

ELDER HAG

Medium • Fey • Neutral Evil

Armor Class 17

Initiative +4 (14)

Hit Points 202 (27d8 + 81)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	21 (+5)	16 (+3)	17 (+3)

Saving Throws Int +9, Wis +7, Cha +7

Skills Arcana +9, Deception +7, History +9, Perception +7

Damage Resistances psychic

Condition Immunities charmed, frightened, poisoned

Gear book

Senses darkvision 120 ft., passive Perception 17

Languages Common, Deep Speech plus three others languages

CR 12 (XP 8,400; PB +4)



Aberrant Veil. *Wisdom Saving Throw:* DC 17, one creature using divination magic or scrying on the hag. *Failure:* 22 (5d8) psychic damage and the spell is wasted and has no effect. *Success:* Half damage.

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

ACTIONS

Multiattack. The hag makes three Tentacular Hair attacks. It can replace one of these attacks with a use of Triangle Glyph or Spellcasting.

Tentacular Hair. *Melee Weapon Attack:* +8, reach 10 ft. *Hit:* 25 (6d6 + 4) bludgeoning damage, and the target is grappled (escape DC 16).

Triangle Glyph. *Dexterity Saving Throw:* DC 17, one creature within 5 feet of the hag that she can see. *Failure:* 19 (3d12) psychic damage, and one rune is imprinted on the target's body. The rune lasts for 24 hours. The hag can choose not to deal the damage.

BONUS ACTIONS

Shunt Into Madness (Recharge 5-6). *Charisma Saving Throw:* DC 17 (+3 for each Triangle Glyph above the first affecting the target, up to a maximum of +6), one creature affected by at least one Triangle Glyph within 120 feet of the hag. *Failure:* The target is banished into a demiplane. At the start of each of the target's turns there, *Wisdom Saving Throw:* DC 17. *Failure:* The target becomes insane until cured by a *greater restoration* or similar magic and then it reappears in the space it left or in the nearest unoccupied space if that space is occupied. While insane, the creature can't take actions, can't understand what other creatures say, can't read, and speaks gibberish.

The target can take an action to try to escape. When it does so, it repeats the Charisma saving throw. If it succeeds, it escapes and reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Forbidden Knowledge (1/Day). *Charisma Saving Throw:* DC 17, one creature within 60 feet of the hag that can hear her. *Failure:* 65 (10d12) psychic damage, and the target becomes stunned until the end of its next turn. *Success:* Half damage and the target becomes frightened until the end of its next turn.

Spellcasting. The hag casts one of the following spells, requiring only her tome as a material component and using Intelligence as the spellcasting ability (spell save DC 17):

At will: *detect magic*, *identify*, *illusory script*, *scrying* (a creature affected by the Triangle Glyph automatically fails the save and is unaware of being scryed at)

2/day: *bestow curse*, *confusion*, *levitate*, *mirror image*, *phantasmal killer*

1/day: *feeblemind*, *force cage*, *weird*

REACTIONS

Warp Magic (Recharge 4-6). *Trigger:* A creature within 60 feet of the hag that she can see casts a spell. *Response - Intelligence Saving Throw:* DC 17. *Failure:* The spell fails without having an effect and is wasted. Additionally, the target rolls a d4 to determine one additional effect until the end of its next turn:

1. The target becomes restrained by hands growing from its body, grabbing it (escape DC 17).
2. The target loses the ability to speak or form verbal responses as its tongue transforms into a tentacle.
3. The target becomes incapacitated by visions of horrors.
4. The target is knocked prone and unable to stand up, as its lower body vanishes.

ELDER HAG — WEAKER

Armor Class 16

Initiative +4 (14)

Hit Points 149 (23d8 + 46)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	19 (+4)	14 (+2)	15 (+2)

Saving Throws Int +8, Wis +6, Cha +6

Skills Arcana +8, Deception +6, History +8, Perception +6

Damage Resistances psychic

Condition Immunities charmed, frightened, poisoned

Gear book

Senses darkvision 120 ft., passive Perception 16

Languages Common, Deep Speech plus three others languages

CR 9 (XP 5,000; PB +4)

Aberrant Veil. *Wisdom Saving Throw:* DC 16, one creature using divination magic or scrying on the hag. *Failure:* 13 (3d8) psychic damage, and the spell is wasted and has no effect. *Success:* Half damage.

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

ACTIONS

Multiaction. The hag makes three Tentacular Hair attacks. It can replace one of these attacks with a use of Triangle Glyph or Spellcasting.

Tentacular Hair. *Melee Weapon Attack:* +7, reach 10 ft. *Hit:* 17 (4d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15).

Triangle Glyph. *Dexterity Saving Throw:* DC 16, one creature within 5 feet of the hag that she can see. *Failure:* 13 (2d12) psychic damage, and one rune is imprinted on the target's body. The rune lasts for 24 hours. The hag can choose not to deal the damage.

BONUS ACTIONS

Shunt Into Madness (Recharge 6). *Charisma Saving Throw:* DC 16 (+2 for each Triangle Glyph above the first affecting the target, up to a maximum of +4), one creature affected by at least one Triangle Glyph within 120 feet of the hag. *Failure:* The target is banished into a demiplane. At the start of each of the target's turns there, *Wisdom Saving Throw:* DC 17. *Failure:* The target becomes insane until cured by a *greater restoration* or similar magic and then it reappears in the space it left or in the nearest unoccupied space if that space is occupied. While insane, the creature can't take actions, can't understand what other creatures say, can't read, and speaks gibberish. The target can take an action to try to escape. When it does so, it repeats the Charisma saving throw. If it succeeds, it escapes and reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Forbidden Knowledge (1/Day). *Charisma Saving Throw:* DC 16, one creature within 60 feet of the hag that can hear her. *Failure:* 45 (7d12) psychic damage, and the target becomes stunned until the end of its next turn. *Success:* Half damage and the target becomes frightened until the end of its next turn.

Spellcasting. The hag casts one of the following spells, requiring only her tome as a material component and using Intelligence as the spellcasting ability (spell save DC 16):

At will: *detect magic*, *identify*, *illusory script*, *scrying* (a creature affected by the Triangle Glyph automatically fails the save and is unaware of being scryed at)

2/day: *bestow curse*, *confusion*, *levitate*, *mirror image*, *phantasmal killer*

1/day: *feeblemind*, *force cage*

REACTIONS

Warp Magic (Recharge 5-6). *Trigger:* A creature within 60 feet of the hag that she can see casts a spell. *Response - Intelligence Saving Throw:* DC 16. *Failure:* The spell fails without having an effect and is wasted. Additionally, the target rolls a d4 to determine one additional effect until the end of its next turn:

1. The target becomes restrained by hands growing from its body, grabbing it (escape DC 16).
2. The target loses the ability to speak or form verbal responses as its tongue transforms into a tentacle.
3. The target becomes incapacitated by visions of horrors.
4. The target is knocked prone and unable to stand up, as its lower body vanishes.

ELDER HAG — STRONGER

Armor Class 18

Initiative +5 (15)

Hit Points 255 (30d8 + 120)

Speed 30 ft.



STR

21 (+5)

DEX

11 (+0)

CON

18 (+4)

INT

23 (+6)

WIS

18 (+4)

CHA

19 (+4)

Saving Throws Int +11, Wis +9, Cha +9

Skills Arcana +11, Deception +9, History +11, Perception +9

Damage Resistances psychic

Condition Immunities charmed, frightened, poisoned

Gear book

Senses darkvision 120 ft., passive Perception 19

Languages Common, Deep Speech plus three others languages

CR 15 (XP 13,000; PB +5)

Aberrant Veil. *Wisdom Saving Throw:* DC 19, one creature using divination magic or scrying on the hag. *Failure:* 31 (7d8) psychic damage, and the spell is wasted and has no effect. *Success:* Half damage.

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

ACTIONS

Multiaction. The hag makes three Tentacular Hair attacks. It can replace one of these attacks with a use of Triangle Glyph or Spellcasting.

Tentacular Hair. *Melee Weapon Attack:* +10, reach 10 ft. *Hit:* 32 (6d8 + 5) bludgeoning damage, and the target is grappled (escape DC 18).

Triangle Glyph. *Dexterity Saving Throw:* DC 19, one creature within 5 feet of the hag that she can see. *Failure:* 26 (4d12) psychic damage, and one rune is imprinted on the target's body. The rune lasts for 48 hours. The hag can choose not to deal the damage.

BONUS ACTIONS

Shunt Into Madness (Recharge 5-6). *Charisma Saving Throw:* DC 19 (+3 for each Triangle Glyph above the first affecting the target, up to a maximum of +6), one creature affected by at least one Triangle Glyph within 120 feet of the hag. *Failure:* The target is banished into a demiplane. At the start of each of the target's turns there, *Wisdom Saving Throw:* DC 17. *Failure:* The target becomes insane until cured by a *greater restoration* or similar magic and then it reappears in the space it left or in the nearest unoccupied space if that space is occupied. While insane, the creature can't take actions, can't understand what other creatures say, can't read, and speaks gibberish.

The target can take an action to try to escape. When it does so, it repeats the Charisma saving throw. If it succeeds, it escapes and reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Forbidden Knowledge (1/Day). *Charisma Saving Throw:* DC 19, one creature within 60 feet of the hag that can hear her. *Failure:* 91 (14d12) psychic damage, and the target becomes stunned until the end of its next turn. *Success:* Half damage and the target becomes frightened until the end of its next turn.

Spellcasting. The hag casts one of the following spells, requiring only her tome as a material component and using Intelligence as the spellcasting ability (spell save DC 19):

At will: *detect magic*, *identify*, *illusory script*, *scrying* (a creature affected by the Triangle Glyph automatically fails the save and is unaware of being scryed at)

2/day: *bestow curse*, *confusion*, *levitate*, *mirror image*, *phantasmal killer*

1/day: *feblemind*, *force cage*, *weird*

REACTIONS

Warp Magic (Recharge 4-6). *Trigger:* A creature within 60 feet of the hag that she can see casts a spell. *Response - Intelligence Saving Throw:* DC 19. *Failure:* The spell fails without having an effect and is wasted. Additionally, the target rolls a d4 to determine one additional effect until the end of its next turn:

1. The target becomes restrained by hands growing from its body, grabbing it (escape DC 19).
2. The target loses the ability to speak or form verbal responses as its tongue transforms into a tentacle.
3. The target becomes incapacitated by visions of horrors.
4. The target is knocked prone and unable to stand up, as its lower body vanishes.