

THE BRINEBROOD QUEEN

CREATURE 3

NE**SMALL****ABERRATION****AMPHIBIOUS**

conversion by VaranSL

Perception +12; darkvision

Languages Aquan

Skills Acrobatics +11, Athletics +8, Nature +11, Stealth +9, Survival +9

Str +3, **Dex** +4, **Con** +1, **Int** +1, **Wis** +4, **Cha** +1

Items moderate healing potion (Lv3), vindictive spear (see below, Lv3)

AC 16; **Fort** +6, **Ref** +9, **Will** +12

HP 34

Attack of Opportunity ➤ A grindyflow gains 1 extra reaction at the start of each of its turns that it can use only to make an Attack of Opportunity with a tentacle. It can't use more than one Attack of Opportunity triggered by the same choice.

Speed 10 feet; swim 25 feet

Melee ♦ bite +9 [+4/-1] (finesse), **Damage** 1d6+3 piercing

Melee ♦ tentacle +9 [+5/+1] (agile, finesse, trip), **Damage** 1d4+3 bludgeoning plus Grab

Melee ♦ vindictive spear +8 [+3/-2], **Damage** 1d8+3 piercing

Ranged ♦ vindictive spear +9 [+5/+1] (thrown 20 feet), **Damage** 1d8+3 piercing

Primal Prepared Spells DC 21, attack +11 ; **2nd** *obscuring mist, sound burst*; **1st** *hydraulic push, longstrider, summon animal*; **cantrips (2nd)** *detect magic, guidance, prestidigitation, ray of frost, read aura*

Druid Order Spells 1 Focus Point, DC 21 , **1st** *tempest surge*;

Clinging Suckers When a grindyflow Grabs a creature larger than itself, it attaches to that creature. The grabbed creature is not immobilized, but if it moves, the grindyflow moves with it. If the creature is Medium or smaller, it takes a -5-foot status penalty to its Speeds while the grindyflow is attached. The grindyflow is flat-footed while it is attached to a creature.

Jet ♦♦ (move) The grindyflow moves up to 60 feet in a straight line through the water without triggering reactions.

Vindictive Spear / Item 3

Magical / Evocation

Price 100 gp

Usage held in 1 hand Bulk 1

This +1 *returning trident* is carved from the jagged, scrimshaw-carved tusk of a narwhal and attached to a 50-foot length of woven sinew. Ranged attacks made with this weapon while underwater or against an underwater target do not have their range increments halved unlike other ranged weapons.

This ferocious grindyflow queen leads the aberrant clan on Bonewrack Isle.