SHHHHH! Don’t read this out loud!

You wake up, groggy and confused. You see your companions sleeping restlessly in their beds around you. In the center of the room stands a disgusting, light-purple skinned woman. You immediately recognize her as a Night Hag. She is concentrating heavily on some sort of spell. Her eyes are closed, and her aura is glowing a visible purple. An amulet is around her neck but burns painfully if you try to touch it.

You recall reading that night hags can haunt the dreams of sleeping humanoids and turn them into nightmares.

Because of this effect, you still feel exhausted rest no (hit point regeneration, hit dice regeneration, spell slot regeneration, etc.). Additionally, you have lost an additional 5 hit points as the hag drains your life and has lowered your hit point max by 5 points (this is temporary).

**Max HP = 20, Current HP = 15 → New Max HP = 15, New current = 15.**

You fear this effect will continue to impact your companions as they sleep in their magically induced, **IMPOSSIBLE TO WAKE UP**, slumber.

Upon reading this, ask Ren what the multiplier is. If it’s x2, you will have your HP and HP max reduced by 5 x 2. If it’s 3, it will be 5 \* 3, etc. If your HP drops below 0, begin maxing saving throws.

The hag does not react at all to you waking up. She is very concentrated on her spell, to the point where you could attack her, with advantage, if you wanted. You realize a few things in the moment:

1. You do not know what will happen if you kill her while everyone is still asleep.
2. You don’t know what will happen if everyone wakes up before you kill her.

What do you do?

**If you decide to attack:** She has an AC of 17 (roll d20 + weapon proficiency(2) + modifier (usually strength, but sometimes dex if your weapon has the finesse feature\*). If that total is 17 or above, you hit. With finesse you can pick your dex mod or str mod, whichever is higher or whichever you want.

NOTE: you have advantage because she is heavily concentrated. If your total is not 17 or higher, you may re-roll one time.

Then roll for damage. Damage will be based on your weapon plus the same modifier. So if you want to use a dagger, which does 1d4 piercing damage, then you would roll 1d4 + your strength mod OR your dex mod (it has finesse). On your turn, just tell me the number. Do not say what you are rolling for.

Please note hags do have quite a few resistances. This means if you do any of these types of damage, it only does ½ the damage. (so if you roll 1d4 + 3 = 6, then you only do 3 damage). If you took the silvered dagger off the table in the Hag’s Living Room, you would do 6 damage. You may go steal the dagger from the sleeping person who has it, if applicable (but you have to let them know when they die. Pass them a note or something saying “I stole your shit” or whatever.).

**If you decide not to attack:** Sit and wait patiently until all your friends are dead. Alternatively, you may make a DC 18 constitution check to go back to sleep (roll 1d20 + constitution mod. If it’s 18 or over, you fall asleep. If it’s under, you must wait till your next turn to try again).



Questions? Text me at 562-370-4395 or, alternatively, just say you need to talk in private.

\*See Epic Flail for weapon features at [www.dndshops.club/stores/EpicFlail.html](http://www.dndshops.club/stores/EpicFlail.html) (or follow the link I sent you)