

TINKERER

Subclass for the Tinkerer base class.

This document contains all Roboticist subclass features, Mechanical Servant statblock, Roboticist-specific spells, and all Transformation statblocks.

ROBOTICIST

Studying life, these tinkererers learn to recreate it through a mechanical servant. Unrestricted by the limits of biology, their servants can transform into a variety of fantastical and powerful shapes.

GENIUS SPARKS

Tinkerer level	Spells
3rd	<i>minor transformation</i>
5th	<i>mount transformation</i>
9th	<i>revivify</i>
13th	<i>dominate beast</i>
17th	<i>*hold monster</i>

BONUS PROFICIENCIES

When you take this field of study at 3rd level, you gain proficiency in tinker's tools and you can apply double your proficiency bonus to Animal Handling checks made with regard to your mechanical servant.

MECHANICAL SERVANT

At 3rd level, your research and mastery of your craft allow you to produce a mechanical servant. The servant is a construct that obeys your commands without hesitation and functions in combat to protect you. Though magic fuels its creation, the servant is not magical itself. You are assumed to have been working on the servant for quite some time, finally finishing it during a short or long rest after you reach 3rd level. The servant has the base stats depicted, plus additional features depending on the form you have it take.

ANIMAL FORMS

When you create your mechanical servant, you must have it take one of the following animal forms. Each form confers different features in addition to the base stats above.

Bird. -20 base speed, 60 ft. flying speed.

Cat. +10 base speed, 30 ft. climb speed, advantage on acrobatics checks.

Fish. -30 base speed, 40 ft. swim speed.

Monkey. 30 ft. climb speed, opposable thumbs, can take the Object Interaction as a bonus action.

Snake. -10 base speed, 20 ft. climb speed, advantage on stealth checks.

The servant obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

The servant has a number of hit dice equal to your Tinkerer level. A damaged servant can conduct its own repairs on itself during a short rest, expending hit dice to restore hit points.

MECHANICAL SERVANT

Tiny Construct, Unaligned

Armor Class Spell save DC (mechanical armor)

Hit Points (1d4 + CON modifier) x Tinkerer level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Saving Throws Strength +4, Dexterity +4, Constitution +4, Intelligence +0, Wisdom +2, Charisma +0

Skills 2 skills of your choice

Damage Resistances Poison

Condition Immunities Charmed, frightened, poisoned, exhaustion

Senses Passive perception 10

Languages Yours, but can't speak

Challenge --

Actions

Melee Weapon Attack: Your Spell attack modifier, reach 5 ft., one target. Hit: 1d6 + your Intelligence modifier damage.

Ranged Weapon Attack: Your Spell attack modifier, range 20/60 ft., one target. Hit: 1d4 + your Intelligence modifier.

If the servant is killed, it can be returned to life via normal means, such as with the revivify spell. In addition, over the course of a short or long rest, you can repair a slain servant if you have access to its body. It returns to life with 1 hit point at the end of the rest. If the servant is beyond recovery, you can build a new one with one day of work (8 hours) and 100 gp of raw materials.

The servant has abilities and game statistics determined in part by your level. Your servant uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, a servant's AC is equal to your Spell save DC. It gains a melee and ranged weapon attack which have a range of 5 ft. and 20/60 ft respectively. They use your spell attack modifier for their attack rolls and deal 1d6 + your Intelligence modifier and 1d4 + your intelligence modifier damage respectively. These attacks may take the appearance of anything you like, such as a stinging tail or projectile teeth, so long as they make sense for the animal form they take.

Your mechanical servant gains proficiency in two skills of your choice. It also becomes proficient with all saving throws. If you attach an affect engine onto your servant, then you can trigger affect discharges from its attacks as a reaction, expending your own spell slots as normal. You can also activate the Power Appliance Rocket Barding detailed towards the end of the main class document as if your mechanical servant were wearing barding.

For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly. Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

TRANSFORMATION

Also at 3rd level, you gain a single Transformation Point. You can as an action spend 1 Transformation Point to command your servant to transform into a deadly beast or humanoid. To do so, your servant must have at least one engine attached to it. You regain expended Transformation Points at the end of a short or long rest. You gain an additional Transformation Point at levels 7, 10, and 15. Choose one from the following list of creatures: Giant Eagle, Giant Octopus, Giant Spider, Spy, Tiger.

The servant uses that beast's or humanoid's game statistics, but it can look however you like, as long as its form is appropriate for its statistics. It has the following modifications: It is a construct instead of a beast or humanoid. It does not need to breathe. Any attached engines are incorporated into its form. You can trigger affect discharges from its attacks as a reaction, expending your own spell slots as normal. It can't be charmed or frightened. It is immune to poison damage and the poisoned condition. It uses your spell attack modifier and Intelligence modifier for its attacks and damage, as well as your spell save DC for its DCs. If its new form knows any languages, it instead can't speak and can only understand languages you know. If its new form wields any weapons, those weapons come incorporated into your servant's form.

This transformation lasts for 1 minute or until its hitpoints are reduced to zero. If it is reduced to zero hitpoints, it reverts to its original form with hitpoints equal to the amount it had before it transformed.

IMPROVED TRANSFORMATION

At 7th level, you can expend two Transformation Points to transform your servant into one of the following forms: Berserker, Giant Constrictor Snake, Hunter Shark, Rhinoceros, Saber-Toothed Tiger. It otherwise follows the same rules as under Transformation.

ENGINE ANIMAL WEAPONS

Also at 7th level, the damage from your mechanical servant's attacks can now deal a damage type according to one attached engine of your choice in addition to the attack's normal damage type.

ADVANCED TRANSFORMATION

At 10th level, you can expend three Transformation Points to transform your servant into a Griffon, Killer Whale, or a Knight. It otherwise follows the same rules as under Transformation.

MACHINE MITOSIS

Starting at 15th level, whenever you expend a Transformation Point to cause your mechanical servant to transform, you can spend additional points to cause your servant to split into two transformations. Your servant must have at least two attached engines, each of which is distributed to one of the two transformations when transformed. The number of additional points you must spend equals the point cost of the second transformation. For example, you can by expending 2 points to cause your servant to transform into two tigers, or into one tiger and one giant spider, and with 4 points a knight and a giant eagle or two rhinoceroses. These transformations share initiative and last for 1 minute or until both transformations' hit points are reduced to zero. When their hit points are reduced to zero, your servant reverts from the position of the last transformation to reach zero hit points. If both transformations have greater than zero hit points and their 1 minute duration ends, choose one transformation to revert into your servant. The other transformation then disassembles into useless parts.

LEGENDARY TRANSFORMATION

At 20th level, you learn the secrets of ancient kaiju and beasts of legendary proportions. Once between long rests, you can as an action command your servant to transform into a Giant Ape or a Tyrannosaurus Rex.



NEW SPELLS

MINOR TRANSFORMATION

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (one mechanical servant within range, at least 1 engine attached to the servant)

Duration: Instantaneous

You command your mechanical servant to transform. It must be able to hear or see you. Choose one of the options beneath Animal Forms. Your servant reassembles itself to take that form.

MOUNT TRANSFORMATION

2nd-level transmutation (ritual)

Casting Time: 1 action

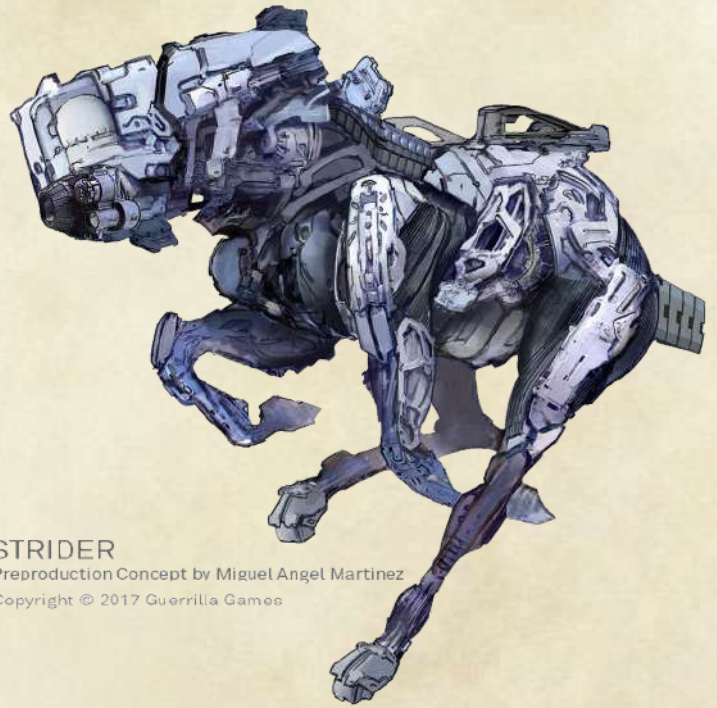
Range: 30 feet

Components: V, S, M (1 mechanical servant within range, at least 1 engine attached to the servant)

Duration: 1 hour

You command your mechanical servant to transform. It must be able to hear or see you. Your servant reassembles itself into the shape of a bipedal or quadrupedal mount of your choice, though it uses the statistics of either the draft or riding horse except for the following changes: It is a construct instead of a beast. Any attached engines are incorporated into its form. It can't be charmed or frightened. It has resistance to poison damage and is immune to exhaustion and the poisoned condition. It loses its attacks if it has any. If your servant has a flame engine attached in some way, it automatically becomes equipped with the Power Appliance Rocket Barding, but utilizing it requires no checks to maintain control if controlled by you. You can end and reactivate the transformation as a bonus action while handling your servant within the spell's duration. If the attached engine is removed by any means, this spell ends.

At Higher Levels. When you cast this spell at 3rd level, the duration increases to 8 hours. At 4th level, 24 hours.



STRIDER

Preproduction Concept by Miguel Angel Martinez

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ROBOTICIST TRANSFORMATION STATBLOCKS

3RD LEVEL: TRANSFORMATION

Transformation Point cost = 1.

ROBOTIC GIANT EAGLE

Large construct, unaligned

Armor Class 13 (mechanical armor)

Hit Points 26 (4d10 + 4)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned, Exhaustion

Senses Passive perception 14

Languages Yours, but can't speak

Transformation Point Cost 1

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The eagle makes two attacks: one with its beak and one with its talons

Beak. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + your INT mod piercing damage.

Talons. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 2d6 + your INT mod slashing damage.

ROBOTIC GIANT OCTOPUS

Large construct, unaligned

Armor Class 11 (mechanical armor)

Hit Points 52 (8d10 + 8)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned, Exhaustion

Senses Darkvision 60 ft., passive perception 14

Languages Yours, but can't speak

Transformation Point Cost 1

Underwater Camouflage. The octopus has advantage on Dexterity (stealth) checks made while underwater.

Actions

Tentacles. *Melee Weapon Attack:* Your spell attack modifier to hit, reach 15 ft., one target. *Hit:* 2d6 + your INT mod bludgeoning damage. If the target is a creature, it is grappled (escape DC = your spell save DC). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud. *Once per short rest.* A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

ROBOTIC GIANT SPIDER

Large construct, unaligned

Armor Class 14 (mechanical armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned, Exhaustion

Senses Blindsight 10 ft., darkvision 60 ft., passive perception 10

Languages Yours, but can't speak

Transformation Point Cost 1

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web. **Web Walker.** The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: Your spell attack modifier to hit, reach 5 ft., one creature. *Hit:* 1d8 + your INT mod piercing damage, and the target must make a spell save DC Constitution saving throw, taking 2d8 poison damage on a failed save, or half as much damage on a successful one.

Web. Once per short rest. Ranged Weapon Attack: Your spell attack modifier to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a spell save DC Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

ROBOTIC TIGER

Large construct, unaligned

Armor Class 12 (mechanical armor)

Hit Points 37 (4d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned, Exhaustion

Senses darkvision 60ft., passive Perception 13

Languages Yours, but can't speak

Transformation Point Cost 1

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a spell save DC Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action .

Actions

Bite. Melee Weapon Attack: Your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d10 + your INT mod piercing damage.

Claw. Melee Weapon Attack: Your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + your INT mod slashing damage.

ROBOTIC SPY

Medium construct, unaligned

Armor Class 12 (mechanical armor)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned, Exhaustion

Senses passive Perception 16

Languages Yours, but can't speak

Transformation Point Cost 1

Hit Points 27 (6d8)

Speed 30 ft.

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 2d6 damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + your INT mod piercing damage. **Hand Crossbow.** *Ranged Weapon Attack:* your spell attack modifier to hit, range 30/120 ft., one target. *Hit:* 1d6 + your INT mod piercing damage.

7TH LEVEL: IMPROVED TRANSFORMATION

Transformation Point cost = 2.

ROBOTIC BERSERKER

Medium construct, unaligned

Armor Class 13 (mechanical armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned, Exhaustion

Senses passive Perception 10

Languages Yours, but can't speak

Transformation Point Cost 2

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. *Melee Weapon Attack:* Your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d12 + your Int mod slashing damage.

ROBOTIC GIANT CONSTRUCTOR SNAKE

Huge construct, unaligned

Armor Class 12 (mechanical armor)

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned, Exhaustion

Senses blindsight 10ft., passive Perception 12

Languages Yours, but can't speak

Transformation Point Cost 2

Actions

Bite. *Melee Weapon Attack:* Your spell attack modifier to hit, reach 10 ft., one target. *Hit:* 2d6 + your INT mod piercing damage.

Constrict. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one creature. *Hit:* 2d8 + your INT mod bludgeoning damage, and the target is grappled (escape DC = your spell save DC). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

ROBOTIC HUNTER SHARK

Large construct, unaligned

Armor Class 12 (mechanical armor)

Hit Points 45 (6d10 + 12)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned, Exhaustion

Senses Blindsight 10 ft., passive perception 12

Languages Yours, but can't speak

Transformation Point Cost 2

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Bite. *Melee Weapon Attack:* Your spell attack modifier to hit, reach 5 ft., one creature. *Hit:* 2d8 + your INT mod piercing damage.

ROBOTIC RHINOCEROS

Large construct, unaligned

Armor Class 11 (mechanical armor)

Hit Points 45 (6d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned, Exhaustion

Senses passive Perception 11

Languages Yours, but can't speak

Transformation Point Cost 2

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 2d8 bludgeoning damage. If the target is a creature, it must succeed on a your spell save DC Strength saving throw or be knocked prone.

Actions

Gore. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 2d8 + your INT mod bludgeoning damage.

ROBOTIC SABER-TOOTHED TIGER

Large construct, unaligned

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned, Exhaustion

Senses passive Perception 13

Languages Yours, but can't speak

Transformation Point Cost 2

Armor Class 12 (mechanical armor)

Hit Points 52 (7d10 + 14)

Speed 40 ft.

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on your spell save DC Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d10 + your INT mod piercing damage.

Claw. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 2d6 + your INT mod slashing damage.

ROBOTIC GRIFFON

Large construct, unaligned

Armor Class 12 (mechanical armor)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned, Exhaustion

Senses passive Perception 13

Languages Yours, but can't speak

Transformation Point Cost 3

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + your INT mod piercing damage.

Claws. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 2d6 + your INT mod slashing damage.

ROBOTIC KILLER WHALE

Huge construct, unaligned

Armor Class 12 (mechanical armor)

Hit Points 90 (12d12 + 12)

Speed 0 ft., swim 60ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned, Exhaustion

Senses blindsight 120ft., passive Perception 13

Languages Yours, but can't speak

Transformation Point Cost 3

Echolocation. The whale can't use its blindsight while deafened.

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 5d6 + your INT mod piercing damage.

ROBOTIC KNIGHT

Medium construct, unaligned

Armor Class 18 (mechanical armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Constitution +4, Wisdom +2

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned, Exhaustion

Senses passive Perception 10

Languages Yours, but can't speak

Transformation Point Cost 3

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

Greatsword. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 2d6 + your INT mod slashing damage.

Heavy Crossbow. Ranged Weapon Attack: your spell attack modifier to hit, range 100/400 ft., one target. *Hit:* 1d10 + your INT mod piercing damage.

Leadership. Once per short rest. For 1 minute, the knight can utter a special command or warning whenever a non hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

20TH LEVEL: LEGENDARY TRANSFORMATION

Once per long rest.

ROBOTIC GIANT APE

Huge construct, unaligned

Armor Class 12 (mechanical armor)

Hit Points 157 (15d12 + 60)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +9, Perception +4

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned, Exhaustion

Senses passive Perception 14

Languages Yours, but can't speak

Transformation Point Cost --

Actions

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* your spell attack modifier to hit, reach 10ft., one target. *Hit:* 3d10 + your INT mod bludgeoning damage.

Rock. *Ranged Weapon Attack:* your spell attack modifier to hit, range 50/100 ft., one target. *Hit:* 7d6 + your INT mod bludgeoning damage.

ROBOTIC TYRANNOSAURUS REX

Huge construct, unaligned

Armor Class 13 (mechanical armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned, Exhaustion

Senses passive Perception 14

Languages Yours, but can't speak

Transformation Point Cost --

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* your spell attack modifier to hit, reach 10ft., one target. *Hit:* 4d12 + your INT mod piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC = your spell save DC). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target. **Tail.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 10ft., one target. *Hit:* 3d8 + your INT mod bludgeoning damage.



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