

FALSE SARCOPHAGUS

CREATURE 3

N**MEDIUM****CONSTRUCT****MINDLESS**

Converted by VaranSL

Perception +9; darkvision

Skills Athletics +9

Str +4, **Dex** -2, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

AC 19 (15 when broken; construct armor); **Fort** +15, **Ref** +5, **Will** +7

HP 39 (Hardness 6); **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Weaknesses cold 3

Construct Armor Like normal objects, a false sarcophagus has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once a false sarcophagus is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 15.

Speed 15 feet

Melee ♦ lid +11 [+6/+1] (magical), **Damage** 1d8+6 bludgeoning plus Grab

Melee ♦ slam +11 [+6/+1] (magical), **Damage** 1d10+6 bludgeoning

Swallow Whole ♦ (attack) Medium, 1d8+4 bludgeoning, Rupture 6