Premium

Mildred's Guide to Hags

Many Isles

1 - Hags

Hags resemble elderly women and delight in the corruption of and destruction anything living. Selfish and cruel, they collect artifacts of power and make deals with mortals to further advance their misery. They form covens with other hags, with the ambition of exulting in their own powers for their nefarious ends.

This chapter presents five playable hag races to spice up your game! Consider playing the witch class for thematically appropriate gameplay.

Hag Traits

Hags are devious and intelligent, and quite powerful. D epending on your race variant, you have different prerequisites - but you always need a minimal amount of own power, of levels.

Due to the power of a hag, you may not profit from any Ability Score Improvement features granted by your class until the level at which you unlock this race.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.
Age. Hags mature around the age of 13, when their formally mortal bodies transform into wretched hags. They don't have a known lifespan, and can live for millenia.
Alignment. Hags have rotten attitudes, and are evil at heart. Some enjoy chaos, some are purely evil.
Type. Most hags are fey.
Size. Hags are the size of most humanoid females. Your size is Medium.
Speed. Your base walking speed is 30 feet.
Darkvision. You have darkvision to a range of 60 feet.
Weird Magic. Hags have an affinity for magical objects. You can attune to a magic object as a turn, instead of using a short rest.
Languages. You can speak, read, and write Common and two other languages of your choice.

Races. Hags aren't a single race; their corruption can take many forms. 5 relatively common forms of hags are listed here.

Annis Hag

Annis hags lair in mountains or hills. Despite being hunchbacked and hump-shouldered, they are the largest and most physically imposing of their kind, standing eight feet tall.

Tormenting the Weak. Although annis hags can easily tear a grown man apart, they love hunting children, preferring their flesh over all others. They use the flayed skin of such victims to make supple leather, and a hag's lair often shows the signs of this industry.

Annis hags leave tokens of their cruelty at the edges of forests and other areas they claim. In this way, they provoke fear and paranoia in nearby villages and settlements. To an annis hag, nothing is sweeter than turning a vibrant community into a place paralyzed with terror, where folk never venture out at night, strangers are met with suspicion and anger, and parents warn their children to "be good, or the annis will get you".

Child Corrupter. When an annis feels especially cruel, she disguises herself as a kindly-looking elderly woman, approaches a child in a remote place, and gives it an iron token with which it can confide in her. Over time, "Granny" convinces it that it's okay to have bad thoughts and do bad deeds—starting with breaking things or wandering outside without permission, then graduating to pushing someone down the stairs or setting a house on fire. Sooner or later, the child's family and community becomes terrified at the "bad seed" and must face the awful decision of whether the child should be punished or exiled.

Tribe Mother. Much in the way that they befriend children in order to corrupt them, annis hags have a tendency for adopting a group of ogres, trolls, or other loutish creatures, ruling them through brute strength, verbal abuse, and superstition.

Level. You must be of character level 9 to be an annis hag.

Hit Points Per Level: 1d10+Con mod
Hit Die: 1d10
Ability Score Increase. Your Strength score increases by 3.
Size. You are Large.
Forest's Knowledge. You gain proficiency in Deception and Perception.
Annis Hide. You have resistance to cold damage.
Claws. Your claws are natural weapons. Whenever you make an unarmed strike, it counts as a weapon attack, and deals 3d6 slashing damage on a hit. Additionally, whenever you use the Attack action, you can attack twice with your claws.
Innate Spellcasting. You can innately cast spells; your spellcasting ability is Wisdom, or the spellcasting ability of any caster class you have. You may add the following spells to your spell list: *Disguise Self*, *Fog Cloud*. You can cast each of these spells twice without using a spell slot. You must take a long rest to recharge your free uses of these spells.
Epic Racial: You may increase your Strength score by 2.

Bheur Hag

Bheur hags live in wintry lands, favoring snow-covered mountains. They become more active during winter, using their ice and weather magic to make life miserable for nearby settlements.

A bheur hag's skin is blue-white, like that of a person who has frozen to death. Her hair is pale white, and she is emaciated, as if she were a person who had survived winter by eating bark and leather. Her eyes are pale and surrounded by dark, bruise-colored flesh. A bheur carries a twisted gray Wooden staff, which she can ride like a flying broom and augments her magical powers.

Cold Hearts. Bheur hags are attracted to selfish actions justified by deadly cold, such as murdering a traveler for a winter coat, chopping down a dryad's grove for firewood, and so on. These actions are especially sweet to a bheur if they are unwarranted, such as a greedy merchant hoarding more food for the winter than he could possibly eat while others starve. Bheurs love to seed such ideas and thoughts in mortals. They use their ability to manipulate weather to batter villages with snow and freezing cold, hoping to instill despair that turns the villagers against each other.

A bheur hag loves watching unprepared people suffer and die for their mistakes during the winter. She is delighted when mortals make petty, pathetic attempts to survive, such as eating boots and leather scraps when no real food is to be found.

Awful to Behold. When a bheur hag is fully in the throes of combat and has recently slain one of her foes, she often forgoes a direct attack on her remaining enemies and instead takes a moment to feed on the corpse, dismembering it and tearing meat from bone. The sight of this savagery is enough to render witnesses temporarily insane.

Level. You must be of character level 13 to be a bheur hag.

Hit Points Per Level: 1d8+Con mod
Hit Die: 1d8
Ability Score Increase. Your Heroism score increases by 2, your Dexterity score increases by 2, and your Wisdom increases by 2.
Mountain's Knowledge. You gain proficiency in Nature, Perception, Stealth and Survival.
Bheur Hide. You are immune to cold damage.
Ice Walk. You can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost you extra movement.
Graystaff Spellcasting. You have a powerful gray staff that you use for spellcasting; your spellcasting ability is Wisdom, or the spellcasting ability of any caster class you have. The staff recharges all used spells at dawn. You can add these spells to your spell list, and when cast using the graystaff, you do not consume material components or spell slots.
At will: *Hold Person*, *Ray of Frost*
2*: *Sleet Storm*
1*: *Ice Storm*
Only add to Spell List: *Control Weather*
Maddening Feast. As an action, you can feast on the corpse of one enemy that died within the past minute. Each creature within 60 feet of you that can see you must succeed on a DC 15 Wisdom saving throw or be frightened of you for 1 minute. Additionally, they gain one long-term madness effect.
Epic Racial: You may increase your Wisdom score by 2.

Green Hag

The wretched and hateful green hags dwell in dying forests, lonely swamps, and misty moors, making their homes in caves. Green hags love to manipulate other creatures into doing their bidding, masking their intentions behind layers of Deception. They lure victims to them by mimicking voices calling out for help, or drive unwanted visitors away by imitating the cries of fierce Beasts.

Obsession with Tragedy. Green hags revel in the failings and tragedies of other creatures. They derive joy from bringing people low and seeing hope turn into despair, not just for individuals but also for whole nations.

Level. You must be of character level 10 to be a green hag.

Hit Points Per Level: 1d8+Con mod
Hit Die: 1d8
Ability Score Increase. Your Strength and Dexterity scores increase by 2, and your Wisdom score increases by 1.
Swamp's Knowledge. You gain proficiency in Arcana, Deception, Perception and Stealth.
Amphibious. You can breathe air and water.
Mimicry. You can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations by succeeding on an Insight check contested by your Deception check.
Claws. Your claws are natural weapons. Whenever you make an unarmed strike, it counts as a weapon attack, and deals 2d8 slashing damage on a hit.
Innate Spellcasting. You can innately cast spells; your spellcasting ability is Wisdom, or the spellcasting ability of any caster class you have. You may add the following spells to your spell list: *Minor Illusion, Pestilent Mist, Vicious Mockery*. You can cast each of these spells without using a spell slot or material components.
Invisible Passage. As an action, you turn invisible along with anything you are wearing or carrying until you attack or cast a spell, or until your concentration ends (as if concentrating on a spell). While invisible, you leave no physical evidence of your passage.
Epic Racial: You may increase your Wisdom score by 2.

Night Hag

Sly and subversive, night hags want to see the virtuous turn to villainy: love turned into obsession, kindness turned to hate, devotion to disregard, and generosity to selfishness. Night hags take perverse joy in corrupting mortals.

Night hags were once creatures of the Feywild, but their foulness saw them exiled to Hades long ago, where they degenerated into fiends. The night hags have long since spread across the Lower Planes.

Soulmongers. While a humanoid sleeps, a night hag can straddle the person and intrude upon its dreams.The hag fills her victim's head with doubts and fears, in the hope of tricking it into performing evil acts in the waking world. The hag continues her nightly visitations until the victim finally expires in its sleep. If the hag has driven her victim to commit evil deeds, she traps its corrupted soul in her Soul Bag for transport to Hades.

Level. You must be of character level 14 to be a night hag.

Hit Points Per Level: 1d8+Con mod
Hit Die: 1d8
Ability Score Increase. Your Strength and Intelligence scores increase by 2, and your Constitution and Heroism scores increase by 1.
Dark Knowledge. You gain proficiency in Deception, Insight, Perception and Stealth.
Fiendish Hide. You gain resistance to cold and fire damage; additionally, you are immune to being charmed.
Claws. Your claws are natural weapons. Whenever you make an unarmed strike, it counts as a weapon attack, and deals 2d8 slashing damage on a hit.
Innate Spellcasting. You can innately cast spells; your spellcasting ability is Intelligence, or the spellcasting ability of any caster class you have. You may add the spells below to your spell list. You can cast each of these spells at base level without using a spell slot or material components a number of times as given, recharging cast spells when taking a long rest.
At will: *Detect Magic, Magic Missile*
2*: *Sleep*
Change Shape. As an action, you polymorph into a small or medium female humanoid, or back into your true form. Your statistics remain the same, and your equipment does not transform.
Nightmare Haunting. You touch a sleeping humanoid. As long as the contact persists, the target has dreadful visions. If these visions last at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 1d10. This reduction lasts until removed by the *Greater Restoration* spell or similar magic. Once you use this ability, you must complete a long rest to use it again.
Epic Racial: You may increase your Intelligence score by 2.

Sea Hag

Sea hags live in dismal and polluted underwater lairs, surrounded by merrow and other aquatic monsters.

Beauty drives a sea hag to fits of anger. When confronted with something beautiful, the hag might simply attack it or deface it. If something beautiful gives hope, a sea hag wants it to cause despair. If it inspires courage, the sea hag wants it to cause fear.

Ugly Inside and Out. Sea hags are by far the ugliest of all hags, with slimy scales covering their pallid skin. A sea hag's hair resembles seaweed and covers her emaciated body, and her glassy eyes seem as lifeless as a doll's. Although a sea hag can hide her true form under a veil of illusion, the hag is cursed to forever appear ugly. Her illusory form appears haggard at best.

Level. You must be of character level 3 to be a sea hag.

Hit Points Per Level: 1d8+Con mod
Hit Die: 1d8
Ability Score Increase. Your Constitution score increases by 1.
Amphibious. You can breathe air and water.
Horrific Appearance. Any humanoid that starts its turn within 30 feet of you in your true form that looks at you must make a DC 11 Heroism saving throw. On a failed save, the creature is frightened for 1 minute. A creature can make a Bravery check at the end of each of its turns, with disadvantage if you are within line of sight, ending the effect on itself on a success. If the effect ends on a creature, it is immune to your Horrific Appearance for the next 24 hours.
Claws. Your claws are natural weapons. Whenever you make an unarmed strike, it counts as a weapon attack, and deals 2d6 slashing damage on a hit.
Death Glare. As an action, you target a creature you can see within 30 feet that is frightened. If it can see you, it must make a DC 11 Wisdom saving throw or drop to 0 hit points.
Illusory Appearance. You can innately cast *Disguise Self* on yourself, with a save DC of 16. This does not consume a spell slot. However, you can only appear as an exceedingly ugly humanoid female using this ability.
Epic Racial: The range of your Horrifying Appearance and Death Glare is now 60 feet, instead of 30.

2 - Hag Covens

When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power - which they can only gain from being in a coven.

A coven consists of three hags, so that any arguments between two hags can be settled by the third. If more than three hads ever come together, as might happen if two covens came into conflict, the result is usually chaos.

As a player character, you can join a hag coven with like-minded interests. You should make sure that your party and fellow players are fine with your bonding with evil NPCs - or maybe the entire party is a coven, in which case mischevious misdeeds shall rain down.

Consider joining a coven as equal to gaining a level. At the DM's discretion, if you are in a coven, your character level should equal to all your class levels + 1.

Coven Spellcasting

While all three members of a hag coven are within 30 feet of one another, they can cast additional spells as listed below. These slots must be shared by the coven, and the other two members (if they are NPCs) also have a say in the use of these spells and their slots.

This spell list belongs specifically to the coven; you cannot cast any of these spells coven spells using your own spell slots. However, you may add any coven spells that you've cast to your spell list.

Prerequisite: You must be at least 11th level to join a hag coven.

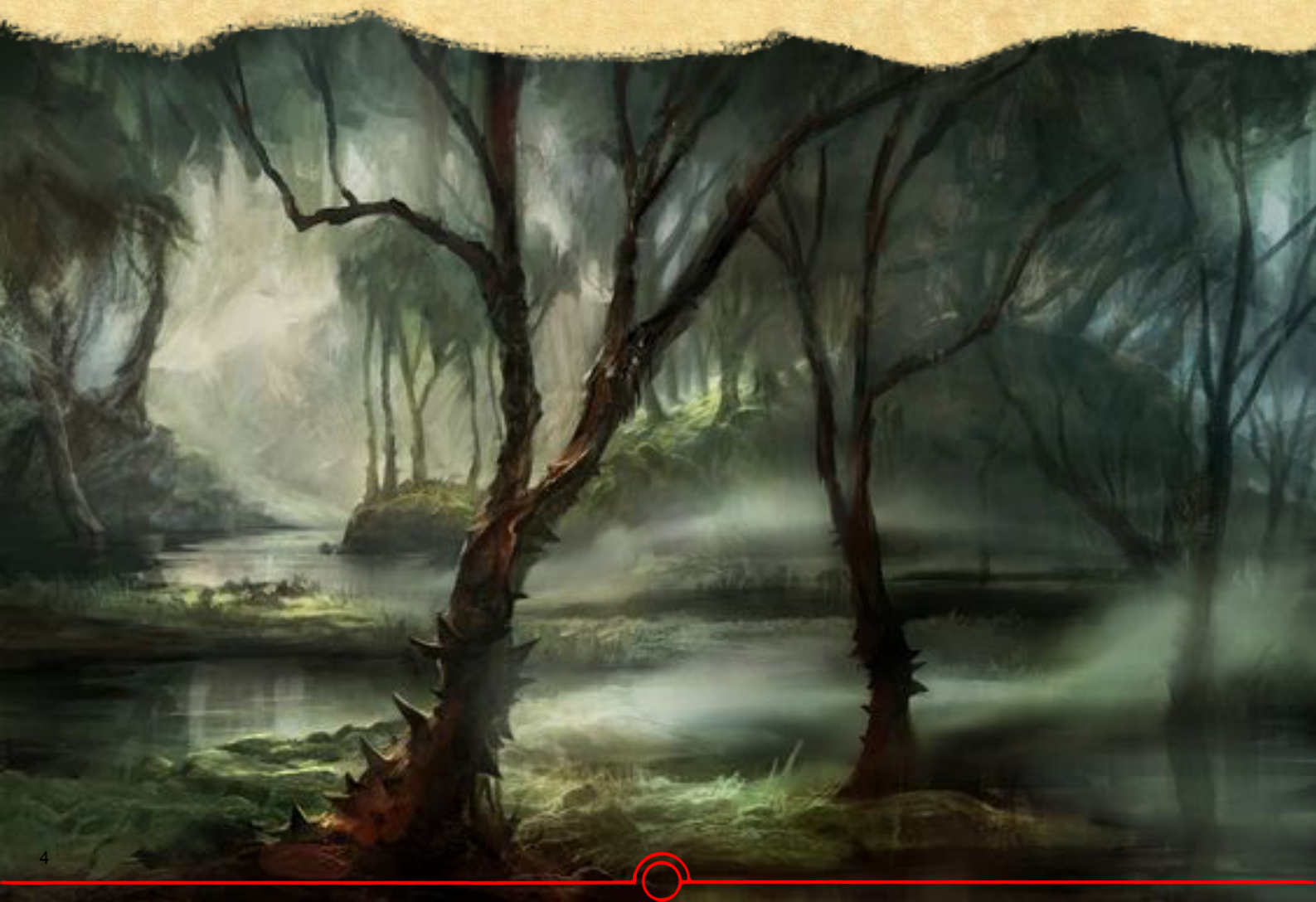
1st level (4 slots): *Counter Elemental Spell, Witch Bolt*
2nd level (3 slots): *Hold Person, Summon Object*
3rd level (3 slots): *Cause Disease, Counterspell, Lightning Bolt*
4th level (3 slots): *Blight, Living Bomb*
5th level (2 slots): *Danse Macabre, Forbiddance*
6th level (1 slot): *Kill*

Hag Eye

A hag coven can craft a magic item called a hag eye, which is made from a real eye coated in varnish and often fitted to a pendant or other wearable item. The hag eye is often fitted to a pendant or other wearable item.

The hag eye is usually entrusted to a minion for safekeeping or transport, or placed in a hidden location to spy upon intruders. A hag in a coven can take an action to see what the hag eye sees if the hag eye is on the same plane of existence. A hag eye has hAC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each coven memeber takes 3d10 psychic damage and is blinded for 24 hours.

A hag coven can have only one hag eye at a time, and creating a new one requires all three members of the coven to perfrom a ritual. It takes 1 hour, and the hags can't perform it while blinded. During the ritual, if the hags take any action other than performing the ritual, they must start over.



3 - Devious Items

Hag's lairs of fulls of magical trickery, and adventurers are sure to run across heaps of them. To that effect, in this order, this chapter contains items immediately useful for a hag, items designed to curse the unwary and make them regret attempting to loot a hag's lair, random magical items that have odd abilities not immediately useful, and random items with weak magic but a lot of flavor.

Hags also make potions and other cursed one-use brews: find them in the next chapter, "Evil Brews".

Hag's Tools

Hags are renowned for their approval of magical items and using them in perverse ways, often creating their own as well. A hag is likely to hide these items from other creatures, using them in time of need and laughing maniacally as she annihilates her enemies.

Hair of Easy Change

Wondrous Item, uncommon

When this hair that was cut off a mortal's head is placed on the hag's head, it looks and sounds like the creature that originally wore the hair. This is only a visual change. Short of physical inspection, a creature can tell this is an illusion by making a DC 13 Perception check.

Incense of Annihilation

Wondrous Item, rare

This incense can be lit as an action, spreading outwards in a 30 foot radius. It smells slightly acric and of hag sweat. It remains for 2d8 minutes. There is no incense left afterwards.

For the duration, all creature in the incense have disadvantage on Widom saving throws. The hag brings out this incense when she encounters a challenging group that she needs to finish off quickly.

Incense of Persuasion

Wondrous Item, uncommon

This incense can be lit as an action, spreading outwards in a 30 foot radius. It smells slightly acric and of hag sweat. It remains for 2d8 minutes. There is no incense left afterwards.

For the duration, the hag has advantage on Persuasion checks or similar rolls made to convince or charm creatures in the incense.

Severed Dwarven Head

Wondrous Item, uncommon (requires attunement)

This is a severed dwarven head, already quite decomposed. While the hag is within 300 feet of the head, it can use its bonus action to see out of the head's eyes, or to switch back to its own eyes.

Shrunk Goblin Head

Wondrous Item, uncommon

This item was made through some foul ritual performed upon a severed goblin head. Whenever the hag wearing the head as a necklace is targeted by a melee attack, one head (if there multiple) explodes, casting *Warding Flare* on the attacker. The head disintegrates as it does this.

Spicy Softball

Wondrous Item, rare

As an action, the hag can throw this ball that looks like a typical ball used to play games at a creature it can see within 40 feet, yelling the activation word "catch".

Upon impact, all creatures within a 5 foot radius must succeed on a Wisdom saving throw against a DC equal to the hag's Strength score, taking 3d8 piercing and 3d8 fire damage on a fail, or half as much on a successful throw.

Talisman of Hostility

Wondrous Item, rare (requires attunement)

As an action while wearing this iron talisman, the hag causes all non-hags in a 30 foot radius to make a Wisdom saving throw. On a fail, the creature is charmed, and must use its next turn to harm the nearest non-hag to the best of its ability.

Hidden Curses

These sample items weren't designed to be useful to a hag, but as items that would surprise unwary mortals and curse them horribly.

It is likely that a hag would bury their useful items under such cursed things, in the hope that foolish creatures would curse themselves instead of using her useful things.

Bracer of Finger Healing

Wondrous Item, rare (requires attunement)

While wearing this bracer, a creature regrows any missing fingers in a day.

As an action, a creature can eat one of its own fingers, regaining 2d8 HP.

However, this bracer is cursed. While cursed, a creature cannot remove the bracer. Whenever it's takes damage while having half its hit points or less, it must succeed on a DC 15 Heroism saving throw or use its next action eat a finger, regaining 2d8 HP when doing so.

Clothes of Blisters

Wondrous Item, uncommon (requires attunement)

This piece of clothing is red and has a decidedly soft feel. If attuned to, it grants 5 temporary hit points every hour.

However, this curses the creature. While cursed, terrible red blisters grow and burst into oozing white juice. The creature is vulnerable to fire damage. This lasts until the curse is removed; unattuning to the item does not remove the curse.

Comb of Growing Hair

Wondrous Item, uncommon

This ivory comb is inset with green gems. If used, a creature's hair grows long and attempts to strangle it. The creature suffocates. Another creature can attempt a DC 16 Sleight of Hand check with a knife or similar tool to attempt freeing it.

Ring of the Fox

Wondrous Item (Ring), uncommon

This small ring depicts a grinning fox. Once put on, it cannot be removed, except by magical means. While a creature wears the ring, it has advantage on Deception and Acrobatics checks. The ring has 1d12 charges. Each time a wearer makes a Deception or Acrobatics check, it loses a charge. When it reaches 0 charges, it severes the creature's finger and falls off.

Ring of the Frog

Wondrous Item (Ring), uncommon (requires attunement)

This ring is lightly transparent and has a leering brass frog face attached to it. The creature attuned to it becomes amphibious and can grapple creatures with its tongue, keeping its arms free.

However, this curses the creature. While cursed, its skin grows thick and leathery, its eyes red and wide. The only sounds it can produce is croaking. This lasts until the curse is removed; unattuning to the item does not remove the curse.

Ring of Odd Removal

Wondrous Item (Ring), uncommon

When put on, this ring will quickly tighten to be impossible to remove. Cutting off the finger will allow to remove the ring. Over a period of 1d4 days, the ring will continue to tighten, at the end of which the creature's finger falls off and the ring can be removed. Saying its command word causes it to produce a thick grease which allows to pull it off using an action.

If it is stored in a container, the ring will emit noxious grease able to chew through thick leather in 2 days until it is no longer stored.

Scarf of Choking

Wondrous Item, uncommon

As soon as this scarf gets near the neck of a humanoid or similar, it attempts to strangle them. A targeted creature must succeed on a DC 15 Strength or Dexterity saving throw, or be strangled. While strangled, the creature is unable to breathe. As an action, the creature can attempt pulling off the scarf, requiring a DC 15 Athletics check to succeed.

If the scarf's command word is spoken and a fitting branch or similar is 5 feet above a strangled creature, the scarf latches on to that bar. The strangled creature is grappled and restrained, can only take actions, and chokes twice as fast.

Magical Mess

These items aren't especially beneficial to a hag or detrimental to her enemies; they're oddballs, useful if you want to take a risk.

Box of Biting Teeth

Wondrous Item, uncommon

This small wooden box has a grinning smile set upon its lid. As an action, the teeth can be spilled in a 10-foot square. They remain there for 2d8 days, whereupon they start decomposing and lose their magic.

Whenever a creature enters an area covered in the teeth or starts their turn there, they must make a DC 14 Dexterity saving throw as the teeth clench shut upon their feet. A creature that fails its save is restrained. At the start of each of its turns, it may make a DC 14 Athletics check, ending the condition on a success.

Jar of Pickled Eyes

Wondrous Item, uncommon

This jar contains a light green liquid in which six eyes bob. When a creature eats an eye, it must make a Constitution saving throw. On a success, it gains darkvision for an hour; on a fail, it pukes, and is poisoned for 2d12 minutes.

Key of Shattered Bones

This small bone key looks very fragile. It can open one nonmagical lock, then breaks. If its shattered remains are kept in milk for a day, then the key regenerates and can be used once more.

Rug of Speedy Sleeping

Wondrous Item, rare

If a creature takes a long rest on this rug made out of mice tails, they need only half as long to complete it as usual. However, while they sleep, the rug moves 5d12 feet in a random direction. It can hover while ridden by sleeping creatures; however, as soon as the creature wakes up, it stops hovering.

Vial of Hilarious Surprises

Wondrous Item, uncommon

This small vial contains bubbling blue liquid. It can be thrown at a creature, or the target may ingest it. That creature must roll once on the sorcerer's Wild Magic table.

Wading Boots

Wondrous Item, rare

These boots are made out of thick leather and have a distinct smell about them, with bits of rotting plants constantly dangling from them. While a creature wears them, they can walk on water; however, the water on which they walk turns murky and full of vegetation, evenutally becoming a swamp. This transformation remains for a few months, or remains permanent if a whole ecosystem was formed.

Other Oddities

Finally, here are some random not immediately magical objects that may well add flavor to your hag's lair. Feel free to alter them or take inspiration from them!

Book of the Chef Cook

A recipe book detailing the elusive skill of child seasoning and proper cooking times, very detailed with little pictures showing the steps.

Box of Unhappy Crows

This bone box has lines of rot on it, and shakes wildly. If opened, 3d4 crows shriek and flutter out. They dislike the box and want to get away.

Child in a Cage

Was going to be dinner.

Flower of Somewhat True Beauty

This small pink flower is kept in a very safe spot by the hag, and she truly cherishes it. If smelled, a creature must succeed on a DC 15 Wisdom saving throw or be charmed for 24 hours. While charmed, they see hags not in their true forms, but in the way the young girls would have looked like as adults had they not been corrupted. This also happens for hags under an illusory shape, and for polymorphed hags. A creature that has been affected by the flower cannot be affected again.

Froggy Pet

The hag has had problems with pests such as locusts and rats eating her shrunken heads and breaking her potion vials, so she got a shrunken froghemoth as pest control.

If the froghemoth takes any damage, it grows back to full size and attacks the creature that damaged it.

Head of Profanities

This is a mummified human head. Once per day, when a creature touches it, it starts shouting profanities in undercommon. Each creature that can hear and understand it must make a DC 15 Heroism saving throw or take 1d10 psychic damage.

Skull and Mushroom

This old humanoid skull is overgrown with mushrooms. Very slowly (a creature would have to observe it for an hour to make out movement), it creeps towards the nearest meat, which it can detect with unerring accuracy. It then slowly digests the meat, growing slightly bigger and moving along.

Tapestry of Beauty

This is a rugged wool tapestry hung on one of the hag lair's walls. It represents a beautiful humanoid female; likely how the child would have looked had it not been corrupted into a hag. If sprinkled with holy water or subjected to any antimagic field, the image of the humanoid female warps into the despicable form of the hag.

4 - Evil Brews

Hags delight in magical objects, but also in the brewing and serving of ignoble poisons. This chapter introduces you to some of these dangerous brews that they might serve to unwary mortals.

As inspiration for basic herbs and poisons hags might make out of them, feel free to check out our Handbook of Many Herbs.

Hagsplum

Hags are known for their malevolent, spiteful natures, and nowhere else is this more evident than the hagsplum. This accursed object is about the size and shape of a plum, but fashioned from living meat, with a veiny, pulsing texture.

To create a hagsplum, a hag carves a six-faced die out of bone, inscribing a unique glyph on each side. This she then inserts into a freshly-harvested heart (usually from a feline or a large rodent) and throws it into a cauldron with an array of eclectic reagents and toxins. From this foul brew emerges a beating hagsplum.

The hag then finds her prey while they are asleep, and creates a small incision somewhere in the abdomen. Once the hagsplum is inserted, tucked beneath bone and muscle, she seals the wound completely, leaving only the very faintest of scars. From that night on, the dice inside the hagsplum will roll at the beginning of each day, at the end of the afflicted creature's long rest. When it does so it releases one of the curses from the die into the body, and the creature is affected by it until the end of their next long rest, whereupon the die is rolled again. See the Hagsplum Affliction Table for details of the hagsplum's various effects. A creature that is immune to disease suffers no ill effects.

Character Hagsplums

At the DM's discretion, player characters may be allowed to concoct their own hagsplums, which are much more flavor than powerful items. A vendetta to find recipes on how to craft the hagsplum might be undertaken to understand the true recipe of a hagsplum.

Cure and Removal

Due to the surreptitious nature of the scarring, a Medicine (Wisdom) check against DC 25 is required to spot it. This can be made with advantage if the creature making this check has existing knowledge of hags' practices or hagsplums specifically. Removal is a much more difficult ordeal. An inexperienced surgeon is liable to do a great deal of damage, as the hagsplum grows 'roots' into its host to nourish itself, and reckless removal can lead to haemorrhaging. Furthermore, magical healing will not affect the hagsplum whatsoever; although effects that cure a disease will remove the symptoms for that day, they will not stop the effects of the next roll. *Remove Curse* will kill the hagsplum, at which point it can be safely removed. If it is not, it will rot inside the host after 1d4 days, at which point it will afflict them with all the effects at once until cured with an effect to remove disease.

Hagsplum Affliction Table

Roll	Symptoms	Effect
1	Backache and joint pain	Disadvantage on all Strength saves and ability checks
2	Muscle cramps and spasms	Disadvantage on all Dexterity saves and ability checks
3	Intense nausea	Disadvantae on all Constitution saves
4	Splitting headache	Disadvantage on all Intelligence saves and ability checks
5	Dizziness	Disadvantage on all Wisdom saves and ability checks
6	Sleepiness	Disadvantage on all Heroism saves and ability checks, 1 level of exhaustion

Greater Hagsplums

A hag with a vendetta may see fit to do a great deal more than merely sicken her target. If she harbours a deadly wrath, she may create a Greater Hagsplum, requiring the heart of a magical creature such as a unicorn or a fairy dragon, and a twelve-sided die. This goes into a cauldron with her most wicked and depraved ingredients, creating a hagsplum as black as night and writhing with hatred. The effects are otherwise the same, but instead of rolling on the afflictions table, it rolls a d12.

If the hagsplum rolls anything other than 1, there is no effect. If it ever rolls a 1, the host immediately dies an agonising death as the hagsplum oozes its toxic hatred into their blood.

Remove Curse will not kill a greater hagsplum; more powerful magic is necessary.

Hag Brews

Next to their affinity for magic items and corruption, hags are known for their evil potions and noxious brews.

Jar of Calcium

Potion, rare

This opaque glass jar contains a liquid that looks and tastes like milk. If ingested, a creature with bones gains resistance to bludgeoning damage for 1 minute. If the contents of the jar are splashed on a skeleton or similar undead, it's current hit points and HP maximum increase by 3d8.

Potion of Happy Fireball

Potion, uncommon

This potion looks extremely alike to a *Potion of Fire Breath*, and is likely to be identified as such by even the greatest spellcasters.

When drunk, this potion casts *Fireball* at 3rd level centered on the creature that drank it. The drinker automatically fails their save; others must make it against a DC of 14.

The Many Isles thank you!

v. 1.0

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Thanks to James McCoull, u/Poonjesticle
Image custody to WoTC, popcornhorror.com
Made with the Homebrewery