

Dire Wolf Pack		Level 21 Minion Skirmisher	
Medium natural beast		XP 800	
HP 1; a missed attack never damages a minion.		Initiative +17	
AC 35; Fortitude 34; Reflex 33; Will 32		Perception +23	
Speed 10			
Traits			
Pack Tactics		+	
The wolf has combat advantage against a target that has two or more of the wolf's allies adjacent to it.			
Standard Actions			
Ⓢ Bite • At-Will		+	
Attack: +26 vs. AC			
Hit: 15 damage, or 19 against a prone target. The target falls prone if the wolf has combat advantage against it.			
Minor Actions			
↩ Pack Awareness • Encounter		+	
Effect: Close burst 10 (allies in the burst); roll twice for any Perception checks with a + 2 power bonus UTEoYNT.			
Triggered Actions			
↩ Protect the Alpha • Daily		+	
Trigger: Saerie is hit by a melee or ranged attack while in burst.			
Effect (Immediate Interrupt): Close burst 3 (Saerie); a dire wolf shifts up to 3 squares adjacent to Saerie, is hit by the attack instead, and reduced to 0 HP.			
Skills Athletics +22			
Str 24 (+17)	Dex 20 (+15)	Wis 26 (+18)	
Con 18 (+14)	Int 7 (+8)	Cha 7 (+8)	
Languages —			