

# MALEDA THE CURSEMAKER

**M**aleda was a wizard seemingly born to be evil. Her father was a tyrannical king. Her mother was a scheming courtier that lured the king away from his three wives. A dozen years after Maleda's birth, her mother was murdered at the hand of an assassin hired by the wives, and Maleda was cast out onto the streets.

The young girl blackmailed a wizard into taking her on as his apprentice. After learning the basics of spellcasting, she stole everything of value from the wizard and left the city to learn the type of magic she desired.

Maleda followed rumors to find a coven of evil witches known to curse those around them. The witches were able to feel the blackness of the girl's heart, and they took her in as one of their own.

Half a dozen years later, young Maleda had learned all she could from the witches. She killed them and set off on her own to further her plans.

When Maleda was 30 years of age, she returned to her father's court in disguise. She worked her foul magic on many of those present, but saved the most painful and humiliating curses for the king's wives.

After telling a local bard what she had done and paying him to make sure the tale got back to the king, Maleda vanished from the city. She has not been heard from since, but several of her spells have been found in the collections of evil wizards across the lands.

This document contains a collection of spells created by Maleda the Curse-maker.

Source: [The World of Aenea](#)

## SPELL LISTS

### WIZARD SPELLS

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#### CANTRIPS (0 LEVEL)

- Maleda's Evil Eye

#### 1ST LEVEL

- Maleda's Curse of Pain
- Maleda's Wounding Bolt

#### 2ND LEVEL

#### 3RD LEVEL

- Maleda's Barbed Iron Cage
- Maleda's Migraine
- Maleda's Stolen Vitality

#### 4TH LEVEL

#### 5TH LEVEL

- Maleda's Curse of Mortality
- Maleda's Curse of Restlessness

#### 6TH LEVEL

- Maleda's Curse of the Unknown

#### 7TH LEVEL

- Maleda's Withering Curse

#### 8TH LEVEL

#### 9TH LEVEL

The spells found here may be suitable for use by other classes. Feel free to add them where you think appropriate for your game.



## SPELL DESCRIPTIONS

### MALEDA'S BARBED IRON CAGE

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a cube made of bent iron wire)

**Duration:** 24 hours

You point at a Medium or smaller creature you can see within range and send a 1 foot cube of glowing magic toward it. The target must make a Dexterity saving throw. If successful, nothing happens and the cube vanishes without a trace.

If the saving throw is failed, a cage appears around the target. The cage is just large enough for the target to stand in without touching the sides or top. The entire cage is made of rusting, barbed iron bars. The target has just enough space between the bars on the bottom to place its feet.

If the target touches any of the bars, it suffers 1d4 points of piercing damage. The creature is not considered restrained, but if it chooses to move to try to avoid attacks or spells, it will hit the bars and suffer damage from them.

The bars each have 30 hit points and an AC of 17. Damaging the bars with bludgeoning, piercing, slashing, or thunder damage causes sharp metal to fall from the top of the cage, inflicting 1d4 points of piercing damage on the creature inside. Breaking through two bars is enough to free the target and end the spell (causing the cage to vanish at the end of your next turn).

If you cast this spell again on the existing cage, it repairs any damage done to the cage and the duration becomes 24 hours again. You can end the spell and make cage vanish as an action.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level, the cage can hold a Large or smaller creature and the piercing damage it causes when touched or hit increases to 2d4. Using a spell slot of 5th level lets it hold a creature of Huge or smaller size and increases the damage to 3d4. If you use a spell slot of 6th level or higher, the cage can hold a creature of Gargantuan size or smaller and the damage it causes increases to 4d4 (6th), 5d4 (7th), 6d4 (8th), or 7d4 (9th).

### MALEDA'S CURSE OF MORTALITY

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a rusted dagger)

**Duration:** 1 week

You select a living creature you can see within range, causing it to make a Charisma saving throw. If it fails, the target is cursed with the inability to heal damage it has taken. The cursed target cannot regain hit points from potions, spells, expending hit dice, or from long rests.

The creature can make another Charisma saving throw after each 24 hours that pass. If the saving throw is successful, the curse is ended. The curse can be ended early if you end it as an action, or if the target is subject to a *remove curse*, *greater restoration*, or *wish* spell.

### MALEDA'S CURSE OF PAIN

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 24 hours

You point at a humanoid creature you can see within range and cause the target to feel intense, recurring pain in its head. The target suffers 1d4 points of psychic damage and must make a Wisdom saving throw. If it fails, the target is cursed. At the end of each hour, it will suffer another 1d4 points of psychic damage as the same pain washes over it.

The target makes another Wisdom saving throw each hour after suffering the curse's damage. If successful, the curse ends. The curse can be ended early if you end it as an action, or if the target is subject to a *remove curse*, *greater restoration*, or *wish* spell.

### MALEDA'S CURSE OF RESTLESSNESS

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a dead cricket or cicada)

**Duration:** 15 days

You select a humanoid that you can see within range and cause it to make a Wisdom saving throw. If the target fails, it is cursed with the inability to fully rest or sleep.

The target is unable to fully benefit from a long rest. At the end of each long rest the target creature:

- regains hit dice normally
- does not regain hit points
- regains 1/2 of its expended class resources (such as ki points and sorcery points), rounded up
- regains 1/2 of its expended spell slots of each level, rounded up
- does not regain features or abilities that return after a long rest
- gains 1 level of exhaustion

The creature can make another Wisdom saving throw after each long rest. If the saving throw is successful, the curse is ended. The curse can be ended early if you end it as an action, or if the target is subject to a *remove curse*, *greater restoration*, or *wish* spell.



## MALEDA'S CURSE OF THE UNKNOWN

6th-level illusion

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a piece of translucent glass or crystal)

**Duration:** Permanent

You touch a humanoid creature, which must make a Charisma saving throw. If the save is failed, the target is struck by an unusual curse that makes it unrecognizable.

The target is covered by a powerful illusion that makes its appearance, voice, and even held items unrecognizable to itself and to people it knows. The target can try to convince allies or others of its true identity with a Charisma (Persuasion) check.

If the convinced person loses sight of the cursed target for 1 minute or more, the cursed target will be unrecognizable again the next time it is seen.

The target makes a new saving throw the end of each week to end the curse. The curse can be ended early if you end it as an action, if the target is subject to a *remove curse* or *greater restoration* cast using a 6th level or higher spell slot, or if a *wish* spell is used to end it.

## MALEDA'S EVIL EYE

Enchantment cantrip

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** 1 round

You glare at a creature you can see within range that can see you. That creature must make a Charisma saving throw or else become frightened of you until the start of your next turn.

As long as the target remains within range and you are both visible to each other, you may use your action to extend the effect for another round. The target does get to make another saving throw at the end of each of its turns to end the spell if you extend it in this way.

## MALEDA'S MIGRAINE

3rd-level necromancy

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a pin or needle)

**Duration:** Concentration, up to 1 minute

You cause a creature you can see within range to make a Constitution saving throw. If it fails, the target suffers 4d6 points of psychic damage as it suddenly has an incredibly painful headache. The target has disadvantage on Intelligence, Wisdom, and Charisma saving throws, and on Constitution saving throws made to maintain concentration on spells.

At the end of each of the target's turns, it must make a Constitution saving throw. If it fails, it suffers 4d6 additional points of psychic damage. If it succeeds, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the initial and recurring psychic damage increases by 1d6 for each slot level above 3rd.

## MALEDA'S STOLEN VITALITY

3rd-level necromancy

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a loop of braided leather)

**Duration:** Instantaneous

You point at a creature you can see within range. The target must make a Constitution saving throw. If the target fails, it immediately gains 1 level of exhaustion and you gain temporary hit points equal to one roll of the target's hit dice. The temporary hit points remain until lost to wounds or until you finish a long rest.

This spell does not function on constructs or undead, and it has no effect on a creature that already has 4 or more levels of exhaustion.

## MALEDA'S WITHERING CURSE

7th-level necromancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a mummified finger)

**Duration:** Permanent

You touch a living creature to impose a deadly curse on it. Make a spell attack roll against the target. If it hits, the curse takes hold and begins to slowly kill the target creature.

The affected creature immediately loses 1 point of Constitution and gains 1 level of exhaustion.

At the end of every 12 hours that follows, the target must make a Constitution saving throw. If it fails, the target again loses 1 point of Constitution and gains 1 level of exhaustion.

If the target reaches a Constitution score of 0 or 6 levels of exhaustion from this curse, it dies and immediately shrivels and dries until it is a desiccated corpse. Unless the target is returned to life or protected by *gentle repose* or similar magic, it will rise 12 hours later as a mummy (*Monster Manual*, pg. 227) and attack the nearest living creatures.

The curse can be ended early if you end it as an action, if the target is subject to a *remove curse* or *greater restoration* cast using a 7th level or higher spell slot, or if a *wish* spell is used to end it.

## MALEDA'S WOUNDING BOLT

1st-level necromancy

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You hurl a bolt of necromantic energy at a creature you can see within range. Make a spell attack roll. If it hits, the target suffers 2d6 points of necrotic damage. During each following turn, while you maintain concentration, you may use your bonus action to inflict another 1d6 points of necrotic damage on the target creature.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d6 for each slot level above 1st.

