

NIGHT HAGS

NIGHT HAG

Medium fiend, neutral evil

Armor Class 17 (Natural Armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	16 (+3)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Damage Resistances Cold, Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Condition Immunities Charmed

Senses Darkvision 120 ft. (penetrates magical darkness), Passive Perception 16

Languages Abyssal, Common, Infernal, Primordial
Challenge 5, or 7 when part of a coven

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

Illusory Mimicry. The hag can mimic the voice or appearance of any animal or humanoid it knows the name of. A creature can discern the nature of these illusions with a successful DC 14 Wisdom (Insight) check.

Debt Keeper. A creature that is indebted to the hag is psychically connected to it. The hag can telepathically communicate with it over any distance and can choose to perceive through its senses. Once per day, the hag can force an indebted creature to reroll an attack, skill check, or saving throw, taking the second result.

Soultaker Coven. Humanoid creatures within 100 miles of a coven of night hags feel drawn to the coven's location in times of desperation. While part of a coven, the hag's hellish portal does not close when a creature falls into it.

Actions

Multiattack. The hag makes two melee attacks.

Fiendish Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage and the target is grappled (escape DC 15). While grappled in this way, the creature has disadvantage on Dexterity saving throws.

Hellish Portal (Recharge 5-6, concentration). The hag opens a rift to a hellish demplane, 10 ft. long and 5 ft. wide, on a surface within 60 ft. A creature standing in the rift's space when it appears or that enters it must succeed on a DC 14 Dexterity saving throw or fall prone in an unoccupied space adjacent to the rift. A creature that fails this save by 5 or more falls in. If one or more creatures fall into the rift, the rift closes.

A creature that falls into the rift takes 21 (6d6) psychic damage, 21 (6d6) fire damage, and ages 21 (6d6) years, and is incapacitated until the beginning of its next turn, when it reappears in the space it left. The aging Effect can be reversed with a Greater Restoration spell.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane, afflicting it with dreadful nightmares. If this contact persists for an hour, the creature must succeed on a DC 14 Wisdom saving throw or gain no benefit from its rest, and its hit point maximum is reduced by 5 (1d10).

If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was indebted to the hag, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

A creature that is wearing a silver protective talsiman, or one that has had a Protection From Good And Evil spell cast on it in the last 8 hours makes this save at advantage. A creature that succeeds on this saving throw by 5 or more awakes, dragging the hag into the waking world with it. The hag appears in an unoccupied space within 5 feet of the target, and cannot use its Etherealness ability for the next minute.

Reactions

Offer Bargain. As a reaction to a creature it can see failing a saving throw, the hag grants it the ability to choose to succeed instead. A creature that does is Indebted to the hag.

True Magic (1/day). As a reaction to a creature it can see within 60 ft. casting a spell, the hag disrupts the magic. The spell fails, and the spell caster takes 5 (1d10) force damage per level of the spell and must succeed on a DC 14 Constitution saving throw or be Stunned.

GRANDMOTHER NIGHT HAG

Medium fiend, neutral evil

Armor Class 18 (Natural Armor)

Hit Points 231 (22d12 + 88)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	18 (+4)	17 (+3)	20 (+5)

Saving Throws CON +9, WIS +8, CHA +10

Skills Arcana +9, Deception +15, Perception +9, Stealth +6

Damage Resistances Cold, Fire; Bludgeoning, Piercing, and Slashing from Weapons that aren't either Silvered or Named.

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Darkvision 120 ft. (penetrates magical darkness), Passive Perception 19

Languages Abyssal, Common, Infernal, Primordial
Challenge 13, or 16 when part of a coven

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

Illusory Mimicry. The hag can mimic the voice or appearance of any animal or humanoid it knows the name of. A creature can discern the nature of these illusions with a successful DC 18 Wisdom (Insight) check.

Debt Keeper. A creature that is indebted to the hag is psychically connected to it. The hag can telepathically communicate with it over any distance and can choose to perceive through its senses. Once per day, the hag can force an indebted creature to reroll an attack, skill check, or saving throw, taking the second result.

Soulmaker Coven. Humanoid creatures within 100 miles of a coven of night hags feel drawn to the coven's location in times of desperation. While part of a coven, the hag's hellish portal does not close when a creature falls into it.

Soporific Gaze. When a creature that can see the hag's eyes starts its turn within 30 feet of the hag, the hag can force it to make a DC 18 Wisdom saving throw or fall asleep until it takes any damage, or another creature uses its action to wake it. A creature that succeeds on this saving throw is immune to the effect for the next 24 hours.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the hag until the start of its next turn, when it can avert its eyes again.

Legendary Soulmaker (3/Day). If the hag fails a saving throw, it can choose to release one of the souls it has trapped in its soul bag. If it does, it succeeds instead.

Actions

Multiattack. The hag makes two melee attacks.

Fiendish Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) slashing damage and the target is grappled (escape DC 18). While grappled in this way, the creature has disadvantage on Dexterity saving throws.

Hellish Portal (Recharge 5-6, concentration). The hag opens a rift to a hellish demplane, 10 ft. long and 5 ft. wide, on a surface within 60 ft. A creature standing in the rift's space when it appears or that enters it must succeed on a DC 14 Dexterity saving throw or fall prone in an unoccupied space adjacent to the rift. A creature that fails this save by 5 or more falls in. If one or more creatures fall into the rift, the rift closes.

A creature that falls into the rift takes 31 (9d6) psychic damage, 31 (9d6) fire damage, and ages 31 (9d6) years, and is incapacitated until the beginning of its next turn, when it reappears in the space it left. The aging Effect can be reversed with a Greater Restoration spell.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane, afflicting it with dreadful nightmares. If this contact persists for an hour, the creature must succeed on a DC 18 Wisdom saving throw or gain no benefit from its rest, and its hit point maximum is reduced by 10 (2d10).

If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was indebted to the hag, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

A creature that is wearing a silver protective talisman, or one that has had a Protection From Good And Evil spell cast on it in the last 8 hours makes this save at advantage. A creature that succeeds on this saving throw by 5 or more awakes, dragging the hag into the waking world with it. The hag appears in an unoccupied space within 5 feet of the target, and cannot use its Etherealness ability for the next minute.

Reactions

Offer Bargain. As a reaction to a creature it can see failing a saving throw, the hag grants it the ability to choose to succeed instead. A creature that does is Indebted to the hag.

True Magic. As a reaction to a creature it can see within 60 ft. casting a spell, the hag disrupts the magic. The spell fails, and the spell caster takes 5 (1d10) force damage per level of the spell and must succeed on a DC 18 Constitution saving throw or be Stunned.