

THE HIVE

...THIS IS JUST THE BEGINNING

CREATED BY DANIEL NNORTH



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PREFACE



hen I was 7, my dad introduced me to the world of Magic: The Gathering for the first time. We started out with simple decks from the Portal starter set, and my love for the game grew from there. Collecting cards. Building decks. Having friendly heated battles with friends and family. Which all eventually lead me to D&D. Listening to dad talk about campaigns past. Theorycrafting. Then eventually (Finally!) getting to play the game around the 3.5 Edition era, when I was 17.

Once I was well versed in the rules of Magic, and I had won a few multiplayer free for all games against my dad and his buddies and had built and revamped my own deck, my dad then introduced me to his Sliver deck. This thing was a monstrosity, containing over 100 cards vs the standard 60. It defied everything I knew about deckbuilding, to include containing all five colors of mana.

It literally contained a little bit of every aspect of the game that I enjoyed. There are a mass of creatures that boost each other and can swarm your opponent. You could deal direct damage, kill off individual threats, even search for that one card that sets everything in motion for mutually assured destruction. The ability to flow and play well if not better than a smaller deck, and not be super clunky, astonished me.

I became a little obsessed with the creatures. Which is how this book came to be. This is for all the Sliver fans out there that want to inject the hive into their adventures. I want to keep true to the feel of the originals while tossing in a bit of my own flair. I want to bring the chaotic and overwhelming strategy of the sliver hive to the D&D universe.

I've filled in the gaps to make the slivers an even more robust creature, while trying to keep its integrity. To that end, there are 67 new creatures within these pages, most of which will seem very familiar.

I hope you enjoy playing with these creatures as much as I have converting them.

~Daniel Nnorth
July 2017

USING THIS SUPPLEMENT

This book is designed so that you can inject Slivers into your campaign, with very little prep work. So you can focus on confusing your players with alien creatures and slaughtering them with the hive's collective abilities.

The main body of the book contains the stat blocks of the hive, from the basic Sliver Drone to the wandering hive that is the Sliver Legion. Broken down into four categories. Lesser Slivers, the basic workforce of the hive. Evolved Slivers, they hold unique abilities that they share with the hive. Greater Slivers, the leaders of the hive. Sliver Constructs, man made slivers.

At the back of the book, you'll find helpful lists and tables to make running a game as fluid as possible, a wealth of unique treasure to help ward against these creatures, and maps to use as lairs for the hive.

ACKNOWLEDGEMENTS

I've been very open with the production of this book reaching out to multiple D&D based Facebook groups, D&D focused Sub-Reddits, the DM's Block Forums, and more. I want to thank everyone that has helped me through the process. It has been so much fun and rewarding interacting with everyone and absorbing the feedback.

More fluff and sap to come...

INTRODUCTION



Slivers are creatures that share a hivemind, which allows them to communicate and share their abilities with other nearby slivers. The origin of the slivers has been lost to time. This doesn't stop the most curious of wizards from trying to research and experiment on them.

Slivers are depicted with an armored vertebrate body, a long, bifurcated whip-like tail, one arm with a single talon for a hand, and a head with an armored crest. Variations on this appearance exist in accordance with the abilities each has to offer the hive.

Slivers are considered "superorganisms", because they do not work for personal benefit but to benefit the hive as a whole. Using telepathy in order to communicate, slivers live and thrive together as one. A lone sliver has very slim chance of survival. For this reason, and its overall dependence on hierarchal relationships, that the sliver is seen as an extension of the hive rather than its own organism.

THE BEGINNINGS OF A HIVE

When choosing a hive site, Greater Slivers are drawn to: strong geothermal heat signatures, powerful magical anomalies, and access to various prey.

The specific reasons are unknown, but many believe that it has to do with speeding up their evolutionary process. When discovered, the hotter or more magically active the hive site, the faster it grows and consumes its surroundings.

THE WORKING CLASS

The drones and soldiers are tasked various duties depending on the specific needs of the hive. Tasks such as building and maintaining the hive to protecting it.

THE ABILITY SEEKERS

Broodlings and Harbingers serve the most important function in the hive: seek out new abilities to add to the hive's collection.

In the early stages of a hive's development, it is imperative to send out hunting parties. Collecting biological material for the hive to consume, so that it can acclimate to its surroundings and produce deadlier slivers.

The range of abilities that a hive can obtain are only limited by its available food source.

THE HIVEMIND

All slivers are telepathically linked to their hive, from which all are commanded by the Greater Sliver that rules the hive.

The hivemind is primarily driven by its desire to consume and assimilate, collectively becoming an indestructible force.

A hive usually begins with the sliver queen. As her hive grows, it can splinter off into remote colonies. Remote colonies are still apart of the hive, but are driven by greater slivers that are an extension of the queens will.

COMBAT TACTICS

Slivers hunt in packs, as they have superior strength in numbers, especially with a variety of unique evolutions. They like to trap their prey, usually with one of their own as bait, while the rest of the hunting party encircles the pray. Doing their best to wound and capture anything they can get the jump on, especially if it poses a threat to the hive, this usually means a new ability they can extract for the hive.

ROLE PLAYING SLIVERS

SLIVERS IN OTHER REALMS

Talk about the ambiguous origins of slivers, and how they appeared on other planes...and how they might appear on others. Have a breakdown of how they appear in the planes of Magic in a side note.

Rath
Dominaria
Shandalar

NOTE

Trying to fill in some of the gaps in the sliver lore that I'm able to find, with real-world ants, zerg from starcraft, and other sources. Using as much as I can find from MTG, and make it fit into a D&D world.

LESSER SLIVERS



esser slivers are the building blocks of the hive, they build and maintain the hive, they protect the hive, and they gather unique abilities to share with the hive.

SLIVER BROODLING

SLIVER BROODLING

Small monstrosity (shapechanger, sliver), unaligned

Armor Class 13 (Natural)
Hit Points 33 (6d6 + 12)
Speed 25 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	8 (-1)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1/2 (100 XP)

Amorphous. The sliver can move through a space as narrow as 1 inch wide without squeezing.

Actions

Talon. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 3 (1d6) slashing damage.

Engulfing Charge. The sliver moves at least 20 feet straight toward a Medium or smaller creature and then enter its space, that target must succeed on a DC 13 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the sliver. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the sliver enters the creature's space, and the creature takes 7 (3d4) psychic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 2 (1d4) psychic damage at the start of each of the sliver's turns. When the sliver moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 13 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the sliver.

Reactions

Combat Evolution. When the sliver reduces a creature's hit points to 0 while it's engulfed, the sliver can use its reaction to form a protective chrysalis and evolve into a more complex sliver.

The sliver becomes Stunned, and its AC becomes 17. It also gains temporary hit points, and remains in the chrysalis a number of rounds, based on the Sliver's evolution modifier.

The sliver can chose to evolve into a Sliver Harbinger, using the stats provided at the bottom of the chart. Or roll on the Sliver Broodling Evolution Chart. When the sliver emerges from the chrysalis it loses all of its abilities, and becomes the sliver you rolled for.

SLIVER DRONE

Sliver drones can take on various jobs such as scavenging for supplies, building the hive, taking care of the young, or they can be assigned to feed the queen and dispose of her waste. Because drones are vital in taking care of and building the nest, they are the type of sliver produced the majority of the time. No matter what job is assigned, each sliver plays a vital role in maintaining or building the hive.

SLIVER DRONE

Small monstrosity (shapechanger, sliver), unaligned

Armor Class 12 (Natural)
Hit Points 33 (6d6 + 12)
Speed 20 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	10 (+0)	8 (-1)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1/4 (50 XP)

Amorphous. The sliver can move through a space as narrow as 1 inch wide without squeezing.

Bottomless Stomach. The sliver can innately cast the Hoard Gullet cantrip at will, as a 5th level spell caster.

Actions

Talon. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 4 (1d6 + 1) slashing damage.

SLIVER SOLDIER

Sliver soldiers are substantially larger. Not only are their bodies larger, the soldiers develop substantially larger armored crest increasing their natural defenses, and sharper talons. The job of the soldier is fending off various predators that will disrupt the hive.

SLIVER SOLDIER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 15 (Natural)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Aggressive. As a bonus action, the sliver can move up to its speed toward a hostile creature.

Actions

Talon. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 10 (2d6 + 3) slashing damage.

SLIVER HARBINGER

SLIVER HARBINGER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 14 (Natural)
Hit Points 75 (10d8 + 30)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Aggressive. As a bonus action, the sliver can move up to its speed toward a hostile creature.

Running Leap. With a 10-foot running start, the sliver can long jump up to 30 feet.

Actions

Talon. Melee Weapon Attack: +4 to hit, reach 5ft., one target. *Hit* 9 (2d6 + 2) slashing damage.

Engulfing Charge. The sliver moves at least 20 feet straight toward a Large or smaller creature and then enter its space, that target must succeed on a DC 13 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the sliver. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the sliver enters the creature's space, and the creature takes 7 (3d4) psychic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 2 (1d4) psychic damage at the start of each of the sliver's turns. When the sliver moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 13 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the sliver.

Reactions

Combat Evolution. When the sliver reduces a creature's hit points to 0 while it's engulfed, the sliver can use its reaction to form a protective chrysalis and evolve into a more complex sliver.

The sliver becomes Stunned, and its AC becomes 19. It also gains temporary hit points, and remains in the chrysalis a number of rounds, based on the Sliver's evolution modifier.

Roll on the Sliver Harbinger Evolution Chart. When the sliver emerges from the chrysalis it loses all of its abilities, and becomes the sliver you rolled for.

EVOLVED SLIVERS

ACIDIC SLIVER

ACIDIC SLIVER

Small monstrosity (shapechanger, sliver), unaligned

Armor Class 14 (Natural)
Hit Points 39 (6d8 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3
Damage Resistances. acid
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Acidic Hive Aura. All other friendly slivers within 60 feet gain the *Acid Spit* attack Action.

Actions

Talon. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 5 (1d8 + 1) slashing damage.

Acid Spit. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit* 10 (2d6 + 3) acid damage.

ARMOR SLIVER

ARMOR SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 17 (Natural)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3
Damage Resistances. bludgeoning, piercing, and slashing from non-magical weapons
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Armor Hive Aura. All other friendly slivers within 60 feet gain resistance to non-magical bludgeoning, piercing, and slashing damage.

Actions

Talon. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 5 (1d8 + 1) slashing damage.

BARBED SLIVER

BARBED SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 14 (Natural)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Barbed Hive Aura. All other friendly slivers within 60 feet gain the *Barbed Carapace* ability.

Barbed Carapace. A creature that touches the sliver or hits it with a melee attack while within 5 feet of it takes 2 (1d4) piercing damage.

Actions

Talon. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 5 (1d8 + 1) slashing damage.

BATTERING SLIVER

BATTERING SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 15 (Natural)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Battering Hive Aura. All other friendly slivers within 60 feet gain the *Trampling Charge* trait.

Trampling Charge. If the sliver moves at least 20 feet straight toward a creature and then hits it with a talon attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone, the sliver can make one talon attack against it as a bonus action.

Actions

Multiattack. The sliver makes two talon attacks.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 11 (2d6 + 4) slashing damage.

BLUR SLIVER

BLUR SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 14 (Natural)
Hit Points 33 (6d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+3)	12 (+1)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3, Hide +6
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Blur Hive Aura. All other friendly slivers within 60 feet gain +10 movement speed. (The bonus from this hive aura may stack to a maximum bonus of +30)

Actions

Talon. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 5 (1d8 + 1) slashing damage.

BROOD SLIVER

BROOD SLIVER

Large monstrosity (shapechanger, sliver), unaligned

Armor Class 16 (Natural)
Hit Points 95 (10d10 + 40)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	18 (+4)	16 (+3)	10 (+0)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 10
Languages -
Challenge 4 (1,100 XP)

Brood Hive Aura. Whenever another friendly sliver within 60 feet deals 15 or more damage to a creature in a single turn, roll a d20. On a roll of 20, this sliver can use its *Spawn Broodling* ability as a reaction.

Spawn Broodling (Recharge 5-6). As a bonus action, when the sliver deals 20 or more damage to a creature in a single turn, it can create one Sliver Broodling from the wound. The broodling appears in an unoccupied space within 10 feet of its creator, and acts as an ally of its creator.

Actions

Talon. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit* 21 (3d8 + 8) slashing damage.

Legendary Actions

The sliver can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The sliver regains spent legendary actions at the start of its turn.

Move. The sliver moves up to its speed without provoking opportunity attacks.

Talon. The sliver makes one talon attack.

Spawn Broodling (Costs 3 Actions). The sliver deals 8 (2d8) necrotic damage to itself, and creates one Sliver Broodling from the wound. The broodling appears in an unoccupied space within 10 feet of its creator, and acts as an ally of its creator.

CAUTERY SLIVER

CAUTERY SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 13 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	18 (+4)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

Cautery Hive Aura. All other friendly slivers within 60 feet gain the *Burning Rejuvenation* reaction.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and is considered a 5th level spellcaster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Produce Flame*, *Spare the Dying*
- 5/day each: *Hellish Rebuke*, *Healing Word*
- 3/day each: *Heat Metal*
- 1/day each: *Mass Healing Word*

Actions

Multiattack. The sliver makes two talon attacks.

Talon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 12 (2d8 + 3) slashing damage and 7 (1d6 + 4) fire damage.

Reactions

Burning Rejuvenation. The sliver can cast the spell *Hellish Rebuke* at will, as a 1st level spell. If the spell is successful, the sliver reduces its HP to 0. Up to six slivers within 30 feet, regain 7 (2d6) hit points. The sliver crumbles to ash and dies.

CHANGELING SLIVER

CHANGELING SLIVER

Large monstrosity (shapechanger, sliver), unaligned

Armor Class 16 (Natural)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	16 (+3)	10 (+0)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 10
Languages -
Challenge 4 (1,100 XP)

Adaptive Evolution (Recharge 5-6). The sliver can use its action to polymorph into a CR 1, 2, or 3 Evolved Sliver, or back into its true form. Its statistics, other than its size, are the same in each form. It also gains the Hive Aura, and attached features if applicable, of the sliver it turns into.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks), and is considered a 5th level spellcaster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Minor Illusion*, *Resistance*
- 5/day each: *Mirror Image*
- 3/day each: *Slow*
- 1/day each: *Confusion*

Actions

Talon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 18 (3d8 + 5) slashing damage.

Legendary Actions

The sliver can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The sliver regains spent legendary actions at the start of its turn.

Move. The sliver moves up to its speed without provoking opportunity attacks.

Talon. The sliver makes one talon attack.

Accelerated Evolution (Costs 3 Actions). The sliver uses its Adaptive Evolution feature.

CLOT SLIVER

CLOT SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 11 (Natural)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3, Hide +6

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 9

Languages -

Challenge 1 (200 XP)

Clot Hive Aura. All other friendly slivers within 60 feet gain the *Hive Regeneration* feature.

Hive Regeneration. The sliver regains 5 hit points at the start of its turn, as long as there is at least one other sliver within 30 feet. If there are no slivers within range, this trait doesn't function at the start of the sliver's next turn. The sliver only dies if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Talon. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 5 (1d8 + 1) slashing damage.

CONSTRICTING SLIVER

CONSTRICTING SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 14 (Natural)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3, Hide +6

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 9

Languages -

Challenge 1 (200 XP)

Constricting Hive Aura. All other friendly slivers within 60 feet gain the *Constrict* attack Action.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 6 (1d8 + 2) slashing damage.

Constrict. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 9 (2d6 + 2) bludgeoning damage and the target is grappled (Escape DC 13). If the grapple is successful, the target must make a DC 14 Constitution saving throw, taking 5 (2d4) psychic damage on a failed save, or half as much damage on a successful one. If the psychic damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned this way.

CRYPT SLIVER

CRYPT SLIVER

Small monstrosity (shapechanger, sliver), unaligned

Armor Class 14 (Natural)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+3)	12 (+1)	14 (+2)	8 (-1)	3 (-4)

Skills Perception +3

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 9

Languages -

Challenge 1 (200 XP)

Crypt Hive Aura. All other friendly slivers within 60 feet learn the *Spare the Dying* cantrip, and can cast it as a 1st level spell caster using Intelligence as their spellcasting ability.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 14). The sliver can innately cast the following spells, requiring no material components:

- At Will: *Spare the Dying*
- 1/day each: *Arms of Hadar*, *Healing Word*

Actions

Talon. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 5 (1d8 + 1) slashing damage.

CRYSTALLINE SLIVER

CRYSTALLINE SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 13 (Natural)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	18 (+4)	8 (-1)	3 (-4)

Skills Perception +3

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 9

Languages -

Challenge 3 (700 XP)

Crystalline Hive Aura. All other friendly slivers within 60 feet have advantage on saving throws against spells and other magical effects.

Magic Resistance. The sliver has advantage on saving throws against spells and other magical effects.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and is considered a 5th level spellcaster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Vicious Mockery*, *Mage Hand*
- 5/day each: *Hold Person*
- 3/day each: *Hypnotic Pattern*
- 1/day each: *Greater Invisibility*

Actions

Multiattack. The sliver makes two talon attacks.

Talon. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 12 (2d8 + 3) slashing damage.

Reactions

Spell Reflection. If the sliver makes a successful saving throw against a spell, or a spell attack misses, the sliver can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the sliver. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

DARKHEART SLIVER

DARKHEART SLIVER

Large monstrosity (shapechanger, sliver), unaligned

Armor Class 15 (Natural)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	18 (+4)	10 (+0)	3 (-4)

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 10

Languages -

Challenge 4 (1,100 XP)

Darkheart Hive Aura. All other friendly slivers within 60 feet learn the *Hive Offering* reaction.

False Appearance. While the sliver remains motionless, it is indistinguishable from a tangle of vines.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 16, +7 to hit with spell attacks), and is considered an 11th level spellcaster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Druidcraft*, *Thorn Whip*, *Booming Blade*
- 5/day each: *Entangle*, *Healing Word* (3rd level)

- 3/day each: *Spike Growth*
- 1/day each: *Contagion*

Actions

Talon. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 18 (3d8 + 6) slashing damage.

Reactions

Hive Offering. When another sliver within 30 feet is being damaged by another creature. The sliver can reduce its HP to 0. Up to six slivers within 30 feet, including the one being damaged, regain hit points equal to 2d4 + 1 for each sliver within 30 feet. The sliver crumbles to ash and dies.

Legendary Actions

The sliver can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The sliver regains spent legendary actions at the start of its turn.

Move. The sliver moves up to its speed without provoking opportunity attacks.

Cantrip. The sliver casts a cantrip.

Healing Word (Costs 2 Actions). The sliver casts the *Healing Word* spell.

DEMENTIA SLIVER

DEMENTIA SLIVER

Large monstrosity (shapechanger, sliver), unaligned

Armor Class 14 (Natural)
Hit Points 75 (10d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	22 (+6)	8 (-1)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 4 (1,100 XP)

Dementia Hive Aura. All other friendly slivers within 60 feet gain the *Draining Attacks* ability.

Draining Attacks. When the sliver successfully hits a creature with its *Talon* attack, the creature must make a successful DC 16 Wisdom saving throw. On a failed save, the target forgets 1d4 spells that it has prepared for that day. If the target doesn't prepare spells, it forgets one of the languages it knows for 1 hour.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 18, +9 to hit with spell attacks), and is considered an 11th level spellcaster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Vicious Mockery*, *Message*, *Prestidigitation*
- 5/day each: *Dissonant Whispers*, *Silent Image*
- 3/day each: *Silence*
- 1/day each: *Hypnotic Pattern*

Actions

Multiattack. The sliver makes two talon attacks.

Talon. Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit* 16 (3d8 + 3) slashing damage and 9 (1d6 + 6) psychic damage.

Legendary Actions

The sliver can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The sliver regains spent legendary actions at the start of its turn.

Move. The sliver moves up to its speed without provoking opportunity attacks.

Cantrip. The sliver casts a cantrip.

Talon Attack (Costs 2 Actions). The sliver makes one talon attack.

DIFFUSION SLIVER

DIFFUSION SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 13 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	18 (+4)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

Diffusion Hive Aura. All other friendly slivers within 60 feet gain the Diffuse Spell feature.

Magic Resistance. The sliver has advantage on saving throws against spells and other magical effects.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and is considered a 5th level spellcaster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Shocking Grasp*, *Mage Hand*
- 5/day each: *Magic Missile*
- 3/day each: *Dispel Magic*
- 1/day each: *Phantasmal Killer*

Actions

Multiattack. The sliver makes two talon attacks.

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 11 (2d8 + 2) slashing damage.

Reactions

Diffuse Spell (Recharge 5-6). The sliver can innately cast Counterspell at will as a 4th level spell.

ESSENCE SLIVER

ESSENCE SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 13 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	18 (+4)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

Essence Hive Aura. All other friendly slivers within 60 feet gain the Essence of the Hive feature.

Essence of the Hive. Whenever another sliver within 30 feet regains hit points, this sliver gains 1 hit point for every 3 hit points gained.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and is considered a 5th level spellcaster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Sacred Flame*, *Light*
- 5/day each: *Bless*, *Guiding Bolt*, *Healing Word*
- 3/day each: *Calm Emotions*, *Lesser Restoration*
- 1/day each: *Mass Healing Word*

Actions

Multiattack. The sliver makes two talon attacks.

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 11 (2d8 + 2) slashing damage.

EYESTALK SLIVER

EYESTALK SLIVER

Large monstrosity (shapechanger, sliver), unaligned

Armor Class 13 (Natural)
Hit Points 75 (10d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	16 (+3)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 4 (1,100 XP)

Eyestalk Hive Aura. All other friendly slivers within 60 feet sprout two eyestalks, and gain the *Eye Rays* action.

Actions

Talon. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 16 (3d8 + 3) slashing damage.

Eye Rays. The sliver shoots up to two of the following magical eye rays at one or two creatures it can see within 60 feet of it. It can use each ray only once on a turn.

1.) *Confusion Ray.* The target must succeed on a DC 15 Wisdom saving throw, or it can't take reactions until the end of its next turn. on its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

2.) *Paralyzing Ray.* The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

3.) *Fear Ray.* The target must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. the target can repeat the saving throw at the end of each of its turns, with disadvantage if a sliver is visible to the target, ending the effect on itself on a success.

4.) *Wounding Ray.* The target must succeed on a DC 15 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Reactions

Spell Reflection. If the sliver makes a successful saving throw against a spell, or a spell attack misses, the sliver can choose another creature (including the spellcaster) is can see within 30 feet of it. The spell targets the chosen creature instead of the sliver. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

FIREWAKE SLIVER

FIREWAKE SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 11 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	14 (+2)	22 (+6)	8 (-1)	3 (-4)

Skills Perception +3
Damage Resistances fire
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

Firewake Hive Aura. All other friendly slivers within 60 feet gain the ability to innately cast the *Immolating Blast* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13, and +5 to hit with spell attacks.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks), and is considered a 5th level spellcaster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Green-Flame Blade*, *Immolating Blast*, *Produce Flame*
- 5/day each: *Absorb elements*
- 3/day each: *Aganazzar's scorcher*
- 1/day each: *Fireball*

Actions

Multiattack. The sliver makes two talon attacks.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 4) slashing damage.

FRENETIC SLIVER

FRENETIC SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 13 (Natural)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Frenetic Hive Aura. All other friendly slivers within 60 feet gain the *Frenetic Dissociation* ability.

Frenetic Dissociation At the beginning of this creature's turn, roll a d6. On a roll of between 2 and 6, the sliver enters the Ethereal Plane from the Material Plane. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane. At the beginning of the creature's next turn, it re-enters the Material Plane from the Ethereal Plane. On a roll of 1, the creature explodes in a 10-foot radius force blast. Each creature in that area must make a DC 12 Dexterity saving throw. On a failed save, it takes 7 (2d6) force damage + 1 force damage for each sliver within 30 feet, or half as much on a successful one.

Actions

Multiattack. The sliver makes two talon attacks.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 11 (2d6 + 4) slashing damage.

FUNGUS SLIVER

FUNGUS SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 16 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	3 (-4)

Damage Vulnerability fire
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 12
Languages -
Challenge 3 (700 XP)

Fungus Hive Aura. All other friendly slivers within 60 feet gain the *Fungal Growth* ability.

Fungal Growth. When the sliver takes damage from an attack, it gains a +1 bonus to attack rolls, damage rolls, and AC (to a maximum of +5). If the sliver hasn't been attacked by a hostile creature since its last turn or taken damage since then, the bonus fades.

Hive Regeneration. The sliver regains 5 hit points at the start of its turn, as long as there is at least one other sliver within 60 feet. If there are no slivers within range, this trait doesn't function at the start of the sliver's next turn. The sliver only dies if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The sliver makes two talon attacks.

Talon. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 4) slashing damage.

Animating Spores (3/day). The sliver targets one corpse of a humanoid or a Large or smaller beast within 5 feet of it and releases spores at the corpse and it forms a protective chrysalis. In 1 hour, the corpse emerges from the chrysalis as a newly formed Sliver Broodling.

FURY SLIVER

FURY SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 13 (Natural)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Fury Hive Aura. All other friendly slivers within 60 feet grow a second Talon and gain the *Multiattack* action. The sliver can now make two talon attacks, using the attack action. If it already has the *Multiattack* action, it can now make one additional attack. (The bonus from this hive aura may stack to a maximum of twice. Granting *Multiattack* and one additional attack, or two additional attacks)

Rampage. When the sliver reduces a creature to 0 hit points with a melee attack on its turn, the sliver can take a bonus action to move up to half its speed and make a talon attack.

Actions

Multiattack. The sliver makes three talon attacks.

Talon. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit* 11 (2d6 + 4) slashing damage.

GEMHIDE SLIVER

GEMHIDE SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 13 (Natural)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	16 (+3)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages telepathy 60 ft.
Challenge 2 (450 XP)

Crystalline Carapace When the sliver is the target of a 1st level or greater spell or magical ability, it regains one daily use of a spell it is able to cast, for each level beyond 1st.

Gemhide Hive Aura. All other friendly slivers within 60 feet gain the *Crystalline Carapace* ability.

Repelling Blast. When the sliver hits a creature with *Eldritch Blast*, it can push the creature up to 10 feet away from it in a straight line.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks), and is considered a 3rd level spell caster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Dancing Lights*, *Eldritch Blast*
- 3/day each: *Faerie Fire*, *Shield*
- 1/day each: *Mirror Image*

Actions

Talon. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 8 (2d6 + 1) slashing damage.

GROUNDSHAKER SLIVER

GROUNDSHAKER SLIVER

Large monstrosity (shapechanger, sliver), unaligned

Armor Class 15 (Natural)
Hit Points 126 (12d10 + 60)
Speed 15 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	20 (+5)	10 (+0)	8 (-1)	3 (-4)

Skills Survival +5
Condition Immunities frightened, prone
Senses tremorsense 120 ft., passive Perception 9
Languages -
Challenge 4 (1,100 XP)

Groundshaker Hive Aura. All other friendly slivers within 60 feet gain the *Standing Leap* ability and the *Deadly Leap* action, and use their *Talon* damage instead.

Standing Leap. The sliver's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Tunneler. The sliver can burrow through solid rock at half its burrow speed and leaves a 8-foot-diameter tunnel in its wake.

Actions

Multiaction. The sliver makes two talon attacks.

Talon. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit* 20 (3d8 + 8) slashing damage.

Deadly Leap. If the sliver jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 18 (3d6 + 8) bludgeoning damage plus 18 (3d6 + 8) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the sliver's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the sliver's space.

HARMONIC SLIVER

HARMONIC SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 13 (Natural)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	16 (+3)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages telepathy 60 ft.
Challenge 2 (450 XP)

Harmonic Hive Aura. All other friendly slivers within 60 feet gain the *Mimicry* and *Sneak Attack* abilities.

Mimicry. The sliver can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

Sneak Attack (1/turn). The sliver deals an extra 3 (1d6) damage when it hits a target with a talon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the sliver that isn't incapacitated and the sliver doesn't have disadvantage on the attack roll.

Actions

Talon. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit* 8 (2d6 + 1) slashing damage.

Hive Recklessness (Recharge 5-6). The sliver can perform a song during combat to improve the effectiveness of nearby slivers. This song requires Concentration up to 1 minute. All friendly slivers within 10 feet have advantage on talon attack rolls, but attack rolls against them also have advantage.

HUNTER SLIVER

HUNTER SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 15 (Natural)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Hunter Hive Aura. All other friendly slivers within 60 feet gain the *Taunt* bonus action.

Hive Lure. When the sliver makes a successful attack, all friendly slivers within 5 feet of the target who can see the sliver can choose to make an attack against the same target as a reaction with disadvantage.

Actions

Multiattack. The sliver makes two talon attacks.

Talon. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit* 11 (2d6 + 4) slashing damage.

Bonus Actions

Taunt (2/day). The sliver targets one creature within 30 feet of it. If the target can hear or see the sliver, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the target's next turn.

LEECHING SLIVER

LEECHING SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 14 (Natural)
Hit Points 33 (6d8 + 6)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	12 (+1)	8 (-1)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Leeching Attacks. Whenever the sliver deals damage to another creature with a weapon attack, the sliver regains 1 hit point, and the target's maximum hit points are reduced by 1. This reduction lasts until the creature finishes a short rest. The target dies if this effect reduces its hit point maximum to 0.

Leeching Hive Aura. All other friendly slivers within 60 feet gain the *Leeching Attacks* trait.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 6 (1d8 + 2) slashing damage.

LURKING SLIVER

LURKING SLIVER

Large monstrosity (shapechanger, sliver), unaligned

Armor Class 13 (Natural)
Hit Points 75 (10d10 + 20)
Speed 15 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	10 (+0)	8 (-1)	3 (-4)

Skills Survival +5
Condition Immunities frightened, prone
Senses tremorsense 120 ft., passive Perception 9
Languages -
Challenge 4 (1,100 XP)

Earth Glide. The sliver can burrow through nonmagical, unworked earth and stone. While doing so, the sliver doesn't disturb the material it moves through.

Lurking Hive Aura. All other friendly slivers within 60 feet gain the *Subterranean Spikes* action, and use their *Talon* damage instead.

Tunneler. The sliver can burrow through solid rock at half its burrow speed and leaves a 8-foot-diameter tunnel in its wake.

Actions

Multiattack. The sliver makes three subterranean spike attacks.

Subterranean Spikes (while burrowed). Spikes shoot up from the ground and extend outward in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 17 (3d8 + 4) piercing damage on a failed save, or half as much on a successful one.

Drag Under (while burrowed). If the sliver moves within 5 feet of a creature during its turn, it can use its action to pull a Medium or smaller creature 10 feet underground. The creature must make a DC 14 Dexterity save, or they are pulled underground becoming restrained by the earth surrounding it. A creature that needs air to breathe must use its action to try and escape, by making a DC 14 Strength saving throw. On a success, the creature escapes, is prone, and has disadvantage on attack rolls until the end of its next turn. On a failure, the creature suffers 1 level of exhaustion, and the escape DC increases by +1.

LYMPH SLIVER

LYMPH SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 16 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	3 (-4)

Damage Vulnerability fire
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 12
Languages -
Challenge 3 (700 XP)

Lymph Hive Aura. All other friendly slivers within 60 feet gain the *Hive Absorption* trait.

Hive Absorption. When the sliver takes damage from a source, it regains 1 hit point for each other friendly sliver within 30 feet.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks), and is considered a 5th level spellcaster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Spare the Dying*, *Resistance*
- 5/day each: *Healing Word*
- 3/day each: *Lesser Restoration*
- 1/day each: *Mass Healing Word*

Actions

Multiattack. The sliver makes two talon attacks.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 4) slashing damage.

Bonus Action

Hive Protection (Recharge 5-6). The sliver can cast the *Shield* spell as a bonus action targeting itself or a friendly sliver it can see within 30 feet.

MAGMA SLIVER

MAGMA SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 13 (Natural)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	16 (+3)	8 (-1)	3 (-4)

Skills Perception +3
Damage Resistances fire
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Magma Hive Aura. All other friendly slivers within 60 feet learn the *Erupting Blast* reaction.

Actions

Multiattack. The sliver makes two talon attacks.

Talon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 10 (2d6 + 3) slashing damage.

Fire Breath (Recharge 5-6). The sliver exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw. On a failed save, it takes 17 (5d6) fire damage + 1 fire damage for each sliver within 30 feet, or half as much damage on a successful one.

Reactions

Erupting Blast. When the sliver is being damaged, or sees another sliver is being damaged, by another creature. The sliver can charge the target, and reduce its HP to 0 while doing so. Turning into a molten ball of energy flying at the target. The creature must make a DC 14 Dexterity saving throw. On a failed save, it takes 19 (3d12) fire damage + 2 (1d4) fire damage for each sliver within 30 feet, or half as much damage on a successful one.

MINDWHIP SLIVER

MINDWHIP SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 13 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	18 (+4)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities charmed, frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

Mindwhip Hive Aura. All other friendly slivers within 60 feet gain the Mindwhip feature.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and is considered a 5th level spellcaster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Chill Touch*, *Vicious Mockery*
- 5/day each: *Hex*
- 3/day each: *Enthrall*
- 1/day each: *Fear*

Actions

Multiattack. The sliver makes two talon attacks and one mindwhip attack.

Talon. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 11 (2d8 + 2) slashing damage.

Mindwhip. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit* 7 (2d6) necrotic damage and 7 (2d6) psychic damage and the target must make a DC 15 Intelligence saving throw. On a failed save, the target loses 1d4 spell slot levels. Thus, on a roll of 4, the target loses one 4th level spell slot, or a 3rd level spell slot and a 1st level spell slot, or two 2nd level spell slots, or four 1st level spell slots.

MISTFORM SLIVER

MISTFORM SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 13 (Natural)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	14 (+2)	8 (-1)	3 (-4)

Skills Perception +3
Damage Resistances fire
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Adhesive (Object Form Only). The sliver adheres to anything that touches it. A Huge or smaller creature adhered to the sliver is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the sliver remains motionless, it is indistinguishable from an ordinary object.

Mistform Hive Aura. All other friendly slivers within 60 feet gain the *Shapechanger*, *Adhesive*, and *False Appearance* traits. Also, their *Talon* attack gains the following: **On Hit:** If the sliver is in object form, the target is subjected to its *Adhesive* trait.

Shapechanger. The sliver can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 8 (2d6 + 1) slashing damage. If the sliver is in object form, the target is subjected to its *Adhesive* trait.

MUSCLE SLIVER

MUSCLE SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 13 (Natural)

Hit Points 59 (6d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 9

Languages -

Challenge 1 (200 XP)

Muscle Hive Aura. All other friendly slivers within 60 feet gain +1 bonus to attack and damage rolls, and +1 to AC. (The bonus from this hive aura may stack to a maximum bonus of +5)

Actions

Talon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 10 (1d8 + 5) slashing damage.

NECROTIC SLIVER

NECROTIC SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 14 (Natural)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	10 (+0)	18 (+4)

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 10

Languages -

Challenge 3 (700 XP)

Necrotic Hive Aura. All other friendly slivers within 60 feet gain the *Death Grip* action, with a save DC of 13, and the ability to innately cast the *Necrotic Tendril* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13, and +5 to hit with spell attacks.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks), and is considered a 5th level spellcaster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Necrotic Tendril*, *Chill Touch*
- 5/day each: *False Life*
- 3/day each: *Ray of Enfeeblement*
- 1/day each: *Animate Dead*

Actions

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 4) slashing damage.

Death Grip. Whenever the sliver's *Necrotic Tendril* attack roll exceeds the target's armor class by 5 or more, the target must succeed on a DC 16 Constitution saving throw or take 16 (3d10) necrotic damage and become poisoned for 1 minute.

OPALINE SLIVER

OPALINE SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 14 (Natural)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	12 (+1)	10 (+0)	18 (+4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 10
Languages -
Challenge 3 (700 XP)

Opaline Hive Aura. All other friendly slivers within 60 feet gain the *Shimmering Crest* trait, and the ability to innately cast the *Light* cantrip at will, with a duration of 1 minute and a spell save DC of 13.

Shimmering Crest. When a creature that can see the front of the sliver's head starts its turn within 15 feet of the sliver and in an area of bright light, the sliver can force it to make a DC 13 Constitution saving throw if the sliver isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the sliver until the start of its next turn, when it can avert its eyes again. If the creature looks at the sliver in the meantime, it must immediately make the save.

If the sliver see itself reflected on a polished surface within 15 feet of it and in an area of bright light, the sliver is, due to its curse, affected by its own gaze

Actions

Talon. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 10 (2d8 + 1) slashing damage.

Daylight (Recharge 6). The sliver innately casts the *Daylight* spell, as a 3rd level spell, with a duration of 1 minute.

Oozing Sliver

Oozing Sliver

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 9 (Natural)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	16 (+3)	9 (-1)	10 (+0)	7 (-2)

Damage Immunities lightning, slashing
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 10
Languages -
Challenge 2 (450 XP)

Amorphous. The sliver can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the sliver remains motionless, it is indistinguishable from an oily pool or wet rock.

Oozing Hive Aura. All other friendly slivers within 60 feet gain the *Split* reaction.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 9 (2d6 + 2) slashing damage.

Reactions

Split. When a sliver that is Medium or larger is subjected to lightning or slashing damage, it splits into two new slivers if it has at least 10 hit points. Each new sliver has hit points equal to half of the original sliver's, rounded down. New slivers are one size smaller than the original sliver.

PLAGUE SLIVER

PLAGUE SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 11 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	14 (+2)	22 (+6)	8 (-1)	3 (-4)

Skills Perception +3
Damage Resistances poison
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

Plague Hive Aura. All other friendly slivers within 60 feet gain the ability to innately cast the *Noxious Cloud* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13, and +5 to hit with spell attacks.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks), and is considered a 5th level spellcaster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Noxious Cloud*, *Poison Spray*
- 5/day each: *Ray of Sickness*
- 3/day each: *Misty Step*
- 1/day each: *Stinking Cloud*

Actions

Multiattack. The sliver makes two talon attacks.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 4) slashing damage.

PSIONIC SLIVER

PSIONIC SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 13 (Natural)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	16 (+3)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages telepathy 60 ft.
Challenge 2 (450 XP)

Ethereal Talon. The sliver transforms its talon into psionic energy. Attacks made with the sliver's talon require no attack roll. Instead, the target must make a DC 13 Dexterity saving throw. On a failed save, the target takes the attack's normal damage and suffers any additional effects. On a successful save, the target takes half damage from the attack, but suffers no additional effects that would normally be imposed on a hit.

Magical Weapons. The sliver's weapons attacks are magical.

Psionic Hive Aura. All other friendly slivers within 60 feet gain the *Ethereal Talon* feature.

Actions

Talon. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 8 (2d6 + 1) slashing damage.

Mind Thrust (Recharge 5-6). As an action, the sliver blasts psychic energy at one creature that it can see within 5 feet. The target must succeed on an Intelligence saving throw DC 13 or take 10 (2d6 + 3) psychic damage. If the target takes any of this damage, the sliver can push it up to 10 feet away.

QUILLED SLIVER

QUILLED SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 15 (Natural)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Quilled Hive Aura. All other friendly slivers within 60 feet gain the *Barbed Quill* bonus action.

Quill Burst (Recharge 5-6). The sliver may cast the *Hail of Thorns* spell at will, and can cast it as a 2nd level spell, with a spell save DC of 13.

Actions

Talon. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 5 (1d8) slashing damage.

Bonus Action

Barbed Quill. *Ranged Weapon Attack:* +5 to hit, range 20/60, one target. *Hit* 7 (1d6 + 3) piercing damage.

REFLEX SLIVER

REFLEX SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 18 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	14 (+2)	16 (+3)	10 (+0)	3 (-4)

Skills Acrobatics +9
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

Reflex Hive Aura. All other friendly slivers within 60 feet gain advantage on Dexterity saving throws, and gain an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, or Hide action. (The bonus from this Hive Aura does not stack)

Primordial Reflexes. The sliver has advantage on Dexterity saving throws, and gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, or Hide action, or saved for the Opportunity Attack reaction.

Creatures within 5 feet of the sliver provoke opportunity attacks from it even if they take the Disengage action before leaving its reach.

When a creature within 5 feet of the sliver makes an attack against another sliver, this sliver can use its reaction to make a talon attack against the attacking creature.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 11 (2d8 + 2) slashing damage.

Teleport (recharge 4-6). The sliver magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the sliver can make one talon attack.

RUST SLIVER

RUST SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 13 (Natural)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	14 (+2)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Rust Hive Aura. All other friendly slivers within 60 feet gain the *Rust Metal* feature, and the *Corrosive Touch* action.

Rust Metal. Any nonmagical weapon made of metal that hits the sliver corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the sliver is destroyed after dealing damage.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 2) slashing damage.

Corrosive Touch. The sliver corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 12 Dexterity saving throw to avoid the sliver's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rests as described in the *Rust Metal* feature.

SHADOW SLIVER

SHADOW SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 13 (Natural)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	14 (+2)	8 (-1)	3 (-4)

Skills Perception +3, Hide +5
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Shadow Hive Aura. All other friendly slivers within 60 feet gain the *Darkness Aura* feature.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 2) slashing damage.

Darkness Aura (Recharge 6). A 15-foot radius of magical darkness extends out from the sliver, moves with it, and spreads around corners. The darkness lasts as long as the sliver maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

SIDEWINDER SLIVER

SIDEWINDER SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 15 (Natural)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	14 (+2)	8 (-1)	3 (-4)

Skills Perception +3

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 9

Languages -

Challenge 1 (200 XP)

Sidewinder Hive Aura. All other friendly slivers within 60 feet gain the *Hive Tactics* feature.

Hive Tactics. The sliver has advantage on an attack roll against a creature if at least one other sliver is within 5 feet of the creature and the sliver isn't incapacitated.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 2) slashing damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

SPECTRAL SLIVER

SPECTRAL SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 18 (Natural)

Hit Points 91 (14d8 + 28)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	14 (+2)	12 (+1)	14 (+2)	3 (-4)

Skills Acrobatics +9

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 12

Languages -

Challenge 3 (700 XP)

Consume Life. As a bonus action, the sliver can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 12 Constitution saving throw against this magic or die. If the target dies, the sliver regains 7 (2d6) hit points + 1 hit points for every sliver within 30 feet.

Incorporeality. Any creature has disadvantage on attack rolls against this sliver.

Incorporeal Movement. The sliver can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spectral Hive Aura. All other friendly slivers within 60 feet gain the *Incorporeality* and *Incorporeal Movement* traits.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 11 (2d8 + 2) slashing damage.

Invisibility. The sliver becomes invisible until it attacks or uses its *Consume Life*, or until its concentration ends (as if concentrating on a spell).

SPINNERET SLIVER

SPINNERET SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 16 (Natural)
Hit Points 55 (10d8 + 10)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages telepathy 60 ft.
Challenge 2 (450 XP)

Spider Climb. The sliver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Spinneret Hive Aura. All other friendly slivers within 60 feet gain the *Spider Climb* feature and *Web* action.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 9 (2d6 + 2) slashing damage, and the target must make a DC 13 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much on a successful one.

Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

SYNAPSE SLIVER

SYNAPSE SLIVER

Medium monstrosity (shapechanger, sliver),
unaligned

Armor Class 13 (Natural)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	16 (+3)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages telepathy 60 ft.
Challenge 2 (450 XP)

Synapse Hive Aura. All other friendly slivers within 60 feet gain the ability to innately cast the *Mind Stab* cantrip at will, and can cast it as a 1st level spell, with a spell save DC of 13, and +5 to hit with spell attacks.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks), and is considered a 3rd level spellcaster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Mind Stab*
- 3/day each: *Charm Person*, *Suggestion*

Actions

Talon. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 8 (2d6 + 1) slashing damage.

TELEKINETIC SLIVER

TELEKINETIC SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 13 (Natural)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	16 (+3)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages telepathy 60 ft.
Challenge 2 (450 XP)

Telekinetic Hive Aura. All other friendly slivers within 60 feet gain the ability to innately cast the *Hold Person* spell once per day, and can cast it as a 2nd level spell, with a spell save DC of 13, requiring no material components.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks), and is considered a 3rd level spellcaster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Mage Hand*
- 3/day each: *Dissonant Whispers*, *Hold Person*

Actions

Talon. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 7 (2d6) slashing damage.

TOXIN SLIVER

TOXIN SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 14 (Natural)
Hit Points 55 (10d8 + 10)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	16 (+3)	12 (+2)	3 (-4)

Skills Perception +3
Damage Resistances poison
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Toxin Hive Aura. All other friendly slivers within 60 feet Talon attack now becomes poisonous. It gains: **On Hit:** The target must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage + 1 poison damage for every sliver within 30 feet on a failed save, or half as much damage on a successful one.

Actions

Talon. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 10 (2d6 + 3) slashing damage, and the target must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage + 1 poison damage for every sliver within 30 feet on a failed save, or half as much damage on a successful one.

Toxic Cloud (Recharge 6). The sliver creates a 15-foot radius sphere of poisonous, yellow-green fog centered on a point it can see within 60 feet. The fog spreads around corners. It lasts until its concentration ends (as if concentrating on a spell), or until a strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the Toxic Cloud's area for the first time on a turn or starts its turn there, that creature must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage + 1 poison damage for every sliver within 30 feet on a failed save, or half as much on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

TWO-HEADED SLIVER

TWO-HEADED SLIVER

Large monstrosity (shapechanger, sliver), unaligned

Armor Class 15 (Natural)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	18 (+4)	16 (+3)	10 (+0)	3 (-4)

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 10

Languages -

Challenge 4 (1,100 XP)

Multiple Heads. The sliver has two heads. While it has more than one head, the sliver has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the sliver takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the sliver dies.

At the end of its turn, it grows two heads for each of its heads that died since last turn, unless it has taken fire damage since its last turn. The sliver regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the sliver has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Two-Headed Hive Aura. All other friendly slivers within 60 feet gain the *Multiple Heads* and *Reactive Heads* traits, grow a second head, and maximum hit point total is increased by 10 hit points. Slivers that gain *Multiple Heads* in this way have a maximum of two heads.

Actions

Multiattack. The sliver makes as many talon attacks as it has heads.

Talon. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit* 20 (3d8 + 8) slashing damage.

VAMPIRIC SLIVER

VAMPIRIC SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 13 (Natural)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	16 (+3)	12 (+2)	3 (-4)

Skills Perception +3

Damage Resistances necrotic

Damage Vulnerabilities radiant

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 12

Languages -

Challenge 2 (450 XP)

Regeneration. The sliver regains 5 hit points at the start of its turn if it has at least 1 hit point. If the sliver takes radiant damage, this trait doesn't function at the start of the sliver's next turn. The sliver only dies if it starts its turn with 0 hit points and doesn't regenerate.

Vampiric Attacks. Whenever the sliver deals damage to another creature with a weapon attack, it regains 1 hit point for every 2 points of damage dealt.

Vampiric Hive Aura. All other friendly slivers within 60 feet gain the *Vampiric Attacks* trait.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) slashing damage plus 3 (1d6) necrotic damage, and the target must make a DC 12 Constitution saving throw. On a failed save, the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the sliver regains hit points equal to that amount. The reduction lasts until the target finishes a short rest. The target dies if this effect reduces its hit point maximum to 0.

WARD SLIVER

WARD SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 13 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	22 (+6)	14 (+2)	3 (-4)

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 12
Languages -
Challenge 3 (700 XP)

Ward Hive Aura. All other friendly slivers within 60 feet gain the ability to innately cast the *Lingering Radiance* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13, and +5 to hit with spell attacks.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks), and is considered a 5th level spellcaster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Lingering Radiance*, *Resistance*
- 5/day each: *Shield of Faith*
- 3/day each: *Warding Bond*
- 1/day each: *Glyph of Warding*

Actions

Multiattack. The sliver makes two talon attacks.

Talon. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 11 (2d8 + 2) slashing damage.

WINGED SLIVER

WINGED SLIVER

Medium monstrosity (shapechanger, sliver), unaligned

Armor Class 14 (Natural)
Hit Points 39 (6d8 + 12)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	8 (-1)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Flyby. The sliver doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Winged Hive Aura. All other friendly slivers within 60 feet sprout wings, and gain a fly speed of 30 feet

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 2) slashing damage.

Wing Buffet. The sliver beats its wings. Each creature within a 15 foot cone must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 9 (2d6 + 2) bludgeoning damage and is knocked prone.

GREATER SLIVERS

SLIVER HIVELORD

When the hive needs to fend off a serious threat, the queen sends out a Sliver Hivelord aided by a large swarm of slivers. This is a serious force to be reckoned with. Cities that have hired Adventurers to go after hunting parties, reducing the hive's food supply, or damaging the main hive or a remote colony are prime targets for such an assault.

A SLIVER HIVELORD'S LAIR

The Sliver Hivelord is more opportunistic, choosing a location to establish a forward base close to a large threat to the sliver hive, such as abandoned caves, or occupied goblin or kobold warrens, as their nesting sites.

LAIR ACTIONS

On Initiative count 20(losing initiative ties), the sliver takes a lair action to cause one of the following effects; the sliver can't use the same effect two rounds in a row.

SLIVER HIVELORD

Huge monstrosity (shapechanger, sliver), unaligned

Armor Class 16 (Natural)

Hit Points 147 (14d12 + 56)

Speed 30 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	16 (+3)	12 (+1)	3 (-4)

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 13

Languages telepathically communicate with other slivers within 120 feet

Challenge 12 (8,400 XP)

Hivelord Hive Aura. All other friendly slivers within 60 feet gain the *Reactive Carapace* trait.

Reactive Carapace. Any time the sliver is targeted by a melee weapon attack, ranged weapon attack, *magic missile* spell, or a spell that requires a ranged attack roll, roll a d6. On a roll of 1 to 3, the sliver is unaffected. On a 1, and it's a spell effect, the sliver is unaffected, and the effect is reflected back at the caster as though it originated from the sliver, turning the caster into the target. Otherwise, the sliver is affected as normal.

Actions

Multiattack. The sliver makes two talon attacks.

Talon. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 20 (3d10 + 4) slashing damage.

Invigorate Hive (Recharge 5-6). Each sliver within 30 feet, not already invigorated, gains advantage on attack rolls until the start of the Sliver Hivelord's next turn.

Legendary Actions

The sliver can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The sliver regains spent legendary actions at the start of its turn.

Move. The sliver moves up to its speed without provoking opportunity attacks.

Talon. The sliver makes one talon attack.

Hive Control (Costs 2 actions). The sliver chooses 2 slivers that are within 30 feet. The chosen slivers can move up to half their movement speed and make one talon attack.

YOUNG SLIVER HIVELORD

YOUNG SLIVER HIVELORD

Large monstrosity (shapechanger, sliver), unaligned

Armor Class 14 (Natural)

Hit Points 119 (14d10 + 42)

Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	3 (-4)

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 13

Languages telepathically communicate with other slivers within 120 feet

Challenge 4 (1,100 XP)

Hivelord Hive Aura. All other friendly slivers within 60 feet gain the *Reactive Carapace, lesser* trait.

Reactive Carapace, lesser (Recharge 6). Any time the sliver is targeted by a melee weapon attack, ranged weapon attack, *magic missile* spell, or a spell that requires a ranged attack roll, roll a d6. On a roll of 1 to 3, the sliver is unaffected. On a 1, and it's a spell effect, the sliver is unaffected, and the effect is reflected back at the caster as though it originated from the sliver, turning the caster into the target. Otherwise, the sliver is affected as normal. On a roll of 4 to 6, this ability recharges.

Actions

Multiattack. The sliver makes two talon attacks.

Talon. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit* 15 (3d8 + 2) slashing damage.

YOUNG SLIVER OVERLORD

YOUNG SLIVER OVERLORD

Large monstrosity (shapechanger, sliver), unaligned

Armor Class 15 (Natural)

Hit Points 133 (14d10 + 56)

Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	26 (+8)	16 (+3)	3 (-4)

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 13

Languages telepathically communicate with other slivers within 120 feet

Challenge 5 (1,800 XP)

Multiple Heads. The sliver has two heads. While it has more than one head, the sliver has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the sliver takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the sliver dies.

At the end of its turn, it grows one head for each of its heads that died since last turn. The sliver regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the sliver has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Actions

Multiattack. The sliver makes as many talon attacks as it has heads.

Talon. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit* 16 (3d8 + 3) slashing damage.

Call the Hive (1/day). The sliver overlord telepathically calls 5 (2d4) sliver drones; or 2 (1d4) sliver soldiers; or 1 evolved sliver (CR 1 - 2). The called slivers arrive in 3 (1d4 + 1) rounds, acting as allies of the sliver overlord and obeying its telepathic commands. The slivers remain for 1 hour, until the sliver overlord dies, or until the sliver dismisses them as a bonus action.

SLIVER OVERLORD

Sliver Overlords function as leaders of these remote colonies, and can often usurp the queen and claim the remote colony as their own hive.

SLIVER OVERLORD

Huge monstrosity (shapechanger, sliver), unaligned

Armor Class 18 (Natural)

Hit Points 184 (16d12 + 80)

Speed 30 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	26 (+8)	16 (+3)	3 (-4)

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 13

Languages telepathically communicate with other slivers within 120 feet

Challenge 14 (11,500 XP)

Multiple Heads. The sliver has four heads. While it has more than one head, the sliver has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the sliver takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the sliver dies.

At the end of its turn, it grows one head for each of its heads that died since last turn. The sliver regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the sliver has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks), and is considered a 5th level spellcaster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Vicious Mockery*, *Charm Person*
- 5/day each: *Hold Person*
- 3/day each: *Dominate Person*
- 1/day each: *Mass Suggestion*

Actions

Multiattack. The sliver makes as many talon attacks as it has heads.

Talon. Melee Weapon Attack: +11 to hit, reach 5ft., one target. *Hit* 22 (3d10 + 6) slashing damage.

Call the Hive (1/day). The sliver overlord telepathically calls 10 (3d6) sliver broodlings; or 4 (1d8) sliver soldiers, and 2 (1d4) evolved slivers (CR 1 - 4). The called slivers arrive in 3 (1d4 + 1) rounds, acting as allies of the sliver overlord and obeying its telepathic commands. The slivers remain for 1 hour, until the sliver overlord dies, or until the sliver dismisses them as a bonus action.

Legendary Actions

The sliver can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The sliver regains spent legendary actions at the start of its turn.

Move. The sliver moves up to its speed without provoking opportunity attacks.

Talon. The sliver makes one talon attack.

Hive Control (Costs 2 actions). The sliver chooses 2 (1d4) slivers that are within 30 feet. The chosen slivers can move up to half their movement speed and make one talon attack.

A SLIVER OVERLORD'S LAIR

The Sliver Overlord is drawn to strange magical environments or environments that are a hosts to strange creatures as their nesting sites, to further acclimate the hive to the world.

LAIR ACTIONS

On Initiative count 20(losing initiative ties), the sliver takes a lair action to cause one of the following effects; the sliver can't use the same effect two rounds in a row.

YOUNG SLIVER QUEEN

YOUNG SLIVER QUEEN

Large monstrosity (shapechanger, sliver), unaligned

Armor Class 15 (Natural)

Hit Points 168 (16d10 + 80)

Speed 25 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	18 (+4)	14 (+2)	3 (-4)

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 13

Languages telepathically communicate with other slivers within 120 feet

Challenge 6 (2,300 XP)

Hive Regeneration. The sliver regains 5 hit points at the start of its turn, as long as there is at least one other sliver within 60 feet. If there are no slivers within range, this trait doesn't function at the start of the sliver's next turn. The sliver only dies if it starts its turn with 0 hit points and doesn't regenerate.

Hive Tactics. The sliver has advantage on an attack roll against a creature if at least one other sliver is within 5 feet of the creature and the sliver isn't incapacitated.

Spawn Drones (Recharge 6). As a bonus action, the sliver deals 13 (2d12) necrotic damage to itself, and creates 2 (1d4) Sliver Drones from the wound. The drones appear in an unoccupied space within 10 feet of the creator, and acts as an ally of its creator.

Actions

Multiattack. The sliver makes two talon attacks.

Talon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 17 (3d8 + 4) slashing damage.

Engulfing Charge. The sliver moves at least 20 feet straight toward a Large or smaller creature and then enter its space, that target must succeed on a DC 16 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the sliver. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the sliver enters the creature's space, and the creature takes 14 (4d6) psychic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 7 (2d6) psychic damage + 1 psychic damage for every sliver within 30 feet, at the start of each of the sliver's turns. When the sliver moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the sliver.

Reactions

Spawn Broodling. When the sliver reduces a creature's hit points to 0 while it's engulfed, the sliver can use its reaction to create 2 (1d4) Sliver Broodlings. The broodlings appear in an unoccupied space within 10 feet of its creator, and acts as an ally of its creator.

SLIVER QUEEN

SLIVER QUEEN

Huge monstrosity (shapechanger, sliver), unaligned

Armor Class 18 (Natural)

Hit Points 270 (20d12 + 140)

Speed 25 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	24 (+7)	18 (+4)	16 (+3)	3 (-4)

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 13

Languages telepathically communicate with other slivers within 120 feet

Challenge 16 (15,000 XP)

Hive Regeneration. The sliver regains 10 hit points at the start of its turn, as long as there is at least one other sliver within 60 feet. If there are no slivers within range, this trait doesn't function at the start of the sliver's next turn. The sliver only dies if it starts its turn with 0 hit points and doesn't regenerate.

Hive Tactics. The sliver has advantage on an attack roll against a creature if at least one other sliver is within 5 feet of the creature and the sliver isn't incapacitated.

Spawn Drones (Recharge 5-6). As a bonus action, the sliver can create 4 (2d4) Sliver Drones. The drones appear in an unoccupied space within 10 feet of the creator, and acts as an ally of its creator.

Actions

Multiattack. The sliver makes two talon attacks.

Talon. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit* 24 (3d10 + 8) slashing damage.

Engulfing Charge. The sliver moves at least 20 feet straight toward a Huge or smaller creature and then enter its space, that target must succeed on a DC 21 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the sliver. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the sliver enters the creature's space, and the creature takes 28 (8d6) psychic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 17 (5d6) psychic damage + 1 psychic damage for every sliver within 30 feet, at the start of each of the sliver's turns. When the sliver moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 21 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the sliver.

Reactions

Spawn Broodling. When the sliver reduces a creature's hit points to 0 while it's engulfed, the sliver can use its reaction to create 3 (1d6) Sliver Broodlings. The broodlings appear in an unoccupied space within 10 feet of its creator, and acts as an ally of its creator.

Legendary Actions

The sliver can take 5 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The sliver regains spent legendary actions at the start of its turn.

Move. The sliver moves up to its speed without provoking opportunity attacks.

Talon. The sliver makes one talon attack.

Spawn Harbinger (Costs 2 Actions). The sliver deals 26 (4d12) necrotic damage to itself, and creates one Sliver Harbinger from the wound. The harbinger appears in an unoccupied space within 10 feet of its creator, and acts as an ally of its creator.

Hive Control (Costs 3 Actions). The sliver chooses 1d8 slivers that are within 30 feet. The chosen slivers can move up to half their movement speed and make one talon attack.

A SLIVER QUEEN'S LAIR

The Sliver Queen likes to choose very hot environments to aid in sliver production, such as hollow active volcanoes or certain dragon lairs, as their nesting sites.

LAIR ACTIONS

On Initiative count 20(losing initiative ties), the sliver takes a lair action to cause one of the following effects; the sliver can't use the same effect two rounds in a row.

- The sliver queen can target 3 (1d6) sliver broodlings or 2 (1d4) sliver harbingers that she can see within 120 feet of her, and force them to evolve into a sliver of her choosing, the evolution is accelerated and they emerge 2 rounds later.
- A tremor shakes the lair in a 60-foot radius around the sliver queen. Each creature other than a sliver on the ground in that area must make succeed on a DC 15 Dexterity saving throw or be knocked prone.
- The sliver queen regains 25 (2d10 + 14) hit points.
- The sliver queen telepathically calls 10 (3d6) sliver broodlings; or 4 (1d8) sliver soldiers, and 2 (1d4) evolved slivers (CR 1 - 4). The called slivers arrive in 2 rounds, acting as allies of the sliver queen and obeying its telepathic commands. The slivers remain for 1 hour, until the sliver queen dies, or until the sliver dismisses them as a bonus action.

REGIONAL EFFECTS

- Intruder Alarm/Hive Stirrings
- Hidden sinkholes form in and around the sliver queen's lair. A sinkhole can be spotted from a safe distance with a successful DC 20 Wisdom (Perception) check. Otherwise, the first creature to step on the thin crust covering the sinkhole must succeed on a DC 15 Dexterity saving throw or fall 1d6 x 10 feet into the sinkhole.

SLIVER LEGION

A sliver legion, is a nomadic hive of slivers. Constantly on the move, consuming everything in its path, perpetually evolving.

SLIVER LEGION

Gargantuan swarm of Medium monstrosities (shapechanger, sliver), unaligned

Armor Class 20 (Natural)
Hit Points 780 (40d20 + 360)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
35 (+12)	21 (+5)	28 (+9)	18 (+4)	16 (+3)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses tremorsense 120 ft., passive Perception 13
Languages telepathically communicate with other slivers within 120 feet
Challenge 30 (155,000 XP)

Legendary Resistance (3/day). If the sliver fails a saving throw, it can choose to succeed instead.

Legion Aura. All friendly sliver soldiers within 60 feet gain +5 bonus to attack and damage rolls, and +2 to AC.

Multiple Evolutions. The sliver legion has five evolved slivers within its mass. Roll three times on the Sliver Broodling Evolution chart, and twice on the Sliver Harbinger Evolution chart to determine what additional hive auras the sliver legion gains from these evolved slivers.

Whenever the sliver takes 75 or more damage in a single turn, one of its evolved slivers dies randomly.

At the end of its turn, it spawns two evolved slivers for each of its evolved slivers that it lost since last turn, unless it has taken fire damage since last turn. To determine what hive auras the sliver legion gains, roll 2d6 and count each die separately. On an odd roll, make a roll on the Sliver Broodling Evolution chart. On an even roll, make a roll on the Sliver Harbinger Evolution chart. The sliver regains hit points for each evolved sliver spawned in this way, based on the **Temp HP** column from the chart.

Swarm. The sliver can occupy another creature's space and vice versa, and the sliver can move through any opening large enough for a Medium monstrosity. The sliver can't gain temporary hit points.

Actions

Multiattack. The sliver makes five talon attacks. Alternatively, it can make three talon attacks and use its Engulfing Charge.

Talon. Melee Weapon Attack: +21 to hit, reach 5ft., one target. *Hit* 28 (3d10 + 12) slashing damage.

Engulfing Charge. The sliver moves at least 20 feet straight toward a Huge or smaller creature and then enter its space, that target must succeed on a DC 25 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the sliver. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the sliver enters the creature's space, and the creature takes 28 (8d6) psychic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 17 (5d6) psychic damage + 1 psychic damage for every sliver within 30 feet, at the start of each of the sliver's turns. When the sliver moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 25 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the sliver.

Reactions

Spawn Soldier(Recharge 6). When the sliver reduces a creature's hit points to 0 while it's engulfed, the sliver can use its reaction to create 6 (1d12) Sliver Soldiers. The soldiers appears in an unoccupied space within 10 feet of its creator, and acts as an ally of its creator.

Legendary Actions

The sliver can take 5 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The sliver regains spent legendary actions at the start of its turn.

Move. The sliver moves up to its speed without provoking opportunity attacks.

Talon. The sliver makes one talon attack.

Hive Control (Costs 3 Actions). The sliver chooses 1d8 sliver soldiers that are within 30 feet. The chosen slivers can move up to half their movement speed and make one talon attack.

SLIVER CONSTRUCTS

COMPOSITE SLIVER

COMPOSITE SLIVER

Medium construct (shapechanger, sliver), unaligned

Armor Class 16 (Natural)
Hit Points 85 (10d8 + 40)
Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	21 (+5)	10 (+0)	8 (-1)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

Amplified Transformation. As a bonus action, the sliver can target one friendly metallic sliver it can see within 5 feet of it that is still alive. The target is consumed by the sliver, and dies. When a metallic sliver is consumed in this way, the sliver regains 9 (2d8) hit points, loses this ability, then roll a d6, on a roll of 1 - 4 it gains a hive aura from one of the slivers on the Sliver Broodling Evolution chart, on a roll of 5 - 6 it gains a hive aura from one of the slivers on the Sliver Harbinger Evolution chart. You may choose one, or roll. The new ability takes a number of rounds before it is fully functional, the number of rounds is determined by the *Rounds* column on the chart.

Living Construct. The sliver is immune to disease. It does not need to eat or breathe, but can ingest food and drink if it wishes.

Magical Weapons. The sliver's weapons attacks are magical.

Rotating Resistance. At the beginning of the sliver's turn, roll a d10 on the Composite Sliver Resistance chart. It gains resistance to that damage type until the start of its next turn.

Actions

Multiattack. The sliver makes two talon attacks.

Talon. Melee Weapon Attack: +6 to hit, reach 5ft., one target. *Hit* 13 (2d8 +4) slashing damage.

COMPOSITE SLIVER RESISTANCE

d10	Damage Type	d10	Damage Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

FLOWSTONE SLIVER

FLOWSTONE SLIVER

Medium construct (shapechanger, sliver), unaligned

Armor Class 15 (Natural)
Hit Points 85 (10d8 + 40)
Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	10 (+0)	8 (-1)	3 (-4)

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Aggressive. As a bonus action, the sliver can move up to its speed toward a hostile creature.

Living Construct. The sliver is immune to disease. It does not need to eat or breathe, but can ingest food and drink if it wishes.

Magical Weapons. The sliver's weapons attacks are magical.

Reckless. At the start of its turn, the sliver can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The sliver makes two talon attacks.

Talon. Melee Weapon Attack: +6 to hit, reach 5ft., one target. *Hit* 11 (2d6 +4) slashing damage.

METALLIC SLIVER

METALLIC SLIVER

Medium construct (shapechanger, sliver), unaligned

Armor Class 15 (Natural)
Hit Points 60 (8d8 + 24)
Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	8 (-1)	3 (-4)

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Living Construct. The sliver is immune to disease. It does not need to eat or breathe, but can ingest food and drink if it wishes.

Magical Weapons. The sliver's weapons attacks are magical.

Actions

Talon. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 3) slashing damage.

TENSER'S SLIVER

TENSER'S SLIVER

Large construct (shapechanger, sliver), unaligned

Armor Class 17 (Natural)
Hit Points 105 (10d10 + 50)
Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	20 (+5)	18 (+4)	8 (-1)	3 (-4)

Damage Immunities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 9
Languages -
Challenge 4 (1,100 XP)

Fire Absorption. Whenever the sliver is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Living Construct. The sliver is immune to disease. It does not need to eat or breathe, but can ingest food and drink if it wishes.

Magical Weapons. The sliver's weapons attacks are magical.

Magic Resistance. The sliver has advantage on saving throws against spells and other magical effects.

Spellcasting. The sliver's spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks), and is considered a 8th level spellcaster. The sliver can innately cast the following spells, requiring no material components:

- At Will: *Fire Bolt*, *Grease*, *Mage Hand*
- 5/day each: *Tenser's Floating Disk*, *Witch Bolt*
- 3/day each: *Enlarge/Reduce*, *Invisibility*
- 1/day each: *Dispel Magic*, *Fireball*

Actions

Talon. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 16 (3d8 + 3) slashing damage.

SLIVER ENGINE

The Sliver Engine is drawn to raw materials to fuel sliver production, such as mines, as their nesting sites.

SLIVER ENGINE

Huge construct (shapechanger, sliver), unaligned

Armor Class 18 (Natural)

Hit Points 147 (14d10 + 70)

Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	8 (-1)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 9

Languages -

Challenge 12 (8,400 XP)

Living Construct. The sliver is immune to disease. It does not need to eat or breathe, but can ingest food and drink if it wishes.

Magical Weapons. The sliver's weapons attacks are magical.

Magic Resistance. The sliver has advantage on saving throws against spells and other magical effects.

Static Aura All friendly construct slivers within 60 feet gain the ability to innately cast the *Lightning Lure* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13.

Hive Assimilation. The sliver engine gains benefits based on the number of other friendly construct slivers within 60 feet:

- **4 to 7** The sliver gains +2 to attack and damage rolls.
- **8 to 11** The sliver gains +2 to AC, and one additional reaction each round.
- **12 to 15** The sliver gains resistance to all forms of damage.

Actions

Multiattack. The sliver makes two talon attacks.

Talon. Melee Weapon Attack: +11 to hit, reach 5ft., one target. *Hit* 20 (3d8 + 7) slashing damage.

Sliversmith (Recharge 6). The sliver can create 4 (1d8) Metallic Slivers, 3 (1d6) Flowstone Slivers, or 2 (1d4) Composite Slivers. The slivers appear in an unoccupied space within 10 feet of the creator, and acts as an ally of its creator.

Legendary Actions

The sliver can take 5 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The sliver regains spent legendary actions at the start of its turn.

Move. The sliver moves up to its speed without provoking opportunity attacks.

Talon. The sliver makes one talon attack.

Consume Sliver (Costs 2 Actions). The sliver absorbs a nearby friendly metallic sliver, that is within 5 feet, into its body and regains 18 (4d8) hit points. Killing the metallic sliver in the process.

Hive Control (Costs 3 Actions). The sliver chooses 1d8 slivers that are within 30 feet. The chosen slivers can move up to half their movement speed and make one talon attack.

APPENDIX A: NEW MAGICAL STUFF

MAGIC ITEMS

ACCORDER'S SHIELD

Armor (shield), very rare (requires attunement)

While holding this shield, you gain an additional +2 bonus to AC. This bonus is in addition to the shield's normal bonus.

Additionally, while holding this shield, whenever you take the Attack action on your turn to make a melee weapon attack, you can make one additional attack.

BLADED BRACERS

Wondrous item, rare (requires attunement)

While wearing these bracers, you gain a +1 bonus to melee weapon attack and damage rolls, and a +1 bonus to AC, while you are unarmed.

Additionally, while wearing these bracers, damage done by unarmed strikes you make are increased by one die step and their damage type becomes slashing.

BLADE OF SELVES

Weapon (any sword), rare (requires attunement)

While holding this weapon, you gain a +1 bonus to attack and damage rolls made with this magic weapon.

Additionally, as a bonus action, you may cast the *mirror image* spell. When you cast *mirror image* this way, it creates five illusory duplicates. Once you have used this ability you cannot use it again until you finish a long rest.

Curse. This weapon is cursed, and attuning to it curses you until you are targeted by the *remove curse* spell or similar magic. When the *mirror image* spell is cast from this item, roll a d20. On a 1, one of the illusory duplicates created is a full grown clone inhabited by an evil aligned soul, and tries to take your place.

BLIGHT SICKLE

Weapon (any sickle), uncommon (requires attunement)

While holding this weapon, you gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit with an attack using this weapon, the target must succeed on a DC 14 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength until the end of its next turn.

BRAWLER'S PLATE

Armor (plate), very rare (requires attunement)

While wearing this armor, you gain a +1 bonus to melee weapon attack and damage rolls, and a +1 bonus to AC. Additionally, the armor allows you to perform a special combat maneuver.

Trampling Charge. Once per turn, if you move at least 20 feet straight toward a creature and then hit it with a melee weapon attack on the same turn, that target must succeed on a DC 15 Strength saving throw or take 1d10 + your Strength modifier bludgeoning damage and be knocked prone, you can then make one melee weapon attack against it as a bonus action.

CHAMPION'S HELM

Wondrous item, legendary (requires attunement)

While wearing this helm, you gain a +2 bonus to melee weapon attack and damage rolls, and a +2 bonus to AC.

Additionally, while wearing this helm, any time you are targeted by a magic missile spell, or a spell that requires a ranged attack roll, roll a d20. On a roll of 1 to 4, you are unaffected. On a 1, you are unaffected, and the effect is reflected back at the caster as though it originated from the wearer, turning the caster into the target. Otherwise, the wearer is affected as normal.

CHARGED BOW (HANKYU)

Weapon (any bow), very rare (requires attunement)

While holding this weapon, you gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit with a ranged attack using this weapon, you may expend one or more charges as a bonus action, it deals an extra 1d6 force damage for each charge expended.

Additionally, while holding this weapon, you may speak the command word as a bonus action to charge the bow, and this item regains one charge (maximum 5 charges). This weapon retains its charges as long as you maintain concentration.

ECHO CIRCLET

Wondrous item, rare (requires attunement)

While wearing this item, you may speak the command word to take one additional reaction on your turn. Once you've used this ability you cannot use it again until you complete a short rest.

ESSENCE BOTTLE

Wondrous item, uncommon

This bottle has 5 charges. You can use an action to drink from the bottle and expend one or more charges. You regain 1d6 hit points for each charge expended. Once you take a drink from the bottle, you can't take another drink for 24 hours.

The bottle regains 1d4 - 1 expended charges daily at dawn. If you expend the bottle's last charge, roll a d20. On a 1, the bottle bursts into shards and is destroyed.

EXPLORER'S SCOPE

Wondrous item, uncommon (3rd), rare (5th), very rare (7th), legendary (9th) (requires attunement)

While attuned to this item, you may look through it and inspect the natural environment around you to activate the item and attune it to the region for 24 hours. Once you've used this ability you cannot use it again for 1d10 days.

Once activated you gain the following effects while you remain the the same terrain:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- You are considered a spellcaster of the level determined by the rarity of the item. You gain access to circle spells associated with the terrain type the item is currently attuned to (Player's Handbook, page 68) and can innately cast them requiring no material components once per day each.

FIRESHRIEKER

Weapon (any weapon), legendary (requires attunement)

While holding this weapon, you gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit with a melee attack using this weapon, it deals an extra 1d8 fire damage.

Additionally, while holding this weapon, you have advantage on attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Furthermore, while holding this weapon, you gain one additional action on each of your turns. That action can be used only to take the Attack action (one weapon attack only).

FLOWSTONE ARMOR

Armor (chainmail), uncommon (requires attunement)

While wearing this suit of armor, you gain a +1 bonus to weapon damage rolls, and a -1 reduction to AC. Additionally, you gain advantage on all melee weapon attack rolls, but attack rolls against you have advantage.

HAMMER OF BOGARDAN

Weapon (any hammer), legendary (requires attunement)

While holding this weapon, you gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit with a melee attack using this weapon, it deals an extra 1d8 fire damage.

Additionally, while holding this weapon, you have resistance from fire damage.

This weapon has 5 charges. When you hit with a melee attack using this weapon, you may expend a charge to cast a 3rd-level *Fireball* spell (save DC of 17) at the target. Once you've used this ability you cannot use it again until you complete a long rest.

If you expend the hammer's last charge, the head shatters into pieces and is destroyed for 1d100 days, after which it reforms on the shaft.

HELM OF POSSESSION

Wondrous item, uncommon (DC 14), rare (DC 16), very rare (DC 18), (requires attunement)

While wearing this helm, you can use an action to cast the *dominate monster* spell from it at will, at its lowest level with a spell save DC determined by the rarity of the helm. The spell ends if the helm is removed. Once you've used this ability you cannot use it again for 1d10 days.

JINXED RING

Wondrous item, very rare (requires attunement by a spellcaster)

While wearing this ring, you can expend one Hit Die at the end of a short rest. Roll the die. You regain a number of spell slots equal to half the number rolled, rounded up, starting with the lowest level spell slot expended. When you expend a Hit Die this way, you can not do so to regain hit points.

Curse. Once you put this ring on, you can't take it off unless you are targeted by the *remove curse* spell or similar magic. While wearing this ring, whenever you cast a spell, you take 1d10 necrotic damage, and roll a d20. On a 1, you must succeed on a DC 16 Constitution saving throw or take 6d10 necrotic damage, and the ring vanishes from your possession.

LIVEWIRE LASH

Weapon (any whip), very rare (requires attunement)

While holding this weapon, you gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit with a melee attack using this weapon, it deals an extra 1d6 lightning damage.

When you are hit by a spell attack from a creature within 60 feet of you that you can see, you can use your reaction to extend a lash of lightning energy out of the whip and strike the creature. The target must make a DC 16 Dexterity saving throw. It takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. Once you've used this ability you cannot use it again until you complete a short rest.

LOXODON WARHAMMER

Weapon (any hammer), very rare (requires attunement)

While holding this weapon, you gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit with a melee attack using this weapon, you regain a number of hit points equal to the damage dealt. Additionally, this weapon allows you to perform a special combat maneuver.

Trampling Charge. Once per turn, if you move at least 20 feet straight toward a creature and then hit it with a melee weapon attack on the same turn, that target must succeed on a DC 15 Strength saving throw or take 1d10 + your Strength modifier bludgeoning damage and be knocked prone, you can then make one melee weapon attack against it as a bonus action.

MIRARI

Wondrous item, legendary (requires attunement by a spellcaster)

This item has 3 charges. When you cast a spell that targets only one creature and doesn't have a range of self, you can expend a number of charges equal to the spell's level to target a second creature in range with the same spell (1 charge if the spell is a cantrip).

This item regains 1 charge daily at dawn. If you expend the last charge, roll a d20. On a 1, the item bursts into shards and is destroyed. Everyone within a 10-foot radius must succeed on a DC 15 Dexterity saving throw or take 6d6 force damage.

NEMESIS MASK

Wondrous item, rare (requires attunement)

While wearing this mask, you may speak the command word as a bonus action and an intense wave of hatred washes over each creature in a 10-foot radius. Creatures within range must succeed on a DC 16 Wisdom saving throw or become charmed by you. While charmed this way, a creature stops whatever it is currently doing and is compelled against their will to attack you, and continue to do so until you use your action to speak the command word, to release the charm. Once you've used this ability you cannot use it again until you complete a long rest.

NIGHTMARE LASH

Weapon (any whip), very rare (requires attunement)

While holding this weapon, you gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit with a melee attack using this weapon, it deals an extra 1d6 fire damage + 1 fire damage for each charge.

When you reduce a hostile creature to 0 hit points with this weapon, this weapon gains 1 charge. You don't gain this benefit for killing constructs or undead.

This weapon loses 1d4 charges daily at midnight.

Curse. This weapon is cursed, and attuning to it curses you until you are targeted by the *remove curse* spell or similar magic. When the this item is reduced to 0 charges, roll a d20. On a 1, you take 3d10 fire damage and must succeed on a DC 14 Constitution saving throw. On a successful save, the weapon regains 1d6 charges. On a failed save, you become paralyzed for the next minute. At the end of each of your turns, you take 3d10 fire damage and can make another Constitution saving throw to end the effect.

NULL BROOCH

Wondrous item, very rare (requires attunement)

While wearing this brooch, you have advantage on saving throws against spells and other magical effects.

Additionally, the brooch has 3 charges. While wearing it, you can expend a charge at will to cast the *counterspell* spell, as a 6th level spell. When all of the brooches charges are expended, the brooch becomes a nonmagical piece of tarnished jewelry worth 10 gp.

PHYREXIAN LENS

Wondrous item, very rare (requires attunement by a spellcaster)

When attuned, the lens affixes itself over one eye. While wearing them, you can use a bonus action to activate the lens and regain a spell slot of the lowest level expended. Once you use this feature, you must finish a long rest before you can use it again without further penalty. Using this feature again before recharging it causes you to suffer one level of exhaustion each additional time it is used.

Curse. Once you put this lens on, you can't take it off unless you are targeted by the *remove curse* spell or similar magic. Each time the lens is activated, your maximum hit point total is reduced by 1d6 + 1d6 for each level of the spell slot regained. This reduction lasts until you finish a long rest.

PROFANE MEMENTO

Wondrous item, uncommon (requires attunement)

While wearing this item, whenever a creature within a 15-foot radius of you is reduced to 0 hit points and dies, you regain 1d4 hit points. You don't gain this benefit for constructs or undead.

PYROMANCER'S GAUNTLETS

Wondrous item, uncommon (requires attunement)

These gauntlets have 10 charges. While wearing these gauntlets, you have resistance from fire damage.

Additionally, you can use a bonus action to expend a charge and activate the gauntlets for 1 minute. While activated, whenever you roll fire damage on your turn, the roll gains a +2 bonus to the damage it deals on a hit.

Whenever you are hit with fire damage, the gauntlets regain a number of expended charges equal to half the damage taken, rounded down.

REANIMATOR (UNSCYTHE, KILLER OF KINGS)

Weapon (any), very rare (requires attunement)

While holding this weapon, you gain a +1 bonus to attack and damage rolls made with this magic weapon.

Additionally, you have advantage on attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

When you reduce a hostile creature to 0 hit points with this weapon, roll a d6. On a 6, you may cast the *Animate Dead* spell as a bonus action. Otherwise, you regain 1d4 hit points. You don't gain this benefit for killing constructs or undead.

SPHERE OF RESISTANCE

Wondrous item, rare

You can use your action to speak the command word and throw the sphere to a point on the ground within 60 feet of you, the sphere then emits an anti-magic aura in a 20-foot radius for the next minute.

Anytime a spell is cast within the area, the caster must make a DC 15 Constitution saving throw. On a successful save, they must cast the spell with a spell slot of one level higher (not gaining the benefit of casting it at a higher level). On a failed save, the spell fizzles. Once the sphere has been used, it can't be used again for 24 hours.

STATIC ORB

Wondrous item, legendary

This item has 7 charges. You can use your action to expend a charge and throw the orb to a point on the ground within 60 feet of you, the orb then creates a small stasis field where time is warped in a 20-foot radius for the next minute. The area becomes difficult terrain for the duration. Ranged and spell attacks that target an ally that is inside the area, or the line of sight passes through the area, have disadvantage. Once the orb has been used, it can't be used again for 24 hours.

Additionally, when you use the orb, roll a d6. It gains one of the following effects for the duration:

d6 Effect

- 1 **Crippling Field.** Enemy creatures within the area have vulnerability to bludgeoning, piercing, and slashing damage from weapons.
- 2 **Exhausting Field.** Whenever an enemy creature moves into or within the area, they must make a DC 14 Constitution saving throw for every 5 feet it travels. On a failed save, the creature suffers one level of exhaustion.
- 3 **Stop Time.** Whenever an enemy creature moves into or out of the area, they must make a DC 15 Constitution saving throw. On a failed save, they are stunned for 1d4 rounds.
- 4 **Stretch Time.** Whenever an ally moves into or within the area, they treat 10 feet of movement as 5 feet, they gain a +2 bonus to AC, they have advantage on Dexterity saving throws, and they gain an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the stasis field ends or they exit the area, they can't move or take actions until after their next turn and suffer one level of exhaustion.
- 5 **Time Bomb.** When the stasis field ends, it collapses in a great force implosion. Any creatures within the area of the stasis field must make a DC 16 Dexterity saving throw. On a failed save, they take 3d10 force damage and are pulled up to 10 feet toward the orb, or half as much on a successful save.

d6 Effect

6 **Quantum Static.** Whenever an enemy creature moves into or within the area, it takes 2d4 lightning damage for every 5 feet it travels.

This item regains 1 charge every $4d6 + 10$ days. If you expend the orb's last charge, it shatters into pieces and is destroyed.

SWORD OF THE ANIMIST

Weapon (any sword), rare (requires attunement by a spellcaster)

While holding this weapon, you gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you reduce a hostile creature to 0 hit points with this weapon, roll a d12. On a 12, you may regain one spell slot of the lowest level expended and this weapon gains 1d10 charges. You don't gain this benefit for killing constructs or undead.

When the sword reaches 50 charges, it explodes. Every creature in a 15-foot radius must succeed on a DC 16 Dexterity saving throw, or take 6d10 force damage.

This weapon loses 1d10 charges daily at midnight.

UMEZAWA'S JITTE

Weapon (Dagger), legendary (requires attunement)

This item has 10 charges for the following properties.

When you hit with an attack using this magic weapon it regains one charge. If you expend the weapon's last charge, roll a d20. On a 1, the weapon crumbles to ash and is destroyed.

Magical Attacks. As a bonus action, you may expend one or more charges. You gain a +1 bonus to attack and damage rolls for each charge expended this way (up to a maximum of +3). This bonus lasts up to 1 minute.

Warrior's Grace. As an action, you may expend two or more charges. You regain 1d4 hit points for each charge expended beyond the first. Once you've used this ability you cannot use it again until you complete a short rest.

Icy Retaliation. When you hit with an attack using this magic weapon, you may choose to expend 3 charges instead of regaining expended charges. The target must make a DC 16 Constitution saving throw. On a failed save, the target takes 1d8 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

ARTIFACTS

HIVESTONE

Wondrous item, artifact (requires attunement)

When a *Sliver Queen* dies, there is still hope for the hive, for within her resides a *Hivestone*. A *Hivestone* is a hardened extra sensory organ that can only be found within the heart of a *Sliver Queen*. It amplifies the Queen's natural telepathic ability and solidifies her control over the hive. When a *Sliver Queen* is killed, a successful DC 23 Intelligence (Arcana) check will provide knowledge of the *Hivestone* and its location within the heart. These artifacts are sought out by powerful wizards who wish to control and manipulate the hive.

If the *Hivestone* remains undiscovered for 1d10 days, it calls out to nearby creatures within 40 miles. In 3d10 days, a creature will arrive and consume the artifact, 2d6 days later a new hive forms in a nearby location.

Any creature that tries to attune to the artifact must make a DC 16 Intelligence saving throw. On a successful save, the creature takes 10d6 psychic damage. On a failed save, the creature is compelled to consume the artifact.

Each *Hivestone* contains a sliver hive consciousness, a presence that tries to grow, and consume its surroundings. It takes a powerful mind to remain in control over a *Hivestone*.

A creature attuned to the artifact must spend at least 30 days bonding with and studying it, during this time the creature must resist going insane. If successful, the creature has advantage on future saving throws made to resist the artifact.

While attuned to the artifact, whenever you use the *Call the Hive* or *Sliver Telepathy* abilities you must make a DC 16 Intelligence check. On a successful check, you control the artifact for as long as you are attuned to it. On a failed check, you take 10d6 psychic damage and go temporarily insane, afflicted with short-term madness, roll a d100 on the Short-Term Madness table in the *Dungeon Master's Guide* (page 259). If you fail this check more than twice within the span of 10 days, you become charmed by the artifact for as long as you remain attuned to it.

While you are charmed by the artifact, you can't voluntarily end your attunement to it, and the artifact casts *Suggestion* on you at will (save DC 18), urging you to seek out a lair site, build a nest, and consume the artifact transforming into a *Sliver Queen*.

However, if you end your attunement to the artifact or it is destroyed, the artifact will send out a distress call to all slivers within 40 miles and you lose control of any friendly slivers as they turn on you to for not being a true *Sliver Queen*.

Random Properties. The *Hivestone* has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Call the Hive. While you control the *Hivestone*, you can use an action to cause the artifact to issue a telepathic call that extends in all directions for 180 miles. Slivers in range feel compelled to come to the *Hivestone* as soon as possible by the most direct route. Greater slivers such as a *Sliver Queen* hear the call though they are not compelled to follow it. Slivers drawn to the *Hivestone* might be hostile toward you for compelling them against their hive's will. Once you have used this property, it can't be used again for 1 hour.

Hive Dominance. Whenever an unfriendly sliver ends its turn within 10 feet of you, it must make a DC 14 Intelligence saving throw. On a failed save, it mistakes you for its queen and becomes friendly to you as long as you are attuned to the *Hivestone*.

Sliversmith. After you spend the requisite amount of time studying the artifact, you learn a ritual to create your own slivers. You must gather at least 2500 gp worth of materials and spend at least 1 hour concentrating on the *Hivestone* to construct a *Metallic Sliver*. The slivers appear in an unoccupied space within 10 feet of the creator, and acts as an ally of its creator. Slivers created in this way remain friendly to you as long as you are attuned to the *Hivestone*. Once you have used this ability you cannot use it again until you finish a long rest.

Sliver Telepathy. While you control the *Hivestone*, you can magically command any friendly sliver within 1200 feet of you, using a limited telepathy. Additionally, as an action, you can target a friendly sliver within range to see through its eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses. While perceiving through the sliver's senses, you gain the benefits of any special senses possessed by that creature, though you are blinded and deafened to your own surroundings, unless at least one of friendly sliver is within 15 feet of you and the sliver isn't incapacitated.

Destroying the Stone. A *Hivestone* appears fragile but is impervious to most damage. If the artifact is consumed by a *Metallic Sliver*, it will transform into a *Sliver Engine*, and the artifact is destroyed in the process. If the artifact is consumed by any other creature, it will transform into a *Young Sliver Queen*. A *Sliver Queen* can consume the artifact to prevent a rival queen from building a hive in her territory, destroying it. The *Disintegrate* or *Wish* spell are the only other known ways to destroy the artifact.

When a *Hivestone* is destroyed in a way other than being consumed by a *Sliver Queen*, 1d8 new *Hivestones* appear each on a random plane throughout the multiverse 1d10 x 100 years later.

SPELLS

BARD

CANTRIPS (0 LEVEL)

- Bewitching Force
- Lingering Radiance
- Mind Stab

CLERIC

CANTRIPS (0 LEVEL)

- Lingering Radiance

DRUID

CANTRIPS (0 LEVEL)

- Cold Snap
- Corrosive Blast
- Crackling Thunder
- Immolating Blast
- Lingering Radiance
- Noxious Cloud
- Static Bolt

SORCERER

CANTRIPS (0 LEVEL)

- Cold Snap
- Corrosive Blast

- Crackling Thunder
- Immolating Blast
- Noxious Cloud
- Quick Mist
- Static Bolt

WARLOCK

CANTRIPS (0 LEVEL)

- Bewitching Force
- Necrotic Tendril

WIZARD

CANTRIPS (0 LEVEL)

- Bewitching Force
- Cold Snap
- Corrosive Blast
- Crackling Thunder
- Hoard Gullet
- Immolating Blast
- Mind Stab
- Necrotic Tendril
- Noxious Cloud
- Quick Mist
- Static Bolt

BEWITCHING FORCE

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 3 rounds.

You create a wave of magical energy directed at a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d4 force damage and the target must make a Wisdom saving throw, and does so with advantage.

On a failed save, the target is charmed by you for 1 (1d4 - 1) rounds or until you or your companions do anything harmful to it. When the spell ends, the creature knows it was charmed by you.

This spell's force damage increases by 1d4 and it creates more than one beam when you reach higher levels: two beams at 5th level (2d4), three beams at 11th level (3d4), and four beams at 17th level (4d4). You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

COLD SNAP

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S

Duration: Instantaneous

You create a momentary area of extreme cold around you. Each creature within range, other than you, must succeed on a Dexterity saving throw or take 1d4 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

This spell's cold damage is increased by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

CORROSIVE BLAST

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous, 1 round.

You shoot a sticky blob of acid at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the acid sticks to your target dealing 1d8 acid damage. At the beginning of the target's next turn, the target must make a Dexterity saving throw or take an additional 1d4 acid damage.

This spell's initial damage increases by 1d8 and secondary damage increases by 1d4 when you reach 5th level (2d8, 2d4), 11th level (3d8, 3d4), and 17th level (4d8, 4d4).

CRACKLING THUNDER

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You create a small concussive burst of energy. Choose one creature within range, or two creatures within range that are within 5 feet of each other. A target must succeed on a Constitution saving throw or take 1d6 thunder damage, and is pushed 10 feet away from you.

This spell's thunder damage is increased by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

HOARD GULLET

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour.

You move your hands to your throat, chanting in low murmurs as you trace an imaginary line from your lower jaw down to your abdomen.

You gain a magical second stomach, which can be used to transport objects securely.

You can safely swallow and transport any object you could normally swallow (including items at least three size categories smaller than you).

The maximum capacity of your hoard gullet is 50 pounds and/or 5 cubic feet.

You can't remove individual items from your hoard gullet, but as an action, you can expel its entire contents into your square.

It otherwise functions as a bag of holding (Dungeon Master's Guide, page 153).

At the end of the spell's duration, anything still in your second stomach is immediately and instantly brought up, falling to the ground next to you.

You can't have more than one hoard gullet active at one time.

The spell's maximum capacity is increased by 50 pounds and/or 5 cubic feet when you reach 5th level (100/10), 11th level (150/15), and 17th level (200/20).

Dragons often use this spell to transport their treasure hoards safely, but it is equally useful to those who would loot such hoards.

IMMOLATING BLAST

Evocation cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Instantaneous, 1 round.

You shoot a stream liquid fire at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the liquid fire sticks to your target dealing 1d8 fire damage. At the beginning of the target's next turn, the target must make a Dexterity saving throw or take an additional 1d4 fire damage.

This spell's initial damage increases by 1d8 and secondary damage increases by 1d4 when you reach 5th level (2d8, 2d4), 11th level (3d8, 3d4), and 17th level (4d8, 4d4).

LINGERING RADIANCE

Necromancy cantrip (curse)

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 3 rounds.

Bright light strikes a creature that you can see within range. The target must succeed on a Constitution saving throw or take 1d4 radiant damage and become cursed for 3 rounds. While cursed, any creature that hits the target with a melee attack regains 1d4-1 hit points (minimum of 1).

This spell's radiant damage and hit points regained are both increased by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

MIND STAB

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous, 1 round.

You create an ethereal bolt of energy that shoots into the head of a creature of your choice within range. Make a ranged spell attack against the target. On a hit, it takes 1d6 psychic damage and the target must make an Intelligence saving throw. On a failed save, the target becomes Mute for 1 round. While Mute you are unable to speak, and casting a spell that includes a verbal component is impossible.

This spell's psychic damage is increased by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

NECROTIC TENDRIL

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute.

You create a squirming, necrotic tendril that lashes out of your body at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 necrotic damage, and the target must succeed on a Strength saving throw or become grappled for the duration. At the end of each of its turns, the target can make another Strength saving throw. On a failed save, it takes 1d6 necrotic damage. On a success, the spell ends on the target.

This spell's necrotic damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

NOXIOUS CLOUD

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S

Duration: Concentration, up to 3 rounds.

You create an area of extremely aromatic poisonous gas centered around you. Each creature that enters or moves within the area, must succeed on a Constitution saving throw or take 1d4 poison damage, and they have disadvantage on their next attack against you.

This spell's cold damage is increased by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

QUICK MIST

Conjuration cantrip

Casting Time: 1 bonus action or 1 reaction

Range: Self

Components: S

Duration: Instantaneous, 2 rounds.

You create a 5-foot-radius sphere of fog centered around you. The mist spreads around corners, and its area is moderately obscured. It provides total cover (cannot be targeted, AoE can still hit) at the center, and half cover (+2 AC and Dex Saves) everywhere else.

This spell's duration increases by 2 rounds when you reach 5th level (4 rounds), 11th level (6 rounds), and 17th level (8 rounds).

STATIC BOLT

Evocation cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Instantaneous.

You create a bolt of static electricity that arcs toward a target of your choice you can see within range. Make a ranged spell attack against the first target. On a hit, it takes 1d6 lightning damage, and electricity discharges from the target to a different creature of your choice within 5 feet of it. The second creature takes lightning damage equal to your spellcasting ability modifier.

This spell's damage increases when you reach higher levels. At 5th level, the bolt deals an extra 1d6 lightning damage, and the lightning damage to the second creature increases to 1d6 + your spellcasting ability modifier. Both damage rolls are increased by 1d6 at 11th level and 17th level.

APPENDIX B: TABLES AND STUFF

ENCOUNTER TABLES

Use these tables to generate a sliver encounter quickly and easily, either by rolling a d8 or selecting an appropriate challenge rating.

CR 1 – 4

d8 CR Sliver Group

- 1 1 2 Sliver Broodlings
- 2 1 2 Sliver Drones, 1 Sliver Broodling
- 3 2 4 Sliver Drones, 1 Sliver Broodling
- 4 2 2 Sliver Broodlings, 1 Sliver Soldier
- 5 3 2 Sliver Soldiers, 1 CR1 Evolved Sliver
- 6 3 3 Sliver Broodlings, 1 CR1 Evolved Sliver
- 7 4 2 Sliver Broodlings, 1 Sliver Soldier, 1 CR1 Evolved Sliver
- 8 4 1 Sliver Soldier, 2 CR1 Evolved Slivers

CR 5 – 8

d8 CR Sliver Group

- 1 5 1 Sliver Soldier, 1 CR1 Evolved Sliver, 1 CR2 Evolved Sliver
- 2 5 4 Sliver Drones, 2 Sliver Broodlings, 1 CR1 Evolved Sliver
- 3 6 2 Sliver Soldiers, 2 CR1 Evolved Slivers
- 4 6 3 Sliver Soldiers, 1 CR2 Evolved Sliver
- 5 7 6 Sliver Drones, 4 Sliver Broodlings, 2 Sliver Soldiers, 2 CR1 Evolved Slivers
- 6 7 2 Sliver Soldiers, 1 CR1 Evolved Sliver, 1 CR2 Evolved Sliver
- 7 8 2 CR1 Evolved Slivers, 1 CR3 Evolved Sliver
- 8 8 6 Sliver Drones, 6 Sliver Broodlings, 2 Sliver Soldiers, 1 CR3 Evolved Sliver

CR 9 – 12

d8 CR Sliver Group

- 1 9 1 Sliver Broodling, 1 Young Sliver Queen
- 2 9 2 Sliver Broodlings, 2 CR1 Evolved Sliver, 1 CR3 Evolved Sliver
- 3 10 1 CR3 Evolved Sliver, 1 Young Sliver Queen
- 4 10 5 CR1 Evolved Slivers
- 5 11 4 Sliver Drones, 6 Sliver Broodlings, 4 CR1 Evolved Sliver
- 6 11 2 Sliver Broodlings, 2 CR1 Evolved Slivers, 1 Young Sliver Queen
- 7 12 1 Sliver Soldier, 1 CR3 Evolved Sliver, 1 Young Sliver Queen
- 8 12 4 Sliver Broodlings, 2 CR1 Evolved Slivers, 1 Young Sliver Queen

CR 13 – 16

d8 CR Sliver Group

- 1 13 6 Sliver Broodlings, 4 Sliver Soldiers, 1 CR2 Evolved Sliver
- 2 13 2 Sliver Broodlings, 3 CR3 Evolved Sliver
- 3 14 8 Sliver Drones, 3 Sliver Broodlings, 3 CR3 Evolved Slivers
- 4 14 6 Sliver Soldiers, 1 CR2 Evolved Sliver
- 5 15 3 Sliver Soldiers, 4 CR2 Evolved Slivers
- 6 15 2 Sliver Broodlings, 2 CR3 Evolved Sliver, 1 Young Sliver Queen
- 7 16 5 CR1 Evolved Slivers, 1 Young Sliver Queen
- 8 16 4 Sliver Soldier, 2 CR3 Evolved Slivers

CR 17 – 20

d8 CR Sliver Group

- 1 17 8 Sliver Drones, 6 Sliver Broodlings, 4 Sliver Soldiers, 1 CR3 Evolved Slivers, 2 CR4 Evolved Slivers
- 2 17 2 Sliver Broodlings, 6 CR1 Evolved Slivers, 1 CR4 Evolved Sliver
- 3 18 2 CR2 Evolved Slivers, 3 CR4 Evolved Slivers
- 4 18 1 CR3 Evolved Sliver, 2 CR4 Evolved Slivers, 1 Young Sliver Queen
- 5 19 6 Sliver Broodlings, 1 CR4 Evolved Sliver, 1 Young Sliver Hivelord or Overlord, 1 Young Sliver Queen
- 6 19 3 Sliver Soldiers, 2 CR1 Evolved Slivers, 4 CR2 Evolved Slivers
- 7 20 4 Sliver Broodlings, 3 CR4 Evolved Slivers, 1 Young Sliver Queen
- 8 20 4 CR1 Evolved Slivers, 1 Sliver Hivelord

SLIVERS BY CHALLENGE RATING

CHALLENGE 1/4 (50 XP)

- Sliver Drone

CHALLENGE 1/2 (100 XP)

- Sliver Broodling

CHALLENGE 1 (200 XP)

- Acidic Sliver
- Armor Sliver
- Barbed Sliver
- Blur Sliver
- Clot Sliver
- Constricting Sliver
- Crypt Sliver
- Leeching Sliver
- Metallic Sliver
- Muscle Sliver
- Quilled Sliver
- Rust Sliver
- Shadow Sliver
- Sidewinder Sliver
- Sliver Soldier
- Winged Sliver

CHALLENGE 2 (450 XP)

- Battering Sliver
- Flowstone Sliver
- Frenetic Sliver
- Fury Sliver
- Gemhide Sliver
- Harmonic Sliver
- Hunter Sliver
- Magma Sliver
- Mistform Sliver
- Oozing Sliver
- Psionic Sliver
- Sliver Harbinger
- Spinneret Sliver
- Synapse Sliver
- Telekinetic Sliver
- Toxin Sliver
- Vampiric Sliver

CHALLENGE 3 (700 XP)

- Cautery Sliver

- Composite Sliver
- Crystalline Sliver
- Diffusion Sliver
- Essence Sliver
- Firewake Sliver
- Fungus Sliver
- Lymph Sliver
- Mindwhip Sliver
- Necrotic Sliver
- Opaline Sliver
- Plague Sliver
- Reflex Sliver
- Spectral Sliver
- Ward Sliver

CHALLENGE 4 (1,100 XP)

- Brood Sliver
- Changeling Sliver
- Darkheart Sliver
- Dementia Sliver
- Eyestalk Sliver
- Groundshaker Sliver
- Lurking Sliver
- Tenser's Sliver
- Two-Headed Sliver
- Young Sliver Hivelord

CHALLENGE 5 (1,800 XP)

- Young Sliver Overlord

CHALLENGE 6 (2,300 XP)

- Young Sliver Queen

CHALLENGE 12 (8,400 XP)

- Sliver Engine
- Sliver Hivelord

CHALLENGE 14 (11,500 XP)

- Sliver Overlord

CHALLENGE 16 (15,000 XP)

- Sliver Queen

CHALLENGE 30 (155,000 XP)

- Sliver Legion

SLIVERS BY TERRAIN TYPE

ANY

CR Sliver Type	CR Sliver Type
1/4 Sliver Drone	4 Young Sliver Hivelord
1/2 Sliver Brooding	5 Young Sliver Overlord
1 Sliver Soldier	6 Young Sliver Queen
1 Muscle Sliver	12 Sliver Hivelord
1 Winged Sliver	14 Sliver Overlord
2 Sliver Harbinger	16 Sliver Queen
4 Tenser's Sliver	30 Sliver Legion

ARCTIC

CR Sliver Type	CR Sliver Type
1 Crypt Sliver	3 Essence Sliver
1 Shadow Sliver	3 Opaline Sliver
2 Mistform Sliver	3 Spectral Sliver
2 Vampiric Sliver	4 Dementia Sliver
3 Crystalline Sliver	

COAST

CR Sliver Type	CR Sliver Type
1 Sidewinder Sliver	2 Mistform Sliver
1 Winged Sliver	2 Telekinetic Sliver
2 Frenetic Sliver	3 Diffusion Sliver
2 Fury Sliver	3 Opaline Sliver
2 Harmonic Sliver	4 Two-Headed Sliver

DESERT

CR Sliver Type	CR Sliver Type
1 Barbed Sliver	2 Gemhide Sliver
1 Blur Sliver	3 Cautery Sliver
1 Sidewinder Sliver	3 Crystalline Sliver
2 Battering Sliver	3 Essence Sliver
2 Frenetic Sliver	3 Firewake Sliver
2 Fury Sliver	3 Ward Sliver

FOREST

CR Sliver Type	CR Sliver Type
1 Acidic Sliver	2 Toxin Sliver
1 Blur Sliver	3 Fungus Sliver
1 Constricting Sliver	3 Reflex Sliver
1 Armor Sliver	3 Ward Sliver
2 Gemhide Sliver	4 Brood Sliver
2 Harmonic Sliver	4 Darkheart Sliver
2 Hunter Sliver	4 Groundshaker Sliver
2 Spinneret Sliver	4 Two-Headed Sliver

GRASSLAND

CR Sliver Type	CR Sliver Type
1 Armor Sliver	2 Fury Sliver
1 Barbed Sliver	2 Harmonic Sliver
1 Blur Sliver	2 Hunter Sliver
1 Quilled Sliver	3 Essence Sliver
1 Sidewinder Sliver	3 Reflex Sliver
2 Battering Sliver	4 Brood Sliver
2 Frenetic Sliver	4 Groundshaker Sliver

MOUNTAIN

CR Sliver Type	CR Sliver Type
1 Armor Sliver	3 Composite Sliver
1 Barbed Sliver	3 Crystalline Sliver
1 Metallic Sliver	3 Firewake Sliver
1 Rust Sliver	3 Opaline Sliver
2 Battering Sliver	3 Ward Sliver
2 Flowstone Sliver	4 Groundshaker Sliver
2 Gemhide Sliver	4 Lurking Sliver
2 Magma Sliver	4 Two-Headed Sliver
3 Cautery Sliver	12 Sliver Engine

SWAMP

CR Sliver Type	CR Sliver Type
1 Acidic Sliver	2 Toxin Sliver
1 Clot Sliver	2 Vampiric Sliver
1 Constricting Sliver	3 Fungus Sliver
1 Crypt Sliver	3 Lymph Sliver
1 Leeching Sliver	3 Necrotic Sliver
1 Shadow Sliver	3 Plague Sliver
2 Oozing Sliver	3 Spectral Sliver

UNDERDARK

CR Sliver Type	CR Sliver Type
1 Blur Sliver	2 Telekinetic Sliver
1 Clot Sliver	2 Vampiric Sliver
1 Crypt Sliver	3 Composite Sliver
1 Metallic Sliver	3 Crystalline Sliver
1 Rust Sliver	3 Fungus Sliver
1 Shadow Sliver	3 Lymph Sliver
2 Flowstone Sliver	3 Mindwhip Sliver
2 Hunter Sliver	3 Spectral Sliver
2 Mistform Sliver	4 Dementia Sliver
2 Oozing Sliver	4 Changeling Sliver
2 Psionic Sliver	4 Eyestalk Sliver
2 Synapse Sliver	12 Sliver Engine

SLIVER EVOLUTION CHARTS

d100	Sliver Type	Rounds	Temp HP
1-3	Acidic Sliver	1d6	16 (3d10)
4-6	Armor Sliver	1d6	16 (3d10)
7-9	Barbed Sliver	1d6	16 (3d10)
10-12	Blur Sliver	1d6	16 (3d10)
13-15	Clot Sliver	1d6	16 (3d10)
16-18	Constricting Sliver	1d6	16 (3d10)
19-21	Crypt Sliver	1d6	16 (3d10)
22-24	Leeching Sliver	1d6	16 (3d10)
25-27	Muscle Sliver	1d6	16 (3d10)
28-30	Quilled Sliver	1d6	16 (3d10)
31-33	Rust Sliver	1d6	16 (3d10)
34-36	Shadow Sliver	1d6	16 (3d10)
37-39	Sidewinder Sliver	1d6	16 (3d10)
40-52	Sliver Soldier	1d4	22 (4d10)
53-55	Winged Sliver	1d6	16 (3d10)

SLIVER HARBINGER EVOLUTION CHART

d100	Sliver Type	Rounds	Temp HP
1-9	Roll on the Sliver Broodling Chart	X	X
10-13	Cautery Sliver	1d10	27 (5d10)
14-17	Crystalline Sliver	1d10	27 (5d10)
18-21	Diffusion Sliver	1d10	27 (5d10)
22-25	Essence Sliver	1d10	27 (5d10)
26-29	Firewake Sliver	1d10	27 (5d10)
30-33	Fungus Sliver	1d10	27 (5d10)
34-37	Lymph Sliver	1d10	27 (5d10)
38-41	Mindwhip Sliver	1d10	27 (5d10)
42-45	Necrotic Sliver	1d10	27 (5d10)
46-49	Opaline Sliver	1d10	27 (5d10)
50-53	Plague Sliver	1d10	27 (5d10)
54-57	Reflex Sliver	1d10	27 (5d10)

SLIVER BROODLING EVOLUTION CHART

d100	Sliver Type	Rounds	Temp HP
56-58	Battering Sliver	1d8	22 (4d10)
59-61	Frenetic Sliver	1d8	22 (4d10)
62-64	Fury Sliver	1d8	22 (4d10)
65-67	Gemhide Sliver	1d8	22 (4d10)
68-70	Harmonic Sliver	1d8	22 (4d10)
71-73	Hunter Sliver	1d8	22 (4d10)
74-76	Magma Sliver	1d8	22 (4d10)
77-79	Mistform Sliver	1d8	22 (4d10)
80-82	Psionic Sliver	1d8	22 (4d10)
83-85	Oozing Sliver	1d8	22 (4d10)
86-88	Spinneret Sliver	1d8	22 (4d10)
89-91	Synapse Sliver	1d8	22 (4d10)
92-94	Telekinetic Sliver	1d8	22 (4d10)
95-97	Toxin Sliver	1d8	22 (4d10)
98-100	Vampiric Sliver	1d8	22 (4d10)

d100	Sliver Type	Rounds	Temp HP
58-61	Spectral Sliver	1d10	27 (5d10)
62-65	Ward Sliver	1d10	27 (5d10)
66-69	Brood Sliver	1d10	33 (6d10)
70-73	Changeling Sliver	1d10	33 (6d10)
74-77	Darkheart Sliver	1d10	33 (6d10)
78-81	Dementia Sliver	1d10	33 (6d10)
82-85	Eyestalk Sliver	1d10	33 (6d10)
86-89	Groundshaker Sliver	1d10	33 (6d10)
90-93	Lurking Sliver	1d10	33 (6d10)
94-97	Two-Headed Sliver	1d10	33 (6d10)
98	Young Sliver Hivelord	1d20	55 (10d10)
99	Young Sliver Overlord	1d20	55 (10d10)
100	Young Sliver Queen	1d20	55 (10d10)

SLIVER STATISTICS TABLE

SLIVER STATISTICS TABLE

CR	Sliver Type	AC	HP	STR	DEX	CON	INT	Talon Damage
1/4	Sliver Drone	12	33 (6d6 + 12)	12	10	14	10	4 (1d6 +1)
1/2	Sliver Broodling	13	33 (6d6 + 12)	10	14	10	12	3 (1d6)
1	Acidic Sliver	14	39 (6d8 + 12)	12	16	12	12	5 (1d8 +1)
1	Armor Sliver	17	45 (6d8 + 18)	12	14	16	12	5 (1d8 +1)
1	Barbed Sliver	14	45 (6d8 + 18)	12	14	16	12	5 (1d8 +1)
1	Blur Sliver	14	33 (6d8 + 6)	12	14	12	12	5 (1d8 +1)
1	Clot Sliver	11	45 (6d8 + 18)	12	10	16	12	5 (1d8 +1)
1	Constricting Sliver	14	33 (6d8 + 6)	14	14	12	12	6 (1d8 +2)
1	Crypt Sliver	14	33 (6d8 + 6)	12	14	12	14	5 (1d8 +1)
1	Leeching Sliver	14	33 (6d8 + 6)	14	14	12	12	6 (1d8 +2)
1	Metallic Sliver	15	60 (8d8 + 24)	16	14	16	12	7 (1d8 +3)
1	Muscle Sliver	13	51 (6d8 + 28)	22	12	18	12	10 (1d8 +5)
1	Quilled Sliver	15	45 (6d8 + 18)	10	16	16	12	4 (1d8)
1	Rust Sliver	13	45 (6d8 + 18)	14	12	16	14	7 (1d8 +2)
1	Shadow Sliver	13	45 (6d8 + 18)	14	12	16	14	7 (1d8 +2)
1	Sidewinder Sliver	15	39 (6d8 + 12)	14	16	14	14	7 (1d8 +2)
1	Sliver Soldier	15	60 (8d8 + 24)	16	14	16	12	10 (2d6 +3)
1	Winged Sliver	14	39 (6d8 + 12)	16	10	14	12	7 (1d8 +2)
2	Battering Sliver	15	75 (10d8 + 30)	18	12	16	12	11 (2d6 +4)
2	Frenetic Sliver	13	75 (10d8 + 30)	18	12	16	12	11 (2d6 +4)
2	Fury Sliver	13	75 (10d8 + 30)	18	12	16	12	11 (2d6 +4)
2	Gemhide Sliver	13	55 (10d8 + 10)	12	12	12	16	8 (2d6 +1)
2	Harmonic Sliver	13	55 (10d8 + 10)	12	12	12	16	8 (2d6 +1)
2	Hunter Sliver	15	75 (10d8 + 30)	18	12	16	12	11 (2d6 +4)
2	Magma Sliver	13	75 (10d8 + 30)	16	12	16	16	10 (2d6 +3)
2	Mistform Sliver	13	75 (10d8 + 30)	12	12	16	14	8 (2d6 +1)
2	Psionic Sliver	13	55 (10d8 + 10)	12	12	12	16	8 (2d6 +1)
2	Oozing Sliver	9	75 (10d8 + 30)	14	7	16	9	9 (2d6 +2)
2	Sliver Harbinger	14	75 (10d8 + 30)	14	14	16	12	9 (2d6 +2)
2	Spinneret Sliver	16	55 (10d8 + 10)	14	18	12	12	9 (2d6 +2)
2	Synapse Sliver	13	55 (10d8 + 10)	12	12	12	16	8 (2d6 +1)
2	Telekinetic Sliver	13	55 (10d8 + 10)	10	12	12	16	7 (2d6)
2	Toxin Sliver	14	55 (10d8 + 10)	16	14	12	16	10 (2d6 +3)
2	Vampiric Sliver	13	85 (10d8 + 40)	14	12	18	16	9 (2d6 +2)

SLIVER STATISTICS TABLE (CONT.)

CR	Sliver Type	AC	HP	STR	DEX	CON	INT	Talon Damage
3	Cautery Sliver	13	91 (14d8 + 28)	16	12	14	18	12 (2d8 + 3)
3	Crystalline Sliver	13	91 (14d8 + 28)	16	12	14	18	12 (2d8 + 3)
3	Diffusion Sliver	13	91 (14d8 + 28)	14	12	14	18	11 (2d8 + 2)
3	Essence Sliver	13	91 (14d8 + 28)	14	12	14	18	11 (2d8 + 2)
3	Firewake Sliver	11	91 (14d8 + 28)	18	9	14	22	13 (2d8 + 4)
3	Fungus Sliver	16	91 (14d8 + 28)	18	18	14	12	13 (2d8 + 4)
3	Lymph Sliver	16	91 (14d8 + 28)	18	18	14	12	13 (2d8 + 4)
3	Mindwhip Sliver	13	91 (14d8 + 28)	14	12	14	18	11 (2d8 + 2)
3	Necrotic Sliver	14	105 (14d8 + 42)	18	14	16	12	13 (2d8 + 4)
3	Opaline Sliver	14	105 (14d8 + 42)	12	14	16	12	10 (2d8 + 1)
3	Plague Sliver	11	91 (14d8 + 28)	18	9	14	22	13 (2d8 + 4)
3	Reflex Sliver	18	91 (14d8 + 28)	14	22	14	16	11 (2d8 + 2)
3	Spectral Sliver	18	91 (14d8 + 28)	14	22	14	12	11 (2d8 + 2)
3	Ward Sliver	13	91 (14d8 + 28)	14	12	14	22	11 (2d8 + 2)
4	Brood Sliver	16	95 (10d10 + 40)	26	16	18	16	21 (3d8 + 8)
4	Changeling Sliver	16	95 (10d10 + 40)	20	16	18	16	17 (3d8 + 5)
4	Darkheart Sliver	15	95 (10d10 + 40)	22	16	18	18	18 (3d8 + 6)
4	Dementia Sliver	14	75 (10d10 + 20)	16	14	14	22	16 (3d8 + 3)
4	Eyestalk Sliver	13	75 (10d10 + 20)	16	12	14	16	16 (3d8 + 3)
4	Groundshaker Sliver	15	126 (12d10 + 60)	26	16	20	10	21 (3d8 + 8)
4	Tenser's Sliver	17	105 (10d10 + 50)	16	9	20	18	16 (3d8 + 3)
4	Two-Headed Sliver	15	114 (12d10 + 48)	26	16	18	16	21 (3d8 + 8)
4	Young Sliver Hivelord	14	119 (14d10 + 42)	15	14	16	12	15 (3d8 + 2)
5	Young Sliver Overlord	15	133 (14d10 + 56)	17	16	18	16	16 (3d8 + 3)
6	Young Sliver Queen	15	168 (16d10 + 80)	18	16	20	18	17 (3d8 + 4)
12	Sliver Engine	18	147 (14d10 + 70)	24	9	20	3	20 (3d8 + 7)
12	Sliver Hivelord	16	147 (14d12 + 56)	18	14	18	16	20 (3d10 + 4)
14	Sliver Overlord	18	184 (16d12 + 80)	22	16	20	26	22 (3d10 + 6)
16	Sliver Queen	18	270 (20d12 + 140)	26	16	24	18	24 (3d10 + 8)
30	Sliver Legion	20	780 (40d20 + 360)	35	21	28	18	28 (3d10 + 12)

HIVE AURAS

Hive auras are unique abilities that certain slivers have and share with other slivers through their connection to the hive.

Acidic Sliver All other friendly slivers within 60 feet gain the *Acid Spit* attack action.

Armor Sliver All other friendly slivers within 60 feet gain resistance to non-magical bludgeoning, piercing, and slashing damage.

Barbed Sliver All other friendly slivers within 60 feet gain the *Barbed Carapace* ability.

Battering Sliver All other friendly slivers within 60 feet gain the *Trampling Charge* trait.

Blur Sliver All other friendly slivers within 60 feet gain +10 movement speed. (The bonus from this hive aura may stack to a maximum bonus of +30)

Brood Sliver Whenever another friendly sliver within 60 feet deals 15 or more damage to a creature in a single turn, roll a d20. On a roll of 20, this sliver can use its *Spawn Broodling* ability as a reaction.

Cautery Sliver All other friendly slivers within 60 feet gain the *Burning Rejuvenation* reaction.

Clot Sliver All other friendly slivers within 60 feet gain the *Hive Regeneration* feature.

Constricting Sliver All other friendly slivers within 60 feet gain the *Constrict* attack action.

Crypt Sliver All other friendly slivers within 60 feet learn the *Spare the Dying* cantrip, and can cast it as a 1st level spell caster using Intelligence as their spellcasting ability.

Crystalline Sliver All other friendly slivers within 60 feet have advantage on saving throws against spells and other magical effects.

Darkheart Sliver All other friendly slivers within 60 feet learn the *Hive Offering* reaction.

Dementia Sliver All other friendly slivers within 60 feet gain the *Draining Attacks* ability.

Diffusion Sliver All other friendly slivers within 60 feet gain the *Diffuse Spell* feature.

Essence Sliver All other friendly slivers within 60 feet gain the *Essence of the Hive* feature.

Eyestalk Sliver All other friendly slivers within 60 feet sprout two eyestalks, and gain the *Eye Rays* action.

Firewake Sliver All other friendly slivers within 60 feet gain the ability to innately cast the *Immolating Blast* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13, and +5 to hit with spell attacks.

Frenetic Sliver All other friendly slivers within 60 feet gain the *Frenetic Dissociation* ability.

Fungus Sliver All other friendly slivers within 60 feet gain the *Fungal Growth* ability.

Fury Sliver All other friendly slivers within 60 feet grow a second Talon and gain the *Multiattack* action. The sliver can now make two talon attacks, using the attack action. If it already has the *Multiattack* action, it can now make one additional attack. (The bonus from this hive aura may stack to a maximum of twice. Granting *Multiattack* and one additional attack, or two additional attacks)

Gemhide Sliver All other friendly slivers within 60 feet gain the *Crystalline Carapace* ability.

Groundshaker Sliver All other friendly slivers within 60 feet gain the *Standing Leap* ability and the *Deadly Leap* action, and use their *Talon* damage instead.

Harmonic Sliver All other friendly slivers within 60 feet gain the *Mimicry* and *Sneak Attack* abilities.

Hunter Sliver All other friendly slivers within 60 feet gain the *Taunt* bonus action.

Leeching Sliver All other friendly slivers within 60 feet gain the *Leeching Attacks* trait.

Lurking Sliver All other friendly slivers within 60 feet gain the *Subterranean Spikes* action, and use their *Talon* damage instead.

Lymph Sliver All other friendly slivers within 60 feet gain the *Hive Absorption* trait.

Magma Sliver All other friendly slivers within 60 feet learn the *Erupting Blast* reaction.

Mindwhip Sliver All other friendly slivers within 60 feet gain the *Mindwhip* feature.

Mistform Sliver All other friendly slivers within 60 feet gain the *Shapechanger*, *Adhesive*, and *False Appearance* traits. Also, their Talon attack gains the following: On Hit: If the sliver is in object form, the target is subjected to its *Adhesive* trait.

Muscle Sliver All other friendly slivers within 60 feet gain +1 bonus to attack and damage rolls, and +1 to AC. (The bonus from this hive aura may stack to a maximum bonus of +5)

Necrotic Sliver All other friendly slivers within 60 feet gain the *Death Grip* action, with a save DC of 13, and the ability to innately cast the *Necrotic Tendril* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13, and +5 to hit with spell attacks.

Opaline Sliver All other friendly slivers within 60 feet gain the *Shimmering Crest* trait, and the ability to innately cast the *Light* cantrip at will, with a duration of 1 minute and a spell save DC of 13.

Oozing Sliver All other friendly slivers within 60 feet gain the *Split* reaction.

Plague Sliver All other friendly slivers within 60 feet gain the ability to innately cast the *Noxious Cloud* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13, and +5 to hit with spell attacks.

Psionic Sliver All other friendly slivers within 60 feet gain the *Ethereal Talon* feature.

Quilled Sliver All other friendly slivers within 60 feet gain the *Barbed Quill* bonus action.

Reflex Sliver All other friendly slivers within 60 feet gain advantage on Dexterity saving throws, and gain an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, or Hide action. (The bonus from this Hive Aura does not stack)

Rust Sliver All other friendly slivers within 60 feet gain the *Rust Metal* feature, and the *Corrosive Touch* action.

Shadow Sliver All other friendly slivers within 60 feet gain the *Darkness Aura* feature.

Sidewinder Sliver All other friendly slivers within 60 feet gain the *Hive Tactics* feature.

Sliver Engine All other friendly construct slivers within 60 feet gain the ability to innately cast the *Lightning Lure* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13.

Sliver Hivelord All other friendly slivers within 60 feet gain the *Reactive Carapace* trait.

Spectral Sliver All other friendly slivers within 60 feet gain the *Incorporeality* and *Incorporeal Movement* traits.

Spinneret Sliver All other friendly slivers within 60 feet gain the *Spider Climb* feature and *Web* action.

Synapse Sliver All other friendly slivers within 60 feet gain the *Mind Stab* attack action.

Telekinetic Sliver All other friendly slivers within 60 feet gain the ability to innately cast the *Hold Person* spell once per day, and can cast it as a 2nd level spell, with a spell save DC of 13, requiring no material components.

Toxin Sliver All other friendly slivers within 60 feet Talon attack now becomes poisonous. It gains: **On Hit:** The target must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage + 1 poison damage for every sliver within 30 feet on a failed save, or half as much damage on a successful one.

Two-Headed Sliver All other friendly slivers within 60 feet gain the *Multiple Heads* and *Reactive Heads* traits, grow a second head, and maximum hit point total is increased by 10 hit points. Slivers that gain *Multiple Heads* in this way have a maximum of two heads.

Vampiric Sliver All other friendly slivers within 60 feet gain the *Vampiric Attacks* trait.

Ward Sliver All other friendly slivers within 60 feet gain the ability to innately cast the *Lingering Radiance* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13, and +5 to hit with spell attacks.

Winged Sliver All other friendly slivers within 60 feet sprout wings, and gain a fly speed of 30 feet.