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#06: SPELEATER WOLVERINE

Wizards have waged war for eons, leaving behind a world strewn with magical power. Some animals have risen into that evolutionary niche. The spelleater wolverine eats magical residue. While they are usually content to feed on the edges of leylines or the aftermath of a battle, they become far more aggressive when hungry or during mating season.

Spellcasters travelling alone are in the most danger from these creatures. They recognize the danger groups of humanoids pose, and will try to attack from stealth, or when groups are separated.

TACTICS

The wolverine's main goal is to eat. They:

- They are often found in hunting packs of 2-5.
- If the pack is clearly outmatched, or below 50% fighting strength, they will try to flee.
- They will focus on spellcasters, who they can detect naturally.
- If a spellcaster is incapacitated, they will try to drag them away from the fray into hidden dens and burrows. They will not kill them, instead preferring to feed on their magical energies.
- If each wolverine in the pack gets above 5 charges, they're satiated and will retreat if possible.
- They will pursue fleeing spellcasters if they're not all satiated.
- Immature wolverines are called kits or cubs. They're much smaller, but equally ferocious. They're often found in litters of 5-8, guarded by two parents.

SPELEATER WOLVERINE

Medium beast, neutral

- **Armor Class** 14
- **Hit Points** 37 (5d10 + 10)
- **Speed** 40ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
15 (+3)	18 (+4)	15 (+2)	3 (-4)	12 (+1)	7 (-1)

- **Skills** Perception +3, Stealth +6
- **Senses** passive Perception 13
- **Challenge** 1 (200 XP)

Spelleater. Whenever a creature casts a spell within 60ft of the wolverine, it gains 5 temporary hit points and 1 charge. It loses all charges when it takes a short or long rest. (*temporary hit points do not stack*)

Detect Magic. The wolverine can sense any ongoing magical effects or creatures that can cast spells within 120ft. of it. This sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

ACTIONS

Multiattack. The wolverine makes two claw attacks. It can only use this ability if it has three or more charges.

Claw. Melee Weapon Attack: +6 to hit, reach 5ft., one target. **Hit** 11 (2d6 + 4) slashing damage. If this deals damage to a creature that can cast spells, the Wolverine gains 5 temporary hit points and 1 charge.

SPELEATER KITS

As above, except:
Small beast, neutral

- **Armor Class** 12
- **Hit Points** 17 (3d10 + 0)
- **Speed** 30ft., 20ft. climb

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-1)

- **Challenge** 1/4 (50 XP)

ACTIONS

Claw. Reduced to +4 to hit and 5 (1d6 + 2) slashing damage.

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