

ENCHANTRESS OF MALIFICA

LARGE FIEND, NEUTRAL EVIL

Armour Class 18 (Metamorphic Flesh)

Hit Points 212 (25d10+75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	18 (+4)	16 (+3)	16 (+3)

Saving Throws CON +7, INT +8

Skills Arcana +12, Deception +7, Insight +7, Intimidation +7,

Medicine +7, Persuasion +7, Religion +8

Damage Resistances spells, magical slashing, piercing, and bludgeoning, poison

Damage Vulnerabilities fire, radiant

Condition Immunities blinded, charmed, frightened, grappled, sleep

Senses truesight 120 ft., Passive Perception 13

Languages Abyssal, Infernal, Common

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Magic Resistance. An Enchantress of Malifica has advantage on saving throws against spells and other magical effects.

Aversion to Fire. If an Enchantress of Malifica takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next round.

Amphibious. An Enchantress of Malifica can breathe both air and water.

Regeneration. An Enchantress of Malifica regains 10 hit points at the start of its turn. If the Enchantress of Malifica takes fire damage, this trait doesn't function at the start of the Enchantress of Malifica's next turn. The Enchantress of Malifica dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. An Enchantress of Malifica makes two Soul-Bound Blade attacks, three Grasping Tentacles attacks, and one Vicious Bite attack.

Soul-Bound Blade. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 15 (3d8+2) slashing damage.

Grasping Tentacles. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (3d6+2) slashing damage.

Vicious Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d8+2) piercing damage.

Diabolic Restraint. A Enchantress of Malifica that strikes a target 3 times in a single turn with its Grasping Tentacles will cause a creature to immediately suffer the Restrained Condition. A creature can attempt a DC 14 Strength check to break free of the tentacles at the beginning of their turn as a regular action.



BONUS ACTIONS

Transmutation (3/Day). When a creature is Restrained, an Enchantress of Malifica can attempt to transmute a creature into raw essence that it can then turn into any other inanimate object. The target of this action must succeed a DC 15 Wisdom saving throw or immediately be reduced to raw energy. A creature that has more than 100 hit points is not affected by this action, but if a creature targeted by this ability has less than 100 hit points, it is immediately killed. The raw essence of the creature maintains its sentience, but cannot speak unless its new form is granted senses to do so. A creature can have their form restored by the use of a Greater Restoration spell.

HE FELT DRAWN TO HER — TO HER STRANGE ALIEN BEAUTY. HER DELICATE FORM WAS SWATHED IN A SEETHING MASS OF TENTACLES. STRANGELY HYPNOTIC, THEY MOVED ABOUT HER. NO..NOT ABOUT, BUT THROUGH HER; TENTACLES TRANSFORMING INTO CLOTHING, INTO SKIN, INTO HER.

HER EYELESS GAZE SETTLED ONTO HIM AND HE FELT STRIPPED BARE, AS THOUGH SHE KNEW EVERYTHING THAT HE WAS, EVERYTHING THAT HE HAD EVER DONE. HE FELT HIMSELF MOVING TOWARDS HER, AS HER LIPS PULLED INTO A STRANGE KNOWING SMILE AND SHE REACHED OUT A HAND TO HIS FACE.

SHE DIDN'T SPEAK, BUT HE KNEW THAT THE ENCHANTRESS COULD SEE SOMETHING WITHIN HIM — WHAT HE WAS TRULY MEANT TO BE. HIS POTENTIAL WOULD BE SHAPED BY HER HANDS AND HE WOULD BE TRANSFORMED. A BEATIFIC SMILE SPREAD ACROSS HIS FACE AS HE THREW HIS ARMS WIDE, WELCOMING THE GREATNESS THAT WAS HIS DESTINY.

HER HANDS WERE COOL AND SMOOTH AS GLASS AS THEY MOVED OVER HIS FACE, TRAILING DOWN HIS NECK AND ACROSS HIS BODY. IT FELT LIKE HER TOUCH WAS EVERYWHERE - LIGHTING LITTLE SPARKS UNDER HIS SKIN. HOW DID SHE HAVE SO MANY HANDS? HE KNEW THAT HE WAS BEING RESHAPED, THAT HE WAS SHAKING OFF HIS FORMER SELF. IT WAS GLORIOUS! HE WAS BECOMING!

THE ENCHANTRESS GAZED AT THE CRUDE METALLIC BAR IN HER LAP. A STRANGE SOUND EMANATED FROM IT - HALF SCREAM, HALF MEWLING PLEASURE. SHE USUALLY HAD TO SEEK OUT THE MATERIALS FOR HER CRAFT, BUT THIS ONE HAD FOUND HER AND THAT MADE IT SPECIAL. SHE DREW HER PALM DOWN ITS LENGTH, DRAWING IT OUT INTO THE ROUGH SHAPE OF A BLADE. THE NOISES COMING FROM THE METALLIC OBJECT INTENSIFIED AS SHE SMILED DOWN AT IT. SUCH POTENTIAL. IT WOULD NOT BE WASTED.

An Enchantress of Malifica is able to feel the potential for dramatic change within other beings. With this knowledge and unique magical power, they can mold and craft sentient creatures into inanimate objects with just a touch. Within the forces of Malifica, they are most commonly employed as weapon and armour smiths to create magical artefacts from the flesh, minds, and souls of others. An especially powerful Lord or Lady may also make use of an Enchantress, ordering the transformation of those who oppose them into decor for their manse or into trinkets with which to adorn themselves.

Enchantresses are respected amongst their brethren for their incredible skills, but also feared for their unpredictable and dangerous allure. When they turn their eyeless gaze upon another's potential, they offer an unspoken exchange, a dark enticement. If you submit to their will, you may become something new; you will achieve a form more beautiful, stronger, or more fantastic than is mortally possible. Perhaps this new form is closer to perfection, a form that would be respected and feared, or just one that allows an escape from whatever paltry existence most beings are burdened with. Even the greatest of minds have been known to succumb to this sinister bargain, realizing too late that they are nothing but raw materials in the hands of an Enchantress.

