



Sea Hag Sanctuary

Written by Alex L

Sea Hag Sanctuary is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 1, 3, 5, or 8**. This document offers a general guideline on scaling the adventure for each level. A cruel and terrible sea hag lives in a tidal cave network in close proximity to several coastal settlements, the occupants of which fall victim to her schemes. The characters are tasked with entering the hag's lair to destroy the monstrous crone and the creatures she calls to her aid.

SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
1	1st-Level	Hard
2	1st-Level	Medium
3	3rd-Level	Hard
4	3rd-Level	Medium
5	5th-Level	Hard
6	5th-Level	Medium
7	5th-Level	Easy
8	8th-Level	Hard
9	8th-Level	Medium
10	8th-Level	Easy

SEA HAG SANCTUARY ADVENTURE HOOKS

d8	Patron	Adventure Hook
1	Academy	A wizard at the academy seeks the heart of a sea hag as the key ingredient in a new alchemical recipe they are working on.
2	Adventurer's Guild	A previous party affiliated with the adventurer's guild tried and failed to destroy the hag. The guild is looking for outside help.
3	Ancient Being	Party members are afflicted by strange dreams and nightmares in which a powerful entity demands that the sea hag be destroyed. The dreams will abate only when the hag is dead.
4	Aristocrat	A local baron has heard enough complaining from his subjects and is ready to have the sea hag dealt with. The local guard is ill equipped, so the party's services are sought.
5	Criminal Syndicate	A local smuggler's group that uses a nearby cove is having their operations impacted by the sea hag and her minions. They'll pay a high price for the hag's destruction.
6	Military Force	The leader of the local militia knows that a sea hag is surely beyond the scope of his force's abilities. The party's aid is requested.
7	Religious Order	A cleric from a nearby temple has gone missing in the vicinity of the sea hag's tidal caves. They want the party's help in recovering the cleric or their corpse.
8	Sovereign	The land's sovereign has a witch whispering in his ear, and is now convinced that a ritualistic burning of the sea hag's body will bring him long-lasting health and wellness.

Adventure Hooks

The Sea Hag Sanctuary Adventure Hooks table offers some ideas if you don't have a reason for the characters to investigate the caverns. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

Background

In days long past, the name Zylaria struck fear in the hearts of those who sailed the seas. An ambitious and cruel woman, she held dominion over a ruthless crew of pirates whose bloodlust was unmatched by any other. As she neared retirement, her treasure—amassed through blood and treachery—became the object of desire for her own crew, who could not bear to see it buried. They betrayed her in the darkness of night, slitting her throat and throwing her overboard.

Sinking beneath the merciless waves as her lifeblood left her, Zylaria forged a wicked pact with Salthurax, a forgotten serpentine deity of the depths, who whisked her from the open ocean beneath her former ship to a

dark coastal cavern network that held a salt-crusted altar. Upon that altar Zylaria made her offering, and was transformed into a sea hag. Over time, Zylaria has attracted a motley assortment of allies and minions, drawn to her power like moths to a flame. Driven by a relentless desire to recover her lost treasure and a pact with Salthurax to deliver souls to her serpentine deity, Zylaria terrorizes coastal waters as she seeks to further develop her unholy powers.

Approaching the Caverns

The entrance to Zylaria's lair can be found in a remote area of a rocky beach. When the party comes within sight of the entrance, read aloud:

As the waves crash upon the rocky shore, you see a shadowy opening hidden amongst the jagged coastal cliffs. A salty breeze whispers through the air, carrying with it the briny scent of the sea. A tangled mass of seaweed, driftwood, and jetsam clings to the base of the cliff, seeming to conceal the entrance from distant onlookers.

The tides bring a collection of coastal and oceanic debris to the cave entrance, helping to conceal it. The rocky outcroppings that surround it ensure that the cave entrance is entirely hidden from view from nearby vessels.

Encounter: Lair Guards. Minions loyal to Zylaria are posted here atop an outcropping some few dozen feet away from the cave entrance. They will promptly attack any outsiders that they notice. The guards can be convinced that the party seeks to parley with the hag with a successful DC 20 Charisma (Deception or Persuasion) check, at which point they allow the party to proceed into the cave unaccompanied. Alternatively, the party can sneak past the guards with a successful group DC 16 Dexterity (Stealth) check. The nature of the guards depends on

the level of the adventure as shown in the Lair Guards Encounter table.

LAIR GUARDS ENCOUNTER

Adventure Level	Encounter
1st	2 goblins
3rd	4 goblins
5th	1 troll and 1 goblin
8th	2 trolls

General Features

Zylaria lairs in a cavern network that used to be the hidden hideout of a lost cult devoted to Salthurax. After being transported to the caverns and making her offering upon the altar, Zylaria repurposed the hideout into her sinister home. The caverns are suffused with the lingering power of Salthurax, a force Zylaria continues to learn to harness to fuel her dark ambitions. Unless otherwise stated, the caverns' features are as described below.

Ceilings, Walls, and Floors. The lair is a series of connected caverns, many of which were formed naturally, while others were shaped and refined by the original cult that occupied them. Ceilings vary in height from 10 to 15 feet. The floors are rough and uneven, but are not difficult terrain.

Doors. Doors are constructed from heavy stone and decorated with bas-reliefs depicting Salthurax. They are unlocked, and they open outward on their hinges.

Light. Patches of luminous algae and fungi cling to much of the walls and ceilings in the lair, providing dim light throughout.

Flooding. Changes in elevation within the caverns means chambers are flooded to varying degrees. Some chambers are relatively dry, while others are filled with water ranging in depth from 1 or 2 feet to as high as the cavern ceilings. An area is not flooded if flooding is not mentioned in its associated description.

Ambient Magic. The lingering magic of Salthurax is suffused throughout the caverns. This ambient magical energy affects spellcasting and can cause unpredictable

results. Whenever a creature casts a spell of 1st level or higher within the caverns, it must roll a d20. On an 8 or lower, a magical surge occurs, triggering an unexpected effect. Roll on the Ambient Magic Effects table to determine the effect.

AMBIENT MAGIC EFFECTS

d6	Effect
1	The spell's damage (if any) is doubled.
2	The spell's duration or range is doubled.
3	If the spell deals damage, its damage type becomes lightning.
4	The caster regains a number of hit points equal to three times the spell's level.
5	The caster loses a number of hit points equal to three times the spell's level.
6	The spell leaves behind an ambient echo, causing its effect to duplicate at the start of the spellcaster's next turn, as if they had cast it again from the same space.

Keyed Locations

The following locations are keyed to the map of the caverns on page 6.

01 – Entrance Cavern

As you enter the damp, echoing cavern, the sound of waves crashing against the rocks outside gradually subsides. A pool of dark water with a gently rippling surface dominates the center of the chamber, reflecting the dim light that filters in from the cave entrance. The edges of the pool seem to dissolve into the surrounding stone floor, as if carved by the sea itself. The water level in the pool rises and falls subtly in time with the ocean's heartbeat. Along the walls, clusters of barnacles and strands of seaweed cling to the rough stone. Beyond the pool, the cavern branches off in two directions: one passage meanders to the north, while another narrower one veers off to the east.

A character who makes a successful DC 10 Intelligence (Investigation) or Wisdom (Nature) check can determine that the movement of the pool's water means that it is not an isolated reservoir and must connect to the ocean. Characters with a passive Wisdom (Perception) score of 12 or higher can hear the noise of Zylaria's minions coming from the northern cavern beyond.

Underwater Passage. The pool in this chamber leads to a flooded, narrow tunnel beneath the rest of the lair that continues for approximately 120 feet and connects to the pool in area 7. The passage is dark and filled with silt; a character who wishes to navigate it must make a successful DC 13 Dexterity (Stealth) check. This check can be repeated, though each failure causes the character to become disoriented and lost within the tunnel for 1d4 minutes as their swimming causes an upswell of silt that completely obstructs their view.

Treasure: Trapped Diver. Approximately halfway through the underwater passage is the skeletal corpse of a former adventurer who became disoriented in the tunnel and drowned. Their armor and weapons are rusted to the point of uselessness, but a coin purse hooked to their belt contains 52 gp. Retrieving the coin purse without stirring up the tunnel's silt requires a successful DC 12 Dexterity (Sleight of Hand) check. Failing this check causes the character to become disoriented and lost within the tunnel for 1d4 minutes.

02 – Barracks

An array of damp straw pallets and crude cots surrounded by gnawed bones and discarded belongings are haphazardly strewn about this chamber. The air is thick with an awful odor. The walls bear crude scratches and markings, suggesting a primal tally of victories or dark rituals performed within the lair. In the center of the room, a simple fire pit sits cold, the charred remains of past meals still clinging to the blackened stones.

There is little of value to be found in this chamber. The minions' belongings are limited to grisly totems, degraded and improvised weapons, and funny-shaped rocks. The markings on the wall are a mixture of crude art pieces and documentation of the fist fight win-loss record of various minions.

Encounter: Lair Minions. Zylaria's minions sleep and eat in this chamber. When they are not doing either of those things and aren't beyond the lair doing the sea hag's bidding, they gamble, argue, and brawl with each other. If the minions in this room are distracted, either by each other or because of a ruse by the party, the characters can sneak around the perimeter of this room with successful Dexterity (Stealth) checks contested by the highest passive Wisdom (Perception) score of the minions present. If the minions notice any intruders, they attack. They fight until it becomes clear that they are beaten, at which point they attempt to either flee the lair or request Zylaria's aid. The nature of the minions depends on the level of the adventure, as shown in the Lair Minions Encounter table.

LAIR MINIONS ENCOUNTER

Adventure Level	Encounter
1st	4 goblins
3rd	6 goblins
5th	1 troll and 4 goblins
8th	2 trolls and 3 goblins



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03 – Altar to Salthurax

This cavern is partially flooded with brackish water, waist-deep in some areas, and has the persistent scent of salt. Faded frescoes on the walls depict a great single-eyed serpent entwined around ships, sailors, and other sea creatures. The artwork seems to shift subtly when viewed from different angles. An altar carved from a massive piece of driftwood dominates the chamber. The wood is etched with intricate patterns of waves and whirlpools, and a large, unblinking black pearl sits in its center. Atop the altar is a stone bowl, and scattered around the altar are small bones, shells, and trinkets.

A character who inspects the altar finds an inscription carved onto its surface near the stone bowl. The script is written in Deep Speech and reads:

*Veiled in shadows, a dance I sway,
Birth and destruction, my eternal play,
Endless whispers and secrets I keep,
In my cold embrace, the lost forever sleep.*

The inscription suggests a riddle, the answer to which is “the ocean.” A creature who fills the stone bowl with water from the cavern, places it on the altar, and then makes a successful DC 12 Intelligence (Religion) check receives a blessing from Salthurax. Until the next dawn, the creature regains 1d4 hit points every 10 minutes, gains a swimming speed equal to its walking speed, and can breathe underwater.

Treasure: Altar Pearl. The black pearl set into the altar represents the eye of Salthurax. It is worth 300 gp and can be removed with a successful DC 15 Dexterity check using thieves' tools. A creature who removes the pearl, however, is cursed by the magic of

Salthurax. Until the next dawn, the waters within the lair become toxic to the creature, causing them to lose 1 hit point for each round they spend submerged in at least 1 inch of water.

04 – Feeley’s Cavern

A faint, rhythmic splashing echoes throughout this chamber, as though waves are lapping against the walls. Dominating the far side of the cavern is a large, rock-rimmed pool, seemingly connected to the ocean beyond, and you can hear the distant murmur of the tide’s ebb and flow. The moment you enter, a massive, dark shape stirs within the pool, its sinuous form shifting beneath the water’s surface. A web of glistening tentacles emerges from the depths, each one gracefully undulating, as if reaching out for something. The octopus’s eyes regard you with curiosity, and its tentacles seem to beckon.

The **octopus** that dwells in this chamber has been named “Feeley” by its inhabitants, as evidenced by the name scrawled in chalk in messy lettering just a few feet away from the pool. The floor of the cavern surrounding the pool is littered with fragments of shells and bone.

A character who makes a successful DC 12 Wisdom (Animal Handling) check can determine that the octopus, through its beckoning, is asking the party for food. Feeley eats crabs, clams, snails, and small fish. Presuming the party does not have any of these on their persons, they can search



the walls and ceiling of the cavern and find a nearby snail with a successful DC 14 Wisdom (Perception) check. If they give Feeley some food, the octopus temporarily vanishes beneath the surface of the water before reemerging less than a minute later, at which point it tosses a gemstone worth 25 gp to the party.

05 – Seaweed Cavern

This dark cavern is entirely flooded, and its surfaces are furred with dense patches of seaweed that extend several feet from the walls, floor, and ceiling like grasping hands. At the bottom of the cavern is a rotting wooden chest.

The wooden chest in this cavern doesn’t hold any valuables. A character who swims the approximate 6 feet to the cavern’s bottom to open it finds it occupied by several hermit crabs.

Hazard: Stingweed. The hazardous seaweed that grows in this cavern is known as stingweed, a plant lined with pointed hairs along its leaves that inject a powerful toxin into creatures that disturb it. Characters who enter this cavern can recognize the seaweed as stingweed before approaching it with a successful DC 14 Intelligence (Nature) check.

Characters who attempt to move through the cavern without avoiding the stingweed are promptly made aware of its presence as they take poison damage. Characters can move through the cavern without disturbing the stingweed by making a successful Dexterity saving throw. The DC of this save and the amount of damage taken on a failure depends on the level of the adventure, as shown in the Stingweed Potency table.

STINGWEED POTENCY

Adventure Level	Save DC	Poison Damage
1st	10	1d6
3rd	12	1d10
5th	13	2d6
8th	15	2d10



06 – Laboratory

The air in this chamber hangs heavy with a pungent aroma of brine and bitter herbs. Strewn across some stone tables is a chaotic array of crude alchemical equipment and scattered notes. The walls bear shelves laden with jars containing a menagerie of peculiar ingredients, from the tentacles of unknown sea creatures to pulsating organs suspended in murky fluids. Amidst the clutter, a shelf on the far wall of the room holds five wooden jars, each marked with a glowing rune.

This room serves as Zylaria's laboratory, where all manner of foul potion is brewed and where the sea hag conducts other experiments or dark magic. Further inspection of the wooden jars reveals that four of the runes glow red, while one glows blue. Furthermore, each of the jars faintly shift and rattle every few seconds, as if whatever is kept inside is struggling to escape. In fact, the jars are creations of Zylaria, who uses them to imprison the spirits of those she has slain within her lair.

Over time, the magic of the jars binds their spirits to her service, stripping them of their original essence and personality.

A character who inspects the runes and the jars can deduce their function with a successful DC 18 Intelligence (Arcana) check. The jars that glow red each hold a spirit that has been successfully bound by the sea hag. If any of these jars are opened, the spirit contained inside is released and immediately attacks the party. The nature of the spirit depends on the level of the adventure, as shown in the Spirit Jar Encounter table.

SPIRIT JAR ENCOUNTER

Adventure Level	Encounter
1st	The spirit is a specter .
3rd	The spirit is a specter with 40 hit points.
5th	The spirit is a wraith .
8th	The spirit is a wraith with 100 hit points and AC 16.

The Spirit of Halus Princh. The jar glowing blue holds the spirit of the hag's most recent victim, Halus Princh, who has not yet been bound and transformed by the magic of the jar. If the party opens it, they are greeted by the spectral visage of a halfling sailor who is enormously grateful to be freed from his prison. He explains that he and his companions were slain by the hag when their fishing boat was attacked several days ago. Before he departs the Material Plane, he enthusiastically offers to help the party confront Zylaria and whatever else lurks in her lair. If the party accepts his offer, he fights alongside them for as long as they remain in the lair. His statistics depend on the level of the adventure, as shown in the Halus Princh Statistics table.

HALUS PRINCH STATISTICS

Adventure Level	Encounter
1st	Halus Princh is a CN specter .
3rd	Halus Princh is a CN specter .
5th	Halus Princh is a CN specter with 40 hit points.
8th	Halus Princh is a CN wraith .

Hazard: Foul Potions. There are 12 completed potions in this cavern, though none of them are labeled and all of them are hazardous. A character who examines a potion without ingesting it can identify its effects with a successful DC 20 Intelligence (Arcana) check. The DC of this check is lowered to 13 if a character refers to the scattered notes in this cavern for at least 10 minutes. The nature of any individual potion is described in the Foul Potions table.

07 – Prison Grotto

The air in this damp, dimly lit cavern presses down oppressively as the low ceiling looms overhead, dotted with stalactites. Rusty iron chains and shackles, some still binding the skeletal remains of long-dead prisoners, are affixed to the walls and floor. In one corner, a water-filled pit exudes a foul odor. The walls of the chamber are etched with scratches, tally marks, and crude drawings—silent testaments to the suffering of those who have been held here. The algae casts an eerie glow that reflects off the waterlogged pit and illuminates the cramped alcoves that serve as makeshift cells. Dripping water echoes throughout the cavern.

There are currently no living prisoners being held in this chamber. The waterlogged pit is over 20 feet deep and is used by Zylaria to dispose of discarded prisoners whose bones have not been deemed worthy of preservation in the bone garden. A character who dives into the pit to investigate will find several corpses at its bottom, weighed down by heavy rocks. Most of the markings and drawings on the walls are despairing nonsense; however, a character that makes a successful DC 13 Wisdom (Perception) check notices a particularly lucid phrase: “Gaze not upon the hag’s face, so that you may be saved

FOUL POTIONS

d6	Potion Name	Effects
1	Abyssal Transformation	A creature that consumes this potion undergoes a partial and agonizing transformation into a deep-sea creature. For 24 hours, the creature gains a swimming speed equal to its normal walking speed, but its legs fuse together, halving its walking speed.
2	Depth's Delirium	A creature that consumes this potion is instilled with an overwhelming sense of being lost in the crushing depths of the ocean. For 24 hours, the creature is frightened.
3	Drowning Despair	A creature that consumes this potion feels as if they are drowning, gasping for air. For 24 hours, the affected creature can't cast spells that require a verbal component, can speak only falteringly, and has disadvantage on Dexterity and Charisma checks.
4	Eel's Embrace	A creature that consumes this potion and any gear it is wearing or carrying becomes slimy, making it difficult for the creature to hold onto items or weapons. For 24 hours, the creature has disadvantage on ability checks and weapon attack rolls that involve using its hands.
5	Sea's Malevolence	A creature that consumes this potion is burdened with a pervasive aura of misfortune, as if the wrathful sea itself has turned against it. For 24 hours, each creature within 10 feet of the creature that consumed the potion (including itself) takes a -1d4 penalty to its attack rolls and saving throws.
6	Siren's Lament	The voice of a creature that consumes this potion becomes discordant and painfully loud. For 24 hours, whenever the creature attempts to speak (including performing the verbal components of a spell), each creature within 10 feet of the creature that consumed the potion (including itself) takes 1d6 psychic damage; a creature can take this damage no more than once per turn.

from the nightmares that now consume me.” Characters who take this warning to heart may protect themselves from the hag’s Horrifying Appearance trait.



08 – Bone Garden

A macabre collection of bones artfully arranged into twisted, coral-like structures adorns the walls, floor, and ceiling of this chamber. The remains cast eerie shadows on the damp, rocky surfaces, illuminated by flickering, bluish-green phosphorescence from patches of luminescent fungi. Some of the bone displays are fused together, as if melded by some unnatural force, while others resemble the tangled wreckage of ships that met their doom upon the coastline.

This chamber serves as a place for Zylaria to display and memorialize her victims. It is also an occasional source of material components for her dark rituals and twisted creations.

Treasure: Skull of the Siren. Mounted atop a grisly tree of bones in the middle of this chamber is a strange-looking humanoid skull with blue pinpoints of light in its eye sockets—a prize of Zylaria’s collection. A *detect magic* spell reveals an aura of enchantment magic emanating from the skull. It is a *skull of the siren’s song* (see the appendix), all that remains of a rival sea hag who used the magic of her voice to control and manipulate others. After her death at Zylaria’s hand, her spirit lingered, infusing the skull with a remnant of her song.

Encounter: Animated Servants. This chamber is entrenched with powerful necromantic magic, which allows it to defend itself against intruders. If any of the bones are touched by anyone other than Zylaria, a

strong wind begins to blow, collecting bone fragments in its gale and fusing them together into shambling servants that animate and immediately begin to advance toward the party. The nature of these animated servants depends on the level of the adventure, as shown in the Animated Servants Encounter table.

ANIMATED SERVANTS ENCOUNTER

Adventure Level	Encounter
1st	4 skeletons
3rd	6 skeletons
5th	1 wight and 5 skeletons
8th	3 undead trolls and 4 skeletons

09 – Ritual Chamber

Eerie shadows are cast on walls carved with ominous symbols and runes in this chamber. At the center, a large ritual circle etched into the stone floor pulses with latent energy. A sinister obsidian altar stands at the far end of the room, surrounded by the remains of past sacrifices and covered in dried blood and various ritual implements. The walls are lined with shelves holding an assortment of arcane ingredients, including bones and vials of blood.

The majority of Zylaria’s rituals are performed in this chamber. A *detect magic* spell reveals an aura of evocation magic emanating from the ritual circle. Zylaria has imbued this room with a debilitating magical effect that passively drains the life force of any creatures that aren’t fey or undead. Affected creatures in this room can feel this effect immediately and experience a dull ache throughout their entire body as well as a prominent thought in their mind that encourages them to leave the chamber. The specific nature of this effect depends on the level of the adventure, as shown in the Debilitating Effect table.

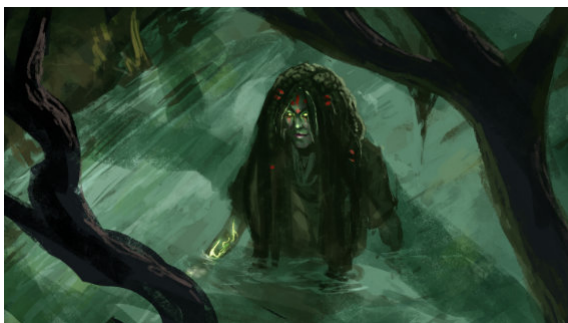
DEBILITATING EFFECT

Adventure Level	Encounter
1st	Affected creatures in this chamber lose 1 hit point per round.
3rd	Affected creatures in this chamber lose 2 hit points per round and have disadvantage on ability checks and attack rolls.
5th	Affected creatures in this chamber lose 2 hit points per round and have disadvantage on ability checks and attack rolls.
8th	Affected creatures in this chamber lose 3 hit points per round and have disadvantage on ability checks and attack rolls.

10 – Sanctum

Amid a nest-like bed of seaweed and rags, strange personal effects lie scattered; among them are tarnished silver jewelry, a rusted locket, and eerie trinkets crafted from bone. Light casts shadows over grotesque artwork and a sinister collection of trophies on the walls. A roughly hewn slab in a corner houses a small library of arcane texts: weathered stone tablets scratched with script and stacked haphazardly. An unsettling vanity—a twisted construction of driftwood and shipwreck debris held together with seaweed and sinew—is adorned with strange cosmetics and tools, suggesting a macabre grooming routine.

This cavern serves as Zylaria's personal quarters. She spends her time here grooming



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her true form. Inscribed on the stone tablets kept in this room are spell recordings, potion recipes, and curse incantations. Much of the hag's personal effects are mundane in nature, and hold purely sentimental value to Zylaria. The trophies on the walls include a tattered, once-colorful captain's hat, a collection of ship figureheads, a broken trident, and a necklace of shark teeth.

Encounter: Zylaria. Depending on how the party approaches this chamber, it's possible that Zylaria does not attack immediately, but rather converses with the party in an attempt to discern their motives. She may attempt to cut them a deal to preserve her own life if she feels it is in danger, though will certainly attempt to twist such a deal to favor herself. Depending on the level of the adventure, Zylaria may be by herself or leading a coven meeting with other sea hags. Zylaria's statistics and the nature of any of her companions depends on the level of the adventure, as shown in the Zylaria Encounter table.

ZYLARIA ENCOUNTER

Adventure Level	Encounter
1st	Zylaria is a sea hag .
3rd	Zylaria is a sea hag , and she is accompanied by another sea hag .
5th	Zylaria is an elder sea hag , and she is accompanied by another sea hag .
8th	Zylaria is an elder sea hag , and she is accompanied by 3 additional sea hags forming a coven.

Aftermath

If the party leaves the lair with proof of Zylaria's death, whichever patron hired them to venture into the lair will gladly provide the promised reward. The surrounding region is made safer by the elimination of the hag and her minions. Depending on the actions of the party, their encounters in the lair may lead to other adventures later on. In the 3rd-level version of the adventure or higher, if any of Zylaria's sea hag companions remain alive, they may attempt to later retake the lair or exact revenge upon the party (or both). Ω

Appendix

Skull of the Siren's Song

Wondrous item, rare (requires attunement)

This cracked, barnacle-encrusted skull has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *charm person* spell from it (save DC 15). For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The skull regains 1d8 + 2 expended charges daily at dawn. If you expend the skull's last charge, roll a d20. On a 1, the skull crumbles into dust and is destroyed.



Elder Sea Hag						
<i>Medium Fey, Chaotic Evil</i>						
Armor Class 16 (natural armor)						
Hit Points 102 (12d8 + 48)						
Speed 30 ft., swim 50 ft.						
STR	DEX	CON	INT	WIS	CHA	
18 (+4)	14 (+2)	19 (+4)	15 (+2)	16 (+3)	17 (+3)	
Skills Deception +6, Nature +5, Perception +6, Stealth +5						
Condition Immunities charmed						
Senses darkvision 60 ft., passive Perception 16						
Languages Aquan, Common, Giant						
Challenge 6 (2,300 XP) Proficiency Bonus +3						
Amphibious. The hag can breathe air and water.						
Horrific Appearance. Any humanoid that starts its turn within 60 feet of the hag and can see the hag's true form must make a DC 14 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.						
Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.						
ACTIONS						
Multiattack. The hag makes two attacks with her Claws. She can use Spellcasting in place of one attack.						
Claws. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 13 (2d8 + 4) slashing damage.						
Death Glare. The hag targets one frightened creature she can see within 60 feet of her. If the target can see the hag, it must make a DC 14 Wisdom saving throw. On a failure, the creature drops to 0 hit points. On a success, the creature takes 9 (2d8) psychic damage.						
Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 18 Intelligence (Investigation) check to discern that the hag is disguised.						
Spellcasting. The hag casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 14):						
At will: <i>charm person</i> , <i>detect thoughts</i> , <i>sleep</i>						
3/day each: <i>acid arrow</i> , <i>black tentacles</i> , <i>mirror image</i>						
1/day each: <i>dominate person</i> , <i>fear</i>						

Nacho Lazaro