

# BIONANITE CLOUD

CREATURE 10

UNCOMMON

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LARGE

CONSTRUCT

SWARM

TECH

**Perception** +18; darkvision

**Languages** Androffan

**Skills** Acrobatics +19

**Str** -3, **Dex** +3, **Con** +4, **Int** -2, **Wis** +2, **Cha** +4

**AC** 29; **Fort** +20, **Ref** +19, **Will** +16

**HP** 120; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, precision, sickened, swarm mind, unconscious; **Resistances** bludgeoning 10, fire 10, piercing 10, slashing 5; **Weaknesses** area damage 10, splash damage 10

**Speed** fly 30 feet

**Occult Innate Spells** DC 29, attack +21 ; **1st** *color spray* (at will);

**Swarming Deconstruction** ♦ Each creature in the bionanite cloud's space takes 4d8 piercing damage (DC 29 basic Reflex save). A creature that fails its save is also enfeebled 1 until the end of its next turn, and additionally fascinated by the bionanite cloud if it critically failed.

**Reconstructive Healing** ↻ (healing); **Trigger** A creature within the bionanite cloud's space becomes dying; **Effect** The bionanite cloud removes the dying condition from the creature, but leaves them unconscious at 0 HP.