



NIGHTWHISPER HAG

They are not interested in our simple ways. They are not interested in our way of life, or our “standards”. They care only for the whims of Saelihn... She may be the youngest Archfey of the Winter Court, but that only makes her more terrifying. Ambition and avarice are potent forces, and those of the Nightwhisper clan are encouraged by their immutable leader to think of these as undeniable strengths. There is nothing that I can think of to stem the tide of these ungodly folk. I pray that th...

- Last entry to the journal of Varaxis, Cleric of the Light of the Selemphryn

The daughters of the Pale Princess Saelihn—also known as Mother Nightwhisper—are fey hags with a terrifying amount of power at their disposal. While only four legitimate daughters are recognized by the Winter Court (Alanis, Leilatha, Sylmare, and Meribeth), rumors of other offspring have been persistent for a millennium. Nightwhisper hags are notorious for the dark and insidious influence on their targets’ dreams – they relish their languishing terror and the lapsing of their forlorn sense of rationality.

Nightwhisper hags wish anguish on those around them - it’s their primary source of pleasure after all. Using their natural ability to disguise themselves, they freely walk among us – their victims—and sow seeds of terror among the populace.

NIGHTWHISPER HAG

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

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

Saving Throws Int +6, Wis +6

Skills Deception +7, Insight +6, Perception +6, Stealth +5

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons that aren’t silvered

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Elvish, Sylvan

Challenge 5 (1,800 XP)

Proficiency Bonus: +3

Innate Spellcasting. The hag’s innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *disguise self*, *magic missile*, *message*
2/day each: *plane shift* (self only), *sleep* (9d8)

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

ACTIONS

Claws (Hag Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8) slashing damage and 17 (2d8+4) psychic damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn’t transformed. She reverts to her true form if she dies.

Nightmare Whisper. Two targets of the hag’s choice within 30 feet of her must make a DC 15 Intelligence saving throw, taking 18 (4d6+4) psychic damage on a failed save, or half as much damage on a successful one. An uncounscious target that takes damage in this way gains 1 level of exhaustion.

Night Flit. The hag magically teleports, along with any equipment she is wearing or carrying, up to 60 feet to an unoccupied space she can see. Both the space she is leaving and her destination must be in dim light or darkness.

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