

Encounter-a-Day Compilation v1.02

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Table of Contents

	Monsters	Page		Monsters	Page
Blood Elf Magister	Level 8 Elite Controller	2	Sliver, Quick	Level 7 Skirmisher	15
Elemental Weird	Level 6 Artillery	3	Sliver, Scaldvein	Level 6 Soldier	16
Experiment Kraj	Level 18 Solo Brute	4	Sliver, Shadowsneak	Level 6 Lurker	17
Grand Arbiter Augustin	Level 12 Elite Controller (Leader)	5	Sliver, Venomvoice	Level 5 Artillery	18
Grave-Shell Scarab	Level 8 Brute	6	Sliver Drone	Level 3 Minion	19
Gruul Horde	Level 3 Solo Brute	7	Sliver Queen	Level 10 Elite Brute (Leader)	20
Hallowhaunt Spectre	Level 5 Lurker	8	Sliver Swarm	Level 8 Brute	21
Sapphire Covenant Apprentice	Level 15 Solo Skirmisher	9	Sliver Triagist	Level 5 Elite Controller	22
Sapphire Covenant Master	Level 20 Solo Controller	10	Szadek, Lord of Secrets	Level 15 Solo Lurker	23
Selesyna Chanter	Level 3 Controller (Leader)	11	Voidwalker, Indentured	Level 5 Soldier	24
Saproling	Level 1 Minion	11	Voidwalker, Bound	Level 15 Soldier (Leader)	25
Sliver, Deathbloom	Level 4 Soldier	12	Voidwalker, Chained	Level 25 Soldier (Leader)	26
Sliver, Grappling	Level 4 Soldier	13	Wretched Spell-leech	Level 4 Brute	27
Sliver, Ovine	Level 8 Soldier	14			

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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
Initiative +7	Senses Perception +9, low-light vision	
HP 176; Bloodied 88	AC 24; Fortitude 20, Reflex 22, Will 24	
Saving Throws +2		
Speed 6		
Action Points 1		
⬇ Staff (Standard; at-will) +13 vs. AC; 1d8+5 damage		
⌚ Magic Missile (Standard; at-will) ♦ Arcane, Force Ranged 20, +12 vs. Reflex, 2d8+5 damage		
✋ Magister's Hand (Minor; at-will) ♦ Arcane, Force Ranged 20; +12 vs. Reflex; 1d8+5 damage and target is slid 4 squares.		
↩ Magister's Rebuff (Standard; encounter, recharge when bloodied) ♦ Arcane, Force 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.		
✳ Genuflecting Burst (Standard; recharge ☼☼☼☼) ♦ Arcane, Force Area burst 2 within 20 squares; +12 vs. reflex; 3d10+5 damage and target is knocked prone.		
Alignment Unaligned		Languages Common, Thalassian
Skills Arcana +15, History +15		
Str 12 (+5)	Dex 17 (+7)	Wis 20 (+9)
Con 16 (+7)	Int 17 (+7)	Cha 22 (+10)

Elemental Weird



Description A vaguely humanoid blob of raw elemental energy, pulsating blue.

Tactics The weird uses its adaptation ability at every opportunity, changing forms whenever possible, and tries to maintain distance between itself and its enemies.

Elemental Weird Lore

A character knows the following information with a successful Arcana check.

DC 15 Elemental weirds are a relatively new creation of the Izzet League, rumored to have been discovered by Niv-Mizzet himself.

DC 20 The weirds are formed of raw chaotic energy, making them adaptable and unpredictable.

DC 25 The weirds will adapt to any energy used against them, taking on its characteristics and becomes impervious to that kind of energy.

Elemental Weird		Level 6 Artillery
Medium Elemental Humanoid		XP 250
Initiative +9	Senses Perception +5	
HP 58; Bloodied 29		
AC 18; Fortitude 18, Reflex 21, Will 18		
Immune See <i>adaptation</i>		
Speed 8		
⚡ Energy Bolt (Standard; at-will) ♦ lightning, see Adaptation below		
+11 vs. Reflex; 1d10+4 damage, and an effect or effects based on the keywords of this power. For all the effects, saves end.		
Acid: Ongoing 4 acid damage		
Cold: -2 penalty to AC		
Fire: Ongoing 4 fire damage		
Force: Knocked prone		
Lightning: -2 penalty to reflex defense		
Necrotic: Weakened		
Poison: -2 penalty to fortitude defense		
Psychic: -2 penalty to will defense		
Radiant: Blinded		
Thunder Deafened		
Adaptation (Immediate Reaction, when targetted by power with acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder keyword; recharge ⚡⚡⚡)		
The weird adapts, changing its form to be composed almost entirely of the energy type(s) of the triggering power. The weird and its Energy Bolt power gain the energy-type keywords of the triggering power, and the weird becomes immune to those energy types. Each time Adaptation is used, the weird loses all previous keywords and immunities.		
Alignment Unaligned		Languages --
Str 5 (+0)	Dex 22 (+9)	Wis 15 (+5)
Con 16 (+6)	Int 4 (+0)	Cha 8 (+2)

Experiment Kraj



Description A huge amorphous mass of biomatter. As you look into it, you see your own face form from within it and stare right back at you.

Tactics Kraj is unintelligent, but deadly. It tends to use powers against the same creature it copied them from, targeting for example the

wizard with his own spells and the fighter with his own exploits.

Experiment Kraj Lore

A character knows the following information with a successful Streetwise check.

DC 20 You've heard that Momir Vig has been working on something big deep in the heart of Novijen.

DC 25 Rumor has it, Vig's managed to create the ultimate life form, capable of evolving instantly to adapt to any situation.

Experiment Kraj	Level 18 Solo Brute
Huge Aberrant Animate	XP 10,000
Initiative +4	Senses Perception +7; blindsight
HP 900; Bloodied 450	
Regeneration 10	
AC 32; Fortitude 35, Reflex 24, Will 22	
Resist variable 5	
Saving Throws +5	
Speed 4	
Action Points 2	
‡ Slam (Standard; at-will)	
+21 vs. AC; 3d8+7 damage.	
Rapid Evolution	
Whenever any power targets Experiment Kraj, Kraj gains that power until the end of the encounter. Kraj has the same attack bonus and damage as the original power (i.e. don't recalculate them based on Kraj's stats).	
Alignment Unaligned	Languages --
Str 25 (+16)	Dex 6 (+7) Wis 6 (+7)
Con 28 (+18)	Int 1 (+4) Cha 1 (+4)

Grand Arbiter Augustin IV



Description A blind man dressed in the finest regalia, always accompanied by a personal honor guard.

Tactics Augustin prefers not to fight, instead staying back and hampering his foes while his allies attack.

Grand Arbiter Augustin IV	Level 12 Elite Controller (Leader)	
Medium Natural Humanoid	XP 1,400	
Initiative +9	Senses Blind; perception +25	
Stifling Bureaucracy (Psychic) aura 10; Enemies within the aura must take 1 fewer action each turn, for example if an enemy spends an action point, it only takes 3 actions that turn instead of 4.		
HP 242; Bloodied 121		
AC 28; Fortitude 23, Reflex 26, Will 30		
Resist Psychic 10		
Saving Throws +2		
Speed 4		
Action Points 1		
☯ Axiomatic Light (Standard; at-will) ♦ Radiant, Psychic Ranged 15; +16 vs. Fortitude; 1d8+5 damage, and the target must take 1 fewer action on its next turn (this ability stacks with the Stifling Bureaucracy aura, but not with itself).		
✂ Decree of Apathy (Standard; recharge ☹☹☹) ♦ Psychic Ranged 15; 3d8+5 psychic damage and the target is stunned (save ends)		
↔ Paralyzing Edict (Standard; encounter) ♦ Psychic Enemies in Close Burst 20; +16 vs. Will; the target is immobilized (save ends).		
Rule of Law (Immediate Interrupt, when targeted by an attack by enemy within 20 squares; recharge ☹☹) ♦ Psychic The attack is cancelled and the triggering enemy cannot take any standard actions until the end of Augustin's next turn.		
Alignment Unaligned	Languages Common	
Skills Arcana +15, Diplomacy +18, History +15, Insight +20		
Str 15 (+8)	Dex 16 (+9)	Wis 24 (+13)
Con 17 (+9)	Int 20 (+11)	Cha 22 (+12)

Grave-Shell Scarab



Description A massive beetle infused with necromantic magic.

Tactics The beetle charges headlong into battle, incapable of fear.

Grave-shell Scarab Lore

A character knows the following information with a successful Arcana check.

DC 15 Despite being alive, this creature emanates a foul necromantic aura.

DC 20 The Golgari are known to have created a ritual which allows the recently dead to rise again almost immediately.

Grave-Shell Scarab		Level 8 Brute
Large Natural Beast		XP 350
Initiative +7	Senses Perception +7	
HP 110; Bloodied 55		
AC 20; Fortitude 21, Reflex 20, Will 20		
Speed 8		
⊕ Bite (Standard; at-will)		
+11 vs. AC; 2d8+5 damage.		
Dredge ♦ Necrotic		
When the scarab is first reduced to 0 hit points, re-roll its initiative. The next time that initiative comes up, it reanimates with 55 hp and gains the undead keyword. It cannot act the same round it reanimates, but acts normally thereafter. Each scarab can only reanimate once.		
Alignment Unaligned	Languages --	
Str 20 (+9)	Dex 17 (+7)	Wis 17 (+7)
Con 20 (+9)	Int 1 (-1)	Cha 11 (+4)

Gruul Horde



Description A ragtag horde of humans, elves, ogres and more. The horde moves about chaotically, pillaging and sacking everything in its path.

Tactics The horde engulfs its enemies, overwhelming them with sheer numbers.

Gruul Horde		Level 3 Solo Brute
Gargantuan Natural Humanoid (swarm)		XP 750
Initiative +1	Senses Perception +0	
Swarm Attack aura 1; the Gruul Horde makes a basic attack as a free action against each enemy that begins its turn in the aura.		
HP 208; Bloodied 104		
AC 17; Fortitude 18, Reflex 15, Will 17		
Immune fear; Resist half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks		
Saving Throws +5		
Speed 5		
Action Points 2		
⚡ Pummel (Standard; at-will) +6 vs. AC; 2d6+3 damage		
🎯 Pelt with Debris (Minor; at-will) Ranged 5; +6 vs. AC; 1d6+3 damage		
✳️ Lob Statue (Standard; recharge ⚡:⚡:⚡) Area 1 burst within 5 squares; +6 vs. Reflex; 2d10+3 damage. The Gruul Horde is immune to its own lob statue ability.		
Alignment Unaligned		Languages Common
Str 17 (+4)	Dex 14 (+3)	Wis 8 (+0)
Con 20 (+6)	Int 6 (-1)	Cha 14 (+3)

Hallowhaunt Spectre



Description A dark form hangs malevolently in the air, silently plotting...

Tactics The specter uses terrain to its advantage, passing through walls and floors to ambush the party and retreating when they regroup.

Hallowhaunt

Spectre Lore

A character knows the following information with a successful Religion check.

DC 20 These spectres are infamous for their keening wails which only become worse after death.

Hallowhaunt Spectre		Level 5 Lurker
Medium Shadow Humanoid (undead)		XP 200
Initiative +9	Senses Perception +7, darkvision	
HP 49; Bloodied 24		
AC 19; Fortitude 16, Reflex 18, Will 19		
Immune disease, poison; Resist 10 necrotic, insubstantial;		
Vulnerable 5 radiant		
Speed fly 6 (perfect)		
Ⓣ Touch of the Grave (Standard; at-will) ♦ necrotic		
+8 vs. Fortitude; 1d6+4 damage and target is weakened (save ends).		
Haunting Echoes (Immediate Reaction, when reduced to 0 hit points) ♦ psychic		
The enemy which reduced the spectre to 0 hit points takes ongoing 5 psychic damage and is weakened (save ends both).		
Alignment Evil	Languages Understands common	
Skills Stealth +10		
Str 5 (-1)	Dex 17 (+5)	Wis 10 (+2)
Con 13 (+3)	Int 12 (+3)	Cha 20 (+7)

Sapphire Covenant Apprentice



Description This cloaked fighter's sword glows an ominous red. A porcelain mask with an unusual design hides his face.

Tactics The apprentice attempts to ambush the party if possible; if not possible, he lures the defenders away from the rest of the party and then disengages from them to attack the softer targets. If the fight is going badly, he retreats to plot another course of action.

Sapphire Covenant Apprentice Level 15 Solo Skirmisher
Medium Natural Humanoid XP 6,000

Initiative +21 **Senses** Perception +15
HP 740; **Bloodied** 370
AC 29; **Fortitude** 29, **Reflex** 31, **Will** 28
Saving Throws +5
Speed 8
Action Points 2

⊕ **Crippling Strike** (Standard; at-will)
+20 vs. AC; 3d6+6 damage, and the target is slowed until the end of the apprentice's next turn.

☞ **Magic Missile** (Standard; at-will) ♦ **force**
Ranged 20; +18 vs. Reflex; 2d8+6 damage.

⬇ **Passing Blow** (Minor; at-will)

The apprentice shifts 3 squares, and may make a single basic melee attack at any point during this movement.

⬇ **Disengage** (Standard; encounter, recharges when bloodied)

The apprentice makes a Crippling Strike attack and then takes a move action. If the Crippling Strike hit, the target loses any mark (if any) it had on the apprentice and may not mark or take opportunity attacks against the apprentice this round.

↻ **Mage's Reply** (Immediate Reaction, when hit by a ranged, area or close attack; recharge ☞☞☞) ♦ **force**

Ranged 20 against target who triggered this ability; +18 vs. AC; 4d10+6 damage.

↩ **Shockwave** (Standard; recharge ☞☞) ♦ **force**

Close burst 1; +18 vs. Reflex; 3d10+6 damage, and target is pushed 3 squares and knocked prone. Miss: half damage and target is still pushed but not knocked prone.

Alignment Evil

Languages Common

Skills Arcana +23, Heal +15, History +19, Intimidate +16, Stealth +23

Str 18 (+11)

Dex 24 (+14)

Wis 16 (+10)

Con 20 (+12)

Int 24 (+14)

Cha 18 (+11)

Sapphire Covenant Master



Description Imagine your surprise to find that the master of the Sapphire Covenant in this area is none other than your good friend and the king's most trusted vizier, Count Kondo. The old man is finely dressed and physically is hardly imposing, but his stance and demeanor bely his true skill.

Tactics Despite being no slouch with the blade, the Sapphire Covenant Master prefers ranged combat. He uses his fling power at every opportunity, and should usually have ample targets for it as his aura forces the PCs to fight closer together. If the opportunity

presents itself, he will happily fling them off of cliffs, into pools of lava, etc.

Sapphire Covenant Master Level 20 Solo Controller
Medium Natural Humanoid XP 14,000

Initiative +27 **Senses** Perception +25

Aura of the Master aura 30; Enemies within the aura have the range of all their ranged and area attacks halved.

HP 945; **Bloodied** 472

AC 34; **Fortitude** 33, **Reflex** 36, **Will** 35

Saving Throws +5

Speed 6

Action Points 2

⬇ **Knockback Blow** (Standard; at-will) ♦ **force**
+25 vs. Reflex; 2d6+7 damage and target is pushed 3 squares and knocked prone.

⊗ **Mastered Magic Missile** (Minor; at-will) ♦ **force**
Ranged 30; +24 vs. Reflex; 3d8+7 damage

↘ **Fling** (Standard; recharge ☹☹☹☹)
Ranged 20; +24 vs. Reflex; target is slid up to 10 squares and knocked prone. If target is slid into a wall or another creature, make a secondary attack +25 vs. AC; 4d10+7 damage. If slid into another creature, the creature takes equal damage and is also knocked prone.

⚡ **Lightning Blast** (Standard; recharge ☹☹) ♦ **lightning**
Close blast 5; +24 vs. Reflex; 4d12+7 damage and target is slowed. Miss: half damage and target is not slowed.

Fleet of Foot (Minor; at-will)

The master shifts 3 squares

Cloud Mind (Minor; encounter, recharge when bloodied) ♦ **psychic**

The master becomes invisible for 3 rounds or until he attacks or is damaged.

Alignment Evil **Languages** Common

Skills Arcana +29, Diplomacy +29, History +29, Intimidate +29, Stealth +21

Str 18 (+14)

Dex 33 (+21)

Wis 35 (+22)

Con 21 (+15)

Int 28 (+19)

Cha 25 (+17)

Selesnya Chanter



Description A human dressed in green and white, singing a harmonious song and surrounded by small plant creatures.

Tactics The Selesnya Chanter surrounds itself with allies, such as saprolings, which enable its convection powers. A few saprolings stay by the chanter,

while the rest rush in to harry the party.

Convection powers Powers with the convection keyword cannot be used inherently by the creature which possessed them. Rather, they are used if and when the creature is targetted by an ally's convoke power.

Saproling		Level 1 Minion
Tiny Elemental Animate		XP 25
Initiative +1	Senses Perception +1	
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 14, Reflex 13, Will 13		
Speed 5		
⬇ Slam (Standard; at-will) +6 vs. AC; 4 damage		
↘ Convoke (Standard; encounter) Ranged 5; Targeted ally may make a basic attack or use a power with the convection keyword.		
Alignment Good	Languages --	
Str 8 (-1)	Dex 13 (+1)	Wis 12 (+1)
Con 16 (+3)	Int 1 (-5)	Cha 4 (-3)

Selesnya Chanter		Level 3 Controller (Leader)
Medium Natural Humanoid		XP 150
Initiative +0	Senses Perception +4	
Soothing Song aura 10; Allies within the aura gain a +2 bonus to their Will defense.		
HP 46; Bloodied 23		
AC 17; Fortitude 15, Reflex 14, Will 18		
Speed 6		
⬇ Mace (Standard; at-will) +8 vs. AC; 1d6+3 damage.		
⊕ Light of the Selesnya (Cannot use, see below) ◆ convection, radiant Ranged 10; +7 vs. Reflex; 1d6+3 damage. Chanter may use this power when granted a basic ranged attack by any other effect.		
↘ Convoke (Standard; at-will) Ranged 10; Targeted ally may make a basic attack or use a power with the convection keyword.		
↶ Chant of Vitu-Ghazi (Cannot use, see below) ◆ convection Close burst 10; one ally is protected. The next time during this encounter the protected ally would be dealt damage, it takes no damage instead.		
✱ Entangling Roots (Cannot use, see below) ◆ convection Area 1 burst within 10 squares; all squares in burst are treated as difficult terrain until the end of the encounter.		
Alignment Good		Languages Common
Skills Nature +12		
Str 10 (+1)	Dex 12 (+2)	Wis 17 (+4)
Con 14 (+3)	Int 12 (+2)	Cha 20 (+6)

Sliver, Deathbloom



Description This sliver's body is covered in glowing green pods, reminiscent of fungal blooms.

Tactics The deathbloom sliver wades into battle, trying to position itself so as to keep as many slivers as possible nearby so that they might benefit from its eventual death.

Deathbloom Sliver		Level 4 Soldier
Medium Aberrant Beast (sliver)		XP 175
Initiative +4	Senses Perception +4	
Deathbloom aura 15; Whenever a sliver within the aura dies, it creates a burst 1 zone centered on itself. Until the end of the encounter, any slivers in that zone gain regeneration 5.		
HP 59; Bloodied 29		
AC 20; Fortitude 18, Reflex 16, Will 16		
Speed 6		
⊕ Claw (Standard; at-will) +11 vs. AC; 1d6+4 damage.		
↔ Martyr's Sacrifice (Immediate Reaction, when first bloodied; daily) Close burst 3; the sliver drops to 0 hit points, and creates a burst 3 zone centered on itself. For the remainder of the encounter, all slivers within the zone gain regeneration 5.		
Alignment Unaligned		Languages --
Str 18 (+6)	Dex 15 (+4)	Wis 15 (+4)
Con 19 (+6)	Int 3 (-2)	Cha 8 (+1)

Sliver, Grappling



squishies.

Description This sliver's armor plates seem dense, and as it enters the fray other slivers' claws bend into wicked hooks.

Tactics The grappling sliver goes after heavily armored foes, pulling them away from their allies and holding them in place so that the other slivers may attack the exposed

Grappling Sliver		Level 4 Soldier
Medium Aberrant Beast (sliver)		XP 175
Initiative +6	Senses Perception +4	
Hooked Claw aura 15; Whenever a sliver in the aura hits a creature with its claw attack, the sliver may shift itself and its target a number of squares equal to half the sliver's speed. At the end of the movement, the sliver and its target must be adjacent.		
HP 56; Bloodied 28		
AC 20; Fortitude 17, Reflex 16, Will 16		
Speed 6		
⊕ Claw (Standard; at-will)		
+11 vs. AC; 1d6+4 damage		
⊕ Immobilizing Grasp (Minor; at-will)		
+9 vs. Reflex; the target is immobilized until the end of the sliver's next turn. This effect ends immediately if the sliver is no longer adjacent to its target.		
Alignment Unaligned		Languages --
Skills Athletic +11		
Str 18 (+6)	Dex 15 (+4)	Wis 15 (+4)
Con 16 (+5)	Int 1 (-3)	Cha 6 (+0)

Sliver, Ovine



Description This sliver's crest splits into two imposing horns, and it levels them at you as it charges.

Tactics The ovine sliver attempts to set itself up for as many charge attacks as possible, even going so far as provoking attacks of opportunity.

Ovine Sliver	Level 8 Soldier	
Medium Aberrant Beast (sliver)	XP 350	
Initiative +7	Senses Perception +7	
Ovine Horns aura 15; Whenever a sliver in the aura makes a charge action, that sliver may move 2 extra squares, gets an additional +2 bonus to attack, and an additional +5 bonus to damage.		
HP 92; Bloodied 46		
AC 24; Fortitude 22, Reflex 20, Will 20		
Speed 6		
⬇ Claw (Standard; at-will) +15 vs. AC; 1d8+5 damage and the target is marked.		
Battering Blow Whenever this sliver makes a charge attack, if it hits the target may be pushed 3 squares, is knocked prone, and is weakened (save ends).		
Alignment Unaligned	Languages --	
Str 21 (+9)	Dex 17 (+7)	Wis 17 (+7)
Con 20 (+9)	Int 1 (-1)	Cha 15 (+6)

Sliver, Quick



Description This green sliver darts about nimbly and seems to react with lightning reflexes.

Tactics The quick sliver tries to move around its enemies, taking advantage of potential flanking conditions as well as attacking unarmored foes.

Quick Sliver		Level 7 Skirmisher
Medium Aberrant Beast (sliver)		XP 300
Initiative +15	Senses Perception +6	
Quickening aura 15; All other slivers in the aura gain a +2 bonus to all forms of speed they possess, a +2 bonus to reflex defenses, and a +4 bonus to initiative checks.		
HP 79; Bloodied 39		
AC 21; Fortitude 19, Reflex 21, Will 19		
Speed 8		
⊕ Claw (Standard; at-will) +12 vs. AC; 1d8+5 damage		
⊕ Lightning Strike (Standard; recharge Ⓜ) The sliver may shift its entire speed, and may make a single basic attack at any point along its movement.		
Alignment Unaligned		Languages --
Skills Stealth +13		
Str 14 (+5)	Dex 20 (+8)	Wis 16 (+6)
Con 15 (+5)	Int 3 (-1)	Cha 6 (+1)

Sliver, Scaldvein



Description The air ripples around the skin of this sliver, and it leaves a trail of singed underbrush in its wake.

Tactics The scaldvein sliver wades into the thick of combat, hoping to force its enemies into melee and cause as much damage as possible before dying.

Scaldvein Sliver	Level 6 Soldier	
Medium Aberrant Beast (fire, sliver)	XP 250	
Initiative +6	Senses Perception +5	
Boiling Blood (fire) aura 15; Whenever a sliver in the aura is dealt damage by a melee attack, the sliver deals damage equal to half its level plus its constitution modifier to the attacker.		
HP 75; Bloodied 37		
AC 22; Fortitude 19, Reflex 18, Will 17		
Resist Fire 5; Vulnerable Cold 5		
Speed 6		
⊕ Claw (Standard; at-will) +13 vs. AC; 1d6+4 damage		
↔ Deathburst (Immediate Reaction, when reduced to 0 hit points) ♦ fire Close burst 2; +11 vs. reflex; 3d10+4 fire damage		
Alignment Unaligned		
Languages --		
Str 16 (+6)	Dex 16 (+6)	Wis 14 (+5)
Con 19 (+7)	Int 2 (-1)	Cha 6 (+1)

Sliver, Shadowsneak



strike aura.

Description From the corner of your eye, you notice some weeds rustling in the wind but pay them no heed. A moment later, you feel something sinking into your back.

Tactics The shadowsneak sliver remains mobile, seeking any chance it can to hide and take advantage of its vital

Shadowsneak Sliver		Level 6 Lurker
Small Aberrant Beast (sliver)		XP 250
Initiative +7	Senses Perception +4	
Camouflage aura 15; Whenever a sliver in the aura makes a stealth check, it rolls twice and takes the better result.		
Vital Strike aura 15; Whenever a sliver in the aura makes an attack, if the target of the attack can't see the sliver, the sliver deals an additional 1d8 damage.		
HP 54; Bloodied 27		
AC 20; Fortitude 18, Reflex 19, Will 18		
Speed 6		
⊕ Claw (Standard; at-will) +11 vs. AC; 1d6+4 damage.		
Shadow Shift (Immediate Reaction, after taking any move action; at-will) The sliver may make a stealth check, if it is normally able to.		
Alignment Unaligned		Languages --
Skills Stealth +17		
Str 16 (+6)	Dex 19 (+7)	Wis 12 (+4)
Con 12 (+4)	Int 2 (-1)	Cha 16 (+6)

Sliver, Venomvoice



Description As this green sliver approaches, the others around it grow mouths bulging green sacs in their necks.

Tactics The venomvoice sliver keeps it distance, using its venom spray ability if enemies get too near.

Venomvoice Sliver		Level 5 Artillery
Medium Aberrant Beast (sliver)		XP 200
Initiative +7	Senses Perception +9	
Venom Gland (poison) aura 15; All slivers in the aura gain the ability to spit venom; treat this as a ranged 10 attack vs. reflex, using the same attack bonus and damage as the sliver's claw attack. This attack does poison damage, takes a standard action, and may be used at-will.		
HP 48; Bloodied 24		
AC 17; Fortitude 16, Reflex 19, Will 17		
Immune poison		
Speed		
⊕ Claw (Standard; at-will) +12 vs. AC; 1d6+4 damage		
⊗ Spit Venom (Standard; at-will) ♦ poison +10 vs. Reflex; 1d10+4 damage		
↔ Venom Spray (Standard; encounter) ♦ poison Close burst 3; +10 vs. reflex; 3d8+4 poison damage and ongoing 4 poison damage (save ends).		
Alignment Unaligned		Languages
Str 8 (+1)	Dex 20 (+7)	Wis 15 (+4)
Con 12 (+3)	Int 4 (-1)	Cha 10 (+2)

Sliver Drone



Description This bizarre creature possesses a serpentine body with a single claw protruding from its front. Its head seems to be little more than a plated crest.

Tactics Sliver drones are rarely encountered by themselves, instead usually being accompanied by two or three of their more exotic kin. Mindless and unintelligent, they tend to copy the tactics of the more powerful slivers around them.

Sliver Drone		Level 3 Minion
Small Aberrant Beast (sliver)		XP 37
Initiative +0	Senses Perception +3	
HP 1; a missed attack never damages a minion.		
AC 17; Fortitude 16, Reflex 15, Will 15		
Speed		
⊕ Claw (Standard; at-will)		
+8 vs. AC; 4 damage		
Alignment Unaligned	Languages	
Str 10 (+1)	Dex 14 (+3)	Wis 14 (+3)
Con 17 (+4)	Int 1 (-4)	Cha 4 (-2)

Sliver Queen



Description This massive, bloated sliver is easily ten times larger than any you've yet seen. Even as it rallies its hive against you, it continues to birth new defenders.

Tactics Unusually intelligent, the sliver queen directs the other slivers in battle. It doesn't hesitate to attack any who approach it, but prefers avoiding battle. When

possible, it will direct its subjects to slow down the intruders so it can flee; if flight is not possible, it tries to keep waves of slivers between itself and its foes.

Sliver Queen		Level 10 Elite Brute (Leader)	
Huge Aberrant Magical Beast (sliver)		XP 1,000	
Initiative +9		Senses Perception +8	
Commanding Aura aura 30; The range of all auras possessed by other slivers within this aura is increased to 30.			
Defense of the Mother aura 30; As long as the sliver queen is bloodied, all other slivers in the aura gain a +2 bonus to all attacks and defenses.			
HP 266; Bloodied 133			
AC 24; Fortitude 26, Reflex 22, Will 24			
Saving Throws +2			
Speed 4			
Action Points 1			
⊕ Claw (Standard; at-will)			
Reach 2; +13 vs. AC; 3d6+5 damage			
Spawn Sliver (Minor; at-will)			
A sliver drone is spawned adjacent to the queen. This power may not be use if the queen has taken any damage since its last turn. The drone acts immediately and on the queen's initiative.			
For the Hive! (Immediate Interrupt, when an attack hits the sliver queen; recharge ☹️☹️☹️)			
The attack deals no damage to the sliver queen, but deals double damage to a different sliver adjacent to the queen. This power may not be used if there are no slivers adjacent to the sliver queen.			
Alignment Unaligned		Languages --	
Str 21 (+10)	Dex 18 (+9)	Wis 16 (+8)	
Con 23 (+11)	Int 12 (+6)	Cha 18 (+9)	

Sliver Swarm



Description A writhing mass of young slivers moving together with malicious purpose.

Tactics The sliver swarm charges into battle, engulfing its foes.

Sliver Swarm		Level 8 Brute
Large Aberrant Beast (sliver, swarm)		XP 350
Initiative +7	Senses Perception +7	
Swarm Attack aura 1; the sliver swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.		
HP 110; Bloodied 55		
AC 20; Fortitude 21, Reflex 20, Will 20		
Resist half damage from melee and ranged attacks;		
Vulnerable 10 against close and area attacks		
Speed 6		
⊕ Claw (Standard; at-will)		
+11 vs. AC; 1d8+5 damage		
Alignment Unaligned		Languages --
Str 18 (+8)	Dex 17 (+7)	Wis 17 (+7)
Con 20 (+9)	Int 2 (+0)	Cha 2 (+0)

Sliver Triagist



Description This unusually tough sliver seems somewhat less interested in you than the rest, rather paying more attention to its hivemates.

Tactics The triagist stays behind the front lines, making attacks as opportunities present themselves but avoiding combat in general in favor of

healing other slives.

Sliver Triagist Level 5 Elite Controller
Small Aberrant Beast (sliver) XP 400

Initiative +4 **Senses** Perception +6

HP 126; **Bloodied** 63

AC 19; **Fortitude** 17, **Reflex** 17, **Will** 18

Saving Throws +2

Speed 7

Action Points 1

⬇ **Claw** (Standard; at-will)

+10 vs. AC; 1d6+4 damage.

↩ **Mending** (Minor; at-will)

Close burst 1; one other sliver in burst is healed an amount of HP equal to half its bloodied value. Mending may only be used once per turn.

Heal Thymself (Standard; encounter, recharges when bloodied)

The sliver regains 31 hp and may not use its mending power until after its next turn. It may use this power even if it's already used its mending power this turn.

Alignment Unaligned

Languages --

Skills Heal +16

Str 10 (+2)

Dex 15 (+4)

Wis 18 (+6)

Con 15 (+4)

Int 2 (-2)

Cha 18 (+6)

Szadek, Lord of Secrets



Description An unnaturally handsome gentlemen, well-dressed, with a menacing aura. You can feel him peering into your mind, sapping your mental defenses.

Tactics Szadek uses the shadows to his advantage, attempting to hide and ambush the party repeatedly. If he doesn't feel confident he'll win the fight, he flees.

Szadek Lore

A character knows the following information with a successful Streetwise check.

DC 25 House Dimir, if you even believe such a thing exists, is said to be headed by a reverse medusa, a snake covered in tiny female human heads which breathes fire.

Szadek, Lord of Secrets **Level 15 Solo Lurker**
Medium Shadow Humanoid (psionic, undead) XP 6,000

Initiative +20 **Senses** Perception +18

Mindleech Aura (psionic) aura 10; Enemies within the aura take a -2 penalty to their Will defenses.

HP 740; **Bloodied** 370

AC 31; **Fortitude** 27, **Reflex** 33, **Will** 28

Resist Psychic 10; **Vulnerable** Radiant 5

Saving Throws +5

Speed 6; fly 10

Action Points 2

⊕ **Sapping Claw** (Standard; at-will) ♦ **psionic**

+20 vs. AC, 1d10+6 damage and secondary attack +18 vs. will, the target loses a healing surge and Szadek heals 15 hp.

↗ **Shadow of Doubt** (Immediate Interrupt, when an enemy uses any power within 10 squares of Szadek; at-will) ♦ **psionic**

Ranged 10; The triggering enemy cannot use that power until the end of Szadek's next turn. The enemy does not lose whatever action the power required, and may do something else with that action including using a different power.

↔ **Syphon Psyche** (Immediate Reaction, when first bloodied; daily) ♦ **psionic**

Close burst 10; +18 vs. Will; the target loses a healing surge and Szadek heals 15 hp.

Fade into Shadow

As long as Szadek is not in bright illumination, he may make stealth checks to hide even while being observed.

Alignment Evil **Languages** Common, telepathy 30

Skills Bluff +20, Stealth +25

Str 20 (+12)

Dex 26 (+15)

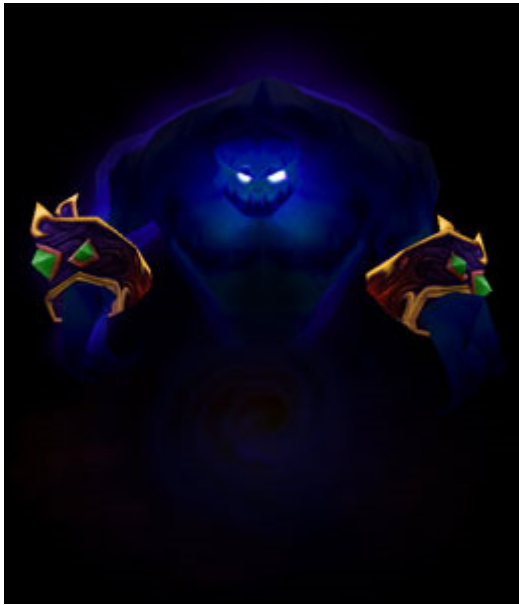
Wis 22 (+13)

Con 20 (+12)

Int 28 (+16)

Cha 20 (+12)

Voidwalker, Indentured



Description A vaguely humanoid form composed of massed shadows; its lower half tapers off a wispy tendrils, and two eyes glow malevolently in its head.

Tactics The voidwalker attacks the most heavily armed and armored foes first, trying to keep them away from its masters.

Indentured Voidwalker **Level 5 Soldier**
XP 200
Medium Shadow Animate

Initiative +6 **Senses** Perception +9

HP 66; **Bloodied** 33

AC 21; **Fortitude** 18, **Reflex** 17, **Will** 17

Immune shadow; **Vulnerable** radiant 5

Speed 6

⬇ **Shadowfist** (Standard; at-will) ♦ **shadow**

+12 vs. AC; 2d8+4 shadow damage. Target is marked until the end of the voidwalker's next turn even if this attack misses.

✂ **Torment** (Minor; recharge 1/2) ♦ **psychic**

Ranged 4; +10 vs. Will; The target is pulled 3 squares and is marked.

Suffering ♦ **psychic**

Whenever a creature marked by the voidwalker moves away from it, the creature takes ongoing 5 psychic damage (save ends).

Alignment Chaotic Evil **Languages** Understands Abyssal

Str 18 (+6) **Dex** 12 (+3) **Wis** 15 (+4)

Con 18 (+6) **Int** 15 (+4) **Cha** 6 (+0)

Voidwalker, Bound



Description A vaguely humanoid form composed of massed shadows; its lower half tapers off a wispy tendril, and two eyes glow malevolently in its head.

Tactics The voidwalker attacks the most heavily armed and armored foes first, trying to keep them away from its masters.

Bound Voidwalker	Level 15 Soldier (Leader)	
Medium Shadow Animate	XP 1,200	
Initiative +14	Senses Perception +17	
Shadow's Embrace (shadow, radiant) aura 10; Whenever an ally within 10 squares takes non-radiant damage, the ally takes 5 fewer points of damage and the voidwalker takes 10 points of radiant damage (this number includes the radiant vulnerability already).		
HP 151; Bloodied 75		
AC 31; Fortitude 28, Reflex 27, Will 27		
Immune shadow; Vulnerable radiant 5		
Speed 6		
⊕ Shadowfist (Standard; at-will) ♦ shadow +22 vs. AC; 2d6+6 shadow damage. Target is marked until the end of the voidwalker's next turn even if this attack misses.		
⤴ Torment (Minor; recharge 4) ♦ psychic Ranged 4; +20 vs. Will; The target is pulled 3 squares and is marked.		
Suffering ♦ psychic Whenever a creature marked by the voidwalker moves away from it, the creature takes ongoing 10 psychic damage (save ends).		
Alignment Chaotic Evil	Languages Understands Abyssal	
Str 23 (+13)	Dex 15 (+9)	Wis 20 (+12)
Con 23 (+13)	Int 20 (+12)	Cha 10 (+7)

Voidwalker, Chained



whenever it's recharged.

Description A vaguely humanoid form composed of massed shadows; its lower half tapers off a wispy tendril, and two eyes glow malevolently in its head.

Tactics The voidwalker attacks the most heavily armed and armored foes first, trying to keep them away from its masters. Unless it's at full health, it uses its consume shadows ability

Chained Voidwalker **Level 25 Soldier (Leader)**
XP 7,000

Medium Shadow Animate

Initiative +0

Senses Perception +24

Shadow's Embrace (shadow, radiant) aura 10; Whenever an ally within 10 squares takes non-radiant damage, the ally takes 10 fewer points of damage and the voidwalker takes 20 points of radiant damage (this number includes the radiant vulnerability already).

HP 236; **Bloodied** 118

AC 41; **Fortitude** 38, **Reflex** 37, **Will** 37

Immune shadow; **Vulnerable** radiant 10

Speed 6

⊕ **Shadowfist** (Standard; at-will) ♦ **shadow**

+32 vs. AC; 2d8+9 shadow damage. Target is marked until the end of the voidwalker's next turn even if this attack misses.

✂ **Torment** (Minor; at-will) ♦ **psychic**

Ranged 4; +30 vs. Will; The target is pulled 3 squares and marked.

Suffering ♦ **psychic**

Whenever a creature marked by the voidwalker moves away from it, the creature takes ongoing 15 psychic damage (save ends).

Consume Shadows (Standard; recharge ☹, see below) ♦ **shadow**

The voidwalker gains regeneration 5 until it takes radiant damage. Do not roll to recharge this power until the regeneration effect has been ended by radiant damage.

Alignment Chaotic Evil **Languages** Understands Abyssal

Str 28 (+21)

Dex 20 (+17)

Wis 25 (+17)

Con 28 (+21)

Int 25 (+19)

Cha 15 (+14)

Wretched Spell-leech



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.

Wretched Spell-leech

Level 4 Brute

Medium Fey Humanoid (blood elf)

XP 175

Initiative +5

Senses Perception -1

HP 63; **Bloodied** 31

AC 16; **Fortitude** 16, **Reflex** 16, **Will** 17

Speed 6

⬇ **Rapier** (Standard; at-will)

+7 vs. AC, 1d10+4 damage

⊗ **Sling** (Standard; at-will)

Ranged 10; +7 vs. AC, 1d6+4 damage

⚡ **Mana Tap** (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.

⚡ **Arcane Torrent** (Minor; encounter)

Close burst 2; other creatures in area; +5 vs. Fortitude; target cannot use any spells until the end of the wretched's next turn.

Alignment Evil

Languages Common, Thalassian

Skills Arcana +10, Stealth +10

Str 14 (+4)

Dex 16 (+5)

Wis 8 (+1)

Con 13 (+3)

Int 13 (+3)

Cha 18 (+6)

Version history:

1.02 Hyphenated spell-leech's name in stat block to match previous change

1.01 Hyphenated Wretched Spell-leech's name; correct keyword on Elemental Weird (from electricity to lightning)

1.0 Initial release