

# Blood Elves

## Straight outta Azeroth

### Table of Contents

<b>Monsters</b>	<b>Page</b>
Blood Elf Magister Level 8 Elite Controller	2
Wretched Spellleech Level 4 Brute	3

by Asmor of the Encounter-a-Day blog (<http://www.encounteraday.com>). All art is taken from World of Warcraft, by Blizzard Entertainment

# Blood Elf Magister



**Description** A tall elf dressed in blood red garb with gilded lining. His eyes radiate with an eerie green glow.

**Tactics** The magister uses Genuflecting Burst whenever possible to knock down foes, even catching his own allies in the area of the burst if it means being able to hit more enemies. He uses Magister's Hand every round to push back any enemies which seem to be coming towards him.

Blood Elf Magister		Level 8 Elite Controller
Medium Fey Humanoid (blood elf)		XP 700
<b>Initiative</b> +7	<b>Senses</b> Perception +9, low-light vision	
<b>HP</b> 176; <b>Bloodied</b> 88		
<b>AC</b> 24; <b>Fortitude</b> 20, <b>Reflex</b> 22, <b>Will</b> 24		
<b>Saving Throws</b> +2		
<b>Speed</b> 6		
<b>Action Points</b> 1		
Ⓣ <b>Staff</b> (Standard; at-will) +13 vs. AC; 1d8+5 damage		
Ⓢ <b>Magic Missile</b> (Standard; at-will) ♦ <b>Arcane, Force</b> Ranged 20, +12 vs. Reflex, 2d8+5 damage		
✂ <b>Magister's Hand</b> (Minor; at-will) ♦ <b>Arcane, Force</b> Ranged 20; +12 vs. Reflex; 1d8+5 damage and target is slid 4 squares.		
↩ <b>Magister's Rebuff</b> (Standard; encounter, recharge when bloodied) ♦ <b>Arcane, Force</b> Close burst 2; enemies in area; +12 vs. reflex; 4d8+5 damage and target is pushed back 4 squares and knocked prone. Miss: Half damage and target is not knocked prone.		
✦ <b>Genuflecting Burst</b> (Standard; recharge ☼☼☼) ♦ <b>Arcane, Force</b> Area burst 2 within 20 squares; +12 vs. reflex; 3d10+5 damage and target is knocked prone.		
<b>Alignment</b> Unaligned		<b>Languages</b> Common, Thalassian
<b>Skills</b> Arcana +15, History +15		
<b>Str</b> 12 (+5)	<b>Dex</b> 17 (+7)	<b>Wis</b> 20 (+9)
<b>Con</b> 16 (+7)	<b>Int</b> 17 (+7)	<b>Cha</b> 22 (+10)

# Wretched Spelleech



**Description** This pale elf's skin is clammy and he trembles involuntarily. His once-fine clothing is now soiled and dirty, and he stares at you with madness in his eyes.

**Tactics** The wretched rushes into combat, closing on spellcasters quickly and even suffering attacks of opportunity to do so. He uses his mana tap and arcane torrent powers as soon as there's a spell caster in range of them.

<b>Wretched Spelleech</b>		<b>Level 4 Brute</b>
Medium Fey Humanoid (blood elf)		XP 175
<b>Initiative</b> +5	<b>Senses</b> Perception -1	
<b>HP</b> 63; <b>Bloodied</b> 31		
<b>AC</b> 16; <b>Fortitude</b> 16, <b>Reflex</b> 16, <b>Will</b> 17		
<b>Speed</b> 6		
⚔ <b>Rapier</b> (Standard; at-will)		
+7 vs. AC, 1d10+4 damage		
🏹 <b>Sling</b> (Standard; at-will)		
Ranged 10; +7 vs. AC, 1d6+4 damage		
⚡ <b>Mana Tap</b> (Standard; encounter)		
Ranged 5; +5 vs. Fortitude; if target has any unexpended encounter spells, it loses one (targets choice) and the wretched heals 15 hp.		
⚡ <b>Arcane Torrent</b> (Minor; encounter)		
Close burst 2; other creatures in area; +5 vs. Fortitude; target cannot any spells until the end of the wretched's next turn.		
<b>Alignment</b> Evil	<b>Languages</b> Common, Thalassian	
<b>Skills</b> Arcana +10, Stealth +10		
<b>Str</b> 14 (+4)	<b>Dex</b> 16 (+5)	<b>Wis</b> 8 (+1)
<b>Con</b> 13 (+3)	<b>Int</b> 13 (+3)	<b>Cha</b> 18 (+6)