HAUNTED CHAIN

CREATURE 15

| N | LARGE | CONSTRUCT | EARTH | MINDLESS | UNDEAD |

Perception +24; darkvision

Skills Athletics +29

Str +8, **Dex** +3, **Con** +8, **Int** -5, **Wis** +0, **Cha** -5

AC 38 (34 when broken); **Fort** +28, **Ref** +21, **Will** +20

HP 240; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** Hardness 10

Tighten Coils ⟳ A creature grabbed or restrained by the Haunted Chain attempts to Escape.
Effect The DC of the Escape check is increased by 2.

Speed 30 feet

Melee ❖ ore bucket +31 (magical, reach 60 feet), **Damage** 3d12+22 bludgeoning plus Grab

Melee ❖ broken chain +29 (magical, reach 30 feet when broken), **Damage** 3d6+14 bludgeoning plus Grab

Wrap in Coils ❖ **Requirement** A Large or smaller creature is grabbed or restrained in the Haunted Chain. **Effect** The Haunted Chain moves the creature into its coils, then uses Greater Constrict against the creature. The Haunted Chain's coils can hold 1 creature.

Greater Constrict ❖ 3d6+14 Bludgeoning, DC 37 basic Fortitude or fall unconscious

Dead Lift and Drop ❖ The Haunted Chain lifts anyone it constricts to the top of the shaft and drops them.