

## Wolf

Common wolves do not often trouble humanoid creatures, preferring to hunt smaller and less dangerous prey. However, hunger's pinch can drive these beasts to boldness and aggression, such that they attack anything they can devour.

### Lore

**Nature DC 29:** Go far enough back, and one will find common ancestor to all wolves—the brachyurus. The fear the wolf's howl evokes might owe its origins to a time when these hulking monsters were more plentiful for they were man-eaters and their appetite for human flesh has not abated in the long years since these monsters first emerged from the wilderness. Although rare in the modern age, there remain places where these vicious beasts still gather in packs continue to trouble the lands with their ferocious appetites.

### Brachyurus

The connection between the common gray wolf and the brachyurus reveals itself in their similar posture and shape. The brachyurus, however, dwarfs other wolves, with its shoulders reaching almost six feet from the ground and body extending nearly fourteen feet from snout to tail.

Brachyurus		Level 23 Skirmisher	
Large natural magical beast		XP 5,100	
HP 218; Bloodied 109		Initiative +20	
AC 37, Fortitude 36, Reflex 36, Will 33		Perception +21	
Speed 8		Low-light vision	
STANDARD ACTIONS			
⬇️ Bite ⬄ At-Will			
Attack: Melee 1 (one creature); +28 vs. AC			
Hit: 4d6 + 17 damage. If the brachyurus has combat advantage against the target, the brachyurus also knocks the target prone.			
⬇️ Rend the Fallen ⬄ At-Will			
Attack: Melee 1 (one prone creature); +26 vs. Fortitude			
Hit: 1d10 + 16 damage, and the target takes ongoing 20 damage and cannot use the stand up action (save ends both). If the target is already taking ongoing damage, it instead takes 4d6 extra damage.			
MINOR ACTIONS			
⬅️ Frightful Howl (fear) ⬄ Encounter			
Attack: Close burst 5 (enemies in the burst); +20 vs. Will. The brachyurus gains a +1 bonus to attack rolls for each brachyurus ally within 5 squares of it.			
Hit: The target grants combat advantage and takes a -2 penalty to attack rolls (save ends).			
TRIGGERED ACTIONS			
Relentless Hunter ⬄ At-Will			

*Trigger:* A bloodied enemy adjacent to the brachyurus moves or shifts and ends that movement in a square not adjacent to the brachyurus.

*Effect (Immediate Reaction):* The brachyurus shifts up to 4 squares and gains combat advantage against the triggering enemy until the end of its next turn.

Str 27 (+19)      Dex 24 (+18)      Wis 21 (+16)

Con 26 (+19)      Int 2 (+7)      Cha 19 (+15)

Alignment unaligned      Languages –

Source *Epic Level Handbook*, page 170

### Encounters

Brachyurus gather in packs, but are small enough in numbers such groups are rare at best, found only in the most remote corners of the world. A brachyurus pack functions as a large family led by a dominant parent, either male or female, from which the entire line descends. This alpha controls the pack until a strong offspring emerges to seize leadership in a vicious combat that often leaves one maimed or dead.

### Brachyurus in Combat

A chilling howl splits the air, carrying with it death's promise. Massive furred figures emerge from the swirling snow, growls rumbling deep in their chests, baleful red eyes glowing with malign intelligence. As one, they spring forward, powerful jaws snapping with force enough to shatter bone. Once committed to their prey, the brachyurus does not relent and gives chase should an injured victim try to flee.