

# CHAINLIGHT

Large • Celestial • Lawful Good

**Armor Class** 15

**Initiative** +1 (11)

**Hit Points** 76 (9d10 + 27)

**Speed** 5 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	12 (+1)	14 (+2)

**Saving Throws** Str +7

**Skills** Athletics +7, Perception +4

**Damage Resistances** radiant

**Condition Immunities** charmed, frightened, poisoned, prone

**Senses** blindsight 30 ft., passive Perception 14

**Languages** all; telepathy 60 ft.

**CR** 7 (XP 2,900; PB +3)



**Damage Transfer.** While the chainlight is grappling one or more creatures, it reduces the damage it takes by 5 for each creature it is grappling. When this trait reduces damage, each grappled creature takes 5 radiant damage.

**Holy Restraints.** While grappled by the chainlight, a creature has disadvantage on saving throws forced by creatures other than the chainlight.

**Magic Resistance.** The chainlight has advantage on saving throws against spells and other magical effects.

**Radiant Core.** The chainlight sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Additionally, at the start of each of its turns, the chainlight deals 5 radiant damage to any creature of its choice in a 5-foot emanation originating from it.

**Unusual Nature.** The chainlight doesn't require air, food, drink, or sleep.

## CHAINLIGHT — WEAKER

**Armor Class** 14

**Initiative** +0 (10)

**Hit Points** 45 (6d10 + 12)

**Speed** 5 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

**Saving Throws** Str +5

**Skills** Athletics +5, Perception +2

**Damage Resistances** radiant

**Condition Immunities** charmed, frightened, poisoned, prone

**Senses** blindsight 30 ft., passive Perception 12

**Languages** all; telepathy 60 ft.

**CR** 4 (XP 1,100; PB +2)



## ACTIONS

**Multiattack.** The chainlight makes two Chain attacks, uses Reel, and uses its Radiance.

**Radiance.** *Constitution Saving Throw:* DC 14, one creature within 30 feet of the chainlight that it can see. *Failure:* 22 (4d10) radiant damage, and the target is blinded. *Success:* Half damage.

**Chain.** *Melee Weapon Attack:* +7, reach 60 ft. *Hit:* The target is grappled (escape DC 15) from one of six chains. While grappled this way, the target is restrained. A chain can be damaged, freeing a grappled creature when destroyed (AC 20, HP 10, immunity to poison and psychic damage). Damaging a chain deals no damage to the chainlight, and one destroyed chain regrows at the start of the chainlight's next turn.

**Reel.** The chainlight pulls each creature grappled by it up to 30 feet straight toward it.

**Damage Transfer.** While the chainlight is grappling one or more creatures, it reduces the damage it takes by 5 for each creature it is grappling. When this trait reduces damage, each grappled creature takes 5 radiant damage.

**Holy Restraints.** While grappled by the chainlight, a creature has disadvantage on saving throws forced by creatures other than the chainlight.

**Magic Resistance.** The chainlight has advantage on saving throws against spells and other magical effects.

**Radiant Core.** The chainlight sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Additionally, at the start of each of its turns, the chainlight deals 5 radiant damage to any creature of its choice in a 5-foot emanation originating from it.

**Unusual Nature.** The chainlight doesn't require air, food, drink, or sleep.

## CHAINLIGHT — STRONGER

**Armor Class** 16

**Hit Points** 114 (12d10 + 48)

**Speed** 5 ft., fly 30 ft. (hover)

**Initiative** +2 (12)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	14 (+2)	14 (+2)	16 (+3)

**Saving Throws** Str +7

**Skills** Athletics +9, Perception +6

**Damage Resistances** radiant

**Condition Immunities** charmed, frightened, poisoned, prone

**Senses** blindsight 30 ft., passive Perception 16

**Languages** all; telepathy 60 ft.

**CR** 10 (XP 5,900; PB +4)

**Damage Transfer.** While the chainlight is grappling one or more creatures, it reduces the damage it takes by 5 for each creature it is grappling. When this trait reduces damage, each grappled creature takes 5 radiant damage.

**Holy Restraints.** While grappled by the chainlight, a creature has disadvantage on saving throws forced by creatures other than the chainlight.

**Magic Resistance.** The chainlight has advantage on saving throws against spells and other magical effects.

**Radiant Core.** The chainlight sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Additionally, at the start of each of its turns, the chainlight deals 5 radiant damage to any creature of its choice in a 5-foot emanation originating from it.

**Unusual Nature.** The chainlight doesn't require air, food, drink, or sleep.

## ACTIONS

**Multiattack.** The chainlight makes two Chain attacks, uses Reel, and uses its Radiance.

**Radiance.** *Constitution Saving Throw:* DC 12, one creature within 30 feet of the chainlight that it can see. *Failure:* 10 (3d6) radiant damage, and the target is blinded. *Success:* Half damage.

**Chain.** *Melee Weapon Attack:* +5, reach 60 ft. *Hit:* The target is grappled (escape DC 15) from one of six chains. While grappled this way, the target is restrained. A chain can be damaged, freeing a grappled creature when destroyed (AC 15, HP 10, immunity to poison and psychic damage). Damaging a chain deals no damage to the chainlight, and one destroyed chain regrows at the start of the chainlight's next turn.

**Reel.** The chainlight pulls each creature grappled by it up to 30 feet straight toward it.



## ACTIONS

**Multiattack.** The chainlight makes two Chain attacks, uses Reel, and uses its Radiance.

**Radiance.** *Constitution Saving Throw:* DC 16, one creature within 30 feet of the chainlight that it can see. *Failure:* 32 (5d12) radiant damage, and the target is blinded. *Success:* Half damage.

**Chain.** *Melee Weapon Attack:* +9, reach 60 ft. *Hit:* The target is grappled (escape DC 15) from one of six chains. While grappled this way, the target is restrained. A chain can be damaged, freeing a grappled creature when destroyed (AC 20, HP 10, immunity to poison and psychic damage). Damaging a chain deals no damage to the chainlight, and one destroyed chain regrows at the start of the chainlight's next turn.

**Reel.** The chainlight pulls each creature grappled by it up to 30 feet straight toward it.