

# BORN OF CRYSTAL



A sorcerous origin for those influenced by magical crystals,  
3 spells for sorcerers, a template for Crystalline Beasts  
and eight examples

BY HAMMERED OUT HOMEBREW





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## SORCEROUS ORIGIN

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following options are available to a sorcerer, in addition to those offered in the Player's Handbook: Crystalline Soul.

### CRYSTALLINE SOUL

Born near magical crystals, you have been subtly influenced by their magic. The crystal's magic is part of you, guiding you. Loun stones, elemental gems, naturally occurring magical crystals and others all give off magic. They can enhance those around them or bring the elements to bear. Regardless of their aura, they all act as magical conduits. With their magic as part of you, these traits become yours as well.

It may have left a small mark on you. Your irises may resemble gems, you might have a slight tint to your skin resembling a gem's color, your hair is rigid like stone, or light might be refracted when it bounces off you. Regardless, the crystals have left their mark upon you. Some may take pride in this mark. Others are ashamed of it. Many are just self-conscious of their distinctive traits.

### NATURAL CRYSTAL MAGIC

You have an innate understanding of precious stones and can influence them with your magic. At first level, you are considered proficient with jeweler's tools but do not require tools to modify a gem's appearance, determine its history or other miscellaneous actions.

You learn additional spells when you reach certain levels in this class, as shown in the table below. Each of these spells count as a sorcerer spell for you but they do not count against the number of spells you know.

Sorcerer Level	Spells
1	<i>shard trap, shield</i>
3	<i>magic weapon</i>
4	<i>elemental weapon</i>
5	<i>bane, bless</i>
7	<i>aura of life, aura of purity</i>

These spells are gifted to you from the crystal's influence and their appearance reflects this. Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an abjuration or enchantment spell from the sorcerer, warlock, or wizard spell list

### CRYSTAL CONDUIT

Beginning at 1st level you can erect crystals to aid in your battles. As bonus action, you can create a crystal that lasts for 1 minute. The crystal appears in an unoccupied space you can see within 60 feet of you. This crystal is a small object with an AC equal to 11 + your proficiency bonus and hit points equal to your proficiency bonus x 5. While the crystal is active, you can cast spells as though you were in the crystal's space, but you must use your own senses. The only spells that cannot be cast this way are those with a range of touch.

As an action you may cause the crystal to explode. All creatures in a 15 foot radius sphere centered on the crystal must make a Dexterity saving throw against your spell save DC, taking 2d8 damage on a failed save or half as much on a successful one. Choose acid, cold, fire, force, lightning, piercing or thunder, the damage type of the crystal explosion becomes that damage type.

This damage increases to 3d8 at 6th level and 4d8 at 18th level. You may create a number of crystal conduits equal to your Charisma modifier (minimum of 1) and regain all expended uses upon completing a long rest.



Crystalline Soul sorcerous origin by [Hammered Out Homebrew](#)  
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## ROAMING CRYSTALS

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Once you reach 6th level, you may split your movement between you and your crystal conduits. For example, if your movement speed is 30 and you move 10 feet, your crystal conduit may move up to 20 feet. This uses your walking speed.

## SHARD MANIPULATION

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Starting at 14th level, you have learned to manipulate the shards you create upon destroying your crystal conduits. You may destroy your crystal conduit to cast one of the following spells without expending a spell slot or material components.

Damage Type	Spell Replicated
Acid	<i>Vitriolic Sphere</i> (6th Level)
Cold	<i>Investiture of Ice</i>
Fire	<i>Investiture of Flame</i>
Force	<i>Globe of Invulnerability</i>
Lightning	<i>Chain Lightning</i>
Piercing	<i>Investiture of Stone</i>
Thunder	<i>Investiture of Wind</i>

Once you use this feature you can't use it again until you finish a long rest.

## HIDDEN GEMS

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Starting at 18th level, when you roll initiative and have no uses of your Crystal Conduit left, you regain one use.



# ARCANE INVENTORY

## SPELLS

### ARCANE REDIRECTION

*4th level Evocation*

**Casting Time:** 1 reaction, which you take when you either succeed on a saving throw against a spell or a spell attack misses you.

**Range:** 120 feet

**Components:** V, S

**Duration:** Instant

**Classes:** Sorcerer

You grab hold of the errant magical energy meant to harm you and send it toward your enemies instead. When you make a successful saving throw against a spell, or a spell attack misses you, you can choose another creature that you can see (including the spellcaster) within 120 feet of you. The spell targets the chosen creature as well. You may not redirect spells cast by yourself.

If the spell forced a saving throw, the chosen creature makes its own save using the original save DC. If the spell was an attack, the attack roll is rerolled against the chosen creature using your spell attack modifier. No matter the original spell, only one attack roll is made.

If the original spell was an area of effect, the area is not recreated.

If the original spell had a range of touch, the range for this spell is changed to touch.

If the original spell required concentration, you may concentrate to maintain its effects on the additional target.

To redirect a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 11 + the spell's level. On a success, you redirect the spell. On a failure your reaction and spell slot are lost.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the spell is redirected without a check if its level is less than the level of the spell slot you used.

### CYCLONE

*3rd-level Evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (an ornate fan)

**Duration:** Instantaneous

**Classes:** Artificier, Bard, Druid, Ranger, Sorcerer, Wizard

You cause the wind in an area to become a raging tornado for just an instant. Each creature in a 20-foot-radius must make a Strength saving throw. On a failure, a target takes 4d8 bludgeoning damage and is flung up to 20 feet in a random direction and knocked prone. If a thrown target strikes an object, such as a wall, floor or another creature, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw or take 1d6 bludgeoning damage for every 10 feet the target was thrown and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't knocked prone.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher The initial damage is increased by 1d8 and the distance throw is increased by 10 feet for every level above 3rd.

### SHARD TRAP

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** Concentration, up to one minute

**Classes:** Artificier, Bard, Druid, Sorcerer, Wizard, Warlock

You cause shards to erupt from a point on the ground you can see within range. Until the spell ends, the shards cover a 5 foot square. Any creature in the shard's space when you cast the spell must succeed on a Dexterity saving throw or take 1d4 piercing damage and have their walking speed reduced by 15 feet until the beginning of your next turn. A creature must also make the saving throw when it enters the shard's space for the first time on a turn or ends its turn there.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## WONDROUS ITEM

### PENDANT OF THE FRACTAL COMPANION

*Wondrous Item, Rare (requires attunement)*

This crystalline pendant resembles an amethyst bat hanging from a chain.

While attuned to the pendent you gain the following benefits:

- You may cast the *find familiar* spell through this pendant. When you do so, your familiar takes the form of a crystalline bat. It uses the statblock for the Crystalline Bat (page 7). The beast may not take the attack action but can use its action to cast its innate spells. If the bat is reduced to 0 hit points, it cannot be resummoned until 3 days have passed. It recovers health over short and long rests like normal and recovers all its spell slots after a long rest.

### USING OTHER CRYSTALLINE BEASTS

Other Pendants of the Fractal Companion can summon different crystalline beasts besides the one listed. The creature must be CR 1 and follows the same rules as listed above.



## CRYSTALLINE BEASTS

New forms of life spring from magic every chance they get. Crystals are capable of harboring magic that is just itching to get out. You see this in Ioun stones, elemental gems, and countless other sources. Some of these occur naturally. Others are cultivated by wizards and other spellcasters.

This energy can sometimes form a connection with a creature and bond with it. This can occur over time through natural means or be expedited by outside forces. This permanently bonds the two together, creating a new being. These beasts take on a more artificial appearance as their living tissue becomes replaced with a crystalline matrix that replicates their function but operates on magical energy instead of its usual source. Some researchers are looking into replicating these beasts without the living beast but have found the process incredibly difficult.

These Crystalline beasts replicate most of the beast's usual activities, even ingesting food. Their instincts give them access to their new abilities to defend themselves and makes them aware of their new food source. They also tend to be frightened of loud noises since sonic forces resonate poorly with their new form. Some have tried to tame these beasts and tie them to magic items but the results have been mixed.

### CREATING A CRYSTALLINE BEAST:

Any beast may be converted to a crystalline beast using the following rules.

**New Life:** The beast's type is changed to elemental or construct depending on its origin. It is now immune to poison damage and the exhaustion and poisoned conditions. It is also resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks but vulnerable to thunder damage. Lastly, it gains the *energy source*, *magic resistance* and *magic consumption* traits.

**Energy Source:** The beast gains the innate spellcasting feature. Its spellcasting ability is Constitution and its spellcasting level is equal to 3 times its CR (maximum 20). Choose one from the list below. The beast gains the spells listed and is immune to the corresponding damage type. If the beast has the multiattack action, it may replace one of its attacks with a spell.

- **Acid.** Cantrips (at will): *Acid Splash*. 1st level (2 slots): *tasha's caustic brew*
- **Cold.** Cantrips (at will): *frostbite* or *ray of frost*. 1st level (2 slots): *ice knife*
- **Fire.** Cantrips (at will): *create bonfire* or *produce flame*. 1st level (2 slots): *burning hands*
- **Force.** Cantrips (at will): *mage hand* or *sword burst* 1st level (2 slots): *magic missile*
- **Lightning.** Cantrips (at will): *shocking grasp* or *lightning lure* 1st level (2 slots): *witch bolt*
- **Necrotic.** Cantrips (at will): *toll the dead*. 1st level (2 slots): *inflict wounds*
- **Psychic.** Cantrips (at will): *mind sliver* or *vicious mockery* 1st level (2 slots): *dissonant whispers*
- **Radiant.** Cantrips (at will): *sacred flame*. 1st level (2 slots): *cure wounds*

**Magic Consumption:** When the beast receives damage it is immune to or succeeds on a save against a spell it may use its reaction to regain a spell slot or 6 (1d12) hp.

**Challenge Rating:** Same as base creature +1. If the creature was originally CR 0, add to its hit dice until it has an average of at least 15 HP.

Eight examples of crystalline beasts are listed in the following pages.





## CRYSTALLINE BROWN BEAR

Large Elemental, neutral

**Armor Class** 11 (natural armor)

**Hit Points** 34 (4d10 +12)

**Speed** 40ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

**Skills** Perception +3

**Damage Vulnerabilities** thunder

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, poison

**Condition Immunities** exhaustion, poisoned

**Senses** Passive Perception 13

**Languages** -

**Challenge** 2 (450 Xp)

**Magic Resistance.** The wolf has advantage on saving throws against spells and other magical effects.

**Magic Consumption.** When the beast receives damage it is immune to or succeeds on a save against a spell, it may use its reaction to regain a spell slot or 6 (1d12) hp.

**Innate Spellcasting:** The bear is a 6th-level spellcaster. its spellcasting ability is Constitution (Spell Save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

Cantrips (at will): *ray of frost*

1st level (2 spell slots): *ice knife*

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

### Actions

**Multiattack.** The bear makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +6 to hit, Reach 5ft., one target. \*Hit:\*8 (1d8 +4) piercing damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, Reach 5ft., one target. *Hit:* 11 (2d6 +4) slashing damage.

## CRYSTALLINE BAT

Tiny Elemental, unaligned

**Armor Class** 12

**Hit Points** 15 (10d4 -10)

**Speed** 5 ft., fly 40 ft.

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

**Damage Vulnerabilities** thunder

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** force, poison

**Condition Immunities** exhaustion, poisoned

**Senses** Blindsight 60ft., Passive Perception 11

**Challenge** 1 (200 Xp)

**Magic Resistance.** The bat has advantage on saving throws against spells and other magical effects.

**Magic Consumption.** When the bat receives damage it is immune to or succeeds on a save against a spell, it may use its reaction to regain a spell slot or 6 (1d12) hp.

**Innate Spellcasting:** The bat is a 3rd-level spellcaster. its spellcasting ability is Constitution (Spell Save DC 9, +1 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

Cantrips (at will): *mage hand*

1st level (2 spell slots): *magic missile*

**Echolocation.** While it can't hear, the bat has no blindsight.

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

### Actions

**Bite.** *Melee Weapon Attack:* +2 to hit, Reach 5ft., one target. *Hit:* 1 piercing damage.





## CRYSTALLINE ELEPHANT

Huge Elemental, unaligned

**Armor Class** 12 (natural armor)

**Hit Points** 76 (8d12 +24)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	11 (0)	6 (-2)

**Damage Vulnerabilities** thunder

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** radiant, poison

**Condition Immunities** exhaustion, poisoned

**Senses** Passive Perception 10

**Challenge** 5 (1,800 Xp)

**Magic Resistance.** The beast has advantage on saving throws against spells and other magical effects.

**Magic Consumption.** When the beast receives damage it is immune to or succeeds on a save against a spell, it may use its reaction to regain a spell slot or 6 (1d12) hp.

**Innate Spellcasting:** The beast is a 15th-level spellcaster. its spellcasting ability is Constitution (Spell Save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

Cantrips (at will): *sacred flame*

1st level (2 spell slots): *cure wounds*

**Trampling Charge.** If the elephant moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

### Actions

**Gore.** *Melee Weapon Attack:* +8 to hit, Reach 5ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

**Stomp.** *Melee Weapon Attack:* +8 to hit, Reach 5ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

## CRYSTALLINE GIANT

### SCORPION

Large elemental, unaligned

**Armor Class** 15 (Natural Armor)

**Hit Points** 60 (8d10 +16)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

**Damage Vulnerabilities** thunder

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** exhaustion, poisoned

**Senses** Blindsight 60 ft., Passive Perception 9

**Challenge** 4 (1,100 Xp)

**Magic Resistance.** The scorpion has advantage on saving throws against spells and other magical effects.

**Magic Consumption.** When the scorpion receives damage it is immune to or succeeds on a save against a spell, it may use its reaction to regain a spell slot or 6 (1d12) hp.

**Innate Spellcasting:** The scorpion is a 12th-level spellcaster. Its spellcasting ability is Constitution (Spell Save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

Cantrips (at will): *toll the dead*

1st level (2 spell slots): *inflict wounds*

### Actions

**Multiattack.** The scorpion makes three attacks: two with its claws and one with its sting. It may replace one of these with a spell.

**Claw.** *Melee Weapon Attack:* +4 to hit, Reach 5ft., one target. *Hit:* 6 (1d8 +2) bludgeoning damage. The target is grappled (Escape DC 12) The scorpion has two claws, each of which can grapple only one target

**Bite.** *Melee Weapon Attack:* +4 to hit, Reach 5ft., one target. *Hit:* 7 (1d10 +2) piercing damage. The target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.





## CRYSTALLINE GIANT

### VULTURE

Large elemental, unaligned

**Armor Class** 10  
**Hit Points** 30 (4d10 +8)  
**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	15 (+2)	6 (-2)	12 (-1)	7 (-2)

**Skills** Perception +3  
**Damage Vulnerabilities** thunder  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  
**Damage Immunities** poison, psychic  
**Condition Immunities** exhaustion, poisoned  
**Senses** passive Perception 13  
**Languages** Understands Common but can't speak  
**Challenge** 2 (450 Xp)

**Magic Resistance.** The vulture has advantage on saving throws against spells and other magical effects.

**Magic Consumption.** When the vulture receives damage it is immune to or succeeds on a save against a spell, it may use its reaction to regain a spell slot or 6 (1d12) hp.

**Innate Spellcasting.** The scorpion is a 6th-level spellcaster. Its spellcasting ability is Constitution (Spell Save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

Cantrips (at will): *vicious mockery*  
1st level (2 spell slots): *dissonant whispers*

**Keen Sight and Smell.** The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

**Pack Tactics.** The vulture has advantage on attack rolls against a creature if at least one of the vulture's allies is within 5 feet of the creature and isn't incapacitated.

### Actions

**Multiattack.** The vulture makes two attacks: one with its beak and one with its talons. It can replace one of these with a spell.

**Beak.** *Melee Weapon Attack:* +4 to hit, Reach 5ft., one target. *Hit:* 7 (2d4 +2) piercing damage.

**Talons.** *Melee Weapon Attack:* +4 to hit, Reach 5ft., one target. *Hit:* 9 (2d6 +2) piercing damage.

## CRYSTALLINE REEF SHARK

Medium Elemental, unaligned

**Armor Class** 12 (natural armor)  
**Hit Points** 22 (4d8 +4)  
**Speed** Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (-5)	10 (0)	4 (-3)

**Skills** Perception +2  
**Damage Vulnerabilities** thunder  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  
**Damage Immunities** lightning, poison  
**Condition Immunities** exhaustion, poisoned  
**Senses** Blindsight 30ft., Passive Perception 12  
**Challenge** 1 (200 Xp)

**Magic Resistance.** The shark has advantage on saving throws against spells and other magical effects.

**Magic Consumption.** When the shark receives damage it is immune to or succeeds on a save against a spell, it may use its reaction to regain a spell slot or 6 (1d12) hp.

**Innate Spellcasting.** The shark is a 3rd-level spellcaster. its spellcasting ability is Constitution (Spell Save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

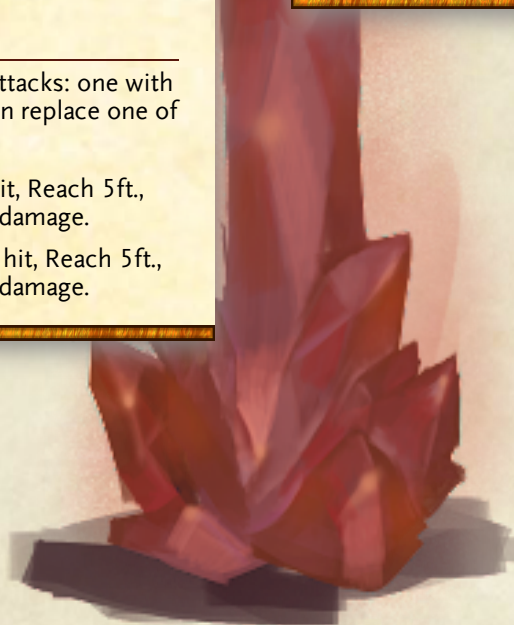
Cantrips (at will): *lightning lure*  
1st level (2 spell slots): *witch bolt*

**Pack Tactics.** The shark has advantage on attack rolls against a creature if at least one of the shark's allies is within 5 feet of the creature and isn't incapacitated.

**Water Breathing.** The shark can breathe only underwater.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, Reach 5ft., one target. *Hit:* 6 (1d8 +2) piercing damage.





## CRYSTALLINE SABRE TOOTHED TIGER

Large elemental, neutral

**Armor Class** 12  
**Hit Points** 52 (7d10+14)  
**Speed** 40 ft.

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

**Skills** Perception +3, Stealth +6  
**Damage Vulnerabilities** thunder  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  
**Damage Immunities** acid, poison  
**Condition Immunities** exhaustion, poisoned  
**Senses** passive Perception 13  
**Languages** -  
**Challenge** 3 (700 XP)

**Magic Resistance.** The tiger has advantage on saving throws against spells and other magical effects.

**Magic Consumption.** When the beast receives damage it is immune to or succeeds on a save against a spell, it may use its reaction to regain a spell slot or 6 (1d12) hp.

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

**Pounce.** If the tiger moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 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.

**Innate Spellcasting:** The tiger is a 9th-level spellcaster. its spellcasting ability is Constitution (Spell Save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

Cantrips (at will): *acid splash*  
1st level (2 spell slots): *Tasha's caustic brew*

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage.

## CRYSTALLINE WOLF

Medium elemental, neutral

**Armor Class** 13 (natural armor)  
**Hit Points** 16 (3d8 + 3)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

**Skills** Perception +3, Stealth +4  
**Damage Vulnerabilities** thunder  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  
**Damage Immunities** fire, poison  
**Condition Immunities** exhaustion, poisoned  
**Senses** passive Perception 13  
**Languages** -  
**Challenge** 1 (200 XP)

**Magic Resistance.** The wolf has advantage on saving throws against spells and other magical effects.

**Magic Consumption.** When the beast receives damage it is immune to or succeeds on a save against a spell, it may use its reaction to regain a spell slot or 6 (1d12) hp.

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and isn't incapacitated.

**Innate Spellcasting:** The wolf is a 3rd-level spellcaster. its spellcasting ability is Constitution (Spell Save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:  
Cantrips (at will): *produce flame*  
1st level (2 spell slots): *burning hands*

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

