

BIONANITE CLOUD

CREATURE 10

UNCOMMON

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LARGE

CONSTRUCT

SWARM

Perception +19; darkvision

Languages Androffan

Str -3, **Dex** +6, **Con** +3, **Int** +5, **Wis** +3, **Cha** +5

AC 29; **Fort** +16, **Ref** +22, **Will** +20

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

Speed fly 40 feet

Occult Innate Spells DC 29, attack +21 ; **1st** *colour 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 fascinated by the bionanite cloud, as well as fatigued on a critical failure.

Reconstructive Healing ↻ (healing); **Trigger** A creature within the bionanite cloud's area becomes dying; **Effect** The bionanite cloud stabilizes the creature.