

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** —