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Plague Maiden



The Witcher Edition

Plague Maiden

Medium undead, chaotic evil

Armor Class: 18 (natural armor)
Hit Points: 200 (16d8+128)
Speed: 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7	22	26	18	14	17
(-2)	(+6)	(+8)	(+4)	(+2)	(+3)

Saving Throws: Dex +11, Con +13, Int +10
Skills: Deception +13, Stealth +13
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities: cold, necrotic, poison
Condition Immunities: charmed, exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained
Senses: Darkvision 60 ft., passive Perception 12
Languages: understands Common but can't speak
Challenge: 16 (15,000 XP)

Incorporeal Movement. The plague maiden can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Regeneration. The plague maiden regains 20 hit points at the start of its turn if it has at least 1 hit point and hasn't taken radiant damage since its last turn.

Contagious Presence. Any creature that starts its turn within 15 feet of the plague maiden or hits it with an attack while within 15 feet of it must succeed on a DC 17 Constitution saving throw or contract a disease determined by rolling a d12, according to the effects of the Contagion spell and the additional possible diseases listed below:

• *Nerve Frenzy (Dexterity).* The creature's nerves are shot through with intense pain. The creature has disadvantage on Dexterity checks and Dexterity saving throws. In addition, the creature can't take reactions and must roll a d10 at the start of each turn to determine its behavior for that turn (1-4: does nothing, 5-7: acts normally, 8-10: moves in a random direction into a dangerous situation if possible).

• *Marrowcrush (Strength).* The creature's bones ache and soften. The creature has a disadvantage on Strength checks and saving throws, and the weight they can carry is halved. Additionally, if the creature attempts to make a melee attack using Strength, they must succeed on a DC 10 Strength check or drop their weapon due to weakened grip.

• *Sporelung (Constitution).* Spores infiltrate the creature's lungs, causing labored breathing. The creature has disadvantage on Constitution checks and saving throws, and their hit point maximum is reduced by 10 (minimum of 1 hit point). This reduction lasts until the disease is cured.

• *Whispers of Madness (Wisdom).* The creature hears incessant whispering that muddles thoughts. The creature has disadvantage on Wisdom checks and saving throws. When the creature attempts to cast a spell, it must first succeed on a DC 10 Wisdom saving throw or cast a random spell from its list (if available) at a random target within range.

• *Intelligence Leak (Intelligence).* The creature's thoughts are slippery and hard to hold onto

The creature has disadvantage on Intelligence checks and saving throws. Whenever the creature tries to take an action that involves Intelligence (like casting certain spells or using features like Bardic Knowledge), it must succeed on a DC 10 Intelligence saving throw or the action is lost and the creature's turn ends immediately.

- ***Shadowheart (Charisma).*** The creature's presence fades as if they are a living shadow. The creature has disadvantage on Charisma checks and saving throws. The creature cannot benefit from being invisible, and all attempts at persuasive or deceptive communication automatically fail unless the creature succeeds on a DC 15 Charisma saving throw.

Tracking Mechanic. Instead of tracking each disease individually, we assign a Severity Level based on the number of diseases affecting the creature. This level starts at 1 and increases by 1 for each additional disease contracted. At the end of the infected creature's turn, it makes a single Constitution saving throw against the Plague Maiden's disease DC. On a success, the Severity Level of the disease decreases by 1 effectively losing the last disease it contracted; on a failure, it remains the same. If the Severity Level reaches 0, the creature recovers from all diseases.

Pestilent Force. At the start of the plague maiden's turn, each creature within 60 feet suffering from a disease must succeed on a DC 18 Constitution saving throw or suffer an effect based on the Severity Level affecting it. The effects aren't cummulative.

Level 1. The creature takes 13(2d12) Necrotic Damage

Level 2. The creature cannot regain hit points under any condition

Level 3. The creature takes 21(2d12 + 9) Poison Damage

Level 4+. The creature gains one level of exhaustion.



Actions

Multiattack. The plague maiden makes two Touch of Decay attacks.

Touch of Decay. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one creature. Hit: 18 (4d8) necrotic damage.

Grasp of Desolation. *Ranged Spell Attack:* +9 to hit, reach 5 ft., one target. Hit: 22 (4d10) necrotic damage, and the target must succeed on a DC 17 Constitution saving throw or become poisoned until the end of its next turn.

Summon Plague Cloud (Recharge 5-6). The plague maiden summons a cloud of disease-carrying insects in a 20-foot-radius sphere centered on a point she can see within 60 feet of her. Creatures that start their turn in the cloud must make a DC 17 Constitution saving throw or contract a disease as per the Contagion Spell.

Bonus Actions

Plague Shroud. As a bonus action, the Plague Maiden shrouds herself in a miasma of disease, granting her advantage on Stealth checks until the start of her next turn. Additionally, the first two attack rolls made against her before her next turn have disadvantage.

Legendary Actions

Infectious Touch (Costs 1 Action). The Plague Maiden makes one Touch of Decay attack.

Disease Spread (Costs 2 Actions). The Plague Maiden targets one creature within 60 feet of her that is already afflicted by a disease. The target immediately suffers the effect of the highest level of pestilence they are afflicted by.

Necrotic Burst (Costs 2 Actions). The Plague Maiden releases a burst of necrotic energy. Each creature within 30 feet of her must make a DC 17 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

Bloodied State

Phantom Shift. When the Plague Maiden is reduced to 100 hit points or fewer for the first time, she instantly shifts into the Ethereal Plane. During this time, she is untouchable and invisible to those on the Material Plane. She reappears at the start of her next turn, materializing beside the most afflicted adventurer (the one with the highest Severity Level of disease).

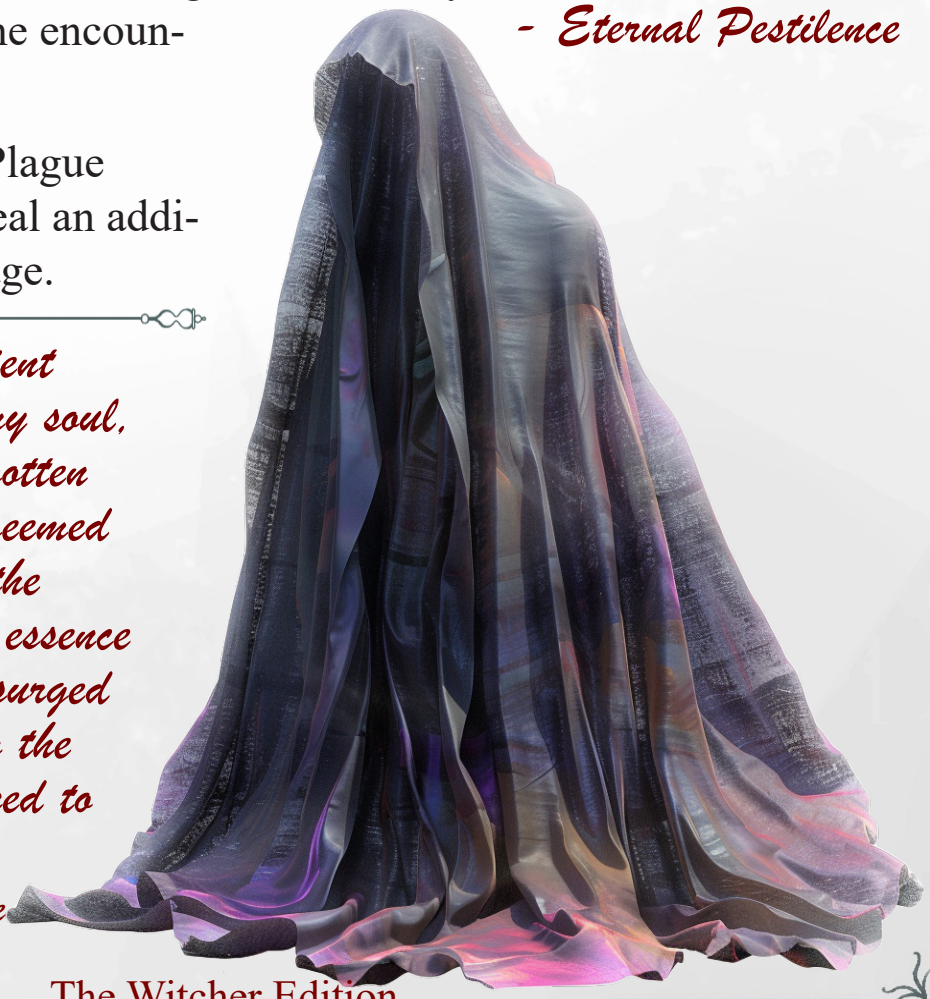
Dire Desperation. Upon returning from the Ethereal Plane, the Plague Maiden enters a state of ”Dire Desperation”. This state reflects her increased aggression and desperation to survive, granting her the following buffs for the duration of the encounter:

- ***Necrotic Frenzy.*** The Plague Maiden’s melee attacks deal an additional 1d10 necrotic damage.
- ***Furious Regeneration.*** The Plague Maiden’s regeneration increases to 30 hit points at the start of her turn.
- ***Reduced Pestilence.*** The DC for all of the Plague Maiden’s diseases decreases by 4.

A chilling caress of ancient woes whispered through my soul, murmuring secrets of forgotten epidemics. Each thread seemed soaked in the despair of the fallen,tethering me to the essence of decay. A grim power surged within, shielding me from the ravages I was now destined to command.

- A Plague Maiden's Disciple

- Eternal Pestilence



Vulnerabilities

Brittle Essence. An adventurer can attempt an Arcana check (DC 18) to discern a fluctuation in the Plague Maiden's incorporeal form, revealing a momentary weakness.

Consequence. If an attack specifically targets this vulnerability, it deals an extra 3d10 force damage, and the Plague Maiden's Incorporeal Movement feature is disabled for 2 rounds.

Corrupted Heart. By succeeding on a Religion check (DC 20), an adventurer can detect a corrupted beat within the Plague Maiden's chest, a relic of her undead transformation.

Consequence. Hitting the corrupted heart with an attack requires a called shot with disadvantage. If hit, the attack deals an additional 5d6 radiant damage, and the Plague Maiden's Regeneration feature is suppressed for 3 rounds.

Ethereal Chains. A successful Investigation check (DC 19) while the Plague Maiden is in the Ethereal Plane reveals faint ethereal chains anchoring her to the Material Plane.

Consequence. A spellcaster can target the chains with a spell attack. On a hit, the spell deals its normal damage, and the Plague Maiden's AC is reduced by 3 for 1d4 rounds. If a non-spellcaster hits, they deal no damage but can still cause the reduction in AC if they use a magic weapon.