nearby creature.

Mindshield (abj): Grant resistance to psychic damage and protection from charms and fear.

Polymorph (tra): Temporarily transform a creature into another creature.

Rage of the Meek (tra): Become a fearsome arcane-empowered warrior.

Stone Shape (tra): Reshape stone into something beneficial, like a weapon or door.

Stoneskin (abj): Make a creature resistant to weapon damage.

Wall of Fire (evo): Create a wall of fire in the shape of a line or circle that both obscures sight and deals fire damage.

5th-Level

Animate Objects (tra): Create constructs to smite foes.

Creation (ill): Create from shadow-stuff a physical object no larger than a 5-foot cube.

Eldritch Cube (cjr): Summon a black, nonreflective, incorporeal cube that deals psychic damage to creatures that touch it.

Greater Restoration (abj): Restore a creature and remove a powerful debilitating effect.

Storm Kick (tra): Travel across the battlefield to deliver a thunderous kick.

Teleportation Circle (cjr): Draw a circle and open a shimmering portal to another location.

Wall of Force (evo): Create a wall of invisible force in the shape of a hemisphere, sphere, or flat surface that is almost invulnerable.

Wall of Stone (evo): Create a wall, bridge, or ramp of nonmagical stone.

Inventor (Follower)

Inexperienced. Once only, when you fail an Arcana or Engineering check, or a check using tools, you may have the inventor intervene. If you do, the check is instead a success, but the inventor is killed in the process.

Seasoned. Once per day, when you fail an Arcana or Engineering check, or a check using tools, you may reroll that check and must use the new roll.

Expert. Whenever you craft a magic item, you may have this follower work alongside you. If you do, you craft an additional magic item of the same type using the normal amount of gold costs, making separate checks for each item. No more than one of these followers can work alongside you at a time in this way.

Lycanthrope Synergy Feats

Lycanthropes are defined by their ability to transform. While every lycanthrope receives specific traits depending on the animal their curse is related to, their transformations share some traits.

Involuntary Change. You undergo a draining and painful involuntary change every full moon that leaves you hungry, unable to speak, and often confused and frightened. During the 1 minute transformation your statistics are replaced by those of a lycanthrope (as presented in *Monstrous Menagerie*), the Narrator takes control over your actions, and your thoughts are filled with predatory instincts.

When an involuntary change happens, you can either embrace the beast within or try to tame it.

Embrace: You lose all control over your actions until sunrise, but you retain your full memories the following day.

Tame: You make a DC 15 Wisdom saving throw. On a success, you regain control over your actions for 1 hour. At the end of every hour, you repeat the saving throw. On a failure, you lose all control over your actions until sunrise and have no memories of what you did during the night.

Hybrid Form. As an action, you can transform into animal form or into a half-humanoid, half-animal hybrid form. This transformation is no less painful than an involuntary change, but you retain full control over your actions. You can revert to your normal form by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. You can transform into hybrid form and back once per long rest with no ill effects, and you suffer a level of fatigue for every subsequent transformation.

Traits. While transformed into animal or hybrid form, your statistics change in the following ways.

- Your Armor Class is 13 + your Dexterity modifier + your proficiency bonus.
- You cannot speak or cast spells.
- Any features or traits from your class, destiny, or culture are unaffected if your current form is physically capable of using them. However, you can't utilize any traits gained from your heritage while transformed.
- Your equipment does not transform with you. Any clothes or armor are destroyed if you transform while wearing them.

Wolfsbane Weakness. While in hybrid or beast form you are poisoned while within 10 feet of a living or dried wolfsbane flower that you can smell.

For more information on lycanthropes and lycanthropy, see pages 310–315 in *Monstrous Menagerie*.

Curse Bearer

Prerequisites: *Werebear Emerged, Alpha Wereboar, Rodent Embraced, Eye of the Tiger or Moonhowler feats*

Your Strength, Dexterity, or Constitution score increases by 1, to a maximum of 20.

You can transfer your curse to others. When you damage a living creature with your bite attack, it makes a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or becomes afflicted with lycanthropy.

Howl at the Moon

Prerequisites: *Hibernating Affliction, Swineheart, Rat Within, Striped Soul or Pack Initiate feats*

Increase your Charisma by 1, to a maximum of 20.

You can speak with animals (as the spell) of the same type as your curse (bears for a wereboar, boars for a wereboar, and so on). You can also cast *animal friendship* without spending material components, but are only able to target animals of the same type as your curse. Once you have used this feature

to cast *animal friendship*, you can't use it again until you finish a long rest. In addition, you have advantage on Charisma checks made against animals when the moon is full.

Moon Speech

Prerequisites: *Hibernating Affliction, Swineheart, Rat Within, Striped Soul or Pack Initiate feats*

Your Intelligence, Wisdom, or Charisma score increases by 1, to a maximum of 20.

You can speak and cast spells in hybrid form.

Moon Style

Prerequisites: *Hibernating Affliction, Swineheart, Rat Within, Striped Soul or Pack Initiate feats; proficient in the Tooth and Claw tradition*

You learn a new Tooth and Claw maneuver. When you use a Tooth and Claw maneuver with your lycanthrope natural weapons in hybrid form, you deal an extra 1d8 damage.

New Moon Werebear

Prerequisites: *Must have been bitten by a werebear*

You have learned to tame the bear raging within you since contracting lycanthropy. On full moon nights you involuntarily change into a bear or bear-humanoid hybrid.

While you are transformed, you gain the following features.

Fang and Claw. You gain a bite natural weapon and claw natural weapons which you are proficient with. You can use Dexterity instead of Strength for the attack rolls of your bite or claw. On a hit your bite or claw deals slashing damage equal to 1d6 plus your Strength modifier or Dexterity modifier (whichever is highest).

Keen Smell. You gain advantage on Perception checks that rely on smell.

Tree Climber. You gain a climb speed of 30 feet.

Hibernating Affliction

Prerequisites: *New Moon Werebear*

Your control over the ursine spirit within yourself improves. You can transform one additional time without suffering a level of fatigue. While you are transformed, you gain the following features.

Bear Grab. If you hit a Medium or smaller creature with your claw attack, it is grappled. Until this grapple ends, you can't use two-handed weapons and can't attack a different target with your claw.

Crescent Moon Defense. You gain resistance against slashing, bludgeoning, and piercing damage from weapons that are not magical or silvered.

Frenzied Bite. You can use your bite attack as a bonus action.

Werebear Emerged

Prerequisites: *Hibernating Affliction*

You have completely mastered the bear within. You can transform one additional time without suffering a level of fatigue. When you choose to tame the beast in an involuntary transformation, roll 1d8; you gain control over that many hours. While you are transformed, you gain the following features.

Deadly Implements. Your bite and claw attacks both deal an extra 1d6 slashing damage.

Full Moon Defense. You gain immunity against slashing, bludgeoning, and piercing damage from weapons that are not magical or silvered.

Heightened Senses. You gain an expertise die on Perception checks.

New Moon Wereboar

Prerequisites: *Must have been bitten by a wereboar*

You have learned to tame the boar rampaging within you since contracting lycanthropy. On full moon nights you involuntarily change into a boar or boar-humanoid hybrid.

While you are transformed, you gain the following features.

Fleet of Foot. Your Speed increases by 10 feet.

Relentless. Once between long rests when you take damage that would reduce you to 0 hit points, you are instead reduced to 1 hit point.

Tusks. You gain tusk natural weapons you are proficient with. You can use Dexterity instead of Strength for the attack rolls of your tusks. On a hit, your tusks deal slashing damage equal to 1d6 plus your Strength modifier or Dexterity modifier (whichever is highest).

Swineheart

Prerequisites: *New Moon Wereboar*

Your control over the porcine spirit within yourself improves. You can transform one additional time without suffering a level of fatigue. While you are transformed, you gain the following features.

Boar Charge. Once per turn when you move at least 20 feet straight towards a target before attacking with your tusks, the attack deals an extra 2d6 slashing damage. If the target is a creature, it makes a Strength saving throw against your maneuver DC, falling prone on a failure.

Crescent Moon Defense. You gain resistance against slashing, bludgeoning, and piercing damage from weapons that are not magical or silvered.

Frenzied Tusks. You can use your tusks attack as a bonus action.

Alpha Wereboar

Prerequisites: *Swineheart*

You have completely mastered the boar within. You can transform one additional time without suffering a level of fatigue. When you choose to tame the beast in an involuntary transformation, roll 1d8; you gain control over that many hours. While you are transformed, you gain the following features.

Deadly Tusks. The damage of your tusks increases to 1d8.

Full Moon Defense. You gain immunity against slashing, bludgeoning, and piercing damage from weapons that are not magical or silvered.

Full Moon Ferocity. If you reduce a creature to 0 hit points with a tusks attack, you regain your use of the Relentless feature. Once you use this feature, you cannot use it again until you finish a short or long rest.

New Moon Wererat

Prerequisites: *Must have been bitten by a wererat*

You have learned to tame the rat within and gained some control over the curse of lycanthropy. On full moon nights you involuntarily change into a rat or rat-humanoid hybrid.

While you are transformed, you gain the following features.

Bite. You gain a bite natural weapon you are proficient with. You can use Dexterity instead of Strength for the attack rolls of your bite. On a hit your bite deals piercing damage equal to 1d4 plus your Strength modifier or Dexterity modifier (whichever is highest).

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. If you already have darkvision, its range increases by 30 feet.

Keen Smell. You have advantage on Perception checks that rely on smell.

Rat Within

Prerequisites: *New Moon Wererat*

Your control over the murine spirit within yourself improves. You can transform one additional time without suffering a level of fatigue. While you are transformed, you gain the following features.

Crescent Moon Defense. You gain resistance against slashing, bludgeoning,

and piercing damage from weapons that are not magical or silvered.

Frenzied Bite. You can use your bite attack as a bonus action.

Pack Tactics. Once per turn, you gain advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and not incapacitated.

Rodent Embraced

Prerequisites: *Rat Within*

You have completely mastered the rat within and learned tricks to make your lycanthropy an even greater asset in combat. You can transform one additional time without suffering a level of fatigue. When you choose to tame the beast in an involuntary transformation, roll 1d8; you gain control over that many hours. While you are transformed, you gain the following features.

Full Moon Defense. You gain immunity against slashing, bludgeoning, and piercing damage from weapons that are not magical or silvered.

Nose for Opportunity. When an ally strikes a creature you can see with a melee attack, you can use your reaction to move up to your Speed, ending your move adjacent to that creature and making a melee weapon attack against it. If the creature is bloodied and the attack hits, you score a critical hit. Once you have used this feature, you cannot use it again until you finish a short or long rest.

Wererat Trickery. When you reduce a creature to 0 hit points with a bite attack, you can use your reaction to take the Disengage, Dodge, or Hide action.

New Moon Weretiger

Prerequisites: *Must have been bitten by a weretiger*

You have learned to tame the tiger within and gained some control over the curse of lycanthropy. On full moon nights you involuntarily change into a tiger or tiger-humanoid hybrid.

While you are transformed, you gain the following features.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. If you already have darkvision, its range increases by 30 feet.

Fang and Claw. You gain a bite natural weapon and claw natural weapons which you are proficient with. You can use Dexterity instead of Strength for the attack rolls of your bite or claw. On a hit your bite or claw deals piercing damage equal to 1d6 plus your Strength modifier or Dexterity modifier (whichever is highest).

Keen Hearing and Smell. You have advantage on Perception checks that rely on hearing or smell.

Striped Soul

Prerequisites: *New Moon Weretiger*

Your control over the feline spirit within yourself improves. You can transform one additional time without suffering a level of fatigue. While you are transformed, you gain the following features.

Crescent Moon Defense. You gain resistance against slashing, bludgeoning, and piercing damage from weapons that are not magical or silvered.

Frenzied Bite. You can use your bite attack as a bonus action. In addition, the damage of your bite increases to 1d8, and when taking the Attack action you can only use your bite for one of your attacks..

Heightened Senses. You gain an expertise die on Perception checks.

Tiger Pounce. Once per turn when you move at least 20 feet straight towards a target before attacking with your claws, the target makes a Strength saving throw against your maneuver DC, falling prone on a failure.

Eye of the Tiger

Prerequisites: *Striped Soul*

You have completely mastered the tiger within. You can transform one additional

time without suffering a level of fatigue. When you choose to tame the beast in an involuntary transformation, roll 1d8; you gain control over that many hours. While you are transformed, you gain the following features.

Deadly Implements. The damage of your bite increases to 1d10 and the damage of your claws increases to 1d8.

Full Moon Celerity. When you reduce a creature to 0 hit points with a bite attack, you can use your reaction to move your speed.

Full Moon Defense. You gain immunity against slashing, bludgeoning, and piercing damage from weapons that are not magical or silvered.

New Moon Werewolf

Prerequisites: *Must have been bitten by a werewolf*

You have learned to tame the wolf within and gained some control over the curse of lycanthropy. On full moon nights you involuntarily change into a wolf or wolf-humanoid hybrid.

While you are transformed, you gain the following features.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. If you already have darkvision, its range increases by 30 feet.

Fang and Claw. You gain a bite natural weapon and claw natural weapons which you are proficient with. You can use Dexterity instead of Strength for the attack rolls of your bite or claw. On a hit your bite or claw deals piercing damage equal to 1d6 plus your Strength modifier or Dexterity modifier (whichever is highest).

Keen Hearing and Smell. You have advantage on Perception checks that rely on hearing or smell.

Pack Initiate

Prerequisites: *New Moon Werewolf*

Your control over the lupine spirit within yourself improves. You can transform one additional time without suffering a level of fatigue. While you are transformed, you gain the following features.

Crescent Moon Defense. You gain resistance against slashing, bludgeoning, and piercing damage from weapons that are not magical or silvered.

Deadly Implements. The damage of your bite and claw attacks increases to 1d8.

Frenzied Bite. You can use your bite attack as a bonus action.

Pack Tactics. Once per turn, you have advantage on attack rolls against a creature if at least one of your allies is within 5 feet of the creature and not incapacitated.

Moonhowler

Prerequisites: *Pack Initiate*

You have completely mastered the wolf within. You can transform one additional time without suffering a level of fatigue. When you choose to tame the beast in an involuntary transformation, roll 1d8; you gain control over that many hours. While you are transformed, you gain the following features.

Cursed Wounds. Your bite and claw attacks both deal an additional 1d6 necrotic damage.

Full Moon Defense. You gain immunity against slashing, bludgeoning, and piercing damage from weapons that are not magical or silvered.

Heightened Senses. You gain an expertise die on Perception checks.

Jabberwock

The jabberwock is a gangly, long-necked dragon native to the faerie realm. Although its appearance is unlikely, even the mightiest heroes must beware the jabberwock's claws that grab and eyes of flame. Spellcasters in particular fear its burbling speech, a magical singsong that ruins spells and reduces words to nonsense.

JABBERWOCK CHALLENGE 18

LEGENDARY HUGE DRAGON (FEY)

20,000 XP

AC 20 (natural armor)

HP 270 (20d12 + 140; bloodied 135)

Speed 60 ft., fly 40 ft.

STR DEX CON INT WIS CHA

24 (+7) 18 (+4) 24 (+7) 14 (+2) 20 (+5) 22 (+6)

Proficiency +6; **Maneuver DC** 21

Saving Throws Dexterity +10, Constitution +13, Wisdom +11, Charisma +12

Skills Stealth +10, Intimidation +12, Perception +11

Damage Resistances fire; bludgeoning and piercing

Condition Immunities charmed, confused, fatigued, frightened, paralyzed, unconscious

Senses darkvision 60 ft., passive Perception 21

Languages Jabber

Legendary Resistance (3/Day). When the jabberwock fails a saving throw, it can choose to succeed instead. It can't do so against an effect that would sever one of its body parts.

Reactive. The jabberwock can take three reactions per round. It can't take more than one reaction on the same turn.

Regeneration. The jabberwock regains 20 hit points at the start of its turn. The jabberwock dies only if its head is severed. A creature can sever the jabberwock's head by dealing 15 slashing damage to it in a single turn while it has 0 hit points.

Vorpal Weakness. While the jabberwock is bloodied, a roll of 16 or higher with a *sword of sharpness* or *vorpal sword* is treated as a 20.

Whiffling Flight. The jabberwock's flight is clumsy and unpredictable. While the jabberwock is flying it has disadvantage on attack rolls and attack rolls against it have disadvantage.

ACTIONS

Multiattack. The jabberwock attacks once with its bite and twice with its claw.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage. On a critical hit against a creature, the jabberwock's teeth debilitate a limb until the character completes a long rest or is restored to full hit points. At the Narrator's discretion, the target might suffer a permanent wound that requires the *regeneration* spell. For a typical humanoid, roll 1d6: 1–3 arm (preventing the use of that arm to hold items or wear a shield), 4–6 leg (halving the target's Speed).

Claw. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage. If the target is a creature, it is grappled (escape DC 21). Until this grapple ends, the target is restrained. The jabberwock can have up to two creatures grappled at a time.

Eyes of Flame (Recharge 5–6). The jabberwock's gaze ignites everything in a 60-foot cone. Each creature in that area makes a DC 21 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save or half damage on a success.

BONUS ACTIONS

Burble. The jabberwock speaks in the magical Jabber language. Each creature within 30 feet of the jabberwock that can hear it and that doesn't speak Jabber makes a DC 20 Wisdom saving throw. On a failure, the creature is subjected to a burbling curse. While cursed, half the words the creature speaks are replaced with words in the Jabber language. Each time the creature speaks, casts a spell with a vocalized component, or uses an

effect that requires listeners to understand its words, the creature must roll a d20. On a roll of 1–9, the speech is unintelligible or the spell or effect is wasted. The creature repeats the saving throw whenever it finishes a long rest, ending the curse on a success. If a creature's saving throw is successful or the effect ends for it, it is immune to Burble for 24 hours.

REACTIONS

Claws that Catch. When a creature escapes the jabberwock's grapple, the jabberwock makes a claw attack against that creature.

Jaws that Bite. When a creature that the jabberwock can see makes a melee attack against it, the jabberwock makes a bite attack against that creature.

Whiffling Dodge. When the jabberwock would be hit by a ranged attack while it is not flying, it flies up to its speed, imposing disadvantage on the triggering attack.

Combat

While flying, the jabberwock uses Eyes of Flame. The jabberwock then lands, attacking one opponent with a bite and a claw and a different opponent with its second claw. It focuses on spellcasters, grappling them and using Burble to hamper their spells. It prefers to use its reaction to bite a grappled creature. If it isn't grappling a creature, it uses Whiffling Dodge. The jabberwock flies away if it takes slashing damage while it is bloodied. When it retreats, it carries with it any creatures it is grappling.

Jabberwock Variant: Jabberwocky

Jabberwocky is a CR 24 (62,000 XP) monster. It has 405 (30d12 + 210; bloodied 202) hit points and the following additional trait:

Manxome Burble. Whenever a creature that was cursed by Jabberwocky speaks, each listener must succeed on a DC 20 Wisdom saving throw or be subject to

Burbling Curse. A listener cursed in this way can't spread the curse any further. Jabberwocky has the following additional reaction:

Eyes of Vengeance. When a creature within 60 feet targets Jabberwocky with a spell or magical effect, or includes Jabberwocky in the area of a spell or magical effect, Jabberwocky immediately recharges and uses Eyes of Flame, including the attacker in its area if possible.