


# A wolf has taken a liking to you!



- At the beginning of your turn in combat, roll an Animal Handling check (DM determines difficulty).
- If you succeed, your first attack roll of your turn is made with advantage as the wolf distracts your opponent.
- If you roll a  on your Animal Handling check, the wolf flees.
- The wolf's curiosity fades and it leaves the group when you take a short or long rest.