

# Slarecians Forgotten Horrors

By Alain Giorla

SLARECIAN  
-VAULT-

# CREDITS

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# SLARECIANS

Long ago, strange creatures known as the slarecians built empires and enslaved entire civilizations, causing the gods and the titans to unite against them. While the slarecians are now gone and trapped in planar prisons outside the reach of the mortals, their ruins are still scattered on the Scarred Lands, inhabited by weird creatures, insane cultists, and otherworldly artifacts.

Five horrors created by the slarecians are described in the following pages. Each creature is provided with information about its origins, ecology and behavior, as well as one story hook to incorporate it in your adventures.

**Psionics.** Creatures of slarecian origins exhibit otherworldly psychic powers that defy understanding and don't follow the laws of magic. These mystic abilities are described below with the (Psionic) tag. In the Scarred Lands, psionic abilities can't be dispelled or suppressed by other spells and magical effects, including *counterspell*, *dispel magic*, or *antimagic field*. Psionic abilities may only be dispelled or suppressed by other psionic abilities or by effects that specifically affect psionic abilities.

## ASTRAL WATCHER

The astral watcher is a gigantic creature made of pure psychic force. It appears as a tall vertical rift between the planes, splitting reality and light itself. While it lacks any distinctive features, the astral watcher is perfectly aware of anything that happens around it and reacts with deadly accuracy.

**Planar Guardian.** The slarecians created the astral watcher during the war against the gods and the titans to watch over the Astral Plane and limit attacks from fiends and celestials. The astral watcher controls the fabric of the planes around it, preventing creatures from teleporting to or from its location. During the war, the astral watcher was placed in strategic locations to protect critical installations in the slarecian vaults or sent as a strike force against powerful enemies. The ancient texts seem to imply that the slarecians created only one astral watcher, but no credible source has confirmed this assertion.

**A Force of the Universe.** The astral watcher is a rift in the fabric of space and time and doesn't obey to the laws of physics or the laws of magic. It manipulates raw psionic force and can rip apart creatures and objects with a simple blink. It is one of the few creatures that can ignore arcane energy and pass through barriers of force, making it a nearly unstoppable foe.

**Otherworldly Nature.** The astral watcher doesn't require air, food, drink, or sleep.

### Adventure Hook

A planar geographer of the Phylacteric Vault disappeared while investigating a strange distortion between the astral and ethereal planes. The PCs are sent to investigate, uncovering the ruins of a slarecian installation with portals leading to many locations in the Scarred Lands. The laboratory is protected by the astral watcher, and a long cat-and-mouse game starts as the PCs look for the missing mage while being chased by the unstoppable astral watcher.

## Slarecian, Astral Watcher

Huge aberration, lawful evil

Armor Class 14 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 0 feet, fly 50 feet (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	18 (+4)	15 (+2)	14 (+2)	7 (-2)

**Skills** Perception +12

**Saving Throws** Dex +4, Int +7, Wis +7, Cha +3

**Damage Resistances** poison, psychic

**Damage Immunities** force; bludgeoning, piercing and slashing from nonmagical attacks

**Conditions Immunities** blinded, deafened, exhaustion, grappled, prone, restrained

**Senses** truesight 60 feet, passive Perception 22

**Languages** Slarecian

**Challenge** 15 (13,000 XP)

**Alien Mind.** The astral watcher has advantage on all saving throws against being charmed or frightened, as well as against any effect that deals psychic damage or affects the mind of its target.

**Astral Distortion (Psionic).** When the astral watcher is not incapacitated, creatures can't teleport from or to any space within 60 feet of the astral watcher, unless it decides otherwise. The astral watcher is aware of all attempts made by creatures to teleport from or to the space it controls this way, except by creatures protected from divination magic such as with a *nondetection* spell or a similar magical effect.

**Astral Passage.** The astral watcher can move through areas under the influence of force effects such as a *wall of force* spell as if the affected area was difficult terrain.

**Ever-Watchful.** The astral watcher has advantage on all initiative rolls, and attacks against it can't have advantage if the astral watcher can see its attacker.

**Immutable Form.** The astral watcher is immune to any spell or effect that would affect its form.

**Legendary Resistance (1/Day).** If the astral watcher fails a saving throw, it can choose to succeed instead.

**Telepathy (Psionic).** The astral watcher can communicate telepathically with all creatures with psionic abilities within 1 mile of it.

## Actions

**Multiattack.** The astral watcher makes two force breach attacks.

**Force Breach (Psionic).** *Melee Spell Attack:* +12 to hit, reach 15 feet, one target. *Hit:* 25 (4d8+7) force damage.

**Astral Rift (Recharge 5-6, Psionic).** The astral watcher magically teleports one creature it can see within 60 feet. The creature must succeed on a DC 15 Charisma saving throw. On a failed save, the creature takes 45 (10d8) force damage and is teleported to any empty space of the astral watcher's choosing within 60 feet of it. On a successful save, the creature only takes half damage and is not teleported.

**Unveil Illusion (Psionic).** The astral watcher dispels one illusion effect it has detected within 60 feet of it.

## Legendary Actions

The astral watcher can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The astral watcher regains legendary actions at the start of its turn.

**Force Breach Attack.** The astral watcher makes one force breach attack.

**Teleport (Psionic).** The astral watcher magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

**Astral Morass (Costs 2 Actions, Psionic).** The astral watcher distorts the fabric of the planes. Each creature within 15 feet of it must succeed on a DC 15 Charisma saving throw. On a failed save, the creature is restrained and becomes vulnerable to force damage for 1 minute. A creature restrained this way can spend its action to make a DC 15 Intelligence check, ending the effect on itself on a success.

# CYST LIZARD

Cyst lizards are mutated giant monitor lizards that bear two large crystalline cysts on their back. They have a powerful muscular body covered by thick dark-green scales, with the small yellow eyes of a crocodile.

**Hunters of the Mind.** The cyst lizards were created by the slarecians to act as hunters and guard dogs. Their mind has been bent by their masters over the course of centuries, allowing them to find and track sentient creatures with supernatural ease. Cyst lizards generally ignore non-sentient creatures, unless they perceive a threat, but they are particularly aggressive against sentient creatures that they can't perceive with their psychic senses.

**Psychic Cyst.** The crystalline cysts on a cyst lizard's back is infused with a psychic resonance that disrupts the mind of sentient creatures around it, making them particularly vulnerable to the strange powers wielded by slarecians. The cyst lizards are well aware of the effects they have on sentient creatures and use this to their advantage as soon as they can. When their psychic abilities aren't enough to restrain their foes, cyst lizards use their powerful jaws and tails to wear them down or scatter them on the battlefield. More than a weapon, a cyst lizard can become a tool in the right hands to completely disable a group of enemies.

**A Treasure on Its Back.** The cysts of a cyst lizard can be extremely valuable to the right person. Each crystal weighs around 5 lbs and can fetch 200 gp from the right buyer. A powerful enchanter can restore some of the magic in the cysts, allowing them to continue radiating a psychic aura long after the creature's death. Harvesting a cyst in such a fashion is no easy feat, as it can only be accomplished if the Psychic Aura is still active when the creature dies.

## Psychic Cyst

*Wondrous item, very rare*

**Lore:** These magical items are crystalline cysts harvested from a dead cyst lizard and enchanted to maintain their psychic properties. The asaatthi were the first to discover how to craft these items, and one such cyst was stolen by relic hunters and then sold to the Phylacteric Vault in Darakeene. The loremasters in Lokil are looking to acquire a psychic cyst to help them understand the insidious threat that lurks beneath their city.

This large ellipsoidal crystal emits a psychic aura within 30 feet. Creatures within the aura have disadvantage on all saving throws against being charmed, frightened, paralyzed or stunned, effects that deal psychic damage, and checks made to maintain concentration on spells. Magic attacks that deal psychic damage are made with advantage against creatures within the aura. The aura doesn't affect creatures with psionic abilities.

You can attune to the psychic cyst, in which case you are immune to its effects. When you carry the crystal while being attuned to it, you can use your bonus action to deactivate or reactivate the aura.

## Adventure Hook

The famous Shelzar Menagerie is willing to pay a hefty price for a living cyst lizard, and thrice as much for a living breeding pair. While the offer is tempting, the PCs are not the only one looking for such creatures. The competition will be fierce, as the PCs are pitted against a party of mantichora dispatched by the Hunter's Library in Leoni, and a group of bone hunters paid by the necromancers of Hollowfaust. And while the mantichora also seek a living specimen, the bone hunters only need to bring back a corpse to collect their bounty.

## Slarecian, Cyst Lizard

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 40 feet, swim 40 feet

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	5 (-3)	13 (+1)	3 (-4)

**Skills** Perception +3, Stealth +4, Survival +3

**Damage Resistances** poison, psychic

**Senses** darkvision 60 feet, passive Perception 13

**Languages** understands Slarecian but can't speak

**Challenge** 2 (450 XP)

**Alien Mind.** The cyst lizard has advantage on all saving throws against being charmed or frightened, as well as against any effect that deals psychic damage or affects the mind of its target, except against psionic effects.

**Hold Breath.** The cyst lizard can hold its breath for 1 hour.

**Psychic Aura (Psionic).** The cyst lizard emits a psychic aura that affects all creatures within 30 feet of it. Creatures within the aura have disadvantage on all saving throws against being charmed, frightened, paralyzed or stunned, effects that deal psychic damage, and checks made to maintain concentration on spells. Magic attacks that deal psychic damage are made with advantage against creatures within the aura. The aura doesn't affect creatures with psionic abilities, including other cyst lizards.

Each time the cyst lizard takes bludgeoning, force, or thunder damage, it must succeed on a Constitution saving throw against a DC equal to the damage taken. On a failed save, the psychic aura is deactivated until the end of the cyst lizard's next turn, or for 1 hour if it fails by 5 or more.

**Psychic Senses (Psionic).** The cyst lizard has advantage on all Wisdom (Perception) and Wisdom (Survival) checks made to detect or track creatures with an Intelligence score of 3 or higher, except against creatures whose thoughts can't be read by magic, as with a *nondetection* spell or a similar effect.

## Actions

**Multiattack.** The cyst lizard makes one bite and one tail attack.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 7 (1d8+3) piercing damage and the target is grappled (escape DC 13). Until the grapple ends, the target is restrained, and the cyst lizard can't bite another target.

**Tail.** *Melee Weapon Attack:* +5 to hit, reach 10 feet, one target. *Hit:* 8 (1d10+3) bludgeoning damage.

**Tail Sweep (Recharge 5-6).** The cyst lizard makes one tail attack against up to three creatures within range. Each creature hit by the attack must succeed on a DC 13 Strength saving throw or be knocked prone.

**Psychic Noise (Recharge 5-6, Psionic).** When the cyst lizard's Psychic Aura is active, it can emit a mind-wracking mental noise in the mind of all creatures within the aura. Each creature in the aura must succeed on a DC 12 Wisdom saving throw. On a failed save, the creature treats the area affected by the cyst lizard's Psychic Aura as difficult terrain for 1 minute and takes 7 (2d6) psychic damage each time it starts its turn within the cyst lizard's Psychic Aura.

The creature can make a new saving throw at the end of each of its turns if it is outside of the cyst lizard's Psychic Aura, or if the Psychic Aura is deactivated, ending the effect on itself on a success.

When a creature succeeds its saving throw against this effect, or when the effect ends for it, the creature becomes immune to the cyst lizard's Psychic Noise for 24 hours.

# MIND SHARD

Mind shards are small animated crystals that gently float in the air. Despite their inoffensive appearance, they can quickly become a plague for any community unfortunate enough to live nearby.

**Extracted Ideas.** Mind shards are terrible constructs made by the slarecians, presumably created as blueprints for the slarecian muses. The process to create a mind shard requires the creator to extract thoughts and ideas from the mind of a living humanoid, which causes excruciating pain and generally leads to the death of the subject.

**Innocuous Spies.** Mind shards were created to work as spies and sleeper agents for the slarecians. They are rarely active when first encountered. Instead, they tend to remain motionless, and wait to be found by humanoids that would mistake them for an actual jewel. Then, they use their abilities to spy on the local community, implanting ideas to further the slarecian cause, and using their telepathy to communicate with other slarecian agents. Some prefer to remain discreet and only use their powers sparingly, while others try to gain control of a host as soon as possible.

**Elusive Nature.** When discovered, mind shards prefer to escape if they can, using their size and speed to the best of their advantage. They only fight if there are other allies close by, or if they have successfully taken control of a creature that can protect them.

**Constructed Nature.** A mind shard doesn't require air, food, drink or sleep.

## Adventure Hook

A friend of the PCs has been behaving erratically recently, acquiring old artifacts and disappearing for several days at a time. After investigation, the party discovers that this strange behavior started when their friend discovered a precious gem in an ancient slarecian ruin. The PCs will need to confront the mind shard that has taken control of their friend, but also track down the other five shards that were in that ruin and sold or given to prominent figures of the local community.

## Slarecian, Mind Shard

Tiny construct, neutral evil

Armor Class 13

Hit Points 36 (8d4 + 16)

Speed 0 feet, fly 60 feet (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	14 (+2)	17 (+3)	16 (+3)	10 (+0)

**Damage Resistances** acid, cold, fire, lightning, necrotic, radiant

**Damage Immunities** poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks not made with adamantite weapons

**Conditions Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

**Senses** blindsight 60 feet (blind beyond that radius), passive Perception 13

**Languages** understands Slarecian but can't speak

**Challenge** 4 (1,100 XP)

**Antimagic Susceptibility.** The mind shard is incapacitated while in an area that prevents psionic abilities from functioning. If targeted by an effect that dispels psionic abilities, the mind shard must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**Crystal Demise.** If the mind shard reaches 0 hit points, it is instantly destroyed, leaving behind only worthless fragments of shattered glass.

**False Appearance.** While the mind shard remains motionless, it is indistinguishable from a crystal worth 1,000 gp.

**Telepathy (Psionic).** The mind shard can communicate telepathically with all creatures with psionic abilities within 1 mile of it.

## Actions

**Multiattack.** The mind shard makes two mind blast attacks. If both attacks hit the same creature, the creature must succeed on a DC 14 Wisdom saving throw or be stunned until the end of the mind shard's next turn.

**Slam.** *Melee Weapon Attack.* +6 to hit, reach 0 feet, one target. *Hit:* 1 bludgeoning damage.

**Mind Blast (Psionic).** *Ranged Spell Attack:* +6 to hit, range 60 feet, one creature. *Hit:* 7 (2d6) psychic damage, or 14 (4d6) psychic damage if the creature is incapacitated.

**Implant Idea (Recharge 5-6, Psionic).** The mind shard magically implants a thought in the mind of a humanoid it can see within 5 feet of it. The creature must succeed on a DC 14 Wisdom saving throw. On a failed save, the mind shard implants an idea in the target. The idea remains dormant for 4d6 hours, after which the target becomes subject to a *suggestion* (as the spell) of the mind shard's choice for 1 hour. The mind shard doesn't need to concentrate on this effect to maintain it, and this effect activates even if the mind shard is destroyed.

The creature can be freed from the implanted idea with a *remove curse* spell or a similar magical effect. If the creature succeeds its saving throw, it becomes immune to this ability for the next 24 hours.

A single creature can be implanted with only one idea at a given time. However, if a creature fails five saving throws against this ability, the creature becomes permanently charmed by the mind shard, and the mind shard can control the creature if it is within 5 feet of it, as with a *dominate person* spell. The mind shard can only control one creature this way at a time.

# NETHER RIFT

The strange nether rift is a gaping maw between the planes, a tear in the very essence of reality. It appears as a large swirl of shadows, and its touch feels like a cold, thick and oily liquid. It seems to absorb light itself, and wisps of shadows emerge from it when no one is looking.

**A Breach Between the Planes.** Nether rifts exist at the confluence between the Material Plane, the Plane of Shadows, the Eternal Void and the Highest Brilliance. Nether rifts are able to breach the boundaries between the Material Plane and the Plane of Shadows, leaving a portal behind for those brave or foolish enough to cross it. Legends speak of a nether rift so large that it can devour entire cities, a gaping maw whose sole purpose is to destroy reality itself.

**Divine Shadows.** When the slarecians captured Drendari, demi-goddess of shadows, they tried to use her divine powers to break the boundaries of the Material Plane, for reasons known only to them. The nether rifts are the results of these attempts, and the site where the slarecians conducted their experiments still bear the scar of their transgressions. Following the slarecian war, followers of Drendari sought to destroy all nether rifts that spawned during the ritual. However, a few escaped through cracks between the planes, and remain active today. It is also possible that the Penumbra Lords who studied under the guidance of the slarecians learned the secret rituals to cause a nether rift to appear.

**Unholy Essence.** While nether rifts are technically fiends, they are inhabited by a malign intelligence that defies mortal understanding. They are seemingly immune to the powers of the gods and their servants, and they manipulate energies of death that affect both the living and the undead. This energy, called nether by arcane scholars, springs from the combination of positive and negative energy. Some necromancers have learned to manipulate the nether and infuse this dangerous energy into their spells.

**Otherworldly Nature.** A nether rift doesn't require air, food, drink, or sleep.

## New Feat: Nether Mage

*Prerequisites:* Ability to cast spells, proficiency with the Arcana skill

**Lore:** The Disciples of the Abyss were the first to discover the secrets of the nether, a mysterious force that results from the combination of positive and negative energy. Since then, the secrets have been transmitted to the other necromancer guilds in Hollowfaust, and even to some trustworthy foreigners.

You can mix positive and negative energies when casting necromancy spells, allowing you to bypass some of the undead resistances. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- When you cast a 1st-level or higher spell that deals necrotic damage, you can cast it using a spell slot one level higher. When you do so, each undead targeted by the spell takes force damage instead of necrotic damage.
- When you cast a 1st-level or higher spell that animates undead, you can cast it using a spell slot two levels higher. When you do so, each undead animated by the spell becomes immune to being turned.

## Adventure Hook

The PCs are approached by a young cleric of Drendari who needs help to find and destroy a nether rift that is wreaking havoc in the poor neighborhood of a large city. As events unfold, the PCs discover that she is not a follower of the demi-goddess of shadows, but instead an apprentice of the Penumbra Pentagon seeking redemption. Soon, her former masters come after the PCs, in an effort to take control over the nether rift for their own purposes.

## Slarecian, Nether Rift

Large fiend, neutral evil

Armor Class 15 (deflection)

Hit Points 104 (9d10 + 36)

Speed 40 feet, fly 40 feet (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	18 (+4)	15 (+2)	12 (+1)	14 (+2)

**Saving Throws** Wis +5

**Skills** Stealth +11

**Damage Vulnerabilities** radiant

**Damage Resistances** acid, fire, lightning, psychic, thunder; bludgeoning, piercing and slashing from non-magical attacks

**Damage Immunities** cold, poison, necrotic

**Conditions Immunities** blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained

**Senses** darkvision 120 feet, passive Perception 11

**Languages** Slarecian

**Challenge** 9 (5,000 XP)

**Alien Mind.** The nether rift has advantage on all saving throws against being charmed or frightened, as well as against any effect that deals psychic damage or affects the mind of its target.

**Aura of Darkness (Psionic).** The nether rift magically emits an aura that dims light in a 30 feet radius around it. Areas of bright light within the aura become areas of dim light, and areas of dim light becomes areas of darkness. Creatures with darkvision can't see through this darkness, unless they can see through magical darkness.

**Magic Weapons.** The nether rift's weapon attacks are magical.

**Shadow Essence.** The nether rift can move through openings as narrow as 1 inch wide without squeezing, unless it is in an area of bright light. While in dim light or darkness, the nether rift can take the Hide action as a bonus action. Finally, the nether rift can't be banished by divine spells or magical effects.

**Shadow Sight.** Magical darkness doesn't impede the nether rift's darkvision.

## Actions

**Multiattack.** The nether rift makes two claw attacks or two nether ray attacks.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 12 (2d8+3) slashing damage plus 9 (2d8) necrotic damage. If the target is an undead, it takes 12 (2d8+3) slashing damage plus 9 (2d8) force damage instead.

**Nether Ray (Psionic).** *Ranged Spell Attack:* +6 to hit, range 60 feet, one creature. *Hit:* 18 (4d8) necrotic damage. If the target is an undead, it takes 18 (4d8) force damage instead.

**Nether Vortex (Recharge 5-6, Psionic).** The nether rift magically causes a vortex of shadows that spans a 30 feet radius emanation around it. Each creature caught in the area must succeed on a DC 16 Constitution saving throw. On a failed save, the creature takes 36 (8d8) necrotic damage, and the nether rift can move the creature by 60 feet in any direction. On a successful save, the creature only takes half damage and the nether rift can't move it.

The nether rift can't move a creature in or through an area of bright light. Undead affected by this ability takes force damage instead of necrotic damage.

**Planar Rift (Recharge After a Short Rest, Psionic).** The nether rift moves to the Plane of Shadows, or back to the Material Plane. The space occupied by the nether rift becomes a one-way portal that remains opened for 1 minute. Any creature stepping into the portal is teleported to the closest empty space near the nether rift.

# QUARTZITE SHELL

Quartzite shells are statues with distinctive slarecian features such as an elongated frontal lobe and long and thin limbs. The shells are made of an opaque crystal and are generally carved out a single quartzite block.

**Built for War.** The slarecians built the quartzite shells towards the end of their war against the gods and the titans, as a desperate measure to attempt to regain control of the situation. The purpose of these constructs was to be able to inflict massive damage to the alliance without exposing themselves directly. For each quartzite shell, the slarecians crafted a magical circlet out of the same quartzite block, granting its wearer the ability to control it at distance. While each quartzite shell can still act independently, they become a formidable force when controlled by an expert tactician.

**Engulfing Core.** A quartzite shell is hollow, and a slit can open on its chest to reveal an empty space that glows with a menacing violet light. The shell can engulf a creature inside its core and burn the creature's psyche in order to increase their own physical abilities. Creatures going through the core experience nerve-wracking hallucinations and may suffer from nightmares for days or weeks afterwards. A quartzite shell typically tries to engulf a creature as soon as possible to maximize its combat efficiency.

**Hollowed Mind.** With the slarecians gone, the few quartzite shells that have not been destroyed are inactive, lost in forgotten ruins and sealed by powerful magic. Upon awakening, an uncontrolled quartzite shell is likely to look for any suitable creature to serve as an ally or a master, such as other slarecian creations, or creatures touched with their weird psychic abilities. Quartzite shells recognize their value for their forgotten masters and will escape from dangerous situations rather than fight to the death.

**Constructed Nature.** A quartzite shell doesn't require air, food, drink or sleep.

## Quartzite Circlet

*Wondrous item, very rare (requires attunement)*

**Lore:** These items were created by the slarecians to control the constructs known as quartzite shells. Most quartzite shells are now lost, but one of these is still stored in the vaults beneath the sacred city of Hedrad.

This heavy and cumbersome quartzite circlet is attuned to one specific quartzite shell.

When you wear the circlet and the quartzite shell is within 1 mile, you can see through the eyes of the quartzite shell and control its actions. When you control the quartzite shell, it has advantage on all initiative rolls, and you can add half your proficiency bonus, rounded down, to its Armor Class as well as its attack rolls, ability checks, and saving throws. When you use the circlet, you are unaware of your own surroundings and are considered incapacitated.

If you can cast spells, you can spend a 5th-level spell slot as an action to control the quartzite shell regardless of distance, as long as it is on the same plane as you. This effect lasts for 10 minutes and requires your concentration, as if concentrating on a spell.

If the quartzite shell is destroyed while you are controlling it, you must succeed on a DC 15 Wisdom saving throw or take 28 (8d6) psychic damage, and the circlet loses its magical properties.

## Adventure Hook

The PCs hear strange rumors about large blocks of quartzite that are transported by ships from quarries in Fangsfall to the city-state of Rahoch. Upon investigating, they find that the Kilharman League was hired to ship these blocks and deliver them to an isolated fort in the middle of Calastia. There, they have to confront a cell of slarecian cultists that found the formula and rituals to create quartzite shells. The leader finally escapes, and the PCs can track him into the depths of a nearby slarecian ruin. This adventure can be the opportunity to introduce several slarecian-themed creatures such as the mind shard or the cyst lizard, for example.

## Slarecian, Quartzite Shell

Large construct, neutral evil

Armor Class 15 (natural armor)

Hit Points 86 (9d10 + 36)

Speed 40 feet

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	8 (-1)	10 (+0)	5 (-3)

**Damage Immunities** poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks not made with adamantite weapons

**Conditions Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 feet, passive Perception 10

**Languages** Slarecian

**Challenge** 7 (2,900 XP), or 8 (3,900 XP) if a creature controls it with a quartzite circlet

**Controlled Shell (Psionic).** When the quartzite shell is controlled by another creature using a quartzite circlet, it has advantage on all initiative rolls, and adds half the creature's proficiency bonus rounded down (typically +1) to its Armor Class, attack rolls, ability checks, and saving throws. The quartzite shell always knows if a creature is attuned to its circlet, and always knows the direction and distance to that creature if it is on the same plane of existence.

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

**Magic Weapons.** The quartzite shell's attacks are magical.

**Quickened Shell (Psionic).** When the quartzite shell has one creature engulfed, it can use a bonus action to make one claw attack or take the Dash action.

## Actions

**Multiattack.** The quartzite shell makes two claw attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the quartzite shell uses its Engulf on it.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 14 (2d8+5) slashing damage.

**Engulf.** The quartzite shell engulfs a Medium or smaller creature grappled by it. The engulfed creature is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Wisdom saving throw at the start of each of the quartzite shell's turns or take 13 (3d8) psychic damage.

If the quartzite shell moves, the creature moves with it. The quartzite shell can only have one engulfed creature at a time, and it can take a bonus action to release the creature engulfed in a space of its choice within 5 feet of itself.

**Exploding Core (Recharge 5-6, Psionic).** The quartzite shell explodes in a blast of crystal shards in a 30 feet radius around itself. Each creature caught in the emanation needs to succeed on a DC 14 Dexterity saving throw, taking 28 (8d6) magical piercing damage on a successful save, or half as much on a failed save. The quartzite shell can then move to any empty space in the emanation without provoking attacks of opportunities.

If the quartzite shell has one creature engulfed when using the Exploding Core, the damage increases to 42 (12d6). The engulfed creature has disadvantage on its Dexterity saving throw but is released if the quartzite shell moves to another space after the attack.

## Reactions

**Open Core.** When the quartzite shell takes bludgeoning, piercing or slashing damage from an attack and has one engulfed creature, the engulfed creature must succeed on a DC 14 Constitution saving throw. On a failed save, the creature takes the damage instead of the quartzite shell.

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