

Golem, Chain

CR 16

NE Huge Construct

Initiative: +0; **Senses:** Darkvision 60 ft., Low-light Vision, *True Seeing*

Defense

AC: 45, **Flat-Footed:** 45, **Touch:** 8

(+37 natural, -2 size)

HP: 205 (30d10+40)

DR: 20/adamantine and good

Fort: +10, **Ref:** +10, **Will:** +10

SR: None

Resistances: None

Immunities: Construct immunities

Defensive Abilities: Entangling Chains, Immunity to Magic

Offense

Speed: 30 ft.

Melee: 2 Chain Slams +38 (3d6+18 plus Chain Bind)

Special Abilities: Chain Bind, Chain Burst

Statistics

STR 46 (+18)

DEX 11 (+0)

CON --- (+---)

INT --- (+---)

WIS 11 (+0)

CHA 1 (-5)

Base Attack +22; **Grapple** +48; **Space/Reach** 15 ft. / 15 ft.

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: None

Skills: None

Languages: None

SQ: Construct Traits, Stable Footing

Combat Gear: None

Other Gear: None

Flavor

Environment: Any

Organization: Solitary or pair

Treasure: None

A towering humanoid seeming composed entirely of chains stands before you, two bright red orbs of energy sit in the center of what appears to be the beast's head.

Chain golems are created by binding a powerful chain devil's spirit to a huge mass of chains. Typically they rebel moments after creation and go on mindless killing sprees only to eventually be stopped by powerful adventurers. It is a rare gift that allows a chain golem's creator to actually assume control of the beast. One common property between all chain golems is their innate true sight ability, there is not a being alive who is able to explain from whence this ability comes, but it is a welcome addition to the already deadly creature's arsenal.

Chain golems are fairly rare due to no single being having the entirety of the knowledge required to create one. Every century or so a powerful spellcaster gathers together all the necessary information and manages to create a chain golem for himself, though doing so is almost always the result of many decades of hard work and research.

Chain golems can understand and comprehend complex orders given in abyssal. While they are mindless, a chain golem is capable of compromising its orders if doing so is necessary to completing them.

Ability Information

Chain Bind (Ex): Any creature struck by a chain golem's slam attack must succeed on a DC 18 reflex save or be held immobile (treat as being stunned) by the chain golem's chains for 1 round.

Chain Burst (Ex): As a full-round action a chain golem may cause the chains that compose its form to snake out and attack all nearby enemies. All enemies within 30 feet of the chain golem must succeed on a DC 22 reflex save or take 3d6+18 points of damage and be held immobile (treat as being stunned) by the chain golem's chains for 1 round. This ability is usable once per minute.

Entangling Chains (Ex): All terrain within 15 feet of the chain golem is treated as rough terrain. In addition, any hostile creature moving through rough terrain generated by a chain golem must succeed on a DC 22 reflex save or have its movement halted for that turn as chains wrap around its legs and hold it in place. A creature only has to make this save once per round.

Immunity to Magic (Ex): A chain golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A magical attack that deals electricity slows the chain golem (as the *slow* spell) for 1 round, with no saving throw.

A magical effect that deals cold damage breaks any *slow* effect on the golem and heals 2 points of damage for each 1 point of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

A chain golem is affected normally by rust attacks, such as that of a rust monster or *rusting grasp* spell.

Stable Footing (Ex): A chain golem moves normally in rough terrain of any sort.

True Seeing (Sp): An unintended side effect of the chain golem's creation is that it is somehow imbued with the ability to see through magical disguises of almost any type. A chain golem is under the effects of a *true seeing* spell (caster level 16) at all times, this effect cannot be dispelled in any way and ignores the golem's immunity to magic ability. If this ability is somehow dispelled (such as by a god's intervention) it returns 24-hours later.

Lore

A successful knowledge (arcana) check will reveal the following information about a chain golem:

- DC 40 This is a chain golem, a rare type of very powerful construct that is made by binding a chain devil's spirit to a massive mass of chains. This reveals all construct traits.
- DC 45 Chain golems project a large area of tangling chains around themselves that slows enemies; likewise any enemy stuck by a chain golems risks being held immobile.
- DC 50 Chain golems, while inherently immune to such magics, are capable of seeing as though under the effects of a *true seeing* spell. This makes tricking them via illusion magic almost impossible. Chain golems also possess the ability to create a chain burst that can strike all nearby enemies and is also able to hold them immobile.

A special thanks to Pax Veritas for providing the official statistics for this creature without which this write-up would have been impossible.