

# Slivers, collection 3

## Table of Contents

Monsters		Page
Deathbloom Sliver	Level 4 Soldier	2
Ovine Sliver	Level 8 Soldier	3
Shadowsneak Sliver	Level 6 Lurker	4
Sliver Triagist	Level 5 Elite Controller	5

## 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.

# Deathbloom Sliver



**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.

<b>Deathbloom Sliver</b>		<b>Level 4 Soldier</b>
Medium Aberrant Beast (sliver)		XP 175
<b>Initiative</b> +4	<b>Senses</b> Perception +4	
<b>Deathbloom</b> 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.		
<b>HP</b> 59; <b>Bloodied</b> 29		
<b>AC</b> 20; <b>Fortitude</b> 18, <b>Reflex</b> 16, <b>Will</b> 16		
<b>Speed</b> 6		
⊕ <b>Claw</b> (Standard; at-will) +11 vs. AC; 1d6+4 damage.		
↩ <b>Martyr's Sacrifice</b> (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.		
<b>Alignment</b> Unaligned		<b>Languages</b> --
<b>Str</b> 18 (+6)	<b>Dex</b> 15 (+4)	<b>Wis</b> 15 (+4)
<b>Con</b> 19 (+6)	<b>Int</b> 3 (-2)	<b>Cha</b> 8 (+1)

# Ovine Sliver

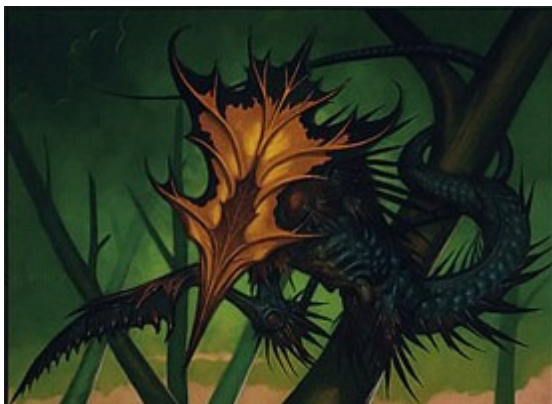


**Description** This sliver's crest splits into two imposing horns, and it levels them at you as it charges.

**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.

<b>Ovine Sliver</b>	<b>Level 8 Soldier</b>	
Medium Aberrant Beast (sliver)	XP 350	
<b>Initiative</b> +7	<b>Senses</b> Perception +7	
<b>Ovine Horns</b> 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.		
<b>HP</b> 92; <b>Bloodied</b> 46		
<b>AC</b> 24; <b>Fortitude</b> 22, <b>Reflex</b> 20, <b>Will</b> 20		
<b>Speed</b> 6		
⊕ <b>Claw</b> (Standard; at-will) +15 vs. AC; 1d8+5 damage and the target is marked.		
<b>Battering Blow</b> 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).		
<b>Alignment</b> Unaligned	<b>Languages</b> --	
<b>Str</b> 21 (+9)	<b>Dex</b> 17 (+7)	<b>Wis</b> 17 (+7)
<b>Con</b> 20 (+9)	<b>Int</b> 1 (-1)	<b>Cha</b> 15 (+6)

# Shadowsneak Sliver



**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 strike aura.

<b>Shadowsneak Sliver</b>		<b>Level 6 Lurker</b>
Small Aberrant Beast (sliver)		XP 250
<b>Initiative</b> +7	<b>Senses</b> Perception +4	
<b>Camouflage</b> aura 15; Whenever a sliver in the aura makes a stealth check, it rolls twice and takes the better result.		
<b>Vital Strike</b> 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.		
<b>HP</b> 54; <b>Bloodied</b> 27		
<b>AC</b> 20; <b>Fortitude</b> 18, <b>Reflex</b> 19, <b>Will</b> 18		
<b>Speed</b> 6		
⊕ <b>Claw</b> (Standard; at-will) +11 vs. AC; 1d6+4 damage.		
<b>Shadow Shift</b> (Immediate Reaction, after taking any move action; at-will) The sliver may make a stealth check, if it is normally able to.		
<b>Alignment</b> Unaligned		<b>Languages</b> --
<b>Skills</b> Stealth +17		
<b>Str</b> 16 (+6)	<b>Dex</b> 19 (+7)	<b>Wis</b> 12 (+4)
<b>Con</b> 12 (+4)	<b>Int</b> 2 (-1)	<b>Cha</b> 16 (+6)

# 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 Thyself** (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)