

Monster Researcher

Subclass for the Uearthed Arcana Artificer (2019)



Expanded Spells

Artificer Level	Spell
3rd	<i>Speak with Animals, Goodberry</i>
5th	<i>Alter Self, Locate Animals or Plants</i>
9th	<i>Conjure Animals, Phantom Steed</i>
13th	<i>Conjure Woodland Beings, Dominate Beast</i>
17th	<i>Awaken, Hold Monster</i>

At Level 3:

You gain proficiency in Medicine and Nature.

You gain proficiency in all Martial Weapons.

You gain proficiency in Leatherworker's tools and gain a set of Leatherworker's tools.

Practiced Inspection: As a bonus action when you make a melee attack against a creature (regardless of whether or not you hit), you can examine your enemy's reaction to your attack. You learn either: the enemy's AC or you learn if that enemy had resistance to any of the damage of that attack (also learning which of those damages it had resistance to, and learning about vulnerabilities from that same attack in the same manner, you cannot learn resistances or vulnerabilities unless the attack hits). In addition, you can spend 1 hour dissecting a creature's corpse, make a medicine check with a DC equal to the creature's challenge rating. If you fail the corpse is rendered unusable and a second check cannot be made (this also applies to Monster Extracts). If you succeed, you learn all resistances, immunities and vulnerabilities it has. You also learn its Size, Armor Class, abilities, what types of attacks it can make, and if it has legendary resistances or actions. (You do not learn what spells a creature can cast, only whether or not it can cast them. Likewise, you do not learn what number of legendary resistances and actions just that they exist. You learn what the name of the attack is but do not learn any bonuses or dice rolls.) A creature dissected in this way cannot be raised from the dead using their body, this does not apply to constructs. If using this feature to disassemble a construct you also learn all ability scores of that construct.

Monster Enchiridion: During a rest, you record all information that you found on creatures in a book that you carry with you, recording it for future use and posterity.

Monster Extracts: You can spend 1 hour dissecting the corpse of a monstrosity, aberration, beast, or fey to extract one of its abilities. Make a medicine check with a DC equal to twice the creature's challenge rating and if you succeed, choose one ability, sense, or movement speed (other than flying). You gain an Extract with the same name as the ability, sense, or movement speed (You cannot gain legendary resistances, legendary actions or spellcasting abilities from this). If you fail the check the corpse is rendered unusable and a second check cannot be made (this also applies to Practiced Inspection). A creature dissected in this way cannot be raised from the dead using their body. You cannot gain any extract from a construct.

Extract Integration: During a long rest, you can use your magic to modify yourself temporarily to gain the ability of that Extract, making that Extract active. You can also change an active Extract for another during a long rest. You can have only one Extract active at a time. This increases to a maximum of 2 at 6th level and 3 at 14th level.

At level 6: When you dissect a creature using your practiced inspection feature, you also learn the Strength, Dexterity, and Constitution scores of that creature. In addition, you may now switch active Extracts during a short rest as well as a long rest.

At level 14:

Mastery of Knowledge: You have memorized and mastered the knowledge that you gained during dissection. When in combat, if you hit with an attack against a foe that you have dissected using the Practiced Inspection feature, you can use a bonus action to bypass their natural defenses. If that creature has resistance to any of the damage types included in the attack, it loses it in regard to that attack.