



## CLOISTERED MAIDEN

Before the scourge, before even the plague, the hubris of wizards invited the eldritch powers to assert their will. These osteomancers, magicians who delve into the magic of bones are known, sought to enhance their own bodies; growing to the heights of giants, making armour of bony plates, and forming blades from calcified protrusions. Like moths to a flame, eldritch beings were drawn to these spellcasters and corrupted their magic, resulting in the malformed creatures known as cloistered maidens.

### Sexual Dimorphism

Over a few days, a period known as the Great Unchaining, all who practiced osteomancy lost control of their spells. To a man, all male osteomancers began dying, their bones growing in warped, fractal patterns and piercing their own organs. Their female counterparts fared even worse: borne by a flood of necromantic magic, their bodies grew into large, twisted creatures, vessels for the eldritch powers that overcame them.

### Eternal Hunger

These half-dead corpses feel nothing more than an insatiable hunger that drives them to devour anything alive. Indeed, reports of a cloistered maiden are often the first priority for hunters lest they turn entire neighbourhoods into corpse and bone. The Radiant Church, ever vocal in its disparagement of osteomancy, proclaims these maidens to be manifestations of the sin of gluttony, another instrument in the toolbox of propaganda they use to control the populace.

## Cloistered Maiden

*Large monstrosity, lawful neutral*

Armor Class 15 (natural armor)  
Hit Points 133 (14d10 + 56)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	10(+0)	18(+4)	14(+2)	10(+0)	16(+2)

Saving Throws Dex +3

Skills Arcana +5, Deception +6, Perception +3, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Deep Speech

Challenge 8 (3,900 XP)

**Sharp Fangs.** The maiden has advantage on attack rolls against creatures it is grappling.

**Innate Spellcasting.** The maiden's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *alter self*, *chill touch* (2d8)  
3/day: *animate dead* (up to 5 skeletons)

**Bone Regeneration.** The maiden regains 10 hit points and reforms any of its broken bones at the start of its turn if it has at least 1 hit point.

### ACTIONS

**Multiattack.** The maiden makes one bite attack and one claw attack. It can use Feast instead of its bite.

**Bite.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) piercing damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the maiden can't bite another target.

**Claw.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) slashing damage.

**Feast.** The maiden makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is devoured, and the grapple ends. While devoured, the creature is restrained, it has total cover against attacks and other effects outside the maiden, and it takes 20 (8d4) piercing damage at the start of each of the maiden's turns. The maiden can only have one creature devoured at a time.

If the maiden takes 20 damage or more on a single turn from a creature inside it, its teeth break and the creature inside of it falls prone in an unoccupied space within 5 feet of the maiden. If the maiden dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

**Spinal Explosion (1/Day).** The maiden releases all the bony protrusions located on its spine. Each creature within 30 feet of the maiden must make a DC 15 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save or half as much damage on a successful one. Each creature that fails the saving throw is also embedded with bony spikes. At the start of the creature's next turn, it must make a DC 14 Constitution saving throw. On a failed save, it becomes restrained, as its body begins to harden. On a successful save, its body ejects the spikes and it isn't otherwise affected.

A restrained creature must make another DC 14 Constitution saving throw at the start of its next turn. On a success, the effect ends on the creature. On a failure, its skin hardens into bone and it becomes petrified until the maiden dies, or until it is released by a greater restoration spell.

# OSTEOMANCER

*Osteomancers are powerful wizards who understand the power that can be harvested from bones. Often said to be cursed and talked about under cover of night, this sort of magic makes the uneducated shiver and the scholar morbidly curious. Those who have the cunning, bravery, or simply foolishness to pursue research in this field find themselves rewarded with afflicted knowledge. These accursed souls are known as Osteomancers.*

## Brittle Bone Armor

At 2nd level, you learn the basics of osteomancy, using it for protection. Once per short rest, as a bonus action, if you're not wearing any armor or wielding a shield, you can force a frame of bones out of your body to protect you. This grants you temporary hit points equal to 2 times your level in this class.

This armor lasts for one minute, or until you lose the temporary hit points. While you have these temporary hit points, you gain resistance to slashing and piercing damage and your AC increases by a number equal to one-third of your level in this class (rounded down, minimum of 1).

## Anatomical Expert

Also at 2nd level, your pursuit of osteomancy has required many hours studying the anatomy of all creatures. You gain proficiency in Wisdom (Medicine) checks, and they are considered Intelligence (Medicine) checks for you. In addition, when this check concerns a creature that possesses a skeleton, you can add double your proficiency bonus to the check, instead of your normal proficiency bonus.

## Bone Puppetry

Beginning at 6th level, as an action, you focus your grim magic towards a creature with bones within 60 feet of you. It must make a Strength saving throw against your spell save DC. On a failure, you take control of its skeleton. You control what the creature does on its next turn, at the end of which, it regains control over its body. If you make it attack its allies, it has disadvantage on attack rolls. In addition, its allies have advantage on saving throws from effects caused by a creature under your control, as it resists your command.

You can only have one such creature under your control at a time. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

## Skeletal Servant

Starting at 10th level, when you kill a creature, you can magically force the skeleton of the creature to be ripped from its flesh and reshaped to your will. When you kill a creature of size Medium or larger, if it has a skeleton, you can cause its bones to rise as a **Minotaur Skeleton**. Roll initiative for the skeleton, which has its own turns. It obeys your mental commands, gains a bonus to its attack rolls equal to your Intelligence modifier (minimum of +0), and gains a number of temporary hit points equal to half your wizard level.

The Minotaur Skeleton remains in your service until the end of your next long rest, or until it is more than 500 feet away from you, at which point it crumbles to dust. Once you summon a Minotaur Skeleton with this feature, you can't do so again until you finish a long rest.

## Improved Bone puppetry

Finally, at 14th level, when you use your bone puppetry ability, you gain control of the creature for 1 minute instead of one round. The creature can't resist your command, it doesn't suffer disadvantage on attacks against its allies, nor do they have advantage on saves against effects caused by the creature. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once under your control, when the creature repeats the saving throw against your Bone Puppetry, you can choose to expend one additional use of the feature to give the creature disadvantage on the save. You must decide to do so before seeing the result of the roll.

## Minotaur Skeleton

*Large undead, lawful evil*

Armor Class 12 (natural armor)  
Hit Points 67 (9d10 + 18)  
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	19(+4)	19(+4)	9(-1)	12(+1)	9(-1)

Damage Vulnerabilities bludgeoning  
Damage Immunities poison  
Condition Immunities exhaustion, poisoned  
Senses darkvision 60 ft., passive Perception 9  
Languages Understands Abyssal but can't speak it  
Challenge 2 (5,000 XP)

**Charge.** If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

### ACTIONS

**Greataxe.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

**Gore.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.



Art by Ojgren