

Slivers, collection 2

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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.

Grappling Sliver



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 squishies.

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)

Quick Sliver



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 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 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)	