

UMBRAL HAG

Medium • Fey (Shapechanger) • Neutral Evil

Armor Class 17

Initiative +1 (11)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Cha +6

Skills Deception +6, Insight +4, Medicine +4, Stealth +5

Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 12

Languages Common, Sylvan, plus two others languages

CR 4 (XP 1,100; PB +2)



ACTIONS

Multiattack. The hag makes two Claw attacks. She can replace one of these attacks with a use of Force Feed Darkness or Spellcasting.

Claw. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) slashing damage. Instead of dealing damage, the hag can grapple the target (escape DC 14).

Force Feed Darkness. *Wisdom Saving Throw:* DC 14, one creature grappled by the hag. *Failure:* 18 (4d8) psychic damage, and the target suffers from a short-term madness until the end of its next turn. *Success:* Half damage.

Shape-Shift. The hag shape-shifts into a Medium or Small female Humanoid, or it returns to her true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Spellcasting. The hag casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *pass without trace*, *thaumaturgy*

1/day: *bestow curse*, *black tentacles*, *geas*, *hypnotic pattern*, *sleep*

BONUS ACTIONS

Inky Darkness (3/Day). The hag magically creates a blob of magical darkness in her hands. She then uses it for one of the following effects:

- The hag eats it and gains 10 (3d6) temporary hit points for 1 minute.
- *Dexterity Saving Throw:* DC 14, one creature within 20 feet of the hag that she can see. *Failure:* The target is blinded, suffocating, and can't cast spells requiring verbal components. As an action, the target can end the effect with a successful DC 14 Strength check.
- The hag creates a 10-foot radius sphere of magical darkness originating from a point within 20 feet that the hag can see. The darkness lasts until the end of the hag's next turn.

UMBRAL HAG — WEAKER

Armor Class 16

Initiative +0 (10)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Deception +5, Insight +3, Medicine +3, Stealth +4

Senses darkvision 120 ft., passive Perception 11

Languages Common, Sylvan, plus two others languages

CR 1 (XP 200; PB +2)



ACTIONS

Multiattack. The hag makes two Claw attacks. She can replace one of these attacks with a use of Force Feed Darkness or Spellcasting.

Claw. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) slashing damage. Instead of dealing damage, the hag can grapple the target (escape DC 13).

Force Feed Darkness. *Wisdom Saving Throw:* DC 13, one creature grappled by the hag. *Failure:* 10 (3d6) psychic damage, and the target suffers from a short-term madness until the end of its next turn. *Success:* Half damage.

Shape-Shift. The hag shape-shifts into a Medium or Small female Humanoid, or it returns to her true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. She reverts to her true form if she dies.

UMBRAL HAG — STRONGER

Armor Class 18

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Cha +8

Skills Deception +8, Insight +6, Medicine +6, Stealth +8

Senses darkvision 120 ft., passive Perception 13

Languages Common, Sylvan, plus two others languages

CR 7 (XP 2,900; PB +3)

ACTIONS

Multiattack. The hag makes two Claw attacks. She can replace one of these attacks with a use of Force Feed Darkness or Spellcasting.

Claw. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 23 (4d8 + 5) slashing damage. Instead of dealing damage, the hag can grapple the target (escape DC 16).

Force Feed Darkness. *Wisdom Saving Throw:* DC 16, one creature grappled by the hag. *Failure:* 22 (4d10) psychic damage, and the target suffers from a short-term madness until the end of its next turn. *Success:* Half damage.

Shape-Shift. The hag shape-shifts into a Medium or Small female Humanoid, or it returns to her true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Spellcasting. The hag casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *pass without trace, thaumaturgy*

1/day: *bestow curse, hypnotic pattern, sleep*

BONUS ACTIONS

Inky Darkness (2/Day). The hag magically creates a blob of magical darkness in her hands. She then uses it for one of the following effects:

- The hag eats it and gains 7 (2d6) temporary hit points for 1 minute.
- *Dexterity Saving Throw:* DC 13, one creature within 20 feet of the hag that she can see. *Failure:* The target is blinded, suffocating, and can't cast spells requiring verbal components. As an action, the target can end the effect with a successful DC 13 Strength check.
- The hag creates a 5-foot radius sphere of magical darkness originating from a point within 20 feet that the hag can see. The darkness lasts until the end of the hag's next turn.



Initiative +2 (12)

Spellcasting. The hag casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *pass without trace, thaumaturgy*

2/day: *bestow curse, black tentacles, geas, hypnotic pattern, sleep*

BONUS ACTIONS

Inky Darkness (4/Day). The hag magically creates a blob of magical darkness in her hands. She then uses it for one of the following effects:

- The hag eats it and gains 14 (4d6) temporary hit points for 1 minute.
- *Dexterity Saving Throw:* DC 16, one creature within 30 feet of the hag that she can see. *Failure:* The target is blinded, suffocating, and can't cast spells requiring verbal components. As an action, the target can end the effect with a successful DC 16 Strength check.
- The hag creates a 15-foot radius sphere of magical darkness originating from a point within 30 feet that the hag can see. The darkness lasts until the end of the hag's next turn.