

GREEN HAGS

GREEN HAG

Medium fey, chaotic evil

Armor Class 17 (Natural Armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft., swim 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

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3, or 5 when part of a coven

Fey Magic Resistance. The archfey has advantage on saving throws against spells and magical effects imposed by a creature that does not know its name.

Swampwalk. The hag is unaffected by difficult terrain caused by swampy terrain or vegetation.

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

Glimmer of Hope. Whenever one or more creatures the hag can see within 30 ft. succeed on a saving throw against a spell the hag controls, the hag gains 5 (1d10) temporary hit points.

Earthdrinker Coven. The earth within 10 miles of a coven of green hags gradually softens and becomes waterlogged over the course of a week. The roots of food crops begin to rot away, livestock sicken, and the area becomes difficult terrain.

Actions

Swampgift Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage and the creature must succeed on a DC 13 Charisma saving throw or be cursed.

While cursed, a creature glows with a pale blue light, attracts biting insects, and swamp-dwelling creatures have advantage on attack rolls against the cursed creature.

Hurl to Earth. One creature within 60 ft. must succeed on a DC 13 Charisma saving throw or be teleported 60 ft. in the air and knocked prone.

Grasping Muck. One creature within 60 ft. must succeed on a DC 13 Strength saving throw or be Restrained (escape DC 13) as it begins to sink into the earth. A prone creature has disadvantage on this saving throw.

Stagnant Miasma (Recharge 5-6). The ground in a 10 ft. radius within 60 ft. begins to bubble, exuding a cloud of toxic gas that remains for a minute, or until cleared with a strong breeze. A creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or take 13 (3d8) poison damage.

Reactions

Hope to Despair. When a creature that the hag can see within 30 ft. makes a saving throw against a spell the hag (or a member of her coven) cast, she may expend all temporary hit points from her Glimmer of Hope ability and subtract the number expended from the creature's saving throw.

GRANDMOTHER GREEN HAG

Medium fey, chaotic evil

Armor Class 17 (Natural Armor)

Hit Points 133 (14d8 + 70)

Speed 30 ft., climb 30 ft. swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	21 (+5)	16 (+3)	18 (+4)	15 (+2)

Saving Throws CON +8, WIS +7, CHA +5

Skills Arcana +6, Deception +8, Perception +7, Stealth +5

Damage Resistances Bludgeoning, Piercing, and Slashing from Attacks with weapons that aren't Named

Damage Immunities Poison

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 7 or 9 when part of a coven

Fey Magic Resistance. The archfey has advantage on saving throws against spells and magical effects imposed by a creature that does not know its name.

Swampwalk. The hag is unaffected by difficult terrain caused by swampy terrain or vegetation.

Illusory Mimicry. The hag can mimic the appearance or sound of humanoid and animals. A creature can discern the nature of these illusions with a successful DC 16 Wisdom (Insight) check.

Glimmer of Hope. Whenever one or more creatures the hag can see within 30 ft. succeed on a saving throw against a spell the hag controls, the hag gains 11 (2d10) temporary hit points.

Earthdrinker Coven. The earth within 10 miles of a coven of green hags gradually softens and becomes waterlogged over the course of a week. The roots of food crops begin to rot away, livestock sicken, and the area becomes difficult terrain.

Actions

Multiattack. The hag makes two melee attacks, one of which she may replace with either her Hurl to Earth or her Grasping Muck.

Swampgift Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) slashing damage and the creature must succeed on a DC 15 Charisma saving throw or be cursed.

While cursed, a creature glows with a pale blue light, attracts biting insects, and swamp-dwelling creatures have advantage on attack rolls against the cursed creature.

Hurl to Earth. One creature within 60 ft. must succeed on a DC 15 Charisma saving throw or be teleported 60 ft. in the air and knocked prone.

Grasping Muck. One creature within 60 ft. must succeed on a DC 15 Strength saving throw or be Restrained (escape DC 15) as it begins to sink into the earth. A prone creature has disadvantage on this saving throw. A creature already affected by this ability is additionally Blinded and unable to speak or breathe as it sinks fully beneath the surface.

Stagnant Miasma (Recharge 5-6). The ground in a 10 ft. radius within 60 ft. begins to bubble, exuding a cloud of toxic gas that remains for a minute, or until cleared with a strong breeze. A creature that starts its turn in the cloud must succeed on a DC 15 Constitution saving throw or take 22 (5d8) poison damage.

Invisible Passage (Concentration). The hag magically turns invisible until she attacks or casts a spell. While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic.

Reactions

Poisoned Cup. As a reaction to a creature she can see within 30 ft. receiving a source of magical healing, the hag fouls the magic. The creature receives no healing and instead takes an equal amount of necrotic damage.

Hope to Despair. When a creature that the hag can see within 30 ft. makes a saving throw against a spell the hag (or a member of her coven) cast, she may expend all temporary hit points from her Glimmer of Hope ability and subtract the number expended from the creature's saving throw.