

SKULLMAIDEN

Skullmaidens were once a large and powerful witch coven that practiced their craft in secret. They delved too deeply into the dark arts and stumbled upon an ancient grimoire that held the secrets of immortality. Desperate to achieve eternal life, they performed a powerful ritual that transformed them into undead beings, cursed to walk the earth forevermore.

Powerful Witches. Skullmaidens were once the most powerful witches of their time. They were skilled in all forms of magic, and their coven was feared and respected throughout the land.

Cursed Immortality. The Skullmaidens' quest for immortality came with a terrible curse. They were transformed into undead beings, their bodies twisted and corrupted by the dark magic they had wielded. They are now cursed to walk the earth forevermore, unable to rest until their curse is broken.

Undead Coven. Skullmaidens are often found in groups, their coven still intact even in death. They are fiercely protective of each other and will stop at nothing to defend their sisters.

Ancient Grimoire. The grimoire that the Skullmaidens used to achieve their cursed immortality is said to be lost to time. Those who search for it risk awakening the wrath of the Skullmaidens and bringing down a terrible curse upon themselves.

Cursed Hexes. Skullmaidens are known for their powerful hexes, curses that can cause anything from terrible nightmares to physical deformities. These curses are almost impossible to break, and those who suffer them will be plagued by them for the rest of their lives.



SKULLMAIDEN NECROCHEMIST

Skullmaidens are powerful undead witches that specialize in the art of necrochemistry. They are able to brew deadly potions with a range of powerful effects, drawing upon their alchemical knowledge and mastery of the forces of life and death. These witch brews can include a variety of potions and elixirs with deadly properties.

NECROCHEMIST'S POTION TABLE

Roll (d12)	Effect
1	Bonecaller's Brew: Grants the user the ability to animate a single bone construct that obeys their commands for 1 hour.
2	Corpse Bloom: Causes a dead plant to bloom with bone flowers that emit a sickening stench, poisoning creatures within 10 feet for 1 minute.
3	Deathcap Elixir: Releases a cloud of spores that deals 3d8 poison damage and causes paralysis for 1 minute to creatures within a 10-foot radius.
4	Ghostly Brew: Grants the user the ability to become incorporeal for 1 minute, allowing them to move through solid objects and resist non-magical attacks.
5	Hexer's Tonic: Curses a single creature, causing them to take an additional 2d6 necrotic damage on all attacks for 1 hour.
6	Necrotic Chill: Imbues a small object with necrotic energy, dealing 4d6 necrotic damage to a single creature when thrown.
7	Nightshade Draught: Grants the user the ability to cast darkness centered on themselves that moves with them for 1 minute.
8	Revenant's Remedy: Grants the user the ability to come back to life with 1 hit point if they die within the next hour.
9	Shadowstep Brew: Grants the user the ability to teleport up to 30 feet to an unoccupied space in dim light or darkness as a bonus action for 1 minute.
10	Soulbound Elixir: Binds the soul of a creature to a nearby object, causing them to take 1d10 necrotic damage per round until the object is destroyed or the potion's effects wear off after 1 hour.
11	Spectral Essence: Grants the user the ability to become ethereal for 1 minute, allowing them to move through objects and resist non-magical attacks.
12	Wraithfire Brew: Causes the user's attacks to deal an additional 2d6 fire damage for 1 hour. Any creature the user kills while under the effects of the potion rises as a undead creature, determined by the game master, that is loyal to the user.

SKULLMAIDEN CURSEWEAVER

Skullmaiden Curseweavers are powerful undead witches that specialize in the art of curseweaving. They are able to create and unleash powerful curses that can plague their enemies for a lifetime.

SKULLMAIDEN HIGH WITCH

Skullmaiden High Witches are the most powerful of the undead witches, having achieved mastery over all forms of magic. They are able to wield powerful spells with deadly precision and control powerful magical artifacts.



SKULLMAIDEN NECROCHEMIST

Medium humanoid (any race), neutral evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 75 (10d8 + 30)
- **Speed** 30 ft.

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

- **Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison
- **Condition Immunities** charmed, exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** all languages it knew in life
- **Challenge** 5 (1,800 XP)

Innate Spellcasting. The Skullmaiden's innate spellcasting ability is Charisma (spell save DC 14). The Skullmaiden can innately cast the following spells, requiring no material components:

At will: *chill touch, mage hand, eldritch blast*
3/day each: *blindness/deafness, invisibility, ray of enfeeblement*
1/day each: *bestow curse, fear, finger of death*

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

Undead Fortitude. If damage reduces the skullmaiden to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the skullmaiden drops to 1 hit point instead.

ACTIONS

Consume Brew. As an action, the skullmaiden consumes a witch brew, drawing upon its power. The skullmaiden gains the benefits of the brew's effect, and can only be affected by one brew effect at a time.

Toss Brew. As an action, the skullmaiden tosses a witch brew at a target within 30 feet. The target must make a DC 14 Dexterity saving throw or take 3d8 acid damage and become affected by the brew's effect. If the target succeeds on the saving throw, they take half damage and are not affected by the brew's effect.

BONUS ACTIONS

Imbue Object with Brew. As a bonus action, the skullmaiden can imbue a non-magical object it touches with the effects of one of its witch brewed concoctions. The effects of the brew last for 1 hour, after which the object returns to its mundane state.

Witch's Brew. As a bonus action, the skullmaiden brews a mysterious potion or elixir, drawing upon her vast knowledge of alchemy and dark magic. Roll a d12 and consult the *Necrochemist's Potion Table* to determine the effect of the brew. The skullmaiden has an unlimited supply of the necessary materials to concoct the potion. The skullmaiden can only be affected by one brew effect at a time. If the skullmaiden throws the brew on a creature or coats an object with it, the most recent brew takes effect and the previous effect is replaced.

SKULLMAIDEN CURSEWEAVER

Medium humanoid (any race), neutral evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 90 (12d8 + 36)
- **Speed** 30 ft.

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

- **Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison
- **Condition Immunities** charmed, exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** all languages it knew in life
- **Challenge** 7 (2,900 XP)

Hexed Spellweaving. The skullmaiden's potent curses imbue its spellcasting with necrotic energy. When the skullmaiden makes a ranged spell attack against a creature affected by one of its curses, the attack deals an additional 3d10 necrotic damage.

Innate Spellcasting. The Skullmaiden's innate spellcasting ability is Charisma (spell save DC 14). The Skullmaiden can innately cast the following spells, requiring no material components:

At will: *chill touch, mage hand, eldritch blast*
3/day each: *blindness/deafness, invisibility, ray of enfeeblement*
1/day each: *bestow curse, fear, finger of death*

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

Undead Fortitude. If damage reduces the skullmaiden to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the skullmaiden drops to 1 hit point instead.

ACTIONS

Curse of the Witch (3/Day). As an action, the skullmaiden can afflict a target with a witch's curse. The target must make a DC 15 Wisdom saving throw, or be affected by a curse of the Skullmaiden's choosing (See the Expanded Afflictions chapter). A target can only be affected by one curse at a time, and the curse effect lasts until it is removed by the *remove curse* spell or a similar magical effect.

SKULLMAIDEN HIGH WITCH

Medium humanoid (any race), neutral evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 120 (16d8 + 48)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	16 (+3)	14 (+2)	20 (+5)

- **Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison
- **Condition Immunities** charmed, exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** all languages it knew in life
- **Challenge** 10 (5,900 XP)

Hexed Spellweaving. The skullmaiden's potent curses imbue its spellcasting with necrotic energy. When the skullmaiden makes a ranged spell attack against a creature affected by one of its curses, the attack deals an additional 3d10 necrotic damage.

Innate Spellcasting. The Skullmaiden's innate spellcasting ability is Charisma (spell save DC 17). The Skullmaiden can innately cast the following spells, requiring no material components:

At will: *chill touch*, *mage hand*, *eldritch blast*

3/day each: *blindness/deafness*, *contagion*, *invisibility*, *ray of enfeeblement*

1/day each: *circle of death*, *bestow curse*, *fear*, *finger of death*

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

Undead Fortitude. If damage reduces the skullmaiden to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the skullmaiden drops to 1 hit point instead.

ACTIONS

Multiattack. The skullmaiden makes two attacks with her claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) slashing damage. If the target is a creature affected by a curse, it must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Curse of the Witch (3/Day). The skullmaiden can afflict a target with a witch's curse. The target must make a DC 17 Wisdom saving throw, or be affected by a curse of the Skullmaiden's choosing (See the Expanded Afflictions chapter). A target can only be affected by one curse at a time, and the curse effect lasts until it is removed by the *remove curse* spell or a similar magical effect.

BONUS ACTIONS

Hex Curse (3/Day). The skullmaiden can cast the spell *hex* as a 5th level spell without using a spell slot or requiring material components. The target must succeed on a DC 17 Wisdom saving throw or become afflicted by a random curse (See the Expanded Afflictions chapter). A target can only be affected by one curse at a time, and the curse effect lasts until it is removed by the *remove curse* spell or a similar magical effect or when the duration of the *hex* spell is due.