

# BRINEBONES

## CREATURE 13

**NE****GARGANTUAN****DRAGON****AMPHIBIOUS****MINDLESS****UNDEAD****WATER**

Converted by VaranSL

**Perception** +23; darkvision

**Skills** Athletics +26 (+28 to Swim), Intimidation +23

**Str** +9, **Dex** +3, **Con** +8, **Int** -5, **Wis** +4, **Cha** +3

**AC** 32; **Fort** +23, **Ref** +22, **Will** +19

**HP** 222 (negative healing); **Immunities** death effects, disease, electricity, mental, paralyzed, poison, unconscious; **Resistances** cold 8, fire 8, piercing 8, slashing 8

**Electricity Aura** (aura, electricity) 10 feet, 1d10 electricity damage. Brinebones can turn this aura on or off using a single action, which has the concentrate trait, and it can choose to not affect allies with the aura.

**Shocking Death** When brinebones is destroyed, it erupts in a burst of electricity. Adjacent creatures take 9d10 electricity damage with a DC 33 basic Reflex save.

**Speed** 40 feet, swim 50 feet

**Melee** ♦ bite +26 [+21/+16] (electricity, magical, reach 15 feet), **Damage** 2d10+9 piercing plus 1d10 electricity

**Melee** ♦ claw +26 [+22/+18] (agile, electricity, magical, reach 10 feet), **Damage** 2d6+9 slashing plus 1d10 electricity

**Melee** ♦ tail +26 [+21/+16] (electricity, magical, reach 15 feet), **Damage** 1d8+9 bludgeoning plus 1d10 electricity

**Tail Sweep** ♦♦ Brinebones makes a tail Strike and compares the attack roll to the AC of up to three foes, each of whom must be within its tail's melee reach and adjacent to at least one other target. It rolls damage only once and applies it to each creature hit. A Tail Sweep counts as two attacks for its multiple attack penalty.