

Werewolf Warmuhtar, Level 12 Solo Skirmisher, XP 3,500

- **Edna's Monsters:** [Elven wind shaman](#) (level 5 elite artillery), [imaginary weaver](#) (level 7 standard artillery), [highly infectious werewolf](#) (level 7 standard brute), [consecrated red vulture](#) (level 9 elite skirmisher), [malefic ape](#) (level 10 elite skirmisher), [werewolf warmuhtar](#) (level 12 solo skirmisher)
- **Balance Point:** Primarily the level 14 Maroon Prince from [ABER4-1](#) and [ABER4-3](#), secondarily the level 12 doom hag from [MYTH6-2](#); both are late-cycle [Living Forgotten Realms](#) attempts to make paragon-tier solos actually worth their XP value. **All of the monsters in these pages are intended to be fought by optimized, coordinated parties; these monsters are built to be as strong as their respective balance points, without exceeding such benchmarks.**
- **Thanks to:** Exocist of the D&D 4e Discord server for providing the mechanical backbone of this monster, and for offering **significant** revisions

*Gather hither, grey and white.
A howling hunger rules this night.
Awaken, hunter, warrior-beast!
The moon has risen—time to feast!*

The following statistics are suitable for a great lord of the lupines whom the party has already spent a good deal of the adventure preparing for (e.g. with silvered weapons), and whom the party has **already** isolated from the rest of the pack (e.g. through a prior skill challenge). This is intended to challenge a level 8 or 9 party with at least three PCs.

- Medium natural (Nature DC 20/28) humanoid (shapechanger), werewolf
- **Initiative** +13, **Perception** +14, darkvision
- **HP** 496, **Bloodied** 248
- **AC** 26, **Fortitude** 24, **Reflex** 24, **Will** 24
- **Speed** 12 (earth walk, forest walk, ice walk, swamp walk), climb 12, swim 12
- **Immune** charm, disease, fear
- **Saving Throws** +0; **Action Points** 0

Traits

Dynasty of Running Wolves

At the start of combat, and at the end of each round for as long as the warmuhtar has at least 1 hit point, an ancestor spirit appears in an unoccupied square within 20 squares of the warmuhtar: either a [gnome entropist](#) or a [human duelist](#). The warmuhtar cannot make the same type appear twice in a row. They have the shapechanger keyword, and the warmuhtar's *great grey*, *black blade* and *regeneration* traits and *change shape* power. Instead of rolling initiative, these spirits have two turns, one on initiative count 30 and the other on initiative count 20, winning ties, each refreshing a full set of actions. Even after the warmuhtar is reduced to 0 hit points, any remaining spirits still persist and take their two turns. Defeated spirits never grant XP.

Faster than Fate

Instead of rolling initiative, the warmuhtar has two turns, one on initiative count 30 and the other on initiative count 20, winning ties, each refreshing a full set of actions.

Fatal Clash

At the start of combat, the warmuhtar designates up to three PCs or companion characters. The warmuhtar takes an additional turn, refreshing a full set of actions, immediately after each of the selected creatures, even if such a creature is dead. (Combined with the *faster than fate* trait, the warmuhtar takes a total of five turns per round.) If a chosen creature delays, the warmuhtar takes a turn only after the creature takes their delayed turn.

Great Grey, Black Blade

The werewolf can always wield a light blade or heavy blade regardless of what form they have taken using *change shape*. As a free action, the werewolf can create and wield a light blade or a heavy blade, lasting until the werewolf uses this free action again.

Lupine Lord's Majesty

At the end of each of their turns, the warmuhtar can remove from themselves either one harmful effect that does not last until the end of the encounter, or one condition regardless of duration.

Regeneration

The werewolf regains 5 hit points whenever they start their turn and have at least 1 hit point. When the werewolf takes damage from a silvered weapon, their regeneration does not function on their next turn.

Veiled Moon

The warmuhtar cannot die for as long as any of their ancestor spirits are still conscious and within 20 squares. This does not prevent the warmuhtar from falling unconscious from being reduced to 0 hit points.

Standard Actions

Melee Basic: Space-Cleaving Klaive (teleportation, weapon) ♦ At-Will

- **Attack:** Melee 2 (one creature); +17 vs. AC
- **Hit:** 2d12+4 damage (crit 28), and the warmuhtar can teleport the target 1 square.

Moonhowl Stampede ♦ At-Will

- **Effect:** The warmuhtar moves up to their speed. If the warmuhtar is hit by an opportunity attack during this movement, then this movement ends. After each successful square of movement, the warmuhtar can make a basic attack against each adjacent enemy. No enemy can be attacked more than once as part of a single usage of this power.

Melee: Terror Grip (fear, weapon) ♦ At-Will

- **Attack:** Melee 2 (one creature); +17 vs. AC
- **Hit:** 2d12+4 damage (crit 28), and the target cannot attack outside of their turn or take immediate or opportunity actions. This effect ends the next time the target successfully spends a healing surge and regains hit points from it.

Melee: Sheep That Stray from the Flock (weapon) ♦ At-Will

- *Attack*: Melee 2 (one creature); +17 vs. AC
- *Hit*: 2d12+4 damage (crit 28), or 4d12+8 (crit 56) if the target has no allied PCs within 10 squares of themselves.

Minor Actions

Change Shape (polymorph) ♦ At-Will

The werewolf alters their form to appear as a Medium wolf, Small or Medium unique humanoid, Medium hybrid, or Large hybrid until they use *change shape* again or until they drop to 0 hit points. They retain their statistics in their new form. Their clothing and other possessions meld into their wolf and hybrid forms, and rematerialize with their unique humanoid form.

Triggered Actions

Close: Tremble, Earth and Prey ♦ Encounter

- *Trigger*: The warmuhtar is first bloodied.
- *Effect (No Action)*: The warmuhtar can pull each creature that is 8 or more squares away from the warmuhtar, yet still within close burst 20, up to 20 squares. The warmuhtar can choose any number of these creatures to become slowed until the end of that creature's next turn. Then, the warmuhtar makes two more ancestor spirits, as per the *dynasty of running wolves* trait, appear in unoccupied squares within 20 squares of the warmuhtar. The warmuhtar must still abide by the restriction of no two of the same type in a row.

Noncombat

- **Skills** Athletics +17, Insight +14, Intimidate +16, Nature +14, Stealth +16
- Str 22 (+12), Con 20 (+11), Dex 20 (+11), Int 15 (+8), Wis 17 (+9), Cha 21 (+11)
- **Alignment** unaligned, **Languages** Common, Elven