

# Slivers, collection 1

## Sliver Drone, Scaldvein Sliver and Venomvoice Sliver

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## Sliver Lore

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

**DC 15** This creature is a sliver, an unnatural monster from the realms of madness said to lay beyond the stars. Slivers are feared for their ability to share deadly adaptations and characteristics amongst eachother. A sliver colony is always headed by a queen, and constantly seeks more food to expand its ranks.

**DC 20** At this result, you are able to identify an individual sliver and know what its aura does.

**DC 25** At this result, you are able to identify any additional abilities the sliver might have beyond its aura, including attacks, resistances, vulnerabilities and the like.

# Scaldvein Sliver



**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.

<b>Scaldvein Sliver</b>	<b>Level 6 Soldier</b>
Medium Aberrant Beast (fire, sliver)	XP 250
<b>Initiative</b> +6	<b>Senses</b> Perception +5
<b>Boiling Blood (fire)</b> 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.	
<b>HP</b> 75; <b>Bloodied</b> 37	
<b>AC</b> 22; <b>Fortitude</b> 19, <b>Reflex</b> 18, <b>Will</b> 17	
<b>Resist</b> Fire 5; <b>Vulnerable</b> Cold 5	
<b>Speed</b> 6	
⊕ <b>Claw</b> (Standard; at-will) +13 vs. AC; 1d6+4 damage	
↔ <b>Deathburst</b> (Immediate Reaction, when reduced to 0 hit points) ♦ <b>fire</b> Close burst 2; +11 vs. reflex; 3d10+4 fire damage	
<b>Alignment</b> Unaligned	
<b>Languages</b> --	
<b>Str</b> 16 (+6)	<b>Dex</b> 16 (+6)
<b>Con</b> 19 (+7)	<b>Int</b> 2 (-1)
	<b>Wis</b> 14 (+5)
	<b>Cha</b> 6 (+1)

# 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.

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

# Venomvoice Sliver



**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.

<b>Venomvoice Sliver</b>		<b>Level 5 Artillery</b>
Medium Aberrant Beast (sliver)		XP 200
<b>Initiative</b> +7	<b>Senses</b> Perception +9	
<b>Venom Gland (poison)</b> 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.		
<b>HP</b> 48; <b>Bloodied</b> 24		
<b>AC</b> 17; <b>Fortitude</b> 16, <b>Reflex</b> 19, <b>Will</b> 17		
<b>Immune</b> poison		
<b>Speed</b>		
⊕ <b>Claw</b> (Standard; at-will) +12 vs. AC; 1d6+4 damage		
⊗ <b>Spit Venom</b> (Standard; at-will) ♦ <b>poison</b> +10 vs. Reflex; 1d10+4 damage		
↔ <b>Venom Spray</b> (Standard; encounter) ♦ <b>poison</b> Close burst 3; +10 vs. reflex; 3d8+4 poison damage and ongoing 4 poison damage (save ends).		
<b>Alignment</b> Unaligned		<b>Languages</b>
<b>Str</b> 8 (+1)	<b>Dex</b> 20 (+7)	<b>Wis</b> 15 (+4)
<b>Con</b> 12 (+3)	<b>Int</b> 4 (-1)	<b>Cha</b> 10 (+2)