







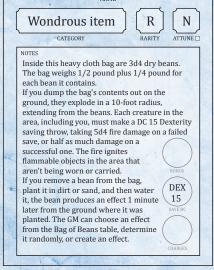




Weald Hag LAIR ACTIONS Cannot use same effect 2x in a row: other creature to wake up necrotic next claw **LEGENDARY ACTIONS** NOTES Claw: 1 claw attack (half on success), regain HP equal to half Claws (hybrid): +4, 1d8+2s damage dealt Evil Eye (2 actions): Cast bestow curse or

eyebite

Grasping Roots: Creatures on ground 60', DC 15 Str save or grappled & restrained, escape DC 15 Str save end of turn Intoxicating Magic: One creature 120' hag can see DC 15 Wis save or sleep end of next turn. Damage or action from Power From Suffering: Wounded creatures within 60' DC 15 Con save or 2d8 necrotic (half on success), hag +2d8 Power From Pain: 1 target within 120' hag can see, DC 15 Con save or 2d8 necrotic



Bag of Beans