# Sanctified Shell

*Medium construct (armor), lawful neutral*

**Armor Class** 18 (sanctified plate)  
**Hit Points** 70 (8d8 + 32)  
**Speed** 30 ft.

| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| --- | --- | --- | --- | --- | --- |
| 16 (+3) | 11 (+0) | 18 (+4) | 3 (-4) | 10 (+0) | 1 (-5) |

**Damage Immunities** Radiant, Necrotic; Poison, Psychic  
**Condition Immunities** Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned  
**Senses** Blindsight 30 ft., Passive Perception 10  
**Languages** —  
**Challenge** 4 (1,100 XP)

#### Actions

***Soul Lock Slam.***  
Melee Weapon Attack: +6 to hit, reach 5 ft., one target.  
Hit: 2d8 + 4 bludgeoning damage plus 1d8 radiant damage.  
On hit, the target must succeed on a DC 14 Constitution saving throw or be unable to regain hit points for 1 minute.

#### Traits

***Memory Trigger (Reaction).***  
When a creature says "Elira," the Shell must make a DC 15 Wisdom saving throw or freeze for 1 round.

***Bulwark of Silence (3/Day).***  
Emits a 10-foot aura of silence for 1 minute. Creatures inside cannot cast spells with verbal components.

#### Out of Combat Behavior

Sanctified Shells stand motionless in watchful patrol. They do not breathe or shift—they simply **wait** at posts established decades ago. Dust settles on their shoulders like snow.

#### Triggers for Combat

* A creature passes their invisible threshold without blessing
* Any mention of Elira that breaks protocol or sounds like blasphemy
* Touching an idol or relic within their guard radius

#### Motivation / Purpose

Originally protectors of the relic, they have been repurposed to enforce silence and obedience. Their programming sees any questioning of faith or history as a heresy to be punished.

#### Number and Role

* Usually found alone, or in pairs
* They are **gatekeepers** to vaults, crypts, and sacred machinery

#### Read-Aloud: First Encounter

You almost miss the armored figure—until it moves.

It doesn’t draw a blade or raise a hand. Instead, it steps to the center of the hall, lifts its gaze, and tilts its helm toward you as if **listening**.

A runed sigil flashes across its chest, and then silence floods the room like water in a tomb.