The Hag's Hexes



Tim Bannock * Matt Butler * Matthew Gravelyn
JVC Parry * Janek Sielicki * Cover Art by Elena Naylor

GUILD

The Hag's Hexes

A guide to running hags, featuring new monsters, tactics, curses, bargains, and more!

Credits

Design: Tim Bannock
Writing: Matt Butler, JVC Parry, Janek Sielicki, Tim Bannock
Editing: Matthew Gravelyn, Tim Bannock
Cover Art: Elena Naylor
Cartography: Tim Bannock
Layout & Graphic Elements: Elena Naylor, Tim Bannock
Interior Art: Arcana Games, Bruno Balixa, David Lewis Johnson, Dean Spencer, Earl Geier, Filip Gutowski, Jacob E. Blackmon, Joyce Maureira, Petr Kratochvil, Jayaraj Paul, Brian Brinlee, Wizards of the Coast

Some artwork © 2015 Dean Spencer, used with permission. All rights reserved.

Some artwork © 2015 Earl Geier, used with permission. All rights reserved.

'Fantasy Landscapes 1' – Published by DUNGEON SECRETS, for: DRIVETHRURPG / Illustrations by: Bruno Balixa (juumpei@gmail.com)

Changeling, Ice Hag, and Noon Hag courtesy of Filip Gutowski, used with permission.

All maps created using Dungeonographer; Dungeonographer is © Inkwell Ideas.

Special Thanks

Special thanks to Keith Ammann of the brilliant monster tactics website TheMonstersKnow.com, as well as Jonathan Pruitt & Jim Davis of Web DM on YouTube for incredible discussion on hags, their uses in D&D, and their combat tactics!

Extra special thanks to everyone who had a hand in this project. Along with its sister adventure -- *In the Wake of a Dragon's Abduction* (coming soon!) -- this is my first time being the lead on a fully collaborative DMsGuild release, and I count myself incredibly lucky that I got to work with such a stellar crew. Game on!

Change Log

05/18/2018 Version 1



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is ©Tim Bannock and published under the Community Content Agreement for Dungeon Masters Guild. Not for resale. Permission granted to print or photocopy this document for personal use only.

Table of Contents

Introduction **1**
Using This Book 1
References 1
Chapter 1: Bestiary **2**
Monsters by Challenge 2
Monsters by Environment 2
Candy Hag 3
Candy Cottage 5
Changeling 6
Craven Sprinter 7
Crul 8
Feathered Hag 9
Hag Nest 9
Forest Hag 11
Gingerbread Thief 13
Gumdrop Ooze 14
Hagling 16
Ice Hag 18
Noon Hag 20
Shaitan 21
Whistler 23
Wriggler 24
Sidebar: Flaming Majestic 24
Chapter 2: Bargains & Curses **25**
Using Bargains & Curses 25
Bargains 25
The Dark Hunt 25
The Endless Fountain 26
The Escape Bargain 26
The Finding Bargain 26
Promethean Pact 27
Sugar Pact 27
Sweetest Deal 27
Curses 27
The Arcane Curse 27
The Crushing Curse 27
Curse of the Crul 28
Curse of the Decaying 28
Curse of the Flame 28
Curse of the Full 28
Curse of the Night Stallion 28
Curse of the Thin 28
The Cutting Curse 28
The Draining Curse 28
The Floating Curse 29
The Grey Curse 29
The Many-Legged Curse 29
Mother Lyrrha's Curse 29
The Pointed Curse 29
Chapter 3: Items of Wonder & Wyrd **30**
Using These Items 30
Other Weird Items 30
Index of New Items 31
Magic Items A-Z 32
Auntie Olga's Ice Pick 32
Axe of Slicing 32
Bow of Piercing 32
Cackling Ethel's Eye 32
Candy Figures 32
Chain of Mother Lyrrha 32
Chalk of Crossing 32
Cyclops Skull 33
Dread Leonora's Pillow 33
Fairyglass 33
Garlforb's Axe 33
Grandmother Ursula's Scale 33
Hallucinogenic Cookies 34
Hammer of Smashing 34
Jewel of (Shattered) Dreams 34
Poof Dust 34
Rignorg's Scale 34
Staff of Casting 34
Symbol of Healing 34
Turtleback Polly's Coin 34
The Uncertain Mirror 35
Vial of Dream 35
Wicked May's Mummified Foot 35
Willowwrath's Feather 35
Chapter 4: Filthy, Vile & Downright Dirty **36**
Running Hags 36
Roleplaying Hags 36
Minions, Mounts, Pets & Vehicles 37
Options & Variants 40
Alternative Covens 40
Alternative Coven Spells 42
Aunties & Grandmothers 43
Hag Tactics 44
Basic Combat Tactics 45
Coven Tactics 45
Chapter 5: Encounters & Adventures **46**
Encounter Groups 46
A Hagling & Her Shop 46
The Court of Fiends 46
The Traveling Peddler 46
Fey Crossing 47
Urban Infiltrators 47
Corrupted Villagers 47
Adventures 48
An Affection for Confection 49
Map: Sweet Cleo's Cottage 52
Menace of the Feathered Hag 53
Map: Willowwrath's Nest 58
Wyrmlingnapped! 59
Map: Frozen Lake & Cave of Horrors 60

Collaborators

This work is the result of a team of Dungeon Masters Guild authors, editors, artists, and publishing tools. The following fine folks made *The Hag's Hexes* a fantastic reality, and deserve your support. Please feel free to get to know them and seek out their other fine works!

Tim Bannock is an RPG enthusiast since 1985. He got his start in the RPG industry as a game reviewer, then an editor and playtester working with Inkwell Ideas and several indie publishers. He now designs, writes, and handles project management for releases on the Dungeon Masters Guild and the Cortex Plus Creator Studio through DriveThruRPG. He hopes to soon publish products for the OSR community. His other works include the platinum best selling Old School Hacks Vol 1: Hexcrawling - Wilderness Exploration and Random Encounters and the three-dungeon-level, full-length adventure Modrons, Mephits & Mayhem. **Twitter**: @neuronphaser

Matt Butler has been playing D&D for over 10 years, but only recently began creating supplements for the Dungeon Master's Guild. He started his writing career with a series of short stories, one of which, Footsteps in the Darkness, won 4th place in the Fish Publishing Flash Fiction Contest. He then began writing his epic fantasy novel, Abyssal Tides, set in a mirror of our world beset by an invasion of hyper-advanced creatures from the sea. When he's not hard at work writing Abyssal Tides, he spends his time creating supplements for the Dungeon Master's Guild. His debut title, The Library of Biblius, is now a copper bestseller. His other works include; Lady Sepa and the Soul Weeper, *Curse of the Gumdrop Ooze*, and the forthcoming sourcebook *Surviving the Feywild, a Guide*. **Twitter**: @Mattsconfused

Matthew Gravelyn has published a handful of projects on the Guild, including the Canitaurs and Bear race options of player characters, as well as Artifacts & Curiosities: An Inktober-inspired Sourcebook which provides 19 brand new items and weapons inspired by his Inktober 2017 drawings!

JVC Parry has written a metric boatload of high quality, beautiful-looking adventures and supplements on the Guild. Among these are the collected volumes, Adventure Compendium Volume I and Adventure Compendium Volume II, collecting entire years' worth of his adventures! **Twitter**: @jvcparry

Janek Sielicki is a 39-year-old Polish freelance writer. He has been playing roleplaying games since the early 1990s—as most people in Poland he started with Warhammer Fantasy Roleplay, but then moved on to other systems and settings, most often exploring them as a game master. Recently, he started publishing his own modules for different games, such as Numenera, Dungeons and Dragons (check out Finders Keepers!), or 7th Sea 2ed and also accepts commissions for video and mobile game writing, RPG character background stories, etc. Janek is a professional English-Polish/Polish-English translator—that's his day job, actually! In his free time, aside from RPGs, he practices the martial art of iaijutsu and spends time with his two children and wife. He lives in Poland. **Twitter**: @Janek_Sielicki

Elena Naylor is an artist and illustrator who has a graphic design & fine art degree. She has created covers, interior artwork, and the interior layout graphics for all of Tim's recent releases on Dungeon Masters Guild in addition to other releases. You can find her artwork at Redbubble and DeviantArt. **Social**: linktr.ee/elena.naylor

Inkwell Ideas is the home of Worldographer, Cityographer, and Dungeonographer (three leading game map software programs), DungeonMorph Dice, the Coat of Arms Design Studio and other useful articles and tools for games. They created the 5E Creature Decks monster cards and have partnered with the Kobold Press to create the Tome of Beasts-inspired 5E Deck of Beasts monster cards. **Website**: inkwellideas.com

Introduction

The Hag's Hexes is a supplement for Dungeons & Dragons that introduces several new types of dangerous hags, their vile minions, their terrifying lairs, and their soul-stealing curses! Think of this guide as a further extension of the material found in *Volo's Guide to Monsters*: it's not just monster stat blocks, it's also roleplaying hooks, story material, options, mechanics, and entire encounters for you and your players to weave interesting new stories!

Importantly, we've included an entire chapter on how to run hags, whether new to this volume or found in *Monster Manual* or *Volo's Guide to Monsters*. This chapter breathes life into interacting with each unique hag, suggests some optimal combat tactics, and provides methodology for plaguing heroes time and time again. Hags aren't meant to be one-and-done encounters, and this guide will give you the tools to make them some of the most persistent enemies the adventurers will ever face!

Using This Book

The Hag's Hexes is organized in a manner that makes it incredibly easy for you to reference only the information you want to utilize for your games. Hopefully you'll find lots of stuff throughout this entire guide to throw at your adventurers, but if not, this setup should allow you to quickly grab the bits that speak to you and weave them into new and exciting adventures for your party!

Chapter 1: Bestiary. This chapter provides descriptions and stat blocks for over a dozen new creatures, and one player character race option. Several new forms of hags appear, but there are others that are the servants of hags, their terrible progeny, or those afflicted by curses spawned by dark dealings with these monstrous fey witches. Some of these creatures are mystifying, others seemingly silly and based on colorful fairy tales...but all of them are unpredictable and threatening in their own right.

Chapter 2: Bargains & Curses. Hags are notorious for duping people into bargains that grant folks supernatural abilities or their dearest wishes, but always at some steep price. When a hag is crossed, its fantasies of vengeance can take on horrifying reality in the form of curses with long-lasting or even deadly results. This chapter covers many such bargains and curses, and provides inspiration for a great many story seeds, adventure goals, and even campaign-length quests.

Chapter 3: Items of Wonder & Wyrd. Hags are beings of great magical power and twisted senses of humor, and one of the ways they inflict their brand of insanity or evil upon the world is through magical items tainted by wickedness, deceit, or -- if you're lucky -- much more simple whimsy.

Chapter 4: Filthy, Vile & Downright Dirty. This chapter explores several facets that make encountering hags truly unique, unlike many cookie-cutter villains or simple brute fighting monsters. Roleplaying ideas, combat tactics, long-term plans, and much more is covered in great detail, arming Dungeon Masters with tools to make these creatures lasting, memorable enemies.

Chapter 5: Encounters & Adventures. Rounding out this book are several encounters for tier 2 and higher characters, featuring many of the new creatures, curses, bargains, and items explored in earlier chapters. Three sets of these encounters feature connective tissue that enables them to act as a three full-length adventures, but even then individual scenes can easily be pulled out and reframed in some other context, offering a brief diversion or working as an end-game for some hag's machinations. Sample encounter maps found in this chapter can easily be appropriated as sample hag lairs for some of the new types of hags you'll find in the Bestiary.

References

This guide references quite a few official sources:

- **COS** = *Curse of Strahd*
- **DMG** = *Dungeon Master's Guide*
- **EPC** = *Elemental Evil Player's Companion*
- **MM** = *Monster Manual*
- **PHB** = *Player's Handbook*
- **TYP** = *Tales from the Yawning Portal*
- **VGM** = *Volo's Guide to Monsters*
- **XGE** = *Xanathar's Guide to Everything*

When this guide references other products from the Dungeon Masters Guild, the names are written in full.



Chapter 1: Bestiary

The following pages provide game statistics and lore for a myriad of terrifying monsters...and they aren't just hags! Fourteen new monsters -- half of them hags -- and two new mobile lairs (think: Baba Yaga's dancing hut or Baba Lysaga's creeping hut) appear here.

Monsters by Challenge

Challenge	Monsters
1	Gingerbread thief
2	Forest hag, wriggler swarm
3	Hagling
4	Gumdrop ooze, shaitain, whistler
5	Crul, ice hag, noon hag
6	Candy cottage express
7	Candy hag
8	Craven sprinter, hag nest
10	Feathered hag

Monsters by Environment

Environment	Monsters
Arctic	Ice hag
Coastal	Candy hag, candy cottage express, crul, gingerbread thief, gumdrop ooze
Desert	Noon hag, shaitan
Forest	Candy hag, candy cottage express, craven sprinter, crul, forest hag, gingerbread thief, gumdrop ooze, hagling, noon hag, whistler, wriggler swarm
Grassland	Candy hag, candy cottage express, craven sprinter, crul, gingerbread thief, gumdrop ooze, hagling, noon hag, shaitan, whistler, wriggler swarm
Hill	Candy hag, candy cottage express, craven sprinter, crul, feathered hag, hag nest, gingerbread thief, gumdrop ooze, hagling, noon hag, shaitan, whistler, wriggler swarm
Mountain	Craven sprinter, feathered hag, hag nest, hagling, ice hag, whistler, wriggler swarm
Swamp	Candy hag, candy cottage express, crul, forest hag, gingerbread thief, gumdrop ooze, hagling, noon hag, whistler, wriggler swarm
Underdark	Craven sprinter, crul, gumdrop ooze, hagling, ice hag
Underwater	Gumdrop ooze
Urban	Candy hag, candy cottage express, crul, gingerbread thief, gumdrop ooze, hagling, noon hag



Candy Hag

by Matt Butler

The definition of a two-faced creature, the sugarcoated candy hag prefers to build her sickly sweet gingerbread cottage in a dark forest close to a human or dwarf settlement. Once completed, and her mystical oven of souls installed, the candy hag gets straight to work making diabolical confectionary creations to entice the townsfolk. Outwardly she appears kind, courteous, and compassionate, but underneath her candy coating lurks a hideous beast ravenous for the flesh of a corrupted innocent.

The candy hag's true form is rarely glimpsed, and few have ever lived to describe it. Lurking underneath her candy coating is a rotting corpse-like figure whose mouth has been torn into a terrifying shark smile. When alone, she will shed her candy shell and revel in her ugliness. She takes great pride in her papery thin skin the color of expired chocolate and her numerous puss spewing boils.

When hunting, the candy hag takes a much different approach from her sisters. Most hags are content to wait for their prey to come to them, but the candy hag suffers from a ravenous hunger. If she goes too long without a mortal morsel she'll begin to become self-destructive and violent. This doesn't happen immediately and may take as long as a century, but eventually a hungry candy hag will need to feed or risk losing her ability to produce her candy floss and make her sugar frosted minions.

The candy hag can feed on any mortal flesh regardless of age, race, or alignment, but prefers the delicate flesh of young human and dwarven children. She will forgo other opportunities to feed and even work with mortal creatures if the end result is a mortal child to eat. However, since the candy hag is a connoisseur, she would never think to consume one raw. Instead, she prefers to cook them in her oven of souls.

Oven of Souls. The oven of souls is one of the candy hag's greatest creations and the first one she ever learns to make. When a candy hag has a child and that child reaches 13, she begins to train her in the culinary arts. The first step of that training is to descend into one of the sacred fairy hills, into the domain of the underfey. Here she must gather the clay of creation and forge it in the flames of a volcano. If she succeeds, and doesn't die in the process, she will have a brand new oven of souls to abate her constant hunger. With her oven created, the nee-hag can now be truly called a candy hag. The next step in her path is to find a territory and build a gingerbread cottage.

Candied Minions. The candy hag is capable of making several sentient candy creations to do her bidding. These include, but are not limited to: the gumdrop ooze, the crul, the gingerbread thief, and the gingerbread cottage. These creations serve as guards, servants, and in a lot of ways children. Additionally, she can create a number of delicious treats that come with horrifying consequences.

Tricks & Treats. Her brownies are delicious and each one consumed adds 1lb to the consumer's weight. For every four brownies consumed within 24 hours, a creature loses one point each from their Intelligence and Wisdom scores. She also prides herself on her rock candy and gumdrops which add 1lb per 4 candies consumed within 24 hours. These also have the benefit of inducing a state of bliss for 30 minutes, confusing the consumer's senses and blinding him to the world around them. While in this state the consumer has disadvantage on every check they attempt, can't see anything further than 10 feet away, and their passive perception drops to 0. Her specialty is her custom cakes and each slice is devastatingly delicious. For each piece consumed within 24 hours, the consumer gains 1lb, and loses 1 point of Wisdom, and enters a state of bliss for 30 minutes (see above for stats on this condition). Her cakes are rare and take an exceedingly long time to bake, but can be a very useful tool for subjugation. For all of these effects, a successful DC 14 Constitution saving throw gives the creature immunity to the effects of consuming any of these creations for 24 hours.

Should an adult find their way to her cottage, she usually refrains from killing them immediately. She can corrupt mortals to do her bidding and often employs them as distributors of her candy treats. Under normal circumstances she will try to make one of three bargains with the adult; the Promethean Pact, the Sugar Pact, and the Sweetest Deal (see Bargains & Curses). However, if she is currently corrupting a town she will act much more harshly with her adult callers and attempt to feed them her hallucinogenic cookies (see Items of Wonder & Wyrd).

Ecology

Covens. A candy hag that is part of a coven has a challenge rating of 9 (5,000 XP).

Environment. Coastal, forest, grassland, hill, swamp, urban.

Lair Actions

On initiative count 20 (losing initiative ties), the hag can take a lair action to cause one of the following effects, but can't use the same effect two rounds in a row:

Sticky Floor. The candy hag can choose a 5 ft. square of the marzipan floor she can see and melt it. Any creature caught within must make a DC 14 Dexterity saving throw or become stuck up to the waist in liquid candy. Any creature thusly caught must succeed on a DC 16 Strength check to extricate himself from the sticky goo.

Volatile Cake. The candy hag can choose one chair or couch made of cake she can see and cause it to spontaneously explode. All creatures within ten feet of the exploding cake must make a DC 14 Dexterity saving throw, taking 12 (4d6) fire damage from the flaming splatters of cake and become blinded for one round on a failed saving throw. On a successful saving throw, a creature takes half damage is not blinded.

Shatter Support Struts. The candy hag can choose to shatter the gingerbread timbers that support her cottage. Everyone inside must make a DC 16 Dexterity saving throw. On a success, the creature is able to dive out one of the sugar pane windows and only takes 4 (1d8) slashing damage on the way to safety.

On a failure, the creature becomes trapped in the collapsing house and takes 16 (4d8) bludgeoning damage. On the following round, any creatures still inside must succeed at a DC 14 Strength check to crawl out before the gingerbread turns to an acidic goo. Any creatures still trapped inside take an additional 8 (2d8) acid damage at the start of their turn until they can free themselves.

Candy Hag

Medium fey, neutral evil

Armor Class 18 (candy shell) or 15 (natural armor)
Hit Points 97 (8d10 + 32)
Speed 30 ft.

STR 17 (+3), **DEX** 16 (+3), **CON** 19 (+4), **INT** 18 (+4), **WIS** 19 (+4), **CHA** 21 (+5)

Skills Deception +7, Perception +6, Persuasion +7, Sleight of Hand +5
Damage Immunities piercing, slashing
Condition Immunities charmed, poisoned
Senses darkvision 60ft., passive perception 14
Languages all mortal languages, Abyssal, Infernal; Telepathy 1 mile
Challenge 7 (2,900 XP)

Candy Coated. The hag hides her hideous form behind a thick candy shell. This shell repels piercing and slashing damage, but can be shattered with 40 points of bludgeoning or force damage. If the shell is destroyed, the candy hag loses her immunity to piercing and slashing damage, and her armor class is reduced to 15, reflecting her natural armor.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components.

- At will: *detect magic*, *magic missile*, *web* (candy floss)
- 3/day: *charm person*, *expeditious retreat*, *scorching ray*, *shield*, *spider climb*, *witch bolt*

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

Subtle Suggestion. The hag has the ability to speak telepathically with any mortal or fey creature within one mile of it without the creature's knowledge. Her voice is an almost exact copy of the creature's own inner monologue and is only detectable with a DC 18 Wisdom (Insight) check.

Actions

Thorned Spatula. *Melee Weapon Attack*: +8 to hit, reach 10 ft ., one target. *Hit*: 12 (3d8) bludgeoning damage + 4 (1d8) piercing damage

Claws. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 8 (2d8) slashing damage



Candy Cottage

Every experienced candy hag builds her own gingerbread cottage to protect herself and lure in unwary children. Using her oven of souls, she will spend a year and a day baking giant gingerbread beams to construct her house with. Normally the house is inert, but old or especially large candy cottages can take on a life of their own.

When a town has been picked clean and the candy hag is ready to move on she can attempt to bring her candy house with her. Over the course of three nights, the hag will bake large gingerbread runners into the sides of the cottage while performing an ancient fey ritual to awaken the cottage. If she's successful, the house will pull the runners under itself and use the oven of souls as a steam engine. It is surprisingly fast in this form and obeys the candy hag completely.

Awakening a candy cottage is a very difficult and laborious process so very few hags bother. However, the archfey still talk about the candy hag coven that traveled the countryside of Faerun, calling themselves the "Treat Train." They almost led to the ruin of the Sword Coast, until they were stopped by the mighty and mysterious Garlforb (see Garlforb's Axe in the Items of Wonder & Wyrd chapter).

Candy Cottage Express

Large to Gargantuan candy construct, neutral evil

Armor Class 13 (natural armor)
Hit Points 147 (15d10 + 30)
Speed 60 ft.

STR 21 (+5), **DEX** 10 (+0), **CON** 14 (+2), **INT** 7 (-2), **WIS** 6 (-2), **CHA** 11 (+0)

Condition Immunities blinded, charmed, deafened, frightened, grappled, incapacitated, poisoned, prone, restrained, stunned, unconscious
Damage Resistance fire
Senses blindsense 120 ft., passive perception 10
Languages Understands all languages spoken by its creator but can't speak.
Challenge 6 (2,300 XP)

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

Runaway Train. The candy cottage is a constantly moving train while in its mobile form. It travels very fast and with a lot of force, granting it a devastating slam attack.

Steam Powered. The candy cottage is powered by a magical sugary steam that is generated by the oven of souls. This gives it a resistance to fire damage and grants it a steamy breath attack.

Actions

Slam. *Melee Weapon Attack*: +6 to hit, reach 15 ft., single target. *Hit*: 22 (4d10) bludgeoning damage.

Cookie Shurikens. The cottage fires a spray of burnt cookies in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 14 (4d6) slashing damage on a failed save, or half as much damage on a successful one. Creatures that fail the saving throw are also blinded until the end of their next turn.

Steam Funnel (Recharge 5-6). The candy cottage points its rock candy chimney down and exhales steam in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 36 (5d8) fire damage on a failed save, or half as much damage on a successful one.

Changeling

by Janek Sielicki

The changeling, is a half-fey creature that forest hags leave in place of real infants. No one really knows who the father is, but demons and devils are indicated as often as regular mortals who fell into the hag's claws. Although initially the children look like regular infants, when they are 2 years old they begin to show otherworldly features, such as large heads, spiked ears, bulging eyes, or crooked legs. Maybe because of this, or maybe due to their malicious behavior, they are often bullied and tormented, and in turn, they lash out. Most often they are eventually chased away from the village. In other cases, their mothers, loving them as their own children, try to protect them: hide them, send them away, or -- if they know or suspect the truth about the child's origins -- they try to find the real mother or father and ask for help.

A changeling's features don't have to manifest strongly and some of them, if they manage to survive to adulthood, learn how to mask their origins and live normal lives. Others, particularly tenacious ones, use cunning and brutality to find a place for themselves in the criminal underworld.

At the GM's discretion, players can choose the changeling as a variant version of the tiefling race, presented below.



Changeling Names

Changelings are usually brought up among humans and they have human names appropriate for the region. Those raised deep in the forests have descriptive names, such as: Cunning Hare, Dark Moon, Featherlight etc.

Changeling Traits

Ability Score Increase. Your Strength score increases by 1 and your Charisma score increases by 2.

Age. Changelings mature at the same rate as humans and they live to about 100.

Alignment. Although Changelings aren't born good or evil, they are often subject to cruel treatment during their youth and tend to answer in kind, which leads them down the path of violence and lawlessness. Therefore, most adult changelings are chaotic.

Size. Medium. Changelings use the same random height and weight modifiers as tieflings (Player's Handbook, Chapter 4).

Speed. Base walking speed 30 ft.

Darkvision. Thanks to your fey heritage you have superior vision in dark and dim conditions. You can see in dim light within 60 ft. of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Fey Resistance. You have resistance to poison.

Fey Legacy. You know the *thorn whip* cantrip. Once your reach 3rd level, you cast the *entangle* spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the *pass without trace* spell once per day. Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and Sylvan.

Encounters

Example Encounter. The heroes arrive at a village where someone is murdering people. The villagers accuse a changeling hiding in the nearby woods and only the changeling's mother says they are innocent. While the villagers are busy chasing the creature, the real murderer strikes again.

Plot hooks:

- An angry mob is gathering at a poor woman's cottage.
- A ruined village is inhabited by aggressive children.
- A child-hero is said to help those in need.



Craven Sprinter

by Matt Butler

The craven sprinter is the perfect example of "always read the fine print" in practice. Any creature that makes the escape bargain (see Bargains & Curses) with a feathered hag will rise three days after their death as a craven sprinter. This is a deal made by fairy law, so even a spell like *remove curse* is ineffective as long as both sides of the deal have been upheld. However, most creatures making the escape bargain assume their deaths will be a long way off and they'll be able to reunite with their family and friends before their inevitable doom. The feathered hag usually has a different plan.

Once the creature leaves the Feywild and returns to the mortal realm, the feathered hag will use her myriad connections to ensure the creature's quick demise. Some creatures are wilier than others, but most succumb to disease or dismemberment within a fortnight. The hag then swoops in and collects the bones, taking them back to the Feywild to begin the transformation.

Once in the Feywild, the bones will reform into a hideous half-human, half-rabbit hybrid within three days, pulling together flesh and sinew but only in a haphazard way, a mockery of life. The creature has little to no knowledge of its time outside the Feywild and awakens thinking no time has passed. The creature still believes it is alive and on the run from the feathered hag, but is now trapped forever in a horrible undead form.

The craven sprinter is almost impossible for the hag to control, but most feathered hags don't really see a need to control them at all. They can't escape her domain and they attack anything that treats them like undead, so they end up making perfect low maintenance guards.

Ecology

Environment. Desert, forest, grassland, hill, mountain, Underdark.

Craven Sprinter

Medium undead, chaotic evil

Armor Class 17 (natural armor)
Hit Points 153 (12d12 + 24)
Speed 60 ft.

STR 15 (+2), **DEX** 19 (+4), **CON** 15 (+2), **INT** 8 (-1), **WIS** 5 (-3), **CHA** 9 (-1)

Damage Resistances fire
Senses passive perception 8
Languages Elvish, Sylvan
Challenge 8 (3,900 XP)

Shattered Mind. The craven sprinter doesn't know what it has become and still believes it is alive. It doesn't matter what a creature does, the craven sprinter is incapable of understanding that it is an undead monster. This has the unfortunate consequence of making the craven sprinter incredibly angry when it encounters creatures who treat it as an undead.

Actions

Multiattack. The craven sprinter can make two kick attacks per round.

Kick. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 24 (4d8) bludgeoning damage.

Conjure Hellstorm (Recharge 6). The craven sprinter can run so fast it creates a whirlwind of fire. Each creature in a 30-foot-radius, 20-foot-high cylinder centered on a point within 15 feet of the craven sprinter must make a DC 16 Dexterity saving throw. A creature in this area takes 18 (3d8) bludgeoning damage and 19 (3d8) fire damage on a failed save, or half as much damage on a successful one. This effect lasts for 1d6 rounds and does not need to be maintained by the craven sprinter. Those trapped inside can make a DC 16 Strength (Acrobatics) check to escape on the beginning of their turn, but if they fail they must make a saving throw as above and remain trapped in the hellstorm until they escape or the duration ends. Craven sprinters are immune to all effects caused by a hellstorm and can pass through one at will, even if it is created by a different craven sprinter. A craven sprinter can have no more than two of these hellstorms active at once.

Crul

by Matt Butler

The crul are the sad result of a devastating curse. When a creature consumes the remains of a licorice flavored gumdrop ooze, they suffer the Curse of the Crul (see Bargains & Curses). Any creature who does not get the curse removed before their death rises as a crul 1d4 days later. Their fate is obvious to anyone nearby as their dead body becomes encased in a crimson colored cocoon of rock candy.



While in the cocoon, they grow licorice skin in place of their own rotting flesh and form huge deposits of rock candy around their fists and forearms. When they rise a few days later they erupt from their cocoon like blood thirsty butterflies, ready to devour anything in their path, but anxious to find their masters. Every crul feels an intense need to serve the candy hag that cursed it and will seek her out regardless of the distance.

Once a crul is reunited with its candy hag, it will serve as a loyal servant and protector. Often you can find these hulking abominations carrying cups of bile to their mistresses or throwing some unfortunate soul into the oven. Regardless of the task, a crul will carry it out with a terrifying smile and an unsettling howl.

Ecology

Environment. Coastal, forest, grassland, hill, swamp, Underdark, urban.

Crul

Medium undead, neutral evil

Armor Class 17 (natural armor)
Hit Points 127 (12d12 + 12)
Speed 30 ft.

STR 21 (+5), **DEX** 14 (+2), **CON** 13 (+1), **INT** 6 (-2), **WIS** 5 (-3), **CHA** 10 (+0)

Skills Intimidation +6
Condition Immunities charmed, exhaustion
Senses passive perception 10
Languages understands all languages spoken by the candy hag that created it, but can only howl like a timber wolf
Challenge 5 (1,800 XP)

Undead Fortitude. If damage reduces the crul to 0 hit points, it must make a constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the crul drops to 1 hit point instead.

Actions

Multiattack. The crul makes two fist attacks or one howl per round.

Rock Candy Fist. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 14 (3d6 + 5) bludgeoning damage

Earsplitting Howl. The crul unleashes a howl so terrifyingly loud it causes every creature within 60 ft. to make a DC 14 Constitution saving throw. On a failure, the creature takes 12 (4d6) sonic damage and becomes frightened for one round. On a success, the creature only takes half the damage and becomes immune to the howl's effects for 24 hours. Cruls are immune to these effects.



Feathered Hag

by Matt Butler

The feathered hag is one the deadliest and most feared of all hagkind. They rule over the largest peaks in the Feywild and sometimes oversee dozens of fey servants. Like most hags, they eschew the laws of the fairy courts and instead claim domains of their own. They are very solitary, preferring to sit in their lofty nests near natural fey crossings waiting for unwary mortals to make bargains with or consume.

The feathered hag looks like an ancient woman cloaked in metal feathers, but the feathers are natural and the cloak is really her folded wings. She can fly through the night sky like an unholy wombat, using her feather covered wing membranes to float on the air currents. When she unfurls her wings, she reveals her horrible decaying form. Her body is a mix between an owl and a woman and covered in patches of oozing flesh where she has ripped out several feathers at once. Instead of feet she has large steel talons attached to thin birdlike legs.

Though solitary, feathered hags are very proud and jealous creatures. They often have multiple rival hags that they are constantly trying to outdo. If a neighboring hag gets a new murder of whistlers, she will try to entice two murders. If a rival enlarges her wall of wrigglers by a foot, she enlarges hers by two. They compete over victims, territory, minions, pretty much everything, but nothing more so than skull croquet.

Skull croquet is an ancient game played by the fey elite and those fey who want to become the fey elite. It is similar to regular croquet except that the balls are replaced with humanoid skulls and the hoops are replaced with humanoid spines. It is a grisly game and is usually deeply skewed in favor of the stronger fey, but feathered hags love it. Each hag has her own polished and rounded skull that they keep impeccably well maintained. In addition, every hag has a huge mallet made from ironwood, ebony, or some other sturdy wood that she adorns with the knuckle bones and teeth of her victims.

The feathered hag loves to torture her victims, driving them further and further over the edge into insanity through relentless pursuit and psychological manipulation. A feathered hag can be kind or cruel depending on what the situation calls for, but she is always a hag of few words. Feathered hags love to manipulate mortals into hurting themselves either through hubris or greed through her deceptively attractive bargains. A feathered hag can simply kill most mortals that enter her domain, but she prefers to break them down emotionally and physically to infuse the flesh with the taste of fear before she finally strikes.

Hope Stone. A common tactic for luring mortals into their domain to be consumed is via their bizarre creation, the *hope stone*. Somewhere within sight of a feathered hag's nest is a huge boulder pulled from the depths of the Underwild, the Feywild's equivalent to the Underdark. Stuffed inside of it are a series of cursed weapons meant to entice greedy mortals. If a mortal pulls one from the stone, it unknowingly agrees to the dark bargain and must now remain in the Feywild for the next year. Using this, a feathered hag gains both victims and future guards in the form of craven sprinters. Though completely insane, feathered hags pride themselves on having a retinue of craven sprinters as a testament to their terrifying power.

Feathered hags may only have one *hope stone* at a time, and they rarely contain more than a handful of cursed items (roll 1d4+1 if you wish to randomly determine how many items can be found in a given *hope stone*). The creation of these stones is difficult and time consuming, not only requiring the items to be stored within, but also hideous ingredients such as the hag's dung that are combined with a suitably sized boulder from the Feywild.

Ecology

Covens. A feathered hag that is part of a coven has a challenge rating of 11 (7,200 XP).

Environment. Hill, mountain.

Hag Nest

Every feathered hag builds her own nest made from broken treants, magic, and the bones of her enemies. These nests can be massive, easily the size of a nice manor house, and tower over the Feywild, their semi-organic patchwork materials looking like giant cancerous sores. Buried somewhere inside the muck is a small jewel imbued with the hag's power that gives the nest its mobility and eccentric personality. The nest views the feathered hag as its mother, but behaves like a rebellious child. The nest will act out, disobey her, and throw tantrums just like any other kid and must be regularly satiated with new bones, treant trunks, and fresh kills to remain obedient. This is in part why feathered hags must be constantly on the hunt.

Feathered Hag

Medium fey, neutral evil

Armor Class 17 (natural armor)
Hit Points 176 (15d10 + 30)
Speed 60 ft.

STR 18 (+4), **DEX** 19 (+4), **CON** 14 (+2), **INT** 19 (+4), **WIS** 20 (+5), **CHA** 10 (+0)

Skills Acrobatics +5, Arcana +6, Deception +3, Insight +5, Intimidation +3, Stealth +5
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive perception 14
Languages All mortal languages, Abyssal, Infernal, Sylvan
Challenge 10 (5,900 XP)

Horrifying Visage. The feathered hag is really a hideous bird-like creature and can use that fact to her advantage. Any creature that sees her up close must make a DC 16 Sanity check or take 16 (6d4) psychic damage and become frightened for 2 rounds.

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

Actions

Multiattack. The feathered hag can make two attacks per round with her talons or her fanged mallet.

Fanged Mallet. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 30 (5d8) bludgeoning damage plus 9 (2d8) piercing damage

Talons. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 19 (4d8) slashing damage

Rain of Feathers (3/Day). The feathered hag flings steel feathers in a 30-foot cone beneath or in front of her. Each creature in that area must make a DC 14 Dexterity saving throw, taking 61 (7d10) piercing damage on a failed save, or half as much damage on a successful one.

Feast (Recharges after a Short or Long Rest). A feathered hag can absorb the horror and despair of mortal creatures by feasting on their psychic energy. The feathered hag targets up to five creatures she can see within 30 ft. and forces them to make a DC 16 Wisdom saving throw or take 43 (5d10) psychic damage. The feathered hag heals a number of hit points equal to half the total damage dealt by this attack.

Hag Nest

Large to Gargantuan construct, neutral evil

Armor Class 13 (natural armor)
Hit Points 217 (20d10 + 60)
Speed 60 ft.,fly 15 ft.

STR 21 (+5), **DEX** 10 (+0), **CON** 14 (+2), **INT** 7 (-2), **WIS** 6 (-2), **CHA** 11 (+0)

Condition Immunities blinded, charmed, deafened, frightened, grappled, incapacitated, petrified, poisoned, prone, restrained, stunned, unconscious
Senses blindsense 120 ft., passive perception 14
Languages Understands all languages spoken by its creator but can't speak.
Challenge 12 (8,400 XP)

Death Throes. When the nest dies, it launches itself into the air in a final attempt to destroy the creatures attacking it. The hag nest flies to a height of 120 ft. and falls like a stone. It hurtles to the ground, dealing 71 (8d10) bludgeoning damage to any creature below it that doesn't succeed on a DC 16 Dexterity saving throw. Any creature inside must also make a DC 16 Dexterity saving throw, taking the falling damage plus an additional 27 (6d6) acid damage on a failed save, or half as much on a successful one. This action destroys the nest and everything of value inside.

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

On Broken Wings. The hag nest has several dozen huge broken chicken wings it can unfurl and use to fly around.

Scary Visage. The hag nest is terrifying to behold. Any creature that sees her up close must make a DC 14 Wisdom saving throw or take 9 (3d4) psychic damage and become frightened for 1 rounds.

Actions

Grab. *Melee Weapon Attack*: +7 to hit, reach 40 ft., one target. *Hit*: 33 (6d10) bludgeoning damage and the victim must make a DC 14 Dexterity saving throw. If it fails, the victim becomes grappled by the hag nest. The victim can attempt a DC 14 Dexterity (Acrobatics) check to escape from the grapple on the beginning of each of its turns. The victim takes the damage at the beginning of the hag nest's turn until it escapes.

Engulf. The hag nest can pull in its tongue and any creature being grappled by it as an action. The grappled creature takes 41 (5d10) bludgeoning damage, 14 (3d6) acid damage, and is engulfed. The engulfed creature can't breathe, is restrained, and takes the damage at the start of each of the hag nest's turns. When the hag nest moves, the creature moves with it.
An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the hag nest.

Tongue Slam (Recharge 5-6). The nest lashes out with its tongue, striking all creatures within 20 feet of it. Each creatures must make a DC 14 Dexterity saving throw, taking 33 (6d10) bludgeoning damage on a failed save, or half as much on a successful one.

Forest Hag

by Janek Sielicki

The common folk sometimes call the forest hag a "Strange-wife", Boginka or Rusalka. The appearance of these beguilers varies and depends on the region they inhabit. In Neverwinter Wood people describe human-like females with oversized buttocks ("as a mound of hay"), two long arms and elongated torso; they also have eyes large as two big plates and pig's teeth. Cormanthor Forest hags live in burrows and holes and resemble small humanoids with shaggy hair. Most of them can change shape, but for example, in Lurkwood they revert to their natural form after sunset.

Child snatchers. Whatever their appearance, they are feared and hated, especially by pregnant women and those who have just had a baby. Taking the form of a new mother's best friend or neighbor, a forest hag comes out of the wilderness and tries to lure the mother away from her house. The moment the helpless and still weak woman crosses the threshold, the hag kidnaps her and takes away to imprison somewhere. Then the monster changes form again and pretends to be the mother. However, its malicious and nasty behavior soon reveals the truth. Alternatively, instead of kidnapping the mother, a forest hag tries to take the baby away and replace it with a changeling (see Changeling). They often forget about the people they kidnapped, or forget why they did and eat them, but there are stories of boys and girls raised by them in the heart of a forest. Such children have walked the Fey paths and have strong ties with the supernatural world.

Ecology

Covens. A forest hag that is part of a coven has a challenge rating of 4 (1,100 XP).

Environment. Forest, swamp.

Encounters

Example Encounter. The heroes are travelling through a forest when they see a woman lying in the middle of the road. She tells them she escaped from a forest hag's prison and she begs the heroes to rescue her son. The heroes arrive at the woman's village and discover that not only is the impostor a good mother to the child, but also, she impersonated the local nobleman's wife. If they threaten to expose her, she offers them something valuable: information they seek, the location of a powerful artefact, or help in an upcoming encounter.

Plot Hooks:

- A local priestess recently went through a radical behavior change.
- Strange singing can be heard at sunset near the abandoned mill.
- A woman believed dead was seen walking the fields.

Forest Hag

Medium fey, neutral evil

Armor Class 14 (natural armor)
Hit Points 52 (7d8+21)
Speed 30 ft, ignores difficult terrain in forests

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

Skills Deception +5, Persuasion +5, Stealth +3
Senses Darkvision 60ft, passive perception 11
Languages Sylvan, Common, 1 Regional
Challenge 2 (450 XP)

Creature of the Forest. The forest hag is expert at hiding in the woods and receives advantage for actions involving hiding, sneaking, or tracking in forests.

Innate Spellcasting: The hag's innate spellcasting ability is Charisma (DC 11 3). She can innately cast the following spells, requiring no material components.

- At will: *dancing lights, poison spray, detect thoughts*
- 1/day each: *charm person, enthrall*

Shapeshifting. After observing a female humanoid for a round, the forest hag can shapeshift into that person and stay in that form for an indefinite amount of time. She can use this ability 1/day.

Actions

Claws. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 9 (2d6+2) slashing damage. If any damage is dealt, the target must succeed at DC 11 Constitution Saving Throw or is poisoned.

Command Plants. The witch commands plants that are near one target, such as grass under their feet, a nearby tree or bush to reach out and snatch the enemy. The target must succeed at DC 11 Strength saving throw or is restrained.



Gingerbread Thief

by Matt Butler

The gingerbread thief is a special confection created by a candy hag. They are fast, silent, and loyal, making them an excellent outer guard for any candy hag worth her dough. Each batch produces a baker's dozen of tiny warriors ready to rob and steal in the name of their hag.

Gingerbread thieves only care about two things; obeying their hag and shiny objects. They are exceedingly greedy and will attempt to steal anything they view as valuable even whilst in the middle of battle. In fact, when operating with a full batch, half of the thieves will attempt to kill any invaders while the other half robs them blind.

Ecology

Environment. Coastal, forest, grassland, hill, swamp, urban.



Gingerbread Thief

Tiny candy construct, neutral evil

Armor Class 17 (natural armor)
Hit Points 21 (4d6 + 6)
Speed 30 ft.

STR 11 (+0), **DEX** 16 (+3), **CON** 10 (+0), **INT** 10 (+0), **WIS** 8 (-1), **CHA** 15 (+2)

Skills Sleight of Hand +6, Stealth +4
Damage Resistances fire, poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive perception 10
Languages understands all languages spoken by the candy hag that created it, but can only squeak
Challenge 1 (200 XP)

Part of the Whole. The gingerbread thief is psychically bound together with all the other gingerbread thieves in its batch. This link also extends to the candy hag that created them and allows them to speak telepathically with her as a free action as long as they are still within her 1 mile range.

Red-Hot Heart. At the center of every gingerbread thief is a bright red cinnamon candy that burns with an unholy fire. This fire makes the gingerbread thief very hot to the touch and any creature attempting to touch one takes 4 (1d6) fire damage.

Actions

Scalding Candy Sword. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage + 4 (1d6) fire damage

Curse of the Full (Recharge after a Short or Long Rest). The gingerbread thief can emit a delicious cinnamon that entices all creatures within 30 ft. to consume it immediately. Every creature within 30 ft. that is capable of smelling must roll a DC 14 Constitution saving throw or eat the gingerbread thief at all costs. This includes but is not limited too; running through a patch of thorns, jumping over an impossibly large gap, or punching another character in the face. Any character that succeeds becomes immune to the intoxicating aroma for 24 hours.

Any creature that consumes the gingerbread thief takes 1d6 poison damage and falls into a deep magical slumber. This slumber lasts indefinitely, but can be removed with the application of a remove curse spell. Elves and other creatures that don't sleep are unaffected by the curse, but take an additional 1d6 poison damage and vomit immediately after consuming the gingerbread thief.

Gumdrop Ooze

by Matt Butler

The gumdrop ooze is a special confection created by a candy hag. Primarily they're used as enforcers or body guards, but they can also be used for kidnapping. Unlike other oozes, the gumdrop ooze is filled with air bubbles that can provide adequate breathing room for short trips making them ideal for transporting victims.

The gummy, ooze-like material that makes up the body of a gumdrop ooze secretes a paralyzing neurotoxin that renders its victims immobile. In addition, each different flavor imparts a different effect to the consumer. They may seem beneficial at first, but each carries a curse that renders the ability conferred useless at best or extremely detrimental at worst.

Gummy oozes like to stay close to their creators and behave like loyal hounds when in their company. Whenever a gumdrop ooze travels outside of the range of its mother's telepathy, it begins to become very anxious and upset. If it cannot re-establish contact within 1 hour, it will begin to become aggressive and violent. While in this state, the gumdrop ooze will attack anything it can see and consume it, including other candy creations. In fact, it's not uncommon to find chunks of gingerbread floating inside an especially large gumdrop ooze.

Ecology

Environment. Coastal, forest, grassland, hill, swamp, Underdark, urban.

Gumdrop Ooze

Large candy construct, neutral evil

Armor Class 7 (natural armor)
Hit Points 96 (12d10 + 30)
Speed 30 ft., climb 30 ft.

STR 18 (+4), **DEX** 7 (-2), **CON** 17 (+3), **INT** 4 (-3), **WIS** 6 (-2), **CHA** 13 (+1)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft.
Languages n/a
Challenge 4 (1,100 XP)

Amorphous. The gumdrop ooze can move through a space as narrow as 1 inch wide without squeezing. The gumdrop ooze can't use this ability if it is currently engulfing a creature. If it chooses to do so, it must leave the creature behind in a space of its choice within 5 feet of the ooze.

Flavor Blasted. There are five primary flavors of gumdrop ooze; cherry, grape, orange, lemon, and licorice. Each of these flavors endows the consumer with a special ability, but curses them as well. Consult the table below to discover the effects of each flavor and consult Appendix 2 for a description of the associated curses.

Flavor	Effect	Curse
Cherry	Immune to fire damage	Curse of the Flame
Grape	Darkvision	The Grey Curse
Orange	Levitation	The Floating Curse
Lemon	Triples movement speed	Curse of the Thin
Licorice	Hit point maximum rises by 12	Curse of the Crul

Intoxicating Aroma. Any creature within 30 ft. of the gumdrop ooze must succeed on a DC 14 Constitution saving throw or become paralyzed until the end of its next turn. The creature can attempt the save again at the start of its turn, ending the paralysis on a success. Any creature that succeeds on the save becomes immune to the paralysis for 24 hours.

Spider Climb. The gumdrop ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) bludgeoning damage plus 9 (2d8) slashing damage from the sugar crystals.

Engulf. The gumdrop ooze moves up to its speed. While doing so, it can enter large or smaller creature's spaces. Whenever the ooze enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the ooze enters the creature's space, the creature takes 10 (3d6) bludgeoning damage, and is engulfed. The engulfed creature has 1d10 minutes of oxygen thanks to the few pockets of air trapped inside, is restrained, and takes 1 point of Strength damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 14 Strength (Athletics) check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ooze.

Reactions

Split. When a gumdrop ooze that is at least medium size is subjected to lightning or slashing damage, it splits into two new gumdrop oozes if it has at least 10 hit points. Each new gumdrop ooze has hit points equal to half the original gumdrop ooze's, rounded down. New gumdrop oozes are one size smaller than the original gumdrop ooze.



Hagling

by Matt Butler

The hagling is the product of an especially powerful hag. Most hags consume a human child and bear a human daughter a few nights later. This daughter will one day become a hag of the same type as it's mother. However, powerful hags (CR 7+) can give birth to a hagling instead.

A hagling appears to be a normal, albeit decaying, young girl with exceedingly long hair. She walks around using her long, matted hair like a humanoid spider, crawling from surface to surface in search of the items she needs to complete her transformation into a full hag. When in danger, she fans out her hair like a thousand swords and uses her huge, filmy eyes to deliver a powerful gaze attack.



The Ritual of Choosing

As a hagling, she has the option to become any type of hag that she wants, as long as she completes a "ritual of choosing." The different rituals of choosing are listed below, each one takes a year and a day to complete. Note that most haglings do not choose to become a green, night, sea, or annis hag.

Rituals of Choosing

Hag	Ritual
Bheur Hag	The Greystaff Ritual
Candy Hag*	The Ritual of Souls
Feathered Hag	The Immersion Ritual

*Candy Hags can only give birth to haglings

Once she has completed one of the above rituals, she falls into a deep magical slumber. During this slumber, her body and mind transform through a gruesome process called "the starving." 1d4 days later, she awakens as a full hag, ready to claim her own territory and victims. She is identical to other hags of her type, except that she retains her Unholy Stare ability.

The Greystaff Ritual

In order for a hagling to become a bheur hag she must complete the greystaff ritual. The hagling must steal a branch from frozen forest in the north of the Feywild and climb to the highest peak she can find. Here, the hagling must create her first greystaff through a series of intricate daily rituals. If she doesn't die from the extreme cold, she will rise as a bheur hag upon completion of her staff.

The Ritual of Souls

If a hagling wishes to become a candy hag she must complete the ritual of souls. First, she must descend into one of the sacred fairy hills, into the domain of the underfey. Here she must gather the clay of creation and forge it in the flames of a volcano. If she succeeds, and doesn't die in the process, she will have a brand new oven of souls to abate her constantly growing hunger.

The Immersion Ritual

When a hagling decides to become a feathered hag she must complete the immersion ritual. The hagling must travel to the burning lands where an ancient arcane war destroyed part of the material plane, leaving the Shadowfell and the Feywild overlapping. Here there are molten pools of steel that the hagling must immerse herself in daily. If she doesn't die from the extreme conditions, she will eventually emerge with steel feathers.

Failed Rituals

There are legends that even a failed ritual leads to some transformation in the hagling, if it is powerful enough to survive the conditions of its ritual, but fails to meet its requirements due to interruptions from meddling adventurers or creatures, or other circumstances beyond its control. Unfortunately for the hagling, such failure usually ends with it turning into a lesser creature, such as a harpy, or taking on an unwanted form, such as a banshee, nightmare or even mutating in an agonizing, multi-day process into a creature such as an ettin or fomorian. These are just legends, of course...

Ecology

Covens. A hagling that is part of a coven has a challenge rating of 5 (1,800 XP).

Environment. Forest, grassland, hill, mountain, swamp, Underdark, urban.

Hagling

Medium fey, neutral evil

Armor Class 13 (natural armor)
Hit Points 107 (10d10 + 20)
Speed 30 ft.

STR 12 (+1), **DEX** 17 (+3), **CON** 15 (+2), **INT** 14 (+2), **WIS** 13 (+1), **CHA** 9 (-1)

Senses passive perception 12
Languages Common, Elvish, Sylvan
Challenge 3 (700 XP)

Prehensile Hair. The hagling can use her incredibly long hair to move around and grab objects. The thick tangled hair is matted and sticky, allowing the hagling to traverse difficult terrain and climb sheer walls as if she had the spider climb ability. It also acts as a third arm and can even wield a light weapon, though this inhibits the hagling's ability to climb sheer surfaces.

Actions

Hair Stab. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 24 (3d6) piercing damage.

Unholy Stare. The hagling's eyes are portals into her mangled and broken soul. The hagling can force a creature she can see and that can see her within 30 ft. to make a DC 12 Wisdom saving throw. On a failed save the creature takes 17 (4d6) psychic damage and is frightened for one round.

Reactions

Dying Scream. Haglings are very valuable to hagkind and any full-grown hag would love to possess and raise one. When a hagling is reduced to half of its hit points or less for the first time in an encounter, it will emit a scream so high-pitched that only fey and animals can hear it. This scream attracts any hags within 3 miles, compelling them to drop what they're doing and run to the hagling's aid.



Ice Hag

by Janek Sielicki

The night, especially in the middle of winter, is dark, cold and full of terrors. Some scholars speculate that the ice hag is another type of the noon hag, or even the same creature manifesting a different aspect. This led to speculation that the only way to truly destroy the monster is by making it face its "other half." Ice hags appear only at night, usually around midnight, and seek unfortunate victims caught outdoors at this hour. They are rarely encountered, but people talk about tall women, dressed in black, billowing garb, who float over the ground, leaving a trail of frost in their wake. People killed by an ice hag are often covered with hoar -- even on a warm summer night. Ice hags often travel with a court of specters -- victims of her depredations.

Ecology

Covens. An ice hag that is part of a coven has a challenge rating of 7 (2,900 XP).

Environment. Arctic, mountain, Underdark.

Encounters

Example Encounter. The heroes are waiting in a nighttime ambush, hoping to catch a villain they're after. Suddenly it's getting cold. Too cold. Their hands are getting numb and they feel tired and sleepy. Then the hag attacks, targeting the weakest hero. If there is a body of water nearby, she freezes it (if not already frozen), lures her victim onto the ice and then shatters it underneath their feet. Moreover, if accompanied by specters, she uses them to split and confuse larger groups -- a strategy especially effective during a snowstorm.

Plot hooks:

- In the middle of summer a frozen body was found.
- A child practices her skating on a nearby lake at night.
- A blind ex-knight wanders the world, looking for his lost love.

Ice Hag

Medium fey, chaotic evil

Armor class 13 (natural armor)
Hit Points 127 (15d8+60)
Speed 30

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

Damage Resistance bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered
Damage Immunity cold
Damage Vulnerability fire
Senses passive perception 12
Languages Abyssal, Common, Infernal, Primordial
Challenge 5 (1,800 XP)

Fear of Warmth. Ice hags hate warmth and fires and try to douse or avoid bonfires, torches etc. Moreover, exposing them to at least 1 round of warmth such as a bonfire, torches kept within 5 feet etc. suspends their damage resistances for 1 round.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

- At will: *chill touch, grease* (creates ice instead of oil)
- 2/day each: *sleep, darkness, shatter*
- 1/day: *blindness*

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

Actions

Claws. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 10 (2d8+1) slashing damage.

Douse fires (1/Day). The ice hag automatically extinguishes all natural fires within 30 feet.

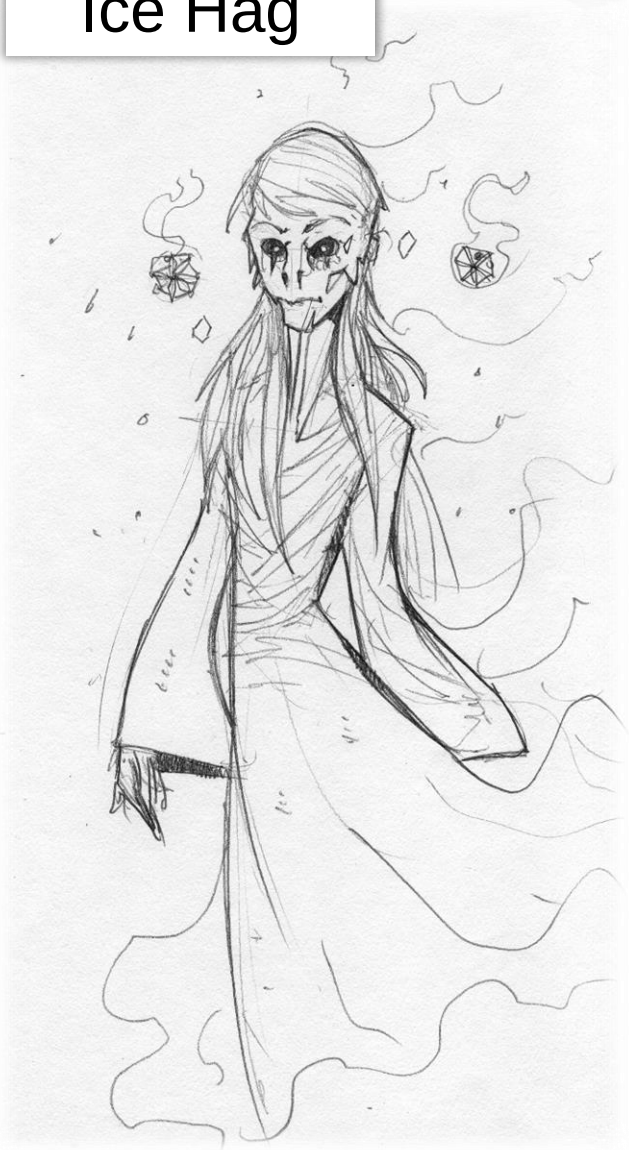
Heartripper. An ice hag can attack a sleeping or otherwise helpless victim and attempt to rip out the living, beating heart from their chest. This is a claw attack that has advantage and deals 19 (4d8+1) damage. If reduced to 0 Hit Points, the victim immediately dies. If the target does not die, they are immediately awakened by this attack.

Hearteater. As a bonus action an ice hag can eat a fresh heart. Doing so restores half of the Hit Points she has lost and increases all her damage, spells included, by +2. The effect is cumulative. The effect lasts until sundown.

Reactions

Court of Whispers. A humanoid that dies within 30 feet of the Ice Hag becomes a **specter** on their next turn and joins the hag's court. The specter rises in the space of the corpse or the nearest unoccupied space. The specter is under the hag's control.

Ice Hag





Noon Hag

Noon Hag

by Janek Sielicki

Vile creatures, noon hags are sometimes mistakenly called noon wraiths, and are known to scare and attack people working in the fields at noon in summer, when the weather is especially hot. Peasants believe that even seeing them causes a lethal fever and often stop working in the middle of the day to avoid encountering the creature. Always female, they resemble tall, thin women with rags wrapped around their head and long dresses whose colors faded in the sun, billowing even if there is no wind. Their thin, often desiccated faces (sometimes old, sometimes young) look as if they were burnt by fire, but eyes shine with an unearthly yellow glow. They don't walk on the ground, but float, wandering the gently swaying fields, searching for a victim. When they find one, they use their voices to beguile them, make them rest or sleep in the shade. Then they attack, trying to rip out and devour the heart. If the victim wakes up, a noon wraith usually doesn't pursue, and soon fades away to reappear in the vicinity some other day.

Peasants believe that when these monsters eat enough hearts during a single summer, they are able to call forth living flames and destroy entire fields of crops. Scholars speculate that noon hags are a leftover of a powerful infernal pact, or servants of a long-forgotten deity, still trying to complete some task required of them. This theory might be actually true, since noon hags often travel in the company of imps, who also serve as scouts. Noon hags can be quite sociable at times, and are a great source of strange mysteries -- or cryptic answers.

Ecology

Covens. A noon hag that is part of a coven has a challenge rating of 7 (2,900 XP).

Environment. Desert, forest, grassland, hill, swamp, urban.

Encounters

Example Encounter. The heroes are travelling through the fields of wheat in the middle of a particularly hot summer. Around noon they find a shaded area in the middle of a golden field and they decide to rest, water their horses, and have a snack. The air shimmers with heat and even crickets are quiet, except for one particularly tenacious insect. The heroes feel weary. Ask the players for their declarations (some may get into the spirit of things and declare they go to sleep, others might want to keep watch). Then the noon hag emerges, trying to make the heroes fall asleep. At this stage, it is still barely visible and resembles a mirage. Finally, it attacks, preferring a sleeping target, while her imps swarm those who remained awake. As the attack usually occurs in the middle of a field, her spells tend to set crops on fire and she uses the resulting smoke and conflagration to her advantage.

Plot hooks:

- Each year a great fire destroys the same part of a field.
- A lonely woman walks the fields during the noon heat.
- There is a man with a burned hand in the village and the wound doesn't heal.

Noon Hag

Medium fey, chaotic evil

Armor class 15 (natural armor)
Hit Points 112 (15d8+45)
Speed 40

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

Damage Resistance bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered
Damage Immunity Fire
Damage Vulnerability cold
Senses passive perception 12
Languages Abyssal, Common, Infernal, Primordial
Challenge 5 (1,800 XP)

Fear of Water. Noon hate water and never appear near ponds, streams, wells etc. Moreover, dousing them with water suspends their damage resistances for 1 round.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

- At will: *minor illusion, burning hands*
- 2/day each: *sleep, mirror image, heat metal*

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

Actions

Claws. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 10 (2d8+1) slashing damage.

Heartripper. A noon hag can attack a sleeping or otherwise helpless victim and attempt to rip out the living, beating heart from their chest. This is a claw attack that has advantage and deals 19 (4d8+1) damage. If reduced to 0 Hit Points, the victim immediately dies. If the target does not die, they are immediately awakened by this attack.

Hearteater. As a bonus action a noon hag can eat a fresh heart. Doing so restores half of the Hit Points she has lost and increases all her damage, spells included, by +2. The effect is cumulative. The effect lasts until sundown.

Evaporate Liquids (1/Day). The noon hag automatically detects all liquids within 30 feet -- potions, flasks with water or alcohol etc. Her hatred for all things watery is so great that she attempts to boil them. Nonmagical and common potions and liquids are automatically destroyed (oil flasks explode). For other roll a 1d10: Uncommon are destroyed on 6 or more, Rare on 7 or more, Very Rare on 8 or more. Legendary potions are immune to the effect.

Shaitan: The Desert Hag

by JVC Parry

Also known as sand or desert hags, shaitan make their lairs in the unforgiving, sandblasted wastelands of the world. These evil fey typically find homes in caves, but occasionally travel like nomads in goat-skin yurts.

Harbinger of Disease. Nothing delights a shaitan more than offering desperately needed fresh water to a dehydrated traveler that is secretly riddled with disease. These dark fey have the ability to create and manipulate viruses and plagues as they see fit, often tricking individuals into bringing the diseases upon themselves. They themselves are immune to all forms of disease, and delight in cultivating hideous blights on their claws.

Often, a desert hag is capable of infecting a creature before they even realize what they're up against. In these situations, the hag will force the creature to bargain with her for a cure.

Bestial Appearances. All shaitan are hideous to behold, having elongated faces not dissimilar to a goat, thick hair sprouting from their skin, clawed fingers and hooves. Although a shaitan can create an illusory cover for most of this horror, they are never able to conceal their cloven feet. Because of this, sand hags normally wear long, ragged dresses in an attempt to conceal the feature that would give them away.

Sand Spirits. Although shaitan lack the iron-hard skin of their sisters, they have an uncanny link to the earth upon which they walk. When a foe of the hag swings to strike her, she can magically transform into a pile of sand, cascading to the ground. Before they can reposition themselves, the shaitan will reform mere feet away, ready to sink her claws into them.

Ecology

Covens. A shaitan that is part of a coven has a challenge rating of 6 (2,300 XP).

Environment. Desert, grassland, hill.

Encounters

Shaitan Tactics. A desert hag is a creature of trickery and contempt. More often than not, they will try to avoid a fight by disguising themselves, charming other creatures or using their sandy step to avoid being hit. If a shaitan is exposed, and forced to fight, it always leads with a casting of contagion. Particularly malicious hags will use the Slimy Doom variant of the spell to give disadvantage on Constitution saving throws to the target, who they then ravage with their claws to exhaust them.

Sand Hags also make the most use of terrain as they can. These foul creatures make their lairs in labyrinths of rock formations which can be toppled onto intruders, or in areas peppered with quicksand which they can lure creatures into. They also prefer areas which suffer from extreme heat and sandstorms.

As the hags are immune to exhaustion, they can walk for days and nights on end without break, searching for those who have wronged them. Because of this, anyone foolish enough to wrong a shaitain must eternally watch their backs.

Shaitan Encounter Groups. Shaitans often work alone, but are sometimes accompanied by familiars or minions who do their bidding. Examples of creatures that would be subservient to a desert hag are given in the table below.

Minions

1d6	Minion(s)
1	1d2 **clay golems**
2	2d4+2 **dust mephits**
3	1d4 **death dogs**
4	1d2 **giant scorpions**
5	2d4+2 **jackalweres**
6	2d4 **swarms of insects**

Lair Actions

On initiative count 20 (losing initiative ties), the hag can take a lair action to cause one of the following effects, but can't use the same effect two rounds in a row:

Ethereal Passage. Until initiative count 20 on the next round, the hag can pass through solid walls, doors, ceilings, and floors as if the surfaces weren't there.

Door Control. The hag targets any number of doors and windows that she can see, causing each one to either open or close as she wishes. Closed doors can be magically locked (requiring a successful DC 20 Strength check to force open) until she chooses to make them unlocked, or until she uses this lair action again to open them.

Sandstorm. The hag creates a sandstorm in a 40-foot high, 20-foot radius cylinder centered on a point she can see within 120 feet of her. The effect lasts until initiative count 20 on the next round. The sandstorm lightly obscures every creature and object in the area for the duration. A creature that enters the sandstorm for the first time on a turn or starts its turn there is blinded until initiative count 20 on the next round.

Shaitan

Medium fey, chaotic evil

Armor Class 15 (natural armour)
Hit Points 90 (12d8 + 36)
Speed 30ft.

STR 12 (+1), **DEX** 15 (+2), **CON** 16 (+3), **INT** 13 (+1), **WIS** 14 (+2), **CHA** 16 (+3)

Skills Arcana +3, Deception +5, Perception +4
Damage Resistances fire
Condition Immunities exhaustion
Senses darkvision 60ft., passive Perception 14
Languages Common, Sylvan, Terran
Challenge 4 (1,100 XP)

Disease Immunity. The hag cannot contract diseases, magically or otherwise.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no material components:

- 3/day: *charm person, lesser restoration*
- 1/day: *contagion*

Stench. Any creature that starts its turn within 10 feet of the hag must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hag's stench for 24 hours.

Actions

Claws. *Melee Weapon Attack*: +4 to hit, reach 5ft., one target. *Hit*: 15 (3d8 + 2) slashing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or contract a disease. At the end of each of its turns, the creature must repeat the saving throw, increasing its exhaustion level by 1 on a failure. This lasts until the disease is cured.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion 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 20 Intelligence (Investigation) check to discern that the hag is disguised.

Reactions

Sandy Step. When a creature misses the hag with a melee weapon attack, the hag can transform into a pile of sand and move up to 5 feet in any direction. This movement does not provoke opportunity attacks.



Whistler

by Matt Butler

The whistlers are dark fey creatures with the ability to reanimate the remains of a treant and pilot it like a suit of armor. Neither fairy court wants to claim them as both find their forms and methods despicable. However, the feathered hag finds them to be absurdly beautiful creatures and prides herself on having as many as possible around.

Whistlers have been known to track treants for years, waiting until the perfect moment to strike with their entrancing bird calls. Once the treant has been lulled into a stupor, the whistlers move in with their silver claws and hollow the poor creature out. Once the deed is done, the whistler uses its fairy magics to raise the treant as a giant puppet.

The tragic tree puppet remains motionless until a whistler flies inside its hollowed-out trunk and activates it. The whistler can then pilot the tree puppet like a large suit of armor, using its thick bark as a shield against foes and its heavy limbs as devastating battering rams. While in this form, the whistlers become very difficult to hit, gaining complete cover until the trunk of the treant has been destroyed.

Whistlers love destruction and desecration in all forms and prowl the dark forests of the Feywild in search of good creatures to kill. They feed on the flesh of sentient plants, but have been known to kill good creatures like unicorns for fun. Whistlers have a large hunting area and often seek out feathered hags to protect them from other, more powerful, fey that they provoke with their presence. When they travel in packs, the creatures are aptly referred to as a "murder of whistlers."

Though this is helpful to the whistlers, there is another, more spiritual, reason they seek out feathered hags. Whistlers have a deep belief in Mother Lyrrha, the supposed mother of all hags, and believe that feathered hags are the closest hags to the original source. They believe that Mother Lyrrha created the first whistlers to fill her corner of the Feywild with malicious glee. This makes a murder of whistlers fiercely loyal to their feathered hag and any one of them would die happily to serve Mother Lyrrha.

Ecology

Environment. Forest, grassland, hill, mountain, swamp.

Whistler

Small fey, chaotic evil

Armor Class 12 (natural armor), 16 (tree puppet armor)
Hit Points 87 (10d10 + 10), 39 (5d10 + 5) tree puppet armor
Speed 20 ft., fly 30 ft. (cannot fly while in tree puppet armor)

STR 10 (+0), **DEX** 14 (+2), **CON** 13 (+1), **INT** 19 (+4), **WIS** 12 (+1), **CHA** 7 (-2)

Senses darkvision 120 ft., passive perception 11
Languages Elvish, Sylvan
Challenge 4 (1,100 XP)

Innate Spellcasting. The whistler's innate spellcasting ability is Intelligence (spell save DC 14). The whistler can cast the following spells, requiring no components. The whistler casts every spell as a 4th level spell.

- At will: *dancing lights, detect magic, minor illusion, prestidigitation, ray of frost*
- 1/day each: *gust of wind, sleet storm*

Raise Tree Puppet. The whistler can select a hollowed out treant it can see within range and, through a set of intricate fey-infused whistles, raise it as an unholy tree puppet. This process takes a full combat round. The whistler can then fly into the tree puppet on its next turn and pilot it like an oversized suit of armor. The treant appears zombified and lurches rather than walks. Once the hit points of the tree puppet have dropped to 0, it shatters and the whistler flies out from the wreckage.

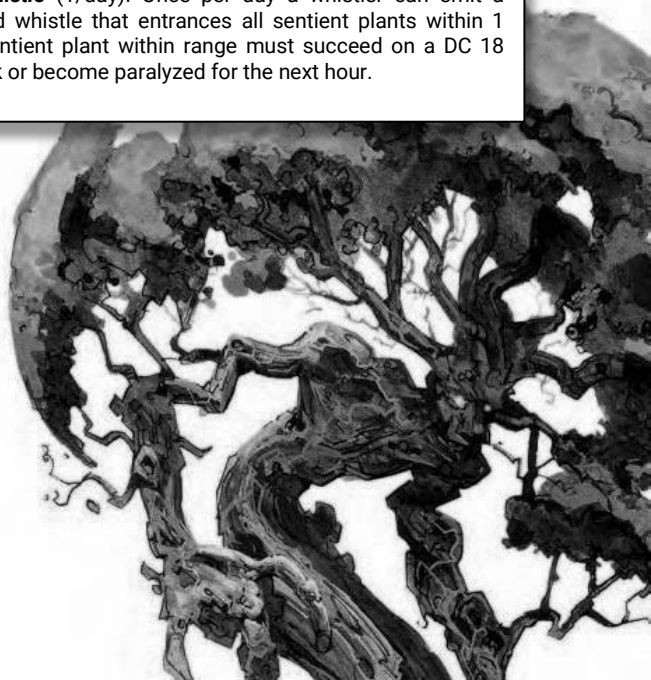
Scary Visage. The whistler is a deeply unsettling creature and just seeing one can cause a creature to take psychic damage. Any creature that sees a whistler up close must make a DC 14 Wisdom saving throw or take 8 (4d4) psychic damage and become frightened for 1 round.

Actions

Razor Claws. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 14 (3d6) slashing damage. The tainted fey metal used in this attack deals double damage to plants.

Icy Smash. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 18 (4d6) bludgeoning damage plus 18 (4d6) cold damage. This attack can only be performed when the whistler has a tree puppet.

Entrancing Whistle (1/day). Once per day a whistler can emit a beautifully sad whistle that entrances all sentient plants within 1 mile. Every sentient plant within range must succeed on a DC 18 Wisdom check or become paralyzed for the next hour.





Wriggler

by Matt Butler

The wriggler is a tiny fey that wants nothing more than to see the world burn. They thrive in the few places where the material plane, the Shadowfell, and the Feywild overlap and blur. These places produce a very specific type of bush, called a flaming majestic, that attract wrigglers like a moth to a flame. A swarm, roughly 10-12 individuals, can overtake a flaming majestic in less than an hour, ripping apart its leaves and stems to fashion acidic spears.

Unlike most fey, the wriggler pays no homage to either court and prefers to remain neutral. However, when their habitat overlaps that of a feathered hag, which happens fairly often, the wrigglers will usually agree to pay her homage as a sign of respect and fear. Most feathered hags will employ wrigglers as guards to their homes, planting thick groves of flaming majestic around the perimeter or in the natural gates that dot their impressive domains. It is a mutually beneficial relationship, but the hag gets the better deal. Flaming majestic is often used as an ingredient in many of the feathered hag's concoctions and carries potent magical properties, so the wrigglers are just icing on the cake.

Wrigglers think in very simple terms; eat this, kill that, sleep here, etc. However, they are not dumb. When given a task they will pool their mental faculties to come up with a unique solution to the problem. If repelling an enemy, they will often use advanced military tactics to achieve victory with the precision of one multifaceted hivemind.

Ecology

Environment. Forest, grassland, hill, mountain, swamp.

Flaming Majestic

by Tim Bannock

This plant grows almost exclusively in the Feywild, though there have been attempts by particular fey or powerful spellcasters to cultivate such plants in the Material plane. It's useful as a deterrent and obstruction to keep trespassers out, as it is a plant that secretes a fine oil that is acidic to organic material, in a similar way some plants irritate flesh. This makes it perfect for hanging on fences, along gates, or encouraging its growth up a wall. The fact that it is rainbow hued -- tending towards bright oranges, reds, yellows, with notes of purples and blues -- makes it an added visual element, though that prettiness can also draw people to absentmindedly touch the dangerous stuff as they admire it.

When a creature starts its turn in an area of flaming majestic it must make a DC 14 Constitution saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one. If the saving throw is failed, the save may not be repeated for 24 hours and thus it takes the full 7 (2d6) acid damage: the creature is susceptible to the acidic oils and has no natural resistance to them.

Wriggler Swarm

Medium fey, neutral evil

Armor Class 13 (natural armor)
Hit Points 78 (12d12)
Speed 30 ft.

STR 13 (+1), **DEX** 14 (+2), **CON** 10 (+0), **INT** 17 (+3), **WIS** 11 (+0), **CHA** 9 (-1)

Damage Resistances slashing
Senses blindsense 60 ft., passive perception 10
Languages Elvish, Sylvan
Challenge 2 (450 XP)

Scary Visage. The wriggler is a deeply unsettling creature and just seeing one can cause a creature to take psychic damage. Any creature that sees a wriggler up close must make a DC 14 Wisdom saving throw or take 4 (2d4) psychic damage and become frightened for 1 round.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 14 (3d6) piercing damage. Any creature bitten by the wriggler must succeed on a DC 12 Constitution saving throw or contract the many-legged curse (see Bargains & Curses).

Spear. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 14 (3d6) piercing damage plus 4 (1d6) acid damage.

Chapter 2: Bargains & Curses

Bargains and curses: each sides of a coin with a ghastly visage on one side and a dreadful oath on the other. Both powers that hags wield in ways that few spells can match, or even have the chance of breaking.

Hags and witches are notorious for ensnaring other beings -- from the honorable and noble to the wicked and the wretched -- in terrible bargains that never go the way hoped for...except by the hag, of course! Whether the other party is hexed because they can't make good on the bargain or try to break it, or they are simply the subject of a hag's immortal ire, the other popular ability of these creatures is that they can bewitch them with some terrible curse that is often their undoing, or at the very least is the source of some great journey into dark and terrifying places to find some magical cure to relieve them of their supernatural malediction. These abilities are not unique to hags -- we've already mentioned witches, and certainly creatures like vampires, liches, genies, and sphinxes may have access to such powers -- but hags are synonymous with such things.

The below sections present roughly two dozen bargains and curses that can be employed by hags to jinx adventurers or important NPCs, and thus drive dozens of encounters or entire campaigns in search of a means to heal a malady, break a one-sided oath, or find an item that can severe the enchantments that come with such...arrangements. Many of these are specific to the abilities or thematic elements surrounding two of the new hags in this guide: the candy hag and the feathered hag That said, most of these can be easily used as inspiration for any other hag, and a few speak to the abilities of other types of hags.

Using Bargains & Curses

You'll notice that there aren't a lot of mechanics for how bargains and curses intersect with specific hags' magical abilities nor their expected challenge ratings. This is intentional: in many cases, these two special abilities rely a great deal on social interaction with the hags, or directly lead to conditions that must be removed, avoided, or nullified through great effort on the part of the accursed, which means inspiration for research, exploration, and adventure-length or even campaign-length quests. These are not the sort of thing that a cleric casting *remove curse* can always cure, whether they are inflicted on player characters or on beloved NPCs, henchmen, patrons, and the like. As such, it behooves the DM to consider even the possibility of these effects appearing in the game as they would any artifact, or especially alternative rewards such as the blessings, charms, and epic boons found in *Dungeon Master's Guide* Chapter 7. They are not "game breaking" if they show up at low levels nor high levels, but many have lasting effects in a way that go beyond the duration of a single encounter, or even a single session's worth of adventuring.

At its simplest, bargains are deals entered into willingly -- though a hag certainly may try to apply leverage through threats, negotiation, or offers of material wealth and objects in exchange for agreement -- and they provide one party with some seemingly wonderful, often magical benefit. But they always favor the hag, in the end, and often have some malady associated with them, or lead to some bitter debility that the hag can later take advantage of.

Curses, on the other hand, are entirely one-sided, a physical embodiment of a hag's wrath, insanity, capriciousness, or some other aspect of their dark will. These can take many forms, and are a bit tougher for DMs to handle, because there is rarely a simple saving throw to avoid them. In some cases, a curse may be inflicted on a character through their interaction with some object they take from a hag, whether it was offered or should they steal it from the hag. Other times, a curse is something that simply need be spoken by a hag, and its effect then comes into being. There are no set rules, but the primary consideration a DM should be aware of is that these are often dire, long-term effects. Afflicted on an NPC such as a loved one or relative of one of the characters, a prized henchmen or even intelligent mount, or a patron or fellow Faction member, a curse should be the sort of thing that spurs new quests for the party as they attempt to undo or reverse its effects. When a character is cursed, the DM should be very clear about the effects of the curse and should provide any number of ways for the party to investigate how to lift it. While the actual cure needn't be easy for the party to find, the fact that such a detrimental malady is in play should be enough to motivate the DM and the players to come up with scenarios that push them towards removing it. Some of these effects may alter how effective a character can be in combat, and that can radically alter what sorts of encounters might become deadly when they originally were of hard or even moderate difficulty.

Bargains

by Matt Butler

The Dark Hunt

This bargain is the feathered hag's version of the wild hunt, a terrifying time to be a mortal in the Feywild. The feathered hag hunts any mortal who agrees to this bargain for a year and a day. At the conclusion of this time, if the creature has survived, she will grant them three favors. These favors can be for anything, but rarely get utilized as the mortality rate of the dark hunt is almost 100%.

Most creatures don't know they're agreeing to be a participant in the dark hunt. Feathered hags like to use a creature's own greed and lust for power against them by leaving cursed objects wedged inside huge boulders. These boulders are covered in archaic symbols, most of which are nonsense, but hidden inside somewhere are the rules of the bargain. They dictate that anyone who pulls an object from the boulder agrees to become a participant in the dark hunt whether they want to or not.

Forest hags and night hags also employ this bargain, as they are hunters with a wicked cunning.

The Endless Fountain

This bargain can be made by any hag who has lived for more than 500 years, but is most often made by ancient sea hags. The hag offers a seemingly irresistible bargain to anyone it finds to be particularly beautiful, and thus repellant. The hag says it would be a waste to see such beauty perish from this earth and offers the gift of immortality to the unfortunate mortal. If the creature agrees, they will never die from old age and could potentially live forever. The only thing the hag asks for in return is a lock of the creature's hair to remember their beauty.

The creature is then free to go about its life like normal, free from the perils of a natural death. As time passes, the hag uses the lock of hair to keep tabs on the creature as it continues to age (the hag might be able to use *dream* and *scrying* as innate spells on the target of this bargain). The hag fulfilled her end of the bargain and made the creature immortal, but did not make the creature immortally young. The creature continues to age for 1d4 hundred years, until they become a tiny pile of saggy flesh. They can't move, they can't speak; they are simply a lump of flesh that can't die. At this point the hag swoops in and carries the creature off to its lair where it uses it as a morbid decoration.

The Escape Bargain

It is incredibly unlikely that a creature survives the dark hunt (see above), but sometimes it happens. No feathered hag wants to admit defeat, especially to a mortal, so if a creature makes it ten months without dying, the hag will swoop in and make the escape bargain with the creature.

The escape bargain is a kind of get of jail free card for the creature, but it comes with terrifying consequences. The hag will allow the creature to leave and lead a normal life if the creature can find another creature to take its place. The creature will have one month in the material plane to lure an unsuspecting victim to the fairy ring. The whole time its head will be filled with hag's taunting voice keeping it awake, terrified, and focused. When the creature brings the unsuspecting victim back to the fairy ring, it will be released from the hag's power and free to live a normal life.



However, the devil is in the details and a normal life means a normal "natural" death. A few weeks after the creature leaves the Feywild the feathered hag begins to work her infernal magics. She will introduce various diseases, natural hazards, and exotic monsters to the creature's environment, basically whatever is going to be the most fun and creative way to kill the creature, so she can brag about it to her rivals.

Once the creature has died in a fun and exciting way, the hag will retrieve the bones and bury them in the Feywild. Less than an hour later the creature will rise as a craven sprinter, a new monster detailed in the Bestiary.

The Finding Bargain

This bargain can be made by any hag with a lair and at least four minions. Hags acquire an extensive collection of knowledge over their long lives, but rarely have the ability to act on it due to their solitary nature. The hag will offer to help any creature who appears strong and capable find an archaic and powerful fey item or weapon. The only thing she asks for in return is the creature's eye. The hag promises to replace the eye with one of her own making, one that she can see and communicate through.

In this way she can guide the creature through the various obstacles and ensure that the artifact is found. Once the mission is completed she will keep the creature's original

eye as payment and the two can part ways. In practice most hags send their minions to follow the creature closely in hopes of a double cross. Once the hag has verified that the object has been retrieved and the creature has fallen asleep with her artificial eye, she will send in her minions to kill the sleeping creature and retrieve the stolen object.

Promethean Pact

This bargain has existed for time immemorial and only hags of significant power can make it. If a creature has a specific item the hag wants or if it is too powerful for her to take down herself, she will offer to enhance the creature with a fey ability in exchange for three favors. The fey abilities available to choose from are those listed in the stat blocks of fey creatures, examples include: speak with beasts and plants, illusory appearance, etherealness, telepathy, magic resistance, and heart sight.

Any creature that makes this pact must do whatever the hag desires and savvy hags will make the tasks almost impossible to complete. Examples include:

- “Bring me the head of the red dragon, Malfarz"
- "Find a beautiful hag"
- "Bring me a branch from the tree of life"

If the creature can't complete the task in a year and a day, they forfeit their ability and become a lifelong slave to the hag.

Sugar Pact

This bargain can only be made by an established candy hag with an intact gingerbread cottage. If an especially greedy or powerful adult makes their way to the candy hag's cottage, the hag will offer a mutually beneficial deal. If the adult agrees to sell her candy in town, the hag will let the adult keep all the profits. Her candy treats are incredibly delicious and will prove very popular. She will provide brownies (5 cp), rock candy (1 cp), specialty cakes (1 sp), and several different flavors of gumdrops (1 cp). Unfortunately for the town, she can produce as much as the adult can sell.

The adult usually ends up fabulously wealthy as a result, however this wealth corrupts the adult far more than regular wealth would. As his power and influence grows in the town, he will become more and more unhappy with what he has. Slowly, over the course of a few months, the adult will transform into a hateful, arrogant, and malicious creature. Part of this is because the hag's treats are almost irresistible. Normally they cause the consumers to become fat, lazy, and docile, but they have a very different effect on adults under this bargain.

Eventually, the adult will begin to hunger for something a little more substantial than candy. Something human. When this happens, they begin to lose their sanity and end up a raving lunatic cannibal of no more use to the hag than one of her own creations. The lunatic cannibal is considered chaotic evil and loses 5 points of intelligence. If you are using the optional Sanity skill, the creature's sanity drops to 8. Most candy hags will swoop down on the city and collect the fat and docile kids when this happens, leaving the crazed cannibal to take the fall for the kidnapping.

Sweetest Deal

This bargain is one of the oldest made by hag kind and is one of the only ones the hag actively pursues. Most creatures encountering a hag will hear of this bargain one way or another, and few can resist the temptation. The hag offers to reveal to the creature the identity and location of their true love in exchange for their first-born daughter.

If the creature agrees, the hag will do her best to ensure the couple finds each other and produces a daughter. Once the daughter is three days old, the hag will appear to collect the child. In secret, she will consume the child and bear a hag daughter. The hag daughter appears identical to the child that was stolen except for a birthmark over her heart.

At this point the hag will usually return the child to its former parents, watching and waiting until the child reaches the age of 13 and murders her parents. That's when the hag swoops in a second time, collects the daughter, and trains her in the hag arts.

Curses

by Matt Butler

The Arcane Curse

This curse causes the victim to take double damage from any weapon or spell that deals arcane damage. Any creature wielding a weapon that deals arcane damage, or casting a spell, against the victim gets advantage to all attack rolls against the victim when using that weapon, or spell. This curse is permanent and can only be removed with a *remove curse* spell.

In one of the scenarios presented in Encounters, this curse comes from a magic item: the *staff of casting* (see Items of Wonder & Wyrd). Any creature that attunes to the *staff of casting* suffers from the arcane curse. Note that removing the curse from the victim does not prevent the victim from contracting the curse again if the victim is still attuned to the *staff of casting*.

The Crushing Curse

This curse causes the victim to take double damage from any weapon that deals bludgeoning damage and any creature wielding a weapon that deals bludgeoning damage gets advantage to all attack rolls against the victim when using that weapon. This curse is permanent and can only be removed with a *remove curse* spell.

In one of the scenarios presented in Encounters, this curse comes from a magic item: the *hammer of smashing* (see Items of Wonder & Wyrd). Any creature that attunes to the *hammer of smashing* suffers from the crushing curse. Note that removing the curse from the victim does not prevent the victim from contracting the curse again if the victim is still attuned to the *hammer of smashing*.

Curse of the Crul

Any creature that consumes a licorice gumdrop ooze becomes subject to the curse of the crul. The consumer adds 12 HP to its HP maximum and suffers no ill effects. However, should the consumer ever drop to 0 HP, they will die instantly and a rock candy cocoon will form around their corpse. After 1d4 days the consumer will rise as a crul, a new monster detailed in the Bestiary. This curse is permanent, but can be removed with a *remove curse* spell as long as the consumer is still alive.

Curse of the Decaying

This curse causes the victim to completely decay over the course of a year and a day. It starts slow at first, but builds quickly. The first week, the character loses a finger. The next week, the character loses two more fingers. The character loses a single hit point from their maximum hit points each day; this cannot be healed, and is a permanent loss until the curse is removed. This continues until the character ceases to be or until a *remove curse* spell is cast on the victim. Any body parts lost are not recoverable by natural or magical healing until the curse is removed.

In one of the scenarios presented in Encounters, this curse comes from touching *Wicked May's mummified foot*. Any creature that touches the unwrapped foot of Wicked May falls victim to this terrifying curse immediately.

Curse of the Flame

Any creature that consumes a cherry gumdrop ooze becomes subject to the curse of the flame. This curse makes the creature immune to all fire damage including magical fire, however the creature becomes deathly afraid of fire. Whenever the creature is confronted by an open flame of any size, it cowers in fear and becomes frightened for as long as the flame is present. This effect is permanent and can only be removed with a *remove curse* spell.

Curse of the Full

The gingerbread thief (see the Bestiary) can emit a delicious cinnamon smell twice per day that entices all creatures within 30 ft. to consume it immediately. Any creature that consumes the gingerbread thief takes 1d6 poison damage and falls into a deep magical slumber. This slumber lasts indefinitely, but can be removed with the application of a *remove curse* spell. Elves and other creatures that don't sleep are unaffected by the curse, but take an additional 1d6 poison damage and vomit immediately after consuming the gingerbread thief.

Curse of the Night Stallion

This curse forces the victim to fall asleep at sunset and stay asleep until dawn. During this time, the victim emits a psychic stink that attracts all night hags within 5 miles. While in this magical slumber, the victim has intense nightmares about being run down by a fiery stallion. Any creature with fey or elven ancestry is immune to this curse. This effect is permanent and can only be removed with a *remove curse* spell.

In one of the scenarios presented in Encounters, this curse comes from a magic item: *Dread Leonara's pillow* (see Items of Wonder & Wyrd). Any creature that attunes itself to *Dread Leonora's pillow* falls victim to the curse of the night stallion.

Curse of the Thin

Any creature that consumes a lemon gumdrop ooze becomes subject to the curse of the thin. This curse triples the consumer's movement speed, but also drastically increases their caloric needs. If the creature doesn't eat at least a full loaf of bread every hour, they begin losing 1d6 HP every 5 minutes until they do. This damage can be healed with a short rest as long as the creature can continue to eat during it. Eating doesn't heal any damage, it just prevents a character from losing HP. The food consumed doesn't necessarily have to be bread, but it does have to have a similar caloric value. Examples include: one half pound of dried meat, 10 raw potatoes, 7 slices of chocolate cake, etc. This curse is permanent, but can be removed with a *remove curse* spell.

The Cutting Curse

This curse causes the victim to take double damage from any weapon that deals slashing damage and any creature wielding a weapon that deals slashing damage gets advantage to all attack rolls against the victim when using that weapon. This curse is permanent and can only be removed with a *remove curse* spell.

In one of the scenarios presented in Encounters, this curse comes from a magic item: the *axe of slicing* (see Items of Wonder & Wyrd). Any creature that attunes to the *axe of slicing* suffers from the cutting curse. Note that removing the curse from the victim does not prevent the victim from contracting the curse again if the victim is still attuned to the *axe of slicing*.

The Draining Curse

This curse causes the victim to become dependent upon the *symbol of healing* and lowers the victim's natural ability to cast healing spells over time. After one month the victim loses 1d8 from their healing spells regardless of the slot used. This effect continues until the victim can no longer

cast healing spells of any kind, even with the *symbol of healing*. This curse is permanent and can only be removed with a *remove curse* spell.

In one of the scenarios presented in Encounters, this curse comes from a magic item: the *symbol of healing* (see Items of Wonder & Wyrd). Any creature that attunes to the *symbol of healing* suffers from the draining curse. Note that removing the curse from the victim does not prevent the victim from contracting the curse again if the victim is still attuned to the *symbol of healing*.

The Floating Curse

Any creature that consumes an orange gumdrop ooze becomes subject to the floating curse. This curse grants the consumer the ability to levitate at will for 10 minutes. After the 10 minutes are up, the creature still retains the ability to levitate, but can no longer control it. Whenever the creature wants to remain on the ground, they levitate instead and vice versa. When the creature is floating it does not get a fly speed and merely hangs there like a balloon on a string. If it tries to pull itself toward the ground using a tree or similar structure it has to succeed on a DC 16 Strength check to hold itself in place. The reverse is true, meaning that if the creature wants to jump it must make a DC 16 Strength (Athletics) check to get even a little bit off the ground. This curse is permanent, but can be removed with a *remove curse* spell.

The Grey Curse

Any creature that consumes a grape gumdrop ooze becomes subject to the grey curse. This curse grants the consumer darkvision out to 60' or 120' if the creature already has darkvision. However, this curse also removes the consumer's current sight, leaving everything in shades of grey. This curse is permanent, but can be removed with a *remove curse* spell.

The Many-Legged Curse

Any creature that is bitten by a wriggler and fails its saving throw falls victim to the many-legged curse. This curse causes the victim to imagine dozens of thin and oozing legs sprouting from every sentient creature it meets. The legs vary from creature to creature, some seem to have legs coming out of their stomach, while others seem to have them coming from their eyes or mouth. Whenever the victim attempts to touch the legs, they appear to retract into the creature's body, so the victim can never truly be sure the effect is an illusion at all.

No one else sees the nonexistent legs, adding to the victim's sense of paranoia. From this point on the victim is considered permanently frightened of every creature it interacts with including the party. This curse is permanent and can only be removed with a *remove curse* spell.

Mother Lyrrha's Curse

This curse causes the victim to grow uglier and uglier at an accelerated rate. Over the course of a year and a day the victim transforms into a shrunken, hideous shadow of their former self. Any creature that comes into contact with the victim after their transformation must make a DC 16 Constitution saving throw or become frightened of the creature, running away screaming. This curse is permanent and can only be removed with a *remove curse* spell cast before the transformation is complete.

In one of the scenarios presented in Encounters, this curse comes from a magic item: the *chain of Mother Lyrrha* (see Items of Wonder & Wyrd). Any creature that attunes itself to the *chain of Mother Lyrrha* falls victim to Mother Lyrrha's curse. Note that removing the curse from the victim does not prevent the victim from contracting the curse again if the victim is still attuned to the *chain of Mother Lyrrha*.

The Pointed Curse

This curse causes the victim to take double damage from any weapon that deals piercing damage and any creature wielding a weapon that deals piercing damage gets advantage to all attack rolls against the victim when using that weapon. This curse is permanent and can only be removed with a *remove curse* spell.

In one of the scenarios presented in Encounters, this curse comes from a magic item: the *bow of piercing* (see Items of Wonder & Wyrd). Any creature that attunes to the *bow of piercing* suffers from the pointed curse. Note that removing the curse from the victim does not prevent the victim from contracting the curse again if the victim is still attuned to the *bow of piercing*.



Chapter 3: Items of Wonder & Wyrd

This chapter includes dozens of magical items that might have been created by, popularly used by, or stolen/inherited by hags, their consorts, and their minions. A great deal of them can be found in the encounters published in this volume, but you are free to place them wherever you want in your campaign world, and use them to whatever ends make the most sense.

Many -- but not all! -- of these items are cursed! Consider carefully how and when you wish to add these items to your campaign in order to avoid some of the curses that are deadly for low-level characters.

Using These Items

Each item has the standard notations regarding what category they are, their rarity, and whether or not they require attunement. Additionally, each comes with a notation as to whether or not they are a minor or major item; discussion of this designation can be found in *Xanathar's Guide to Everything*, Chapter 2. This provides a shorthand for how to work these items into the Magic Item tables in the *Dungeon Master's Guide*, if you wish to place these items in the random magic item tables that appear in Chapter 7 of that volume.

- If the item is minor, consider placing it on any of Magic Item Tables A through E, with preference for D or E, as these include items that are often more powerful, or more "strange" and otherworldly.
- If the item is major, consider placing it on any of Magic Item Tables F through I.

Other Weird Items

Don't forget! Hags are prone to using bizarre items (as we learn in *Volo's Guide to Monsters*), and many types create their own, personalized items that they require in order to inflict their preferred form of malice upon the world. Items associated with hags that might be found as the spoils of one coven destroying another include:

- *Hag eye* (see Hag Covens in the *Monster Manual*)
- The night hag's favored items, a heartstone and a *soul bag* (see Night Hag Items in the *Monster Manual*)
- An *iron token*, one of three such items that annis hags can "gift" to someone (see Iron Token in *Volo's Guide to Monsters*)
- A *graystaff*, the magically-powered staff of the bheur hag, which is inert when the bheur hag dies...usually (see *Volo's Guide to Monsters*; acts as a *broom of flying* and provides the spells *hold person* at will and *cone of cold*, *ice storm*, and *wall of ice* each 3 times per day)

Index of New Items

The following table lists the items found in this chapter. It denotes the item's type, rarity, whether or not it requires attunement to use, and its designation as either a minor or major item (as explained in *Xanathar's Guide to Everything*).

Magic Item Index

Item	Type	Rarity	Attunement	Minor/Major
Auntie Olga's Ice Pick	Wand	Legendary	Yes	Major
Axe of Slicing	Weapon	Rare	Yes	Major
Bow of Piercing	Weapon	Rare	Yes	Major
Cackling Ethel's Eye	Wondrous item	Legendary	No	Major
Candy Figures	Wondrous item	Rare	No	Minor
Chain of Mother Lyrrha	Wondrous item	Legendary	Yes	Major
Chalk of Crossing	Wondrous item	Very rare	No	Major
Cyclops Skull	Wondrous item	Very rare	No	Major
Dread Leonora's Pillow	Wondrous item	Legendary	Yes	Major
Fairyglass	Wondrous item	Rare	Yes	Minor
Garlforb's Axe	Weapon	Legendary	Yes	Major
Grandmother Ursula's Scale	Wondrous item	Legendary	Yes	Major
Hallucinogenic Cookies	Wondrous item	Uncommon	No	Minor
Hammer of Smashing	Weapon	Very rare	Yes	Major
Jewel of (Shattered) Dreams	Wondrous item	Very rare	Yes	Major
Poof Dust	Wondrous item	Rare	No	Major
Rignorg's Scale	Wondrous item	Very rare	Yes	Major
Staff of Casting	Weapon	Very rare	Yes	Major
Symbol of Healing	Wondrous item	Very rare	Yes	Major
Turtleback Polly's Coin	Wondrous item	Uncommon	No	Major
The Uncertain Mirror	Wondrous item	Very rare	No	Major
Vial of Dream	Potion	Very rare	No	Major
Wicked May's Mummified Foot	Wondrous item	Legendary	No	Major
Willowwrath's Feather	Wondrous item	Uncommon	Yes	Minor



Magic Items A-Z

by Matt Butler with Tim Bannock

Auntie Olga's Ice Pick

Wand, legendary (requires attunment); major

The pick was given to Willowwrath by Auntie Olga, the bheur hag. Long ago they were rivals for a mountain peak in the Feywild and were impressed by the other's power. They decided to exchange gifts of friendship, sharing the mountain for a while with Dread Leonora, the night hag, before going their separate ways.

This foot-long silver ice pick exudes an aura of cold. When attuned to the user's aura, the pick can be held against pools of liquid to freeze them solid. Any sized pool can be frozen as long as it is fresh water and does not exceed 100 feet in depth. The ice is incredibly thick and can support up to 1,000 lbs. of weight before cracking and reverting to liquid.

Axe of Slicing

Weapon, rare (requires attunement); major

This large war axe is magical and much lighter than it should be. When wielded, it grants the user advantage on all attack and damage rolls. However, it carries with it a terrible curse to those who attune to it. Called the cutting curse (see Bargains & Curses), it renders the user defenseless against all weapons that deal slashing damage. For game stats use the two handed battleaxe from the *Player's Handbook*.

Bow of Piercing

Weapon, rare (requires attunement); major

This azure bow is capable of an amazing feat when attuned to the user. When wielded, the user can fire two shots in place of one with no penalties to either attack role. This seems too good to be true, and it is. Any creature who attunes to this bow suffers from the pointed curse (see Bargains & Curses). For the stats use the longbow from the *Player's Handbook*.

Cackling Ethel's Eye

Wondrous item, legendary; major

This small amethyst eye used to belong to Cackling Ethel, the night hag. Primarily it acts as a homing beacon for creatures she wants to keep her eye on, like Sweet Cleo. Any other creature who picks this up and carries it for more than 3 nights alerts Cackling Ethel to their existence. She will attempt to feed on the poor creature 1d4 nights after that, filling the creature's head with horrible nightmares.

Candy Figures

Wondrous item, rare; minor

These small candies are about 6 inches tall, but the size varies a little from figure to figure. They all appear to be molded to resemble small children. Any character that succeeds on a DC 20 Intelligence (Arcana) check realizes with horror that these are the missing children magically transformed by a candy hag's infernal power. The children are alive, just trapped, and can be freed with a successful *dispel magic* spell against the candy hag's spell save DC. Eating a candy figure kills the child. Interestingly, these figures can be targeted by the *speak with dead* spell, and can communicate normally through that, even though they are not dead.

Chain of Mother Lyrrha

Wondrous item, legendary (requires attunement); major

This silver necklace is infused with the power of the mythical Mother Lyrrha, an ancient and obscenely powerful hag. Any creature that attunes to this necklace gains the ability to grow foot long claws. This gives them a slash attack that utilizes their Strength bonus to hit and damage, dealing 3d8 slashing damage. It also grants the wearer the Spider Climb ability and a climb speed of 20 feet:

Spider Climb. The character can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

This necklace is not without its downsides and any creature who wears it for more than 4 rounds at any one time finds they can't remove the necklace afterwards. The wearer also suffers from Mother Lyrrha's curse (see Bargains & Curses).

Chalk of Crossing

Wondrous item, very rare; major

These small pieces of chalk allow for the creation of portals capable of reaching other realms. When used to chalk a 5 ft. circle on any surface, it creates a portal to one of the inner or outer planes based on the color of the chalk used. Use the table below to determine which color connects to which plane. Each piece of chalk is capable of drawing three circles before being worn out permanently, and each circle only lasts 5 minutes or until smudged by an errant toe.

Plane	Color
Ysgard	Indigo
Limbo	Jet Black
Pandemonium	Magenta
The Abyss	Amethyst
Carceri	Olive
Hades	Rust

Gehenna	Russet
The Nine Hells	Ruby
Acheron	Flame Red
Mechanus	Diamond Blue
Arcadia	Saffron
Mount Celestia	Gold
Bytopia	Amber
Elysium	Orange
The Beatlands	Emerald Green
Arborea	Sapphire Blue
The Outlands	Leather Brown
Ethereal Plane	Spiraling White
Material Plane	Silver
Feywild	Neon Green
Shadowfell	Grey

Cyclops Skull

Wondrous item, very rare; major

This basketball sized skull has been shaped and polished into a near perfect sphere, but with a noticeable hole where the single eye socket would be, hinting at its origin. Willowwrath uses it to play Fey croquet, a game played by the Archfey and Fey elite. Most feathered hags have a skull similar to this, though usually from a more exotic creature.

This item can be used as a throwing weapon, magically taking on the properties of the rock-throwing attack popularly used by cyclops when they wage battle on intruders to their domains.

Skull Toss. *Ranged Weapon Attack*: +9 to hit, range 30/120 ft., one target. *Hit*: 28 (4d10 + 6) bludgeoning damage.

Dread Leonora's Pillow

Wondrous item, legendary (requires attunement); major

This faded blue pillow feels quite soft and inviting. However, any creature that touches its velvety surface suffers the curse of the night stallion (see Bargains & Curses). If the curse is removed from the pillow itself -- not simply a victim of its curse -- then the pillow actually has powerful restorative effects; removal of the pillow's malady requires powerful magics, unfortunately. With the curse removed, anyone attuned to the pillow gains all of the benefits of a long rest after only a short rest. This doesn't decrease the need for sleep or rest for races that normally perform this function.

The pillow was given to Willowwrath as a present from Dread Leonora upon her induction into the coven. Along with Auntie Olga, a bheur hag, they terrorized a small town near their jagged peak in the Feywild for many years before parting ways.

Fairyglass

Wondrous item, rare (requires attunement); minor

This mystical spyglass allows the user to see into another world. When properly attuned, a user can use this device to gaze into the Feywild whenever they want by looking through the spyglass. This item does not overcome the time dilation experienced in parts of the Feywild and will show things in reference to the material plane. For example, when viewing a part of the Feywild where a day is equal to a week, all motion observed will be severely slowed down. Due to this, this object is mostly used to gauge distance and location.

This object can prove incredibly useful, but comes with a potentially deadly downside. Several of the inhabitants of the Feywild, especially those who hunt mortals, are able to cross between the Feywild and the material plane at will. Any creature that attunes to the fairyglass appears as a shadowy ghost in the Feywild while in possession of the fairyglass.

Garlforb's Axe

Weapon, legendary (requires attunement); major

This axe used to belong to the mysterious Garlforb, an ancient slayer of demons and monsters. It grants the wielder advantage on all attacks against fey, demons, and otherworldly creatures. For stats use the battle axe from the *Player's Handbook*. However, in order to wield this weapon at its full potential, the wielder must be of lawful good alignment, have a burning hatred for all otherworldly things, and shed some of its own blood on the blade to attune to it. If these prerequisites are met than the weapon does 2 extra die of damage to any creature struck by its blade and glows a ghostly blue when wielded.

Grandmother Ursula's Scale

Wondrous item, legendary (requires attunement); major

The scale was ripped from Grandmother Ursula's back by Willowwrath during an altercation the two had some years ago. Willowwrath laid claim to a small pool in the shadow of her mountain that Grandmother Ursula had set aside for one of her hag children. The two exchanged pointed words, before engaging in a duel. Willowwrath tore the scale from Grandmother Ursula and held it up as payment for the pool when she realized she wasn't strong enough to win. Grandmother Ursula could have pressed the issue, but the fact that Willowwrath had managed to steal a scale meant that anything could happen. The two agreed to part ways amicably, but Grandmother Ursula has held a grudge ever since.

This small scale is capable of powerful illusion magic. When attuned and placed somewhere on the user's body, once per day this scale can be used to create a near perfect *disguise self* spell that lasts up to four hours. The only catch is that the illusion covers everything but the scale itself, which adheres to the user's skin for the duration and must remain visible or the illusion ends.

Hallucinogenic Cookies

Wondrous item, uncommon; minor

The cookies were made by Sweet Cleo, the candy hag. Several years ago, Willowwrath traded one of her feathers to Sweet Cleo in exchange for the cookies. They were briefly in a coven together, but split soon after forming over philosophical differences. The two remain in touch and should one of them fall, the other will appear soon after to claim the deceased's belongings and territory.

These delicious smelling cookies are filled with powerful magical hallucinogens. After about 1d10 minutes the effects of the cookies begin to kick in. Every creature who ingested the cookies must succeed on a DC 14 Constitution saving throw or become quite intoxicated: every color seems harsher, every sound shriller, every breeze chillier. An intoxicated character is poisoned and frightened for the next hour; the source of their fear is considered to be any (and all) creatures.

Hammer of Smashing

Weapon, very rare (requires attunement); major

This large war hammer hums with magical might and feels oddly weighted. When wielded, the quicksilver contained inside is pulled into the hammer causing it to deal more damage. This makes it much more likely to cause a critical hit, expanding the critical range from 20 to 17-20. However, any creature that attunes to it suffers from the crushing curse (see Bargains & Curses). For game stats use the two handed warhammer stats from the *Player's Handbook*.

Jewel of (Shattered) Dreams

Wondrous item, very rare (requires attunement); major

This breathtaking ruby fills anyone who holds it with a sense of overflowing love for others. This feeling lasts for as long as the creature carries the ruby. The creature goes through its life spreading love and happiness to anyone it interacts with. However, over the course of time, the creature begins to become deeply unhappy. Due to its giving and loving nature, every small indiscretion committed against it by another is magnified. After only a year of this, the creature loses all faith in humanity and has to remove itself from society. At this point the ruby shatters making the feeling permanent, short of a powerful magic such as a *greater restoration* spell.

Poof Dust

Wondrous item, rare; major

The green powder contained in this small leather pouch is very coarse and very volatile. Any creature attempting to handle it must make a DC 14 Dexterity check or the bag spontaneously explodes in their hand dealing 12 (4d6) electricity damage to anyone within 30 feet.

Rignorg's Scale

Wondrous item, very rare (requires attunement); major

This scale is from the ancient book dragon, Rignorg. Long ago, Sweet Cleo offered her own diary in exchange for one of Rignorg's scales and he happily agreed. It resonates with a magical aura and grants the carrier a +1 bonus to their AC.

For more information on Rignorg and the mysteriously wise book dragons, pick up The Library of Biblius for sale now on DMsGuild.com.

Staff of Casting

Weapon, very rare (requires attunement); major

This large ironwood staff can become a huge asset to any arcane spellcaster that attunes to it. When used as a spell focus it doubles the effective range of any arcane spell cast with it. However, this item carries a potentially deadly curse. Any creature that attunes to this staff suffers from the arcane curse, one of the new curses in Bargains & Curses. For stats use the *quarterstaff* from the Player's Handbook.

Symbol of Healing

Wondrous item, very rare (requires attunement); major

This small disc of crystal feels warm to the touch and glows white hot when used as a holy symbol. When a creature attunes to the object, and uses it as a spell focus, it increases the healing ability of any spell by 3d10. However, this wonderful healing artifact isn't without a downside, any creature who attunes to it suffers from the draining curse (see Bargains & Curses). Additionally, whenever being used to heal it deals 1d4 points of fire damage to the wielder as it glows white hot.

Turtleback Polly's Coin

Wondrous item, uncommon; major

This small iron coin was a gift from Turtleback Polly, the annis hag. The two used to be in a coven together and since then have stayed in touch. This coin can used by the holder to communicate with Turtleback Polly as long as she is on the same plane and within 10 miles of the holder. This coin does not require attunement, but Turtleback Polly can only hear the person holding the coin and vice

versa. If any creature besides Sweet Cleo uses the coin, Turtleback Polly will try to convince them to come visit her.

The Uncertain Mirror

Wondrous item, very rare; major

This polished silver mirror is purported to reveal to the holder the identity of his or her true love. The inscription on the handle reads "Reveal thy heart's desire" in Common. However, any character that succeeds on a DC 18 Intelligence (Arcana) check knows the truth. In reality, it displays the face of the person who will cause them the most harm in their life.

Vial of Dream

Potion, very rare; major

This was a gift from Cackling Ethel and allows the imbiber to enter another's dreams just like a *dream* spell. It can only be used once, but will last on the shelf indefinitely.

Wicked May's Mummified Foot

Wondrous item, legendary; major

This blackened foot is home to a deadly curse, a curse that affects mortals and fey alike, called the curse of the decaying (see Bargains & Curses). Wicked May, the green hag, had long been a rival of Willowwrath's and longed to destroy her. Their rivalry was bitterer than most due to Wicked May being some 400 years Willowwrath's senior and Willowwrath being naturally more powerful. The two clashed for centuries until Willowwrath lured Wicked May into a devastating trap. Willowwrath pretended to pursue an archaic object until Wicked May found it first. The object carried the curse of the decaying and when Wicked May touched it with her big toe, she fell victim to it.

Luckily for her, she was able to get her hands on an enchanted blade and remove the affected foot before it could spread. After her ordeal, she could think of no better person to give this cursed gift to than Willowwrath. She bound the foot in enchanted bandages and left it on Willowwrath's doorstep. Willowwrath almost fell for the ruse, but at the last second, she glimpsed the horror beneath. She decided to keep the foot as a deterrent against further hostilities, but is eager to unload it on anyone dumb enough to take it.

Willowwrath's Feather

Wondrous item, uncommon (requires attunement); minor

This long inky black feather was plucked from Willowwrath, the feathered hag. Sweet Cleo exchanged it for a tray of hallucinogenic cookies at a time when the two hags were in a coven together several hundred years ago. When held, the feather acts as a *feather fall* spell with an unlimited duration centered on the holder. However, unlike the *feather fall* spell, it only acts on the holder and no one else.



Chapter 4: Filthy, Vile & Downright Dirty
A Guide to Expanding Hags

Running Hags

Volo's Guide to Monsters (Chapter 1) includes a great section on hags, describing their capricious, unpredictable nature; most hags are chaotic evil, after all, and the rest are neutral evil. What makes them interesting is that they are not immediately prone to acts of violence and physical hostility. Instead, they appear in someone's hour of need, or act as a source of obscure -- and often dark -- knowledge. This gives them the upper hand in forcing others to negotiate with them and make bargains for lore, material gain, or to fulfill some other wish. A bargain not likely to work out in the end for anyone but the hag.

Roleplaying Hags

While the descriptions, guidelines, and advice in *Volo's Guide* are extremely useful, there's more that can be done to convey the nature of hags to players. For Dungeon Masters who don't mind taking on a strange voice, funny accent, or acting out the bizarre physicality of these creatures, here are several ideas that can help out when roleplaying a hag.

Vocalization. By speaking in a different manner, you can convey the nature of a hag. Many hags are shapechangers, so taking on different modes of speech when a hag takes on different forms is also a great way to give players an auditory clue to help them picture their interactions with a hag in their mind's eye. If you plan to do this, consider keeping a bullet-point list of the hag's popular forms and a quick note on how to roleplay each differently. Here are some suggestions:

- Cackling laughter
- Gravelly voice
- Awkward laughter
- Hoarse, whispery voice
- Seductive voice that turns monstrous when spurned
- Add the occasional word from a different language at the end of a sentence
- Refer to everyone as "honey," "child," "cupcake," or "my babies"

Quotes & Quips. Every hag is a unique creature. To convey different aspects of their personality, you may wish to give them phrases or quips that seem out of place, off-putting, or incongruous with your setting. Several hags, especially night hags, are likely to be fairly powerful planewalkers, and they may have picked up words or phrases from other planes of existence or prime material worlds. Try out some of these quotes when roleplaying a hag.

- "I can offer you that…"
- "I have something for that…"
- "Would you like to see?"
- "Yes, yes."
- "...as quick as mephits & messengers!"
- "By the raven's croak!"
- "By a unicorn's horn!"
- "Spooks and spirits!"
- "Dumb as a wyvern's ears."
- "...as useful as lips on an ankheg."

Physicality. Regardless of what you do with your voice, you can display the strange nature of a hag by changing your physicality at the table. Some ideas include:

- Hunched shoulders
- Splayed fingers
- Constantly rubbing your palms together
- Squinting only one eye
- Wide, bugged-out eyes
- Absentmindedly picking lice from your hair
- Absentmindedly rubbing cloth or a coin between your fingers
- Distant stare while others are talking to you
- A coy smile



Minions, Mounts, Pets & Vehicles

Hags are notorious loners when it comes to their brethren, the fey, or in the case of night hags, the fiends. That said, they enjoy being surrounded by things they can bend to their will, torture, cajole, bargain with, steal life force from, or otherwise maintain a terrible, one-sided relationship. In a world of adventurers, hags are also not fools willing to die easily at the end of some sellswords' blade; they keep minions and pets around as alarm systems, deterrents, or on occasion, indiscriminate killers.

Below are some of the different types of creatures hags keep.

Creatures used by any type of hag include:

- Giant boars, giant goats, giant hyenas, giant toads, or cows (VGM Appendix A) are often used as mounts.
- Giant vultures and wyverns serve as aerial mounts, though riding the latter is a sure way to enrage dragons in the region.
- Swarms of ravens or bats are used as messengers, spies, and to harry weaker trespassers.
- Bugbears, doppelgangers, quicklings (VGM), redcaps (VGM), and lycanthropes of many types, especially wererats, often end up trapped in some bargain with a hag, and are used as muscle.
- Hags with enough magical power might summon elementals, or use basilisks as guardians.
- Night hags have long ago spread the rituals to create banderhobbs (VGM) throughout the multiverse, and so these creatures are often used as powerful guardians and brutes by all hags.

Annis Hag

Creature	Uses
Goblins	Annis hags see themselves as the tribe mother of weak creatures such as goblins.
Ogre	Typical brutes used by hags, who rule the tribe through superstition or physical punishment.
Roc	These are the preferred mounts of annis hags.They are incredibly difficult to bend to the hag's will unless an egg is stolen and raised from birth under the hag's care.
Stirge	Annis hags promote nests of stirges or vargouilles to lair in their domain, as they make an excellent deterrent to weak travelers and are similarly bloodthirsty.
Troll	Trolls often worship hags and will protect them with their lives.
Vultures	Act as the annis hag's eyes on their region.

Remember that annis hags are large creatures, and therefore they cannot use many of the same creatures as mounts as other hags might because of their larger girth.

Bheur Hag

Creature	Uses
Blood Hawks	These creatures become mad with blood frenzy after a bheur hag feeds in their vicinity.
Giant Owl	Bheur hags will attempt to corrupt clutches of owl eggs to spawn evil versions of giant owls for use as mounts.
Guard Drake	Bheur hags will sometimes steel white dragon eggs and use a terrible ritual to lobotomize the child, turning it into a white guard drake.
Manticore	A typical creature that bheur hags will dominate to their will.
Mammoth	The presence of a bheur hag can corrupt prides of mammoths to become mounts or to rampage through settlements at the hag's whim.
Orcs	Bheur hags rarely seek to control other creatures long-term, but orcs pushed into the arctic wastes often view them as supernatural guides and leaders.
Yeti	Yetis normally fear and avoid bheur hags, but they can be dominated, though only barely controlled.

Candy Hag

Creature	Uses
Crul	Hulking brutes used for menial labor and protection.
Gargoyle	The gargoyles employed by a candy hag might actually be made of a candy-coated shell, rather than stone.
Gingerbread Thief	Primarily used as thieves and scouts.
Gumdrop Ooze	Used for search and destroy, as well as transporting captives.
Rug of Smothering	A useful little trap inside a candy cottage.

Candy hags don't keep many creatures around. Because almost all potential minions -- goblins, kobolds, ogres, and so on -- are susceptible to the mind-controlling fumes of a candy hag's creations, they are likely to become cruls. Some creatures even try to eat the candy hag's abode.

Feathered Hag

Creature	Uses
Craven Sprinter	These are the hags first line of defense and primarily used as cannon fodder.
Gargoyle	Feathered hags use gargoyles as guardians.
Whistler	Whistlers are the brutes and muscle of the hags forces.
Wriggler Swarm	Feathered hags use a bush called flaming majestic to protect the borders of their regions, and wriggler swarms are attracted to this bush.

Perhaps more than any other hag, feathered hags rely on terrain and their very few minions to do guard them. They compete with almost every other form of life in their mountainous, Feywild homes. They are ravenous eaters, and do not play nice with the dragons, manticores, rocs, and giants that share territory.

Forest Hag

Creature	Uses
Blights	The ability of forest hags to control plants often leads to the control of a small army of needle, twig, or vine blights, and sometimes the occasional tree blight (COS).
Catoblepas	These creatures are foul stock animals for the forest hag.
Ettercap	Along with giant spiders, ettercaps are great alarms for the boundaries of a forest hag's domain.
Giant Spiders	Such creatures are equally valued as terrifying pets and excellent border guardians, able to create webbed areas that impede travel and capable of moving quickly to warn the hag of intruders.
Jackalwere	Forest hags compete with lamias to control jackalweres, who they use to infiltrate nearby urban centers.
Meenlock (VGM)	Meenlocks are the eyes and ears of forest hags within their domain.
Shambling Mound	Forest hags cultivate these creatures as useful mindless minions.
Thorn Slinger (TYP)	Like shambling mounds, thorn slingers see use as a sort of automated defense system.

Forest hags utilize charmed humanoids perhaps more than any other hag, but do so sparingly and for such limited times because they are such loners.

Green Hag

Creature	Uses
Banshee	Hags love that banshees are corrupted elves, forever tortured in their current state, and therefore they sometimes encourage these creatures to lair nearby so that they can look upon them with wicked glee.
Catoblepas	These creatures are prized pets.
Giant Fly	A mount used by some green hags (see DMG Chapter 7, figurine of wondrous power)
Harpy	Harpies are used to lure adventurers into the area controlled by a hag.
Kenku	The tragic inability to fly plagues kenku psychology, and is like a delicacy to a hag.

In addition, green hags will often use the same sorts of creatures as forest hags.



Hagling

Haglings don't have a lot of natural allies, but their spidery-like movement tends to attract creatures of that sort to them: giant spiders, ettercaps, and the like. More importantly, they are seen as prodigal children to other hags, and seem capable of calling on the aid of any creatures that might help a hag. If someone were to enter into a bargain with a hagling, it's not going to be functionally different from entering into a bargain with a full-on hag.

It is rumored that the drow have a special interest in haglings. Chances are this would not be mutually beneficial to the hagling.

Ice Hag

Creature	Uses
Ghouls and Ghasts	Some victims of an ice hag's attacks don't die right away, and often return as ghouls or ghasts.
Giant Ice Toad (TYP)	Used as a mount.
Shadow	Shadows often inhabit the lair of an ice hag, though rumors suggest that the hag is as much haunted by them as trespassers might be.
Specter	The victims of ice hags rise as specters, and so it is not uncommon for ice hags to have an army of these creatures. These trapped souls are sent out on all manner of insane errands.

Ice hags tend to develop a hierarchy among their minions. Specters are their honor guard, while other creatures are seen as peasants or slaves. The ice hag often calls meetings with them, or holds court in order to seek entertainment from the undead that surround her.

Night Hag

Creature	Uses
Flameskull	Often seen as advisers, apprentices, or valued servants.
Helmed Horror	These animated guardians are often the gifts of spellcasters or more powerful fiends indebted in some way to a night hag.
Nightmare	A powerful steed for the hag, nightmares are corrupted pegasi bent to the hag's will.
Shadow Mastiff (VGM)	Night hags value these creatures as loyal pets, and use them to guard their most important magical items.
Yeth Hound (VGM)	The most prized creatures a night hag can receive, either as a gift from a fey lord or stolen from the same.

Noon Hag

Noon hags rarely congregate with others, nor do they consort with creatures in a way that promotes lasting relationships. That said, they often seem capable of manipulating scarecrows, even those under the control of other creatures and spellcasters at times. More commonly, they make use of swarms of ravens, bats, or rats to assault people, accompany plagues of insects to destroy a region, or join blood hawks, axe beaks, and vultures during feeding.

Sea Hag

Creature	Uses
Giant Crab	These are the foot soldiers of most sea hags' armies.
Giant Lightning Eel (TYP)	Sometimes used as protection, rarely used as a mount.
Kelpie (TYP)	Kelpie are placed on the outskirts of a sea hags' domain to feed on trespassers.
Merrow	Merrow are used as shocktroopers in the war against merfolk and sea elves.
Nereid (TYP)	Nereid are often hunted by sea hags, but sometimes they are dominated and imprisoned somewhere the sea hag can use the creature's powers. Hags often beat them mercilessly for being so beautiful.
Sahuagin	Though sahuagin often fear sea hags, they can be bent to the hag's will through superstition and magic.
Sea Lion (TYP)	If a sea hag can get something more powerful than a shark to protect their domain, they do so, and that thing is usually a sea lion.
Sharks	Tainted by a sea hag's very presence, sharks patrol the hag's watery domain for her.

Several of the creatures employed by sea hags come from Tales from the Yawning Portal (TYP). You can replace kelpies and nereids with a harpy for whom you replace its fly speed with swim 40 ft., and give it the trait Amphibious, allowing it to breathe air and water.

Shaitan

Creature	Uses
Clay Golem	Some say the shaitan fashion their own clay soldiers.
Dust Mephit	These elementals are often attracted to the power of the hag, regardless of whether the hag wants them around or not.
Death Dog	Some inexplicable bond brings shaitan and death dogs together in a relationship oddly similar to humans and man's best friend.
Giant Scorpion	These are among the most common guardians employed by shaitan, for they are mindless and extremely dangerous.
Jackalwere	Rarely do shaitain seek out civilization, but when they do they will utilize jackalweres to gather information and spy for them.
Swarm of Insects	They especially prefer flying locusts or beetle swarms.

Options & Variants

Two areas that *Volo's Guide to Monsters* touches on briefly are using different creatures to fill out the ranks of a coven and themed lists of alternative spells granted by the power of joining a coven. Here, we provide examples and mechanics for each of these variants, giving you preset options that you can slot into your game with minimum preparation. We'll also cover the mechanics of more powerful hags: aunties and grandmothers.

Alternative Covens

Below are options for different covens. These include synergistic covens where all members are the same type of hag, or having spellcaster humanoids and other members fill out the roster of a coven.

Synergistic

When all the hags in a coven are the same type this creates a synergistic coven. Such covens are incredibly rare -- hags are rare enough as it is, never mind them sharing territory! -- but when they do form, the hags often vacillate between a strong sense of family bond and a terrible jealousy. Considering how twisted a hag's notion of family is, both can spell doom for a member of the coven and the coven itself.

When a synergistic coven does form, the regional effects are inevitable; see *Volo's Guide to Monsters* for dozens of examples of regional effects. More importantly, these effects spread out over a much wider area, and may persist much longer after a coven disbands or is defeated. While regional effects usually subside weeks after the hag or hags leaving, the effects of a synergistic coven might persist for years, decades, or even centuries afterward. Worse still, these effects may subtly call to other hags of the same type, or monsters like dragons and aboleths that like similarly macabre places to lair.

Another aspect of synergistic covens is adding an additional 7th level spell (and an accompanying spell slot) to the list of coven spells. Thematic spells might include:

- *Plane shift*
- *Power word pain* (XGE)
- *Resurrection*
- *Sequester*
- *Simulacrum*
- *Teleport*
- *Whirlwind* (EPC)



Spellcasters

Legends exist of powerful spellcasters -- archmages, necromancers, priests of evil deities or even demon lord patrons -- joining a hag coven. When a humanoid joins a hag coven, they do so at the behest of the hag members. None of this comes with free admission, of course.

A humanoid asked to join a coven of hags better be on their toes. In all likelihood, they were asked to join because they owe a debt to a hag, which is pretty much the worst situation one can find themselves in. The terms of joining a hag coven are never the same, they can be incredibly vague, and can usually end at any time, at least from the hags' side of the bargain. Typical deals might include things like gender and/or age restrictions, a "welcoming gift" of some kind, completing certain trials, gathering strange ingredients (dragon scales, wyvern tails) for the hags, or promises of future payment (your first-born child, your most precious artifact, your true love).

The results are the same: a coven is formed, a *hag eye* can be created, and the coven spells are usable by all members. The rub for the spellcaster is that their spells and/or spell slots might also get shared by the coven. This happens slowly at first, but the longer the coven lasts, the more of their power is an open resource to the other members of the coven. Perhaps more immediately concerning is the fact that, regardless of what's shared, any hags in the coven can identify what spells the spellcaster has the capability of casting. So even if they aren't sharing the full repertoire of spells, the coven knows what the spellcaster is capable of casting.

Typical spellcasters that might join a coven include:

- Archmage
- Bard (VGM)
- Barovian witch (COS)
- Blackguard (VGM)
- Conjurer (VGM)
- Cult fanatic
- Druid
- Enchanter (VGM)
- Illusionist (VGM)
- Kraken priest (VGM)
- Mage
- Necromancer (VGM)
- Priest
- Thayan apprentice (TYP)
- Transmuter (VGM)
- Warlock (VGM)

Monsters

Monsters that are intelligent and powerful might become a member of a coven. As with spellcasters, the terms are equally vague and binding. Instead of spellcasting abilities, they may want some other power the monster possess. The coven must also contend with the fact that most monsters that could become members of a coven are themselves extremely powerful, more so than many individual hags.

Typical (and we use that term loosely!) creatures that hags might seek out to bring into their coven:

- Aboleth
- Fallen deva
- Banshee
- Cambion
- Cloaker
- Death knight
- Shadow dragons
- Flameskull
- Ghost
- Lamia
- Medusa
- Mummy lord
- Spirit naga
- Oni
- Sahuagin priestess
- Succubus/incubus
- Vampire

Some creatures seem like they'd be perfect additions to a coven; a beholder would make a splendid ally for hags, as would any number of demons and devils. Not so! There are some creatures whose biology makes joining a coven impossible, or whose goals and motivations make the prospect seem antithetical. Good creatures can be twisted and then, once turned to evil, join a coven. Fallen devas have already been mentioned, but creatures like couatls and unicorns could also be twisted into the service of hags. Usually this isn't as a coven member, but the fact is that such an occurrence is theoretically possible. Such creatures would probably have their abilities radically altered by turning evil.

- A couatl might lose spells like ***greater restoration*** and ***scrying*** and instead gain ***contagion***, ***dominate person***, ***geas***, or ***magic jar***.
- A unicorn might lose its healing abilities and instead gain spell-like abilities in the form of enervation and vampiric touch abilities; its regional effects may become caustic to the environment, creating pools of acidic quicksand, and turning plants into blights.

Similar legends and tales of horror surround pegasi corrupted by a feathered hag, or a ki-rin corrupted by a coven.

Alternative Coven Spells

Three themed lists already appear in *Volo's Guide to Monsters*, and are reprinted here for ease of reference. The others are all-new ones, and reflect concepts near and dear to a hag's cold, dead heart.

Standard Coven Spell List. But first, the usual spell list (also for easy referencing):

- 1st level (4 slots): *identify, ray of sickness*
- 2nd level (3 slots): *hold person, locate object*
- 3rd level (3 slots): *bestow curse, counterspell, lightning bolt*
- 4th level (3 slots): *phantasmal killer, polymorph*
- 5th level (2 slots): *contact other plane, scrying*
- 6th level (1 slots): *eyebite*

Corruption. Hags that seek to turn the populace of a settlement into distrustful, paranoid backstabbers might seek to employ the following spells:

- 1st level (4 slots): *bane, tasha's hideous laughter*
- 2nd level (3 slots): *crown of madness, detect thoughts, suggestion*
- 3rd level (3 slots): *bestow curse, enemies abound* (XGE)
- 4th level (3 slots): *blight, compulsion*
- 5th level (2 slots): *modify memory, seeming*
- 6th level (1 slots): *mass suggestion*

Death (VGM). For a coven whose members are obsessed with death and the ability to manipulate it, an appropriate spell list would be:

- 1st level (4 slots): *false life, inflict wounds*
- 2nd level (3 slots): *gentle repose, ray of enfeeblement*
- 3rd level (3 slots): *animate dead, revivify, speak with dead*
- 4th level (3 slots): *blight, death ward*
- 5th level (2 slots): *contagion, raise dead*
- 6th level (1 slot): *circle of death*

Domination. Some covens don't play the long game, instead seeking to directly control the minds and actions of the people and creatures who they believe are in their territory. Such a coven might use the following list of spells:

- 1st level (4 slots): *charm person, command*
- 2nd level (3 slots): *calm emotions, enthrall, hold person*
- 3rd level (3 slots): *dispel magic, enemies abound* (XGE)
- 4th level (3 slots): *charm monster, dominate beast*
- 5th level (2 slots): *dominate person, geas*
- 6th level (1 slots): *magic jar* or *mental prison* (XGE)*

*Choose only one of the two listed spells; the choice is permanent for the coven.



Hellfire. A coven featuring a night hag might have the power of infernal fire coursing through their magical veins, and would use spells like this group:

- 1st level (4 slots): *hellish rebuke, witchbolt*
- 2nd level (3 slots): *Aganazzar's scorcher* (EPC), *dragon's breath* (XGE), *flame blade*
- 3rd level (3 slots): *fireball, Melf's minute meteors* (EPC)
- 4th level (3 slots): *fire shield, sickening radiance* (XGE)
- 5th level (2 slots): *enervation, immolation* (EPC)
- 6th level (1 slots): *investiture of flame* (EPC)

Nature (VGM). Hags might seek to exert control over their environment and the creatures in it by mastering the following group of spells:

- 1st level (4 slots): *entangle, speak with animals*
- 2nd level (3 slots): *flaming sphere, moonbeam, spike growth*
- 3rd level (3 slots): *call lightning, plant growth*
- 4th level (3 slots): *dominate beast, grasping vine*
- 5th level (2 slots): *insect plague, tree stride*
- 6th level (1 slot): *wall of thorns*

Nightmare. Night hags aren't the only creatures that prey upon sleeping creatures, instilling dread in their waking hours through the use of these spells:

- 1st level (4 slots): *dissonant whispers, sleep*
- 2nd level (3 slots): *blindness/deafness, darkness*
- 3rd level (3 slots): catnap (XGE), *fear, hunger of hadar*
- 4th level (3 slots): *confusion, hallucinatory terrain*
- 5th level (2 slots): *danse macabre* (XGE), *dream*
- 6th level (1 slots): *eyebite* or *soul cage* (XGE)*

*Choose only one of the two listed spells; the choice is permanent for the coven.

Prophecy (VGM). The power to affect the future or perceive things out of the norm could make these spells attractive to a coven:

- 1st level (4 slots): *bane, bless*
- 2nd level (3 slots): *augury, detect thoughts*
- 3rd level (3 slots): *clairvoyance, dispel magic, nondetection*
- 4th level (3 slots): *arcane eye, locate creature*
- 5th level (2 slots): *geas, legend lore*
- 6th level (1 slot): *true seeing*

Summoning. A coven of hags that understands the use of minions, magical summoning circles, and the binding of other-planar powers might utilize this spell list:

- 1st level (4 slots): *fog cloud, unseen servant*
- 2nd level (3 slots): dust devil (EPC), *phantasmal force*
- 3rd level (3 slots): *conjure animals, spirit guardians, summon lesser demons* (XGE)
- 4th level (3 slots): *conjure minor elementals, summon greater demon* (XGE)
- 5th level (2 slots): *conjure elemental, insect plague*
- 6th level (1 slots): *conjure fey*

Aunties & Grandmothers

According to *Volo's Guide to Monsters* (Chapter 1), the powers of auntie and grandmother hags include lair actions and regional effects.

Lair Actions. Grandmother hags always have access to lair actions, while powerful aunties or covens with aunties in their membership may also utilize lair actions.

- Aunties usually have access to one Lair Action, but if they are in a coven, they may have access to 3-5 Lair Actions, but only during certain times of the year, or after performing incredibly powerful, difficult rituals.
- A grandmother hag has access to 3-5 Lair Actions, and her coven may also access these abilities, but the grandmother's will always prevails in the case of conflicting actions.

Regional Effects. Not all hags' lairs affect the surrounding area in any measurable way, but most of them do; this is not unique to aunties and grandmothers. That said, a normal hag's influence creates 3-5 regional effects, while covens, aunties, and grandmothers usually create more.

- An auntie or a grandmother usually has an additional, more powerful regional effect or two that can cause more direct harm to intruders. Aunties might have one or two of these, while grandmothers could have as many four.
- A coven that shares territory usually has the upper range of regional effects (4 or 5). If at least one of them is an auntie or grandmother, then they may be able to access additional, more dangerous ones, but remember that these effects will tend to only exist closer to the territory specifically claimed by the most powerful hag in the coven.

Additional Abilities

Aunties and grandmothers are more than just a way to add lair actions and regional effects, although using them for that purpose is fine. Instead, you should feel emboldened to really make these creatures stand out in terms of power level and abilities. Here are several ideas.

Aunties. An auntie hag might have the maximum number of hit points for their hit dice. They may also have at least one major magic item or an equivalent item that can perform the same function; see Magic Item Tables F through I in the *Dungeon Master's Guide*. It may be a version of the item that is useless in the hands of anyone but the hag, or it may have a very limited number of uses, so that it doesn't fall into the hands of the adventurers (although they may appreciate the item as a reward for such a beefed up enemy!).

Aunties may also be able to cast coven spells without having the other members close by; the distance could be line of sight or 1 mile instead of 30 feet. Finally, you might give an auntie access to an additional ability beyond the lair actions and regional effects, often in the form of a more utilitarian power. Examples include many of the monster features you can find in the section on building new monsters (DMG Chapter 9), though many of these (marked with an asterisk) would increase the hag's challenge by at least 1.

- Amphibious (see kuo-toa)
- Avoidance* (see demilich)
- Breath weapon* (see dragon)
- Etherealness (already an ability of night hags)
- Frightful presence (see dragon)
- Incorporeal movement (see ghost)
- Legendary resistance* 3/day (see ancient black dragon)
- Life drain (see wight)
- Parry (see hobgoblin warlord)
- Reactive* (see marilith)
- Regeneration* (see troll)
- Spider climb (see ettercap)

- Swallow* (see behir; the creature must be medium or smaller, and is actually in a pocket dimension within the hag)

Grandmothers. Grandmother hags are extremely powerful, long-lived hags that have accumulated arcane secrets, benefitted from bargains with immensely powerful beings, and likely drained additional magical energies out of magical artifacts or the lifeforce of untold numbers of mortals and fey. As a blight on the world, their influence is vast, and their might palpable. As such, you can apply any of the modifications noted for an auntie, but that might be a disservice, especially if your campaign features multiple hags (from a coven): you want a grandmother to really stand apart.

Here are several tips for building a grandmother hag:

- Find powerful NPCs (especially spellcasters!) and simply swap out a trait or two, or give them some features of the hag type they are, in addition to their existing abilities. Great examples: **Baba Lysaga** (COS), **Madame Eva** (COS), **Ooze Master** (TYP), **blackguard** (VGM), **diviner** (VGM), necromancer (VGM), **warlock of the fiend** (VGM), and the *Monster Manual*'s **archmage**.
- Re-skin powerful monsters that already have legendary actions, lair actions, and/or regional effects. Look at **aboleths**, **beholders** (change their eye rays to a spell list), the **demilich**, **yochlol** demons, **drow mages** or **priestesses of Lolth**, **medusas**, **mummy lords**, **rakshasa**, **sphinxes**, or **vampires**.
- Follow the steps for auntie hags, but then add at least one powerful damaging attack from another creature plus at least one reaction or recharge power that deals damage. Increase the creature's challenge by at least 2 for the purposes of building a balanced encounter.
- You could do some or none of these and simply surround the hag with a small army of fanatical followers. **Barovian witches** (COS), **wights**, **revenants**, or **cult fanatics** all make useful allies, and are extremely dangerous in numbers of 3 or more.
- Creating an auntie hag and simply adding a couple spell slots and a few higher level spells can be a game changer. *Plane shift*, *teleportation circle*, and *wish* are all thematic spells that are also extremely potent.
- Allow all coven members -- regardless of their age or relative power level -- to cast coven spells regardless of whether or not the other members are within 30 feet. Spell slots are still shared for these spells, but there is no limit to the distance the hags might be from one another so long as they are on the same plane.



Hag Tactics

If there's nothing else you take away from *The Hag's Hexes*, it's that hags are murderously potent enemies despite their often middling (or weaker) Challenge ratings in the *Monster Manual* and *Volo's Guide to Monsters*. They are not lone creatures that jump out from behind a rock and attack the party head-on with a battle cry. These creatures are planners and manipulators when it comes to the campaign world that surrounds their territory. They have an impact on the world strictly because their entire drive is to corrupt and inflict pain on the world, and dying in a 12-second display of flashing claws and swords does nothing to further this goal, nor satiate the primal hunger these creatures have for the long-term suffering they wish to bring into the world.

Overall, hags are going to live by a few unwritten rules. Well, unwritten up until right now!

- Offer goods and services; make yourself useful. No one needs to know that the goods are cursed and the services come with a bargain that only the hag profits from in the long run.
- Negotiate at every turn; never give anything away for free.
- Beauty is deplorable.
- Work is for slaves and fools; have others around to do the menial stuff.
- Knowledge is true power; gain all the lore you can, part with as little as you can freely.
- There is no profit in death and combat is for fools. Run away to deal another day.

Toward these ends, hags don't approach any circumstances as a final fight. They have brutes and slaves to handle all the punching for them. Hags always have some bit of knowledge or a powerful artifact up their sleeve that might change the circumstances of any confrontation, and they always have an escape route.

Basic Combat Tactics

The following are some general ideas and advice when considering how hags of different types react in combat encounters.

Annis Hags

Annis hags are pure brutes, happy to wade into melee combat and deal devastating damage with their multiattack. But they have an interesting combo for dealing with fast or elusive opponents: they can move quickly and perform their crushing hug. While it's not mathematically better than their multiattack, it's especially useful for crippling a character's speed or utterly destroying their mount, if they have one. Since they tend to travel with other brutish creatures, it's easy for them to take out spellcasters or party-buffing characters quickly and then work on the fighters and barbarians afterward.

Bheur Hags

Armed with their *graystaff*, bheur hags are fleet of foot and have some devastating spell effects. While they can't cast their best spells while airborne, they can move fast enough to stay at range, cast *cone of cold* or *ice storm*, and then take to the skies again next round. *Wall of ice* allows them to dip behind cover pretty easily, adding a tactical obstacle for the party to move around if they want any hope of hitting the hag.

Green Hags

As some of the least powerful fighters among hagkind, green hags more frequently tend to gather in covens. They can use their invisible passage to pick off stragglers and split party members, but it's the powers of coven magic that truly unlock their potential as they can use *bestow curse* and *eyebite* to great effect.

Night Hags

Night hags rely on their ability to travel through the ethereal plane to sneak into a creature's place of rest, inflict horrible nightmares upon them so they cannot gain the benefits of rest, and then, after several successive visits, steal their soul. This is a long game, for sure, and in direct combat, they almost certainly use their abilities to slow opponents down so they can flee. That's it; they aren't built for toe-to-toe combat, and their entire ecology works off of haunting someone. They visit in disguise during the day, keep a relationship going so they can keep tabs on the target, and then haunt them in their sleep.

Sea Hags

Sea hags need to lure adventurers close to them in order to drop their guise, employ their horrific appearance, and then use death glare on any frightened opponents. *Phantasmal killer* is especially useful, followed by *eyebite* if they can accept having an opponent try to flee beyond the range of their death glare. If a sea hag is in deep trouble, escape by water is usually the easiest way to cover ground (as it were) that the adventurers may not be able to.

Coven Tactics

A coven of hags that are together will utilize the following tactics if they are assaulted:

- Stand back-to-back to ensure they don't lose access to their coven spells if they are attacked with forced-movement abilities.
- Use a *hag eye* to monitor an obvious approach point to their lair, or entrust it to a minion that might be guarding a captive or an artifact of importance to the hags.
- Cast *bestow curse* using a 5th level spell slot because this means it is no longer a spell that they have to sustain. They will target big, brutish, un-perceptive types. Otherwise, using that 5th level slot for *ray of sickness* against a spellcaster can be important.
- Rely on higher-level spell slot castings of *lightning bolt* if the adventurer's spellcasters are largely shut down; saving 3rd level spell slots of *counterspell* is very important.

Hags in a coven that remain close to one another are extremely dangerous. They can all be casting spells off these lists, and when you add in the alternative spell lists, there are some deadly combinations that can take out powerful parties of adventurers pretty quickly for a mere +2 Challenge rating bump (per hag). It should be noted, however, that the benefit of more powerful hags being able to access coven spells while further away from the other members of the coven actually translates to less direct combat advantage because there's a chance the adventurers can just gang up on the one hag.

That's precisely why hags run around with minions and pets.

Chapter 5: Encounters & Adventures

This chapter is split into two broad sections: lists of encounter groups that include or relate to hags, and two fully developed adventures that are each composed of several encounters. In both cases, the idea is that the component encounters and lists can be easily reused and re-skinned for whatever purposes a Dungeon Master might have. Each is meant to challenge a party of three to five characters of the noted level or range of levels. Context for each of the encounters is provided, including motivations of the hags and their minions, incentive for the player characters, the location and terrain of the encounter, and the overall campaign setting. These are presented in such a manner that changing them should be a breeze.

Think of the text under each heading as "drag and drop" information. You find what speaks to you and your players and you drop it into your campaign wherever it makes the most sense.

Encounter Groups

The following encounter groups provide a list of creatures that can be used to build a hag-based or hag-influenced encounter. Each has a noted challenge rating which gives a level suggestion for parties of three to five adventurers and notes the difficulty of the encounter (easy, medium, hard, or deadly). For example, a CR 4 medium encounter would be an appropriate challenge for 4th level characters.

A Hagling & Her Shop (CR 4, hard)

- 1 **hagling**
- 2 **winged kobolds**
- 1d4+2 **kobolds**
- 2 **giant lizards**

This hagling is looking to commit unspeakably evil acts on civilization in order to grow her power and influence culminating in a ritual to become a more powerful form of hag. Her hunger for flesh grows by the minute!

The hagling has set up shop somewhere on the outskirts of a town or city. It's little more than a makeshift stall that is carried around on a covered wagon drawn by two giant lizards. The kobolds perform menial tasks (driving the caravan, carrying supplies) and fetch goods that the hagling offers to passersby. Hidden in the trees nearby are two winged kobolds armed with one bomb each (DMG Chapter 9).

The Court of Fiends (CR 8, hard)

- 1 **night hag**
- 2 **flameskulls**
- 1 **yeth hound** (VGM)

The party has likely mucked things up really bad to end up in front of this court. A night hag stands face-to-face with them, flanked by her advisers (the two flameskulls) and at her side is her favorite pet, a yeth hound! The night hag is likely to use these creatures to slow the party down as much as possible so she can employ her abilities to escape. If she does, she'll identify one of the party members as a powerful soul that she becomes obsessed with trying to steal, which means she will hound them nightly in order to attempt to kill them and place their soul in her soul bag.

The Traveling Peddler (CR 8, hard)

- 1 **candy hag**
- 1d4+1 **gingerbread thieves**

A candy hag in disguise has come to a tiny village or farmstead with her cute gingerbread helpers. One of them is stealthily snooping around the opposite side of the settlement and keeping an eye out for the hag; it'll set a fire with a vial of alchemist's fire to warn the hag of something quickly. The other thieves remain in the hag's vicinity, performing menial labor, like carrying sheets of cookies and entertaining the folk of the settlement.

If the gingerbread thief needs to use the alchemist's fire as an attack: *Ranged Weapon Attack*: +4 to hit, range 5/20 ft., one target. *Hit*: 2 (1d4) fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Candy Hag Guardians (CR 6, medium)

- 1 **crul**
- 1 **gumdrop ooze**

Nearby, the candy hag has placed some minions to cover her retreat, or to guard the path back to the site for her proposed candy house lair.

Fey Crossing (CR 14, deadly)

- 1 **feathered hag**
- 2 **green hags**
- 2 **gargoyles**
- 2 **wriggler swarms**
- 2 **dryads** (each at 1 hp and with five levels of exhaustion)
- 1 **unicorn** (at 1 hp with five levels of exhaustion)

The party has tracked this hag coven to a wooded glen. They are fashioning it into a permanent gate between the material world and the Feywild by sewing **flaming majestic** plants together with the bodies of two dryads and -- to top it all off -- a unicorn's horn, crushed while it's still alive. This horrific ritual must be stopped!

This encounter is deadly enough given the presence of enough flaming majestic (see the sidebar in the Bestiary) to affect the battlefield. On top of that, the hags also have access to their coven spells (don't hesitate to choose one of the cool alternative spell lists for them!). That said, any opportunity to heal the dryads and/or the unicorn can give the party a powerful ally to help even the fight! Alternatively, the party might be accompanied by another unicorn, the mate of the one being used in the ritual, or another good creature aligned with them against the hags (a **couatl**, **deva**, or **young silver dragon**).

If the feathered hag retreats, she might slip into the Feywild and head back to her lair. The party could follow, but they're in for a series of rough encounters.

Outer Guard (CR 14, medium)

- 2 **craven sprinters**
- 1 **whistler** (with tree puppet armor)

The Path to the Nest (CR 14, hard)

- 4 **gargoyles**
- 1 **giant four-armed gargoyle** (TOA)
- 2 **wriggler swarms**

Flaming majestic might be found clinging to pathways, mountainsides, boulders, or perhaps an iron wrought fence tipped with spikes. This attracts the wriggler swarms.

The Nest (CR 14, hard)

- 1 **feathered hag**
- 1 **hag nest**
- 3 **gargoyles** or 1 **air elemental**

Urban Infiltrators (CR 7, hard)

- 3 **doppelgangers**
- 1 **swarm of cranium rats**

These creatures have infiltrated a settlement, village, or town. The doppelgangers have already replaced a few strategic members of its leadership while the cranium rats work to understand and command the populace for the vile purposes of a night hag. One of the doppelgangers bears a *hag eye*, and gathers this group together to commune with the **night hag** (and by extension its coven; see below) to update it on the progress of their mission: to abduct a visiting elven emissary!

Should the party attack them, the cranium rats might dominate the **griffon** mount of the elf **noble** to loose upon their enemies. If the party obtains the *hag eye*, they may be in for more than they bargained for once the night hag is alerted.

Coven of Domination (CR 10, hard)

- 1 **night hag**
- 1 **hagling**
- 1 **forest hag**

This coven shares a lair in a nearby swamp. The hagling is the "daughter" of the night hag, while the forest hag is simply interested in joining this coven as a matter of opportunity. Because the night hag is so specific and targeted in her attacks on the populace, all three hags are in this to play the long game: to turn the settlement into their sandbox. Consider giving this hag the alternative spell lists for Corruption or Domination (see Filthy, Vile & Downright Dirty).

Corrupted Villagers (CR 6, hard)

- 1 **annis hag**
- 6 **commoners**
- 2 **guards**

A hag living near humans has corrupted most of the townsfolk by handing out her *iron tokens* to dangerous, unwelcoming, and moody folk. They will attack any who threaten the hag, for fear that they won't one day be able to get out from under all the bargains they made with her. That, and the fact that she supposedly has several of the villager's children caged up in her nearby cave lair! The villagers aren't mindless servitors of the hags however, and their reluctance should be an obvious sign that their hostility is born out of their terrible predicament rather than naked aggression. Noticing this shouldn't require a Wisdom (Insight) check unless the DM wishes to reveal more details about why the villagers are hostile, or as part of the Social Interaction rules to change their attitude toward the characters (DMG Chapter 8).



Adventures

The following encounters can be used to create a few fully developed adventures, albeit short ones. Each adventure makes use of the many new creatures, bargains, curses, and magic items from the previous chapters. They are made up of several smaller encounters or sites that can easily be split apart, pulled out, or remixed in whatever fashion suits your group. This versatility gives you total control to introduce the new creatures and mechanics slowly over several encounters, an entire quest, or all at once for a night of gaming unlike anything the players might have ever experienced before!

For more variety, use the information in previous chapters regarding hags' tactics as well as their minions, servants, and pets to mix up the monsters encountered.

An Affection for Confection

CR 6; difficulty varies
by Matt Butler

These encounters can be dropped into any adventure that takes the characters past a forest or heavily wooded area. They are designed for a party of three to five characters of about 6th level, but can be expanded for larger parties by making the following modifications:

- ***A Delicious Ambush***. Add 1d4 **gingerbread thieves** for every character beyond five.
- ***A Sticky Situation***. Add one **gumdrop ooze** for every character beyond five.
- ***Candy Coated Evil***. Add one **crul** for every character beyond five.
- ***An Irresistible Bargain***. Add either one **crul**, one **gumdrop ooze**, or 1d4 **gingerbread thieves** for every character beyond five.

A Delicious Ambush

Read the text below when the party arrives at a clearing.

> As you make your way through the shadowy forest you spy a small clearing up ahead. Drawing closer, you see what appears to be a fallen woodsman clutching a bow and lying on a small pile of gold coins by a large fallen tree. As you move to search his fallen form you hear a rustle in the low bushes behind you. Whirling around you see a small gingerbread man standing before you. He smells freshly baked and your mouth begins to water uncontrollably. He looks adorable in his frosted leathers, staring up at you innocently with his little candy eyes. He jumps on top of a large boulder just to the side of the clearing and smiles wide, filling you with joy… but then you glance down and realize he's holding a tiny sword in each of his cookie hands. His smile turns to a snarl as he lets out a high-pitched wail, awakening his batch of tiny killers from the surrounding bushes. In seconds a dozen gingerbread men emerge and fling themselves at you.

The **gingerbread thief** is a new monster; for its stats consult the Bestiary. There are 13 hidden in the underbrush around the ranger that will attempt to kill the party.

The fallen tree near the ranger provides half cover, but the still standing trees that dot the outside of the clearing provide three quarters cover. The low bushes also provide half cover and the large boulder which can provide total cover to medium or smaller creatures.

If more than 9 of the gingerbread thieves die, the rest will flee towards the candy hag's house. If captured, the gingerbread thieves will use their Curse of the Full ability. If released, the gingerbread thief will run right back to its candy hag, regardless of any characters who might be following.

The players can now inspect the body of the fallen ranger without fear of attack. Any character that succeeds on a DC 12 Wisdom (Perception) check notes he has been dead for at least a few days and discovers the following notice written in common hidden in the ranger's leathers.



The ranger lies on a bed of 86 gold coins and clutched in the ranger's left hand is an ornate longbow crafted from dark walnut. Apart from this, the ranger has very little of value. He carries an old hunting knife (a dagger), a thick wool blanket, and a small quiver filled with 18 arrows.

Once the characters have finished looting, they may wish to track down the missing kids. If so, they can follow the trail of any gingerbread thieves that escaped with a DC 13 Wisdom (Survival) check. If all the characters fail the check or if none of the gingerbread thieves escaped, let the characters know about the sweet warm wind blowing in from the west.

A Sticky Situation

The party must navigate several rocky ridges and small hills. Read the text below.

> As you crest a small hill, you see a strangely multicolored pond directly in your path. The landscape for the next sixty or so feet seems to slope gradually down into the swirling pool almost like a natural drain. There are swirls of black, purple, and red that seem to merge and separate in random patterns. The grass nearby is soaked in layers of the same liquid that swirls in the pool. Suddenly, the colors begin to separate and flow lazily out the pond toward you. You begin to think these aren't liquids, but large oozes! As you try to signal this to your compatriots, you all come to the realization that a sweet candy smell fills your head and you find it difficult to speak or even move at all. That's when you notice the terrifyingly large shards of sugar embedded in the gumdrop oozes like maces made of broken glass.

The **gumdrop ooze** is a new monster detailed in the Bestiary. This pool contains three of them; one **grape**, one **cherry**, and one **licorice**. They are far from the embrace of their creator and are filled with a murderous rage. The grass around the oozes is slick and any creature attempting to fight on it must make a DC 14 Dexterity saving throw or take disadvantage to all attack rolls against the oozes until they clean their feet/boots off. The oozes are too dumb to be anything other than ruthless and they will fight until the last one of them is splattered.

While not concerned with tactics, they know enough about their surroundings to throw any characters they capture into the pool they slithered out of. The pool is actually a **pit trap** in disguise and any characters that fall in take 26 (3d10) damage from the sharpened stakes arranged haphazardly along the bottom. Any fallen character must also make a DC 14 Strength (Athletics) check to find purchase on the slick sides and climb out. The trap's nature can be discerned with a successful DC 12 Wisdom (Perception) check.

Once the gumdrop oozes are dispatched, the party can investigate the large pit trap they thought was a pond. Any character that succeeds on a DC 14 Intelligence (Investigation) check discovers a small leather sack hidden under the dirt at the bottom. The table below lists the contents of the sack, for more information about the items contained within consult the Items of Wonder & Wyrd chapter.

Leather Sack

Cackling Ethel's Eye	"You see a small, thumb sized, amethyst. It is carved to resemble an unblinking eye. It is polished well enough to see that it once fit into a setting of some kind, most likely a ring or necklace."
Leather Pouch	"This dark leather pouch contains 54 gold pieces and 13 silver pieces. When opened it smells faintly of blood."
Glass Vial of Dream	"Filled to the brim with a deep blue liquid, this clear glass vial smells like rotten eggs when uncorked."

On the opposite side of the pit is a strange patch of dead grass that stretches into the forest to the west. Any character who succeeds on a DC 10 Wisdom (Survival) check can follow this path through the forest and back to a candy house.

Candy Coated Evil

Read the text below after the party follows the path for a bit.

> The trees begin to thin as you approach a small hillside with a rather bizarre cottage on top. It seems to be constructed from thick beams of gingerbread, the smell of which hits your senses like a runaway owlbear. As your mouth begins to water, you notice just how beautiful this house really is. From the exquisite frosted awnings to the rock candy chimney, you can't find a single thing you don't want to eat. As you approach the polished sugar pane doors, they open of their own accord and two hulking creatures shamble out. The creatures stand 7 feet tall, even while hunched over, and have unusually large forearms coated in thick layers of silver rock candy. As soon as their bulbous chocolate eyes spy you at the foot of the hill, they begin jogging toward you, howling like a pair of rabid timber wolves. When they get within 30 feet of you, they begin slamming their large fists together menacingly, spraying shards of sugar on their oily licorice skin.

The **crul** is a new monster detailed in the Bestiary. These two serve as the candy hag's outer guard and are commanded to destroy any adults who get too close (children are encouraged since the hag can use them; characters who can pass for children might be able to confound the cruls). They love to pulverize their prey and delight in the pain they cause others. The resulting fight is straightforward, only ending when one side has been defeated.

Once the crul have been dispatched, the party can search the ground around the massive candy cottage. It's mostly devoid of life, but characters with a passive Wisdom

(Perception) score of 14 or higher hear a small whine, like the cry of a child coming from the back of the house.

An Irresistible Bargain

Though made of gingerbread, the house is incredibly thick and hard to break through, but not impossible. Any character that succeeds on a DC 22 Strength check can bust her way through the wall and into the cottage. If this happens, the characters barge in as Sweet Cleo pulls a small green candy in the shape of a child from her oven. Sweet Cleo seems very surprised and not exactly happy about the gaping hole in her wall. Even then, however, she's welcoming of uninvited guests.

If the party opens the unlocked doors and enters the candy house, read the following.

> You ease open the front doors and take in the smells of the delicious candy wonderland before you. The floor is made from marzipan and slightly sticky, the gingerbread walls are lined with several clear candy lamps casting a soft yellow glow on the plush cake chairs and couches. A candy pane door swings open further down the hall and a small, plump woman hustles out carrying a tray of delicious smelling brownies. She is covered in a hard, shiny candy shell, but seems very nimble on her tiny feet. Her body is a dull burgundy except for her face, which is a pale mask the color of milk chocolate. She freezes when she sees you, but soon her crimson licorice lips part into a tiny smile as she begins to make a soft clicking sound with her tongue.
>
> "Do you always barge into stranger's houses?" She says in a sweet sing-songy voice. "Well I'm not one to turn away hungry travelers. Brownies anyone?"

The **candy hag** is a new type of hag detailed in the Bestiary. This one is named Sweet Cleo and couldn't be more pleasant to talk to. She shows no outward signs of her infernal nature. She will offer the party refreshments and a warm place to spend the night. She is a wonderful host and it will take all of the party's wiles to survive her intense niceness as they search her cottage for the missing kids.

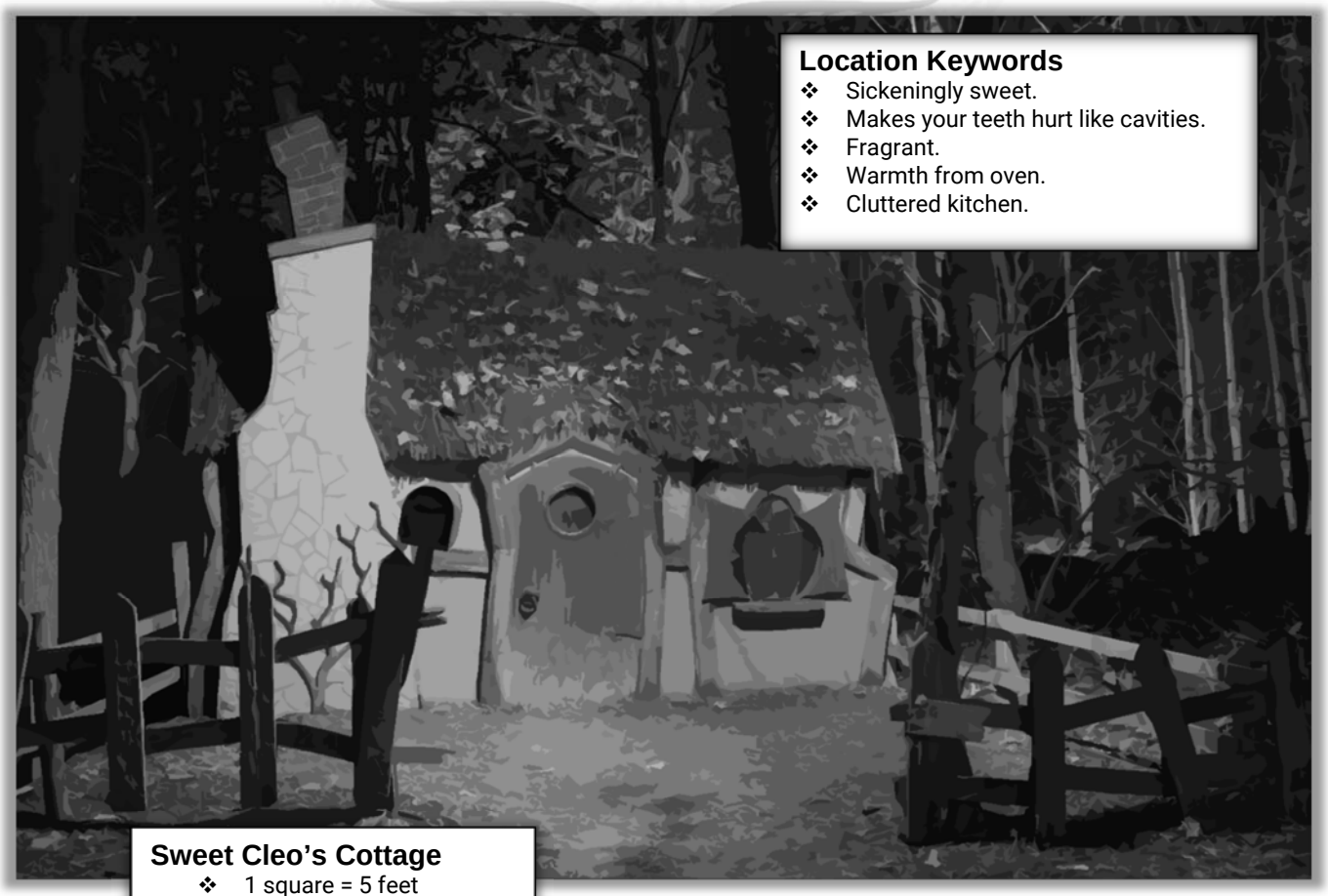
She will allow them to search every room in the cottage from the spacious kitchen with the massive ivory oven, to the sweet-smelling den with its vanilla cake chairs and german chocolate cake couches. Not even her private chamber, with its bizarre knickknacks and four poster marshmallow bed, is off limits as long as the party remains kind and courteous. Below are the objects of note that can be found in her candy cottage. She will not take kindly to stealing, but everything can be bought for the right price. For more details on the items listed, check the Items of Wonder & Wyrd chapter.

Items	Description
Turtleback Polly's Coin	"A flattened iron coin that is cold to the touch."
Poof Dust	"This dark leather pouch contains a foul smelling green powder."
The Uncertain Mirror	"A polished silver mirror with an ivory handle. When looked into, it shows the creature the holder loves the most."
Willowwrath's Feather	"A large inky black feather that smells like frozen death."
Garlforb's Axe	"A large battle axe with a solid oak handle. Carved into the side of the blade are the words 'kill the witch' in common."
Rignorg's Scale	"A palm sized scale the color of parchment. It has the look of a book cover and even has a title, 'Manual of the Senses'."
Candy Figure Collection	"A series of 8 multi colored candy figures molded to resemble human children."

At first, she will try to persuade the party into making the Sugar Pact and joining her confectionary calling, becoming her distributors. If this fails, she will offer more refreshments before moving on to her second bargain. She will offer to reveal the identity of a character's true love if they agree to the Sweetest Deal. Should they refuse her a second time, she will offer them still more refreshments and offer one final bargain. She will make the Promethean Pack with the party and offer to endow them with an ancient fey ability. These three bargains are explained in more detail in Bargains & Curses.

If all of her attempts fail, she will summon 1d4 **crul** and kick the party out. Should they attempt to fight, she will let the crul do the heavy lifting. She stays as far away as possible and uses her innate spellcasting to whittle down the party's defenses.

After she is defeated, all of her confections begin to decay including the house. The candy figures shatter and release the missing kids, still alive and terrified. After this occurs, the party will have 1 round to gather the items they found during their search before the candy house collapses into acid. This acid destroys all unrecovered objects in the candy house, her *oven of souls* (described in the candy hag entry in the Bestiary), and any remaining candy minions. The ground becomes impassable for a full day, but when the acid finally evaporates it leaves a permanent scar on the ground where the candy house once stood.

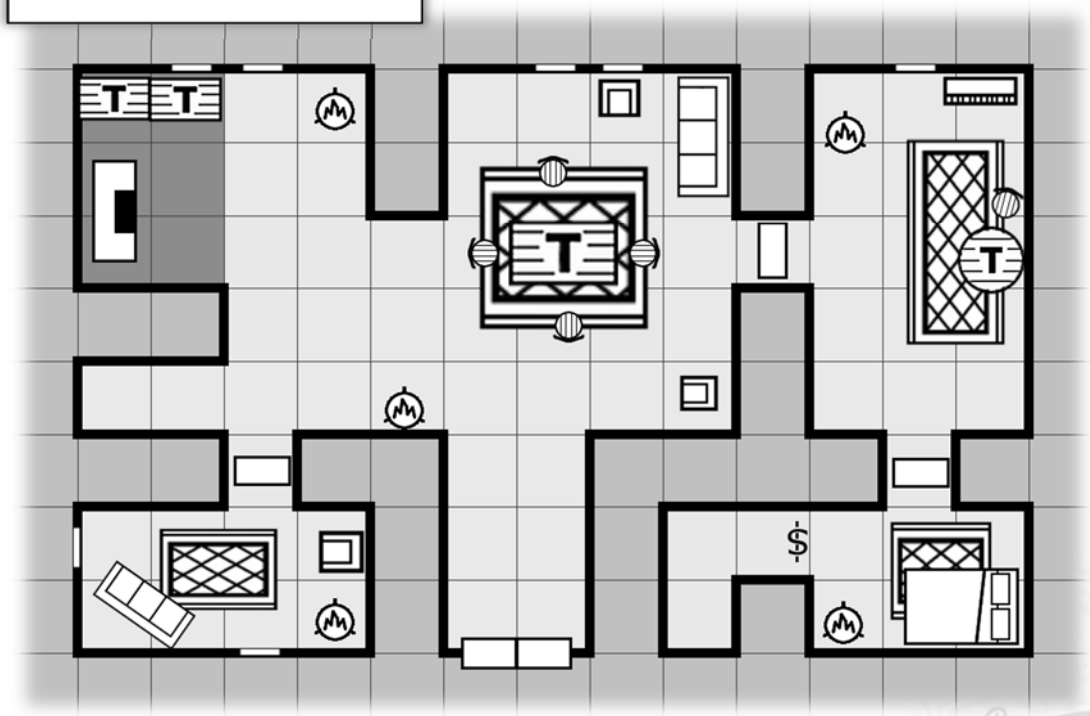


Location Keywords

- Sickeningly sweet.
- Makes your teeth hurt like cavities.
- Fragrant.
- Warmth from oven.
- Cluttered kitchen.

Sweet Cleo's Cottage

- 1 square = 5 feet
- ^ North



Menace of the Feathered Hag

CR 8; difficulty varies

by Matt Butler

The following encounters can be run individually, altogether, or in any fashion the DM wishes to introduce the heroes to the canny threat of a new creature: the feathered hag! These encounters can be dropped into any adventure that leads the characters down a wilderness road. Be aware that, although they are relatively short encounters, they can take a lot of in-game time due to the time dilation between the Feywild and the Material plane (see the sidebar). They are designed for a party of three to five characters of about 8th level, but can be expanded for larger parties by making the following modifications:

- ***The Madness Begins***. Add 1 **swarm of wrigglers** for every character beyond five.
- ***The Rotting Rabbit***. Add one **craven sprinter** for every two characters beyond five.
- ***Tree Puppets***. Add one **whistler** for every character beyond five.
- ***The Nest of Limbs***. Add two whistlers, one **craven sprinter**, or one **swarm of wrigglers** for every character beyond five

Time Dilation

This adventure features time dilation when the party enters the Feywild: one year passes in the material planes for every day spent in Willowwrath's realm of the Feywild! That can have serious implications in a continuous campaign. While that can be a fun way to change the campaign world, it can also be ruinous to ongoing subplots or NPC relationships. DMs are encouraged to either change the effect (perhaps it's only a matter of adding a few extra hours, or days), or to provide the characters with some type of very clear warning in the form of spells like *augury* or *legend lore*, the warnings of a fey creature the party encounters, or through some knowledge of a way to "dial back" any time gained in Willowwrath's domain by defeating her. Either option should be enough to evoke the otherworldliness of the hag's domain, while keeping any havoc on other areas of the campaign to a minimum.

As for Darius' story, the changes are minimal to evoke the same events. You can simply have the impact of the time dilation worse for him because he confronted the hag, or have the effects of the change that was forced upon him be the catalyst for his confused state and out-of-sync story; use the inconsistencies as a sign that he's mad or has been dominated by the hag, and don't worry too much about the details of the time dilation on his story.

The Madness Begins

Read the text below to the characters when you are ready to begin.

> As you stroll down the worn dirt road, the sun above you peeks out from behind some clouds and reveals it is high noon. Suddenly, you notice a small hunched figure slumped against a low hill, a few hundred feet off the path on the left. As you approach, it straightens up and begins stumbling toward you awkwardly. As it gets closer, you begin to notice some features; pointed ears, slight frame, wispy blonde mustache. If you had to guess, you would say the figure is a young half-elf who has seen far better days. He has a clear limp and can barely stay upright long enough to make it to you, collapsing at your feet.
>
> "Please... Don't leave me alone again... She took everything I had..." He says in a soft, haggard voice.

The young half-elf is close to passing out and delirious, but can manage to answer a few questions with the help of some food and water. His name is Darius (CN half-elf **noble**) and he says he's been lost for an unknown amount of time; perhaps weeks, months, or even a year. While on his way to a nearby elven city, he was waylaid by a group of bandits. These foul beasts took everything he had and beat him mercilessly, leaving him to die. He says he slips in and out of consciousness, and can't remember things correctly any more.

A DC 16 Intelligence (History) check let's a character know that the town he mentioned doesn't exist anymore and hasn't for at least 100 years. A successful DC 16 Intelligence (Investigation) check or DC 12 Wisdom (Medicine) check reveals his bruises are days old, not hours. A DC 16 Wisdom (Insight) check reveals his intentions are not what they seem. Darius says he wants the party's help to recover his stolen possessions and promises them 100 gp each, but he really has an ulterior motive. Darius is nothing more than a sophisticated lure set by the feathered hag, Willowwrath.

Darius made up the story about the brutes to conceal what actually happened to him. Darius fell victim to a horrible curiosity on his way to the town and followed a terrifying half-rabbit creature down a large rabbit hole. When he emerged, he found himself in a dark grove of bare trees. In the distance he heard a horrible giggle, like a raven mixed with a hyena, and has been on the run ever since. Three days ago he managed to find the rabbit hole and climb back out, but he left behind his mother's priceless emerald necklace. The necklace is in his *bag of holding* along with 500 gp. He will gladly give them the 500 gp to have the necklace back. With some proper negotiations, he will even agree to give up the *bag of holding* along with the payment. (Consider using the social interaction rules in the

DMG with a DC of 20 to convince him to relinquish the bag.)

Darius believes he has been trapped in her domain for quite some time, but the truth is much darker. Willowwrath's domain lies in the Feywild, a separate plane of reality that exists in the same physical space as the one the party now resides in. Darius doesn't know it, but he has actually been gone 365 years. Every day spent in Willowwrath's corner of the Feywild lasts a year in the material plane. It doesn't matter how hard a player tries to convince Darius that the town is gone, he won't believe it. His fragile psyche won't allow it, and therefore he insists that he may have wandered into and out of the domain, slipped into and out of consciousness, or otherwise can't remember events well enough to know for sure that he was a victim for so long. At least he admits his story has holes in it!

After a few minutes of conversation, Darius will pause mid-sentence and cock his head like he hears something. At this point he will rush off in the direction of a small ring of standing stones a few hundred feet away. Unless the party restrains him by grappling him or through other means, he will do anything to get into the menhir, claiming it to be the sort of magical place that might be able to heal him and his memory. Anyone entering the ring disappears in a flash of pale blue-white light, to the sound of peaceful, chiming bells.

The party can investigate the ring, and indeed, Darius is not lying: this faerie ring does have healing properties, as well as being a portal into the Feywild. A successful DC 16 Intelligence (Arcana) check or DC 18 Intelligence (Nature) check reveals the primary features of the menhir:

- Each creature stepping into the menhir gains the *charm of vitality* (DMG). A creature may only receive this benefit from the menhir once.
- Stepping into the menhir teleports a creature to the Feywild.

Only through careful study -- succeeding at the above checks with a final total of 5 or more higher than the DC -- or through the use of magic such as the *identify* spell does one understand that the portal is a one-way portal until some condition is met (making a bargain with or defeating Willowwrath). The general effects of time dilation will also be revealed through such magic.

Read the following should the party cross into the Feywild with Darius.

> Upon entering the semicircle of stones that stand about chest high on a troll, you see Darius crumpled in the center. Darius begins to cry softly as his form becomes transparent and dematerializes before your eyes!
>
> "I'm so sorry... It was the only way... I can't take another year with her... I'm so so sorry..." He says as he fades away into nothing.
>
> You notice the remnants of a stone structure around you, but through the crumbling bits you see the sky is no longer a bright curtain of clear blue and instead resembles a fuzzy wool blanket. The menhir is now a ring of onyx colored mushrooms that weep a violet ichor on the dull grey grass underneath them. However, that pales in comparison to the four large burgundy bushes that have inexplicably appeared next to you. They teem with some sort of fat ivory insect similar to a caterpillar, but it's hard to see them with the dull light diffused around you. Down the path that led you here is a road of smooth cobblestones the color of dried blood that lead into a dark forest of bare trees.

The party is now trapped in the Feywild until they can find a way out. Any character that succeeds on a DC 16 Intelligence (Nature or Arcana) check can identify their surroundings as the Feywild. If no characters succeed, allow them to make the check again in 12 hours with advantage as the signs become more and more apparent. Along with an understanding of their location, successful characters also know the bushes around the party serve as hosts for a despicable type of fey called a wriggler, described in the Bestiary. The bushes themselves are **flaming majestic**.

There are four **wriggler swarms**, one to each bush, and they are relentless. Once they notice the characters, they will fight to the death. The broken bits of stone provide half cover or full cover depending on the size and there are several of each strewn about the circle.

The remnants of the ruined building suggests that it was a temple to some nature deity (the DM is encouraged to add some symbols and lore appropriate for the campaign setting). The only obvious path is the blood-soaked cobblestone road that leads off into the forest of bare trees, but as they begin to walk down it they hear a series of shrill whistles coming from somewhere up ahead.

The Rotting Rabbit

Read or paraphrase the following text:

> You make your way down the winding cobblestone path, keeping a watchful eye out for any movement in the leafless branches above you. Suddenly, you hear the sound of twigs snapping behind you. You whirl around and see a horrible monstrosity standing before you. It appears to be some terrible combination of rabbit and man, standing 6 feet tall on two bloody rabbit legs. Most of its flesh is decomposing and sloughing off, but there are still a few thick patches of greyish brown fur on its arms and legs. Its face is almost human, but the decaying ears and giant front teeth ruin the effect. It stares into your eyes with a mix of regret and despair. The eyes give it away and you realize with mounting horror that whatever this thing is, it used to be Darius.

"I must have done something wrong..." He says with a noticeable lisp. "No... I did everything I was supposed to... I..." Suddenly his despair melts into an unbridled fury before your eyes. "IT'S YOUR FAULT!" He screams at you. "YOU MUST BE TOO WEAK! I'LL KILL YOU!"

Darius will stop at nothing to kill the party in his misplaced rage. A month has passed in the material plane since the party entered the Feywild. Darius contracted a nasty virus on the road to his lost city and died several nights ago. Due to his bargain with Willowwrath, he has come back as a **craven sprinter**, a new monster detailed in the Bestiary.

In his fear addled mind, he can't remember the details of the bargain and thinks the party is to blame for his current state. He will start by creating a hellstorm around the party before darting in to pick them off one by one. If the party made a very positive impression on Darius during previous interactions -- perhaps changing his attitude or going out of their way to coddle him and offer him help without concentrating on the fact that he is now an undead creature -- he may be convinced to help the party. A successful DC 20 Charisma (Deception or Persuasion) can bring him over to their side; this roll is made with advantage if the party previously had positive interactions with him and refrain from mentioning his undead state. If the party tries to intimidate him, they must make a successful DC 20 Charisma (Intimidation) check with disadvantage. It's important to remember that his fragile psyche makes him unpredictable, and any attempt to confront him about this true state will send him into an uncontrollable rage...and Willowwrath knows this.

Once Darius has been dealt with, the party begins to hear that soft whistling again coming from somewhere further up the cobblestone road.

Tree Puppets

Read or paraphrase the following text:

As the cobblestone path continues on you notice small pools of violet sap dotting the sides of the road. Cresting a hill, you spy a small dark valley on the other side, sitting in the shadow of a tall, jagged mountain. In the center is a grove of broken, hollow trees surrounding a large onyx boulder. It's hard to make out, but there appear to be several objects -- they look like weapons -- sticking out from the top. The cobblestone road continues through the grove and up the side of the mountain, ending in a giant nest of broken limbs and shattered trunks. As you approach the grove you hear a faint whistling sound coming from above you. Straining your neck, you barely make out a few odd-looking birds circling high above you.

The broken trees that fill the small grove are actually the remains of treants that have been hollowed out by a murder of whistlers, a new monster detailed in the Bestiary.

The murder contains five **whistlers** with access to the remains of seven hollowed out treants. When the party enters the clearing, the whistlers will fly into the treants and pilot them from the inside. If the party destroy the treant shell, the whistler will be forced to fight them directly. The whistlers will try to stay above the party and use their innate spellcasting to wear the party down before finishing them with razor sharp claw strikes.

Once the whistlers have been defeated, the party can search the grove of broken trees. Any character that succeeds on a DC 13 Intelligence (Investigation) check finds a small sack made of a strange pale leather hidden inside a hollow trunk. Any character who succeeds on a DC 14 Wisdom (Medicine) check realizes with mounting horror that the sack is made out of a mixture of elven, dwarven, and human skin. The table below lists the contents of this horrific bag. See Items of Wonder & Wyrd for additional information on these items.

Items	Description
Fairy Glass	"An old silver spyglass with clear violet crystal discs in place of glass ones."
Chain of Mother Lyrrha	"This silver chain shows no signs of being worked, instead it looks like it has been magically molded from a solid line of silver. The surface is covered in engravings depicting a field of wilted flowers."
Jewel of (Shattered) Dreams	"A ruby naturally shaped like a heart. Looking closely, you see a small hairline fracture running through the center."

The center of the grove contains an onyx boulder with five objects sticking out of it. Read the description below when the party walks up to the massive stone.

You approach the boulder and see five antediluvian weapons and items sticking out of perfectly formed insets for each; an axe, a warhammer, a bow, a staff, and a holy symbol. Below them, at the base of the boulder, is a small inscription written in Sylvan next to an engraving of a giant warrior drawing a weapon from the boulder. The rest of the boulder is covered in script and symbols from at least a dozen different languages.

The inscription reads "Whosoever draws thyself a weapon agrees to begin the Dark Hunt. To prevail is to claim the riches of the *Hope Stone* (see the feathered hag entry in the Bestiary). To fail is to never accept thy true form again and forever serve the Mother's Nest." Any creature that draws a weapon unwittingly agrees to the bargain of the dark hunt, a new bargain detailed in Bargains & Curses. If this happens, Willowwrath will immediately take flight from her perch atop the mountain and attack. Her nest -- a **hag's nest** -- will follow her 1d4 rounds later, after rolling

up its cobblestone tongue like a carpet. The weapons are listed below and come with their own abilities and curses detailed in Items of Wonder & Wyrd.

Items	Description
Axe of Slicing	"This silver war axe has a thick ironwood handle and is meant to be wielded two-handed. Inscribed along the blade is a series of fairy symbols."
Hammer of Smashing	"This silver warhammer is massive, but surprisingly light. The handle is wrapped in what appears to be navy blue feycloth."
Bow of Piercing	"An azure oak bow strung with snow white unicorn hair. Next to it is a long quiver filled with twenty silver tipped arrows."
Staff of Casting	"A thick ironwood staff carved with all manner of fey symbols. Embedded in the top is a fist sized sphere of clear crystal."
Symbol of Healing	"An 8 in. disk of clear crystal carved into a wheel with four spokes."

If the party takes up the hunt and defeats Willowwrath, reference the Return to the Material Plane section at the end of this adventure.

If the party doesn't draw a weapon, her horrible nest will begin to draw in its enormous tongue, which the party mistook for a cobblestone road. Once it has rolled up its tongue like a carpet, it will climb down the mountain using a series of giant broken chicken-like legs and land near the grove.

The Nest of Limbs

Read or paraphrase the following text:

> You see a huge rotting nest made from broken tree trunks and mud sitting high on a mountain peak above you. A thin, blood-soaked cobblestone road defies gravity and leads straight up the mountain before you. Suddenly, the cobblestone road begins to roll up like a carpet, widening as it speeds up the mountain until it disappears into the enormous nest. With a savage laugh, like a raven mixed with a hyena, the nest lurches toward you down the mountain on a series of giant broken chicken-like legs and collapses about 10 feet in front of you. Before your eyes the broken beams and polished bones reform into a set of gleaming double doors. As they swing open at your approach, a section of the cobblestone road flops out like a stony tongue before you.

The **feathered hag**, Willowwrath, is tending to her cauldron inside the decrepit nest awaiting the characters. If they take too long, she will stick out her beak-like nose and beckon the party inside with a long bony finger.

If they party becomes violent at any point, the hag responds in kind, with the **hag's nest** joining the fray immediately. Should this occur and the party succeeds in defeating Willowwrath, skip ahead to the Return to the Material Plane section at the end of this adventure.

Assuming the party enters in a non-violent fashion, read the following.

> A low, ancient voice calls out from the darkness somewhere within the nest.
>
> "Well, well, well... What brings such young and delectable heroes to my door?"
>
> You whirl around as a series of misshapen candles along the wall blaze to life and cast the tall figure behind you into shades of red and orange. Her thin form is shrouded in a thick coat of oily steel feathers, perhaps some sort of armor or sign of prestige, and her face is a series of jagged unhappy features. Her eyes are enormous and take up most of her face in the same way an owl's does. They perch over a small thin nose and an equally small mouth with two massive protruding front teeth. She stares into your eyes and stretches her incredibly long, snake-like neck forward to get a better look at you. She squints her huge eyes at you, smiles, then pulls her neck back so fast you hear her bones creak and pop. She points one of her long, bony fingers at a small cluster of leaves. After a moment, the leaves shiver and slide into four lumpy chairs. She glides over to them and motions for you to sit.

Willowwrath will be cordial, but blunt, with the party. She will offer to make one of her three bargains with the party, offering them a cookie from the dozen *hallucinogenic cookies* she purchased from Sweet Cleo. Should they refuse the cookies she will become highly offended and refuse to make any deals with the party. Like most fey, she takes the rules of hospitality seriously and finds their refusal rude, she will summon a murder of 1d4 **whistlers** and kick the party out.

However, if they refuse the deal, but accept her cookies, she will try to sweeten the deal with an item or two from her collection. If the party is interested in her wares, they are listed in the table below. She will not take kindly to stealing, but everything can be bought for the right price. For more details on the items listed, check Items of Wonder & Wyrd.

Items	Description
Auntie Olga's Ice Pick	"A smooth iron pick that freezes anything it touches."

Dread Lenora's Pillow	"This small blue pillow is sewn together using thick black hair and smells faintly of lavender."
Grandmother Ursula's Scale	"This palm sized scale is darkly luminescent and covered in a thin layer of dried salt. When you hold it, you hear the waves crashing in the distance."
Wicked May's Mummified Foot	"A mostly blackened and decayed foot wrapped in thick layers of yellow bandages."
Hallucinogenic Cookies	"A small tray of cinnamon scented cookies. Though no longer warm, they are still soft and fresh."
Bag of Devouring	"A small cloth bag with a thin leather strap. The front is stitched to look like a fanged smile."
Chalk of Crossing	"A small ivory box with four multi colored sticks of chalk inside. Three are neon green, and the last is grey."
Cyclops Skull	"A cyclops skull that has been rounded into a near perfect sphere. It has been lovingly polished and is so shiny you can see yourself in it."

After about ten minutes the cookies begin to kick in. Once the hag notices the party starting to freak out, she will attempt to feed on their fear using her feast ability. If the party accepts any of her bargains, she grants them passage back to the material plane, but they must abide by the demands of the agreement. If they refuse all of her bargains, she will fly into a rage and attack!

Return to the Material Plane

With Willowwrath slain, this section of the Feywild begins to change before her body even hits the ground. Read the following to the party as the door to the material plane opens once again.

> Willowwrath begins to decay before your eyes at an incredible rate, her feathers and flesh rusting into a fine red powder in seconds. As her ashes disappear into the hazing grey, the world begins to change around you. A sudden breath of wind rushes through the trees filling your lungs with the scent of fresh flowers and running water. The mists evaporate on the breeze, revealing a clear bluish violet sky filled with billions of twinkling stars. A soft, clear feminine voice whispers in your ear.
>
> "Well done, mortal. Now get out of my new domain."
>
> Suddenly the world spins around you. You try to hold on to consciousness, but it's like holding on to an umbrella in a blizzard. You try your hardest, but within moments you're asleep.
>
> You awaken in a ring of flowers that have replaced the menhir near the road you started on a few hours later, wounds healed and spirits refreshed.

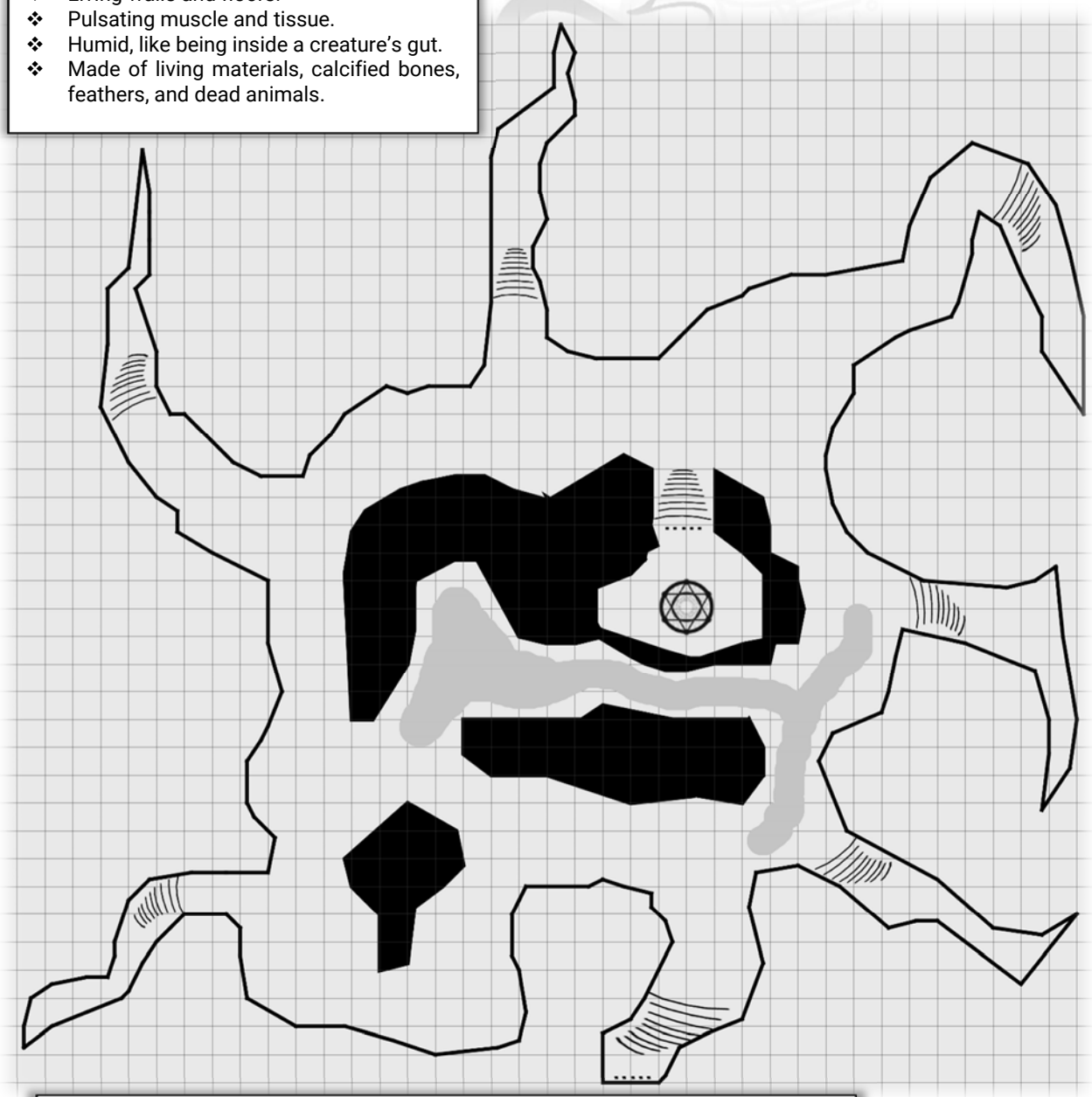
The hag's remains could be collected if the party moves quickly; it may have value as a special ingredient in making a powerful magic item, or could be used as a curative to remove the ill effects of a bargain entered with a hag in the future.

If you choose, you may allow characters who make a successful DC 18 Constitution saving throw to hold onto consciousness long enough to see the form of a powerful fey queen step through a rainbow-colored gate, flanked by sylvan guardians, cleansing Willowwrath's stain of a nest from the land with a wave of her hand. Then the character succumbs to the effects of her nearly deity-level of power.

Remember the effects of time dilation while the party spent time in Willowwrath's corner of the Feywild. When the party awakens, they may find the world around them has moved on, but perhaps a few dedicated family members have yet to give up the hunt. Either way, the party may have to prove they are who they say they are, especially if more than ten years have passed and they haven't aged at all.

Location Keywords

- Living walls and floors.
- Pulsating muscle and tissue.
- Humid, like being inside a creature's gut.
- Made of living materials, calcified bones, feathers, and dead animals.



Willowwrath's Nest

- 1 square = 5 feet
- ^ North
- The portcullis in the southern "arm" is the entrance, and represents tooth-like structures. A similar set are found at the entrance of the "throne room" that features Willowwrath's throne of bones, feathers, and offal (the pentagram).
- The channel of water (gray filled-in area near the center) is actually the nest's bile ducts and organ fluids. It's probably acidic (immersion deals 4d6 acid at the start of a creature's turn), and the nest's prehensile tongue retracts into this area.
- The black areas/internal walls are a heaving, organic mass of muscle, tissue, dead critters, splintered wood, and half-digested rock formations.

Wyrmlingnapped!

CR 5; difficulty varies
by Matt Butler

The following encounters can be run individually, altogether, or in any fashion the DM wishes in an adventure that takes the characters past a cold, mountainous area. It is designed for a party of three to five characters of 5th level, but can be expanded for larger parties by making the following modifications:

- ***Momma Dragon***. Add 2 **specters** for every character beyond five.
- ***The Frozenish Lake***. Add 1 **peryton** for every 2 characters beyond five.
- ***The Cave of Horrors***. Add an additional **hagling** or a **sea hag** and use the rules for a coven of hags, if the party numbers seven or more.

Momma Dragon

Read the following aloud.

> Your trek through the foot-high snow drifts that cover a worn mountain path brings you to relatively flat portion of the pass, where you begin to hear a deep sobbing coming from somewhere nearby, echoing off the immense mountain walls rising up on either side of the pass. Suddenly, a massive shape high above you catches the sun and dives for you. You make out huge patchy wings, lustrous silver scales, gleaming ivory teeth…It's a silver dragon! It lands hard on the pass several yards ahead of you in a spray of snow and rock that nearly blinds you. Then you notice twin streams of tears coursing down its tarnished face. It catches its breath and speaks in a low, feminine voice.
>
> "Please… My wyrmling…" She says between sobs. "Please… Save my child." She says, collapsing into sobs.

The **adult silver dragon**, Karalyndara, is extremely distraught over the loss of her child, Bilkaranys. Sometime in the night, two horribly disgusting creatures stole Bilkaranys from his bed in her mountain lair. They distracted her with their icy magic and undead servants, leading her to assume they were going after her hoard. When she realized it was just a feint and she had fallen right into their trap, she found that Bilkaranys had already gone missing when her clutch of wyrmlings scattered!

She tracked them through the night to a lonely peak and discovered a frozen gate leading to the Feywild. She wanted to pursue the disgusting thieves, but the Feywild is a mysterious place and she still had five other wyrmlings to look after. She's been wracked with sadness and guilt ever since.

Karalyndara will gladly offer up this information after she composes herself enough to speak. She asks for the party's help in finding her baby and offers to fly them to the gate. If they party expresses interest in material rewards, she'll happily give them 200 gp each from her hoard, and will go as high as 400 gp each if the party attempts to negotiate. Forgoing any sort of reward, or shifting her attitude with a DC 15 Charisma (Deception or Persuasion) check, will cause her to offer a favor the party can cash in on later in addition to the gold.

When Karalyndara and the party arrive at the frozen gate, read the text below.

> You clutch desperately to the back of the enormous dragon as she winds her way toward a mountain peak high above. Moments later, you tumble off into a thick snowbank on the edge of a windswept mountain. Karalyndara promises to return every day at dawn and dusk to give you a ride back and your reward, and flies off into the sunset. The cliffside is steep and drops off some sixty feet from where you stand. To your left is a large wall of clear ice covering a thirty-foot gap in the mountainside. You can barely make out shapes and shadows moving on the other side of this ice. Suddenly a cloaked figure bursts through the ice wall! It resembles a humanoid, but its skin is greying and falling off in patches where it's not covered up by its cloak. Clutched in its decaying hand is a rusted longsword notched from many battles. As it raises its sword and walks toward you, you begin to hear voices coming from somewhere in the surrounding snowbanks.

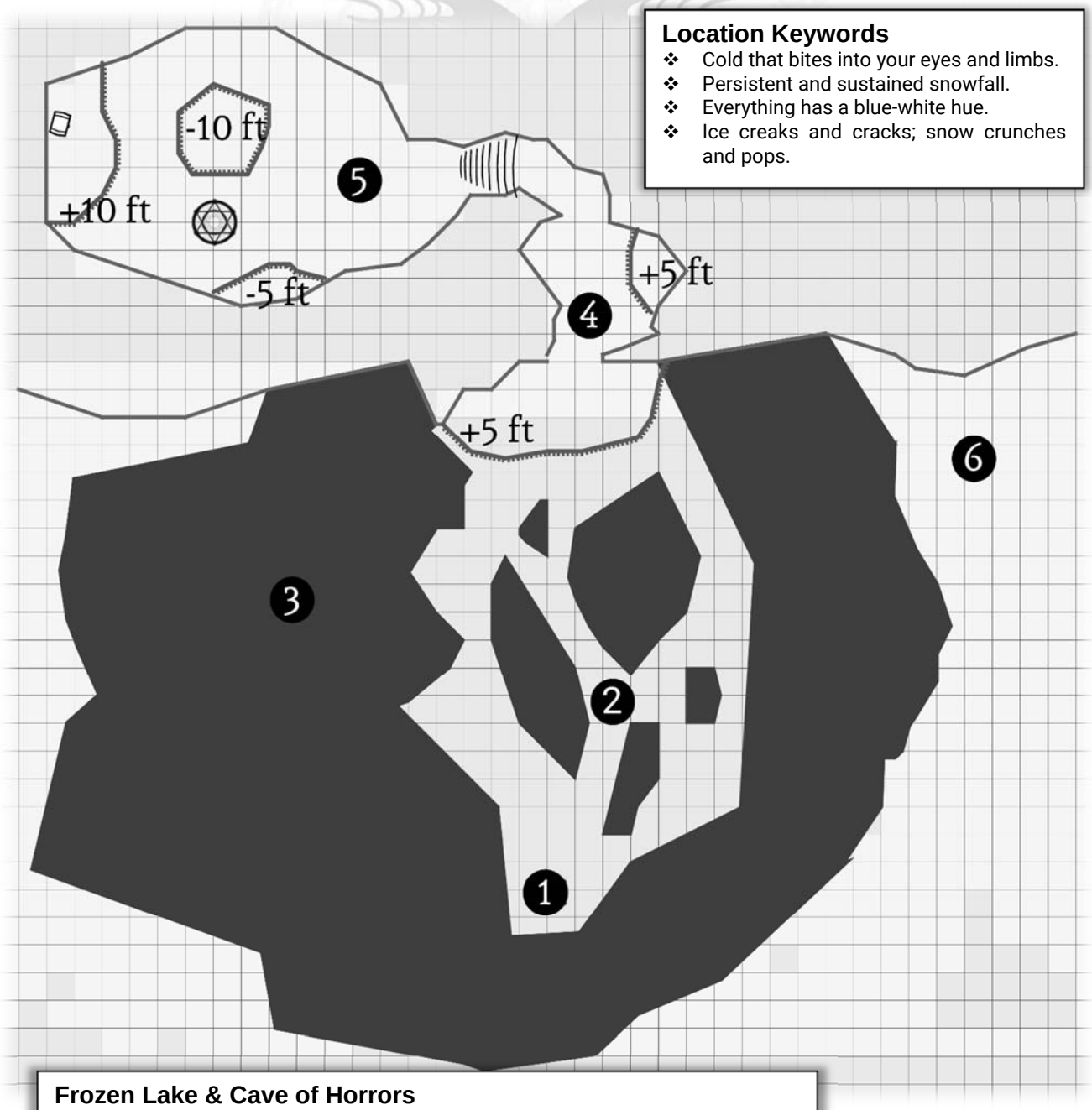
This creature is a **wight**, and it summons three **specters** as soon as it crosses into the material plane. The cliffside is covered in thick snow drifts making the whole area rough terrain. Additionally, there are three large snow piles that provide full cover when hidden behind or climbed inside of. The wight and the specters are focused on protecting their master and will stop at nothing to kill any invaders.

The wight carries only a rusty longsword and a small pouch containing 3 sp.

The Frozenish Lake

The only obvious path forward is through the frozen gate in the mountainside, which seems to have reformed after the wight passed through.

Read the following text when the party steps through the portal into the Feywild.



Location Keywords

- Cold that bites into your eyes and limbs.
- Persistent and sustained snowfall.
- Everything has a blue-white hue.
- Ice creaks and cracks; snow crunches and pops.

Frozen Lake & Cave of Horrors

1 square = 5 feet; ^ North

1. Upon crossing into the Feywild, the party appears here.
2. This is the safe path across the lake.
3. This is the lake; all colored areas are **thin ice**.
4. Cave entrance. Raised (+X ft.) and lowered (-X ft.) are found throughout.
5. This is where the ritual happens!
   - The pentagram is where the ice hag and hagling are attempting to devour the wyrmling.
   - The chest is shown on the far wall, on a raised (+10 ft.) area.
   - The middle depression (-10 ft.) is clear of hanging icicles, and thus is safe from the ice hag's lair action.
6. Snow (difficult terrain).

> You reach out your hand and feel a deep chill as it passes unrestricted through the solid pane of ice. You shove yourself through as the ice crackles and pops around you. For a moment you're so cold you think you'll never be warm again, but you emerge on the other side moments later disoriented but warmer. You shake off your disorientation and find yourself standing on a frozen lake. Some ninety feet ahead you see the opening to a bizarrely jagged cave, the inside of which is lined with thick 8 foot long icicles like rows of horrifying teeth. Somewhere between an eagle's cry and an elk's grunt sounds from nearby before you see three shapes circling high above. They stop as one and dive toward you and your allies!

Any character that passes through the gate must make a DC 14 Constitution save, taking 3 (1d6) cold damage and being stunned one round on a failure. On a success, a characters takes half damage is not stunned.

The three **peryton** patrol their master's domain for any unwary humanoids to devour. They are incredibly persistent hunters and will always return for their prey even if driven off. This is unfortunate for the party as the lake they're currently standing on is not very thick. There is a safe path marked on the map, but standing on any other portions of the frozen lake means that a creature has to deal with the effects of thin ice.

Thin Ice. Any time a creature standing on the ice rolls a natural 1 on an attack roll, the ice cracks! That creature and all creatures standing on the ice within 5 feet must make a DC 12 Dexterity saving throw. If it fails, a creature falls through the ice and takes 3 (1d6) cold damage at the start of every one of their turns in which they remain in the icy water. The creature may attempt to pull itself out as an action on their turn, but must succeed at a DC 14 Strength (Athletics) check to do so. Other creatures within reach may use their action on their turn to pull someone free by making a successful DC 16 Strength (Athletics) check. Failing this check by 5 or more causes the aiding creature to fall into the icy waters.

The Cave of Horrors

Read the text below when the party enters the jagged cave.

> The cave mouth opens into a small chamber of unnaturally frigid air that sinks deep into your bones. A small flight of frozen stairs in front of you lead to the greater chamber where a horrifying scene is unfolding. You see a small, decaying young woman with open sores all over her body crouched over a wounded wyrmling with gleaming silver scales. Her skin is a greyish white and her hair is matted, stringy and exceptionally long, falling well past her knees. She uses the stringy mess, which is apparently prehensile, to hold the wyrmling in place while she sings to it softly. Behind her crouches and incredibly old woman covered in a sheen of frost. Neither one of them notices you as they seem enraptured by the wounded wyrmling. As it struggles to free itself, you see the young woman's jaw unhinge and hear the old woman let out a horrible cackle. You stare in horror as the young woman attempts to swallow the crying wyrmling alive.

The young woman and the old woman are new creatures found in the Bestiary, called a **hagling** and an **ice hag**, respectively. They are bent on completing an ancient and terrible fey ritual that will transform the hagling into the ice hag she wishes to become. Unfortunately for the **wyrmling**, this ritual involves consuming a baby white or silver dragon alive.

Once the ice hag and the hagling become aware of the party they summon 6 **skeletons** and 3 **specters** to aid them in battle. The ice hag will attempt to draw fire while the hagling works on keeping the wyrmling restrained until the undead are rendered fully dead. If Bilkaranys, the wyrmling, is freed or escapes, he can prove a very helpful ally. He has the same stats as a silver dragon wyrmling, except he only has 15 hit points left.

Lair Action: Icicles. The massive icicles that hang from the ceiling of the cave were created by the ice hag and are under her control. On initiative count 20 (losing all ties), the ice hag can choose up to two icicles she can see within 90 feet of her and cause it to fall. Any creatures caught under the icicle must make a DC 10 Dexterity saving throw, taking 6 (2d6) piercing damage on a failed save, and half as much on a successful one.

Treasure. Against the far wall of the cavern is a small chest covered in ice. Once the ice hag is dead, it begins to thaw and pops open after the clasp is unfrozen. Below are the contents of the chest; see the *Dungeon Master's Guide* for descriptions.

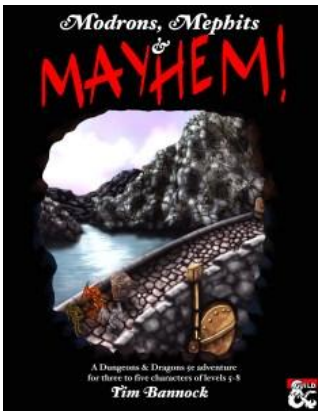
Items	Description
3x Bloodstone	A smoky grey stone with flecks of red throughout.
Alchemy Jug	This gallon sized ceramic jug is covered in alchemical designs and patterns.
Mirror of Life Trapping	A 4' tall polished silver mirror with a brass handle on either side.
Potion of Flying	A small vial of clear liquid that floats to the top of its container like it is somehow lighter than air.
Sending Stones	Two smooth stones carved to resemble icicles.

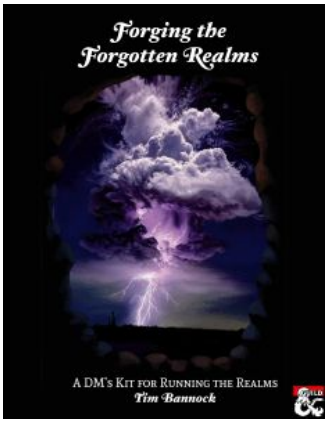
The ice hag and hagling have very little on them, but both possess a pouch containing 66 gp each. Once they are defeated, the party will have no problem getting the wyrmling back to his mother. Karalyndara is ecstatic to have him back and gladly pays the party what she owes. She also includes one of her scales etched with draconic symbols. She instructs the party to hold this scale, shout her name, and she will teleport to the party's aid (arriving within 1d4 rounds), but they can only do this once before the scale magically fades away.

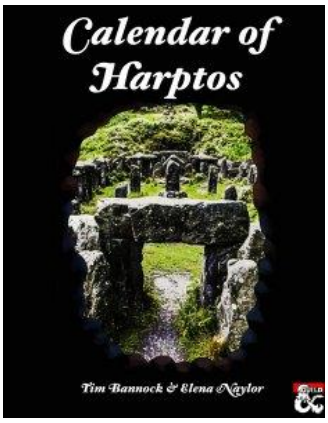
If you enjoyed this release,
please Rate & Review it at
the Dungeon Masters Guild!

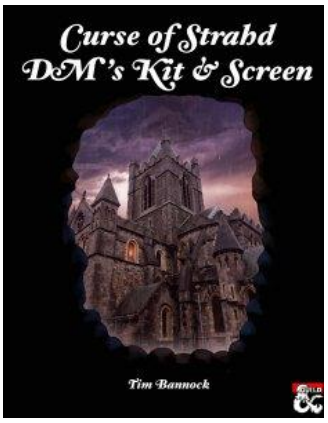


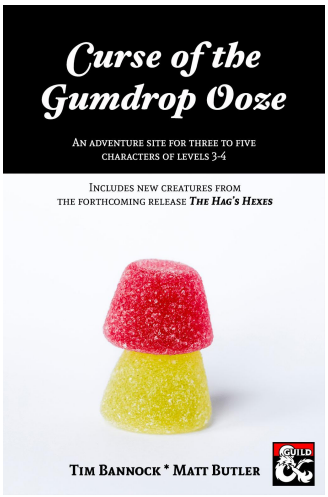












These and other releases
by Tim Bannock
only available at
DMsGuild.com

DUNGEON MASTERS GUILD™