

HAGS OF THE ELEMENTS

Hags are fey known for their malevolence more than anything else, even beyond their penchants for alchemy, magic, and eldritch powers. They adore deception and destruction, and they sustain themselves by devouring humanoids. Hags make twisted bargains that sabotage their victims, and steal children away to consume or even transform into new hags.

CRIMSON HAG

Medium fey, chaotic evil

Armor Class 15 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	16 (+3)	13 (+1)	16 (+3)

Skills Arcana +5, Deception +5, Perception +3, Stealth +4

Damage Resistances fire, poison, psychic

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, Draconic, Ignan
Challenge 4 (1,100 XP)

Flame Walker. The hag and any equipment she is wearing or carrying are immune to the damage dealt by nonmagical fire, and she can breathe ashes, smoke, and the *stinking cloud* spell without any negative effects.

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: *burning hands*, *control flames*, *produce flame* (see "Actions" below)

2/day each: *disguise self*, *fog cloud*, *pyrokinesis* (new)

1/day each: *crown of madness*, *heat metal*, *stinking cloud*

Actions

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 3 (1d6) fire damage.

Produce Flame (Cantrip). Ranged Spell Attack: +5 to hit, range 30 ft., one creature. *Hit:* 9 (2d8) fire damage.

Reactions

Blood Madness (1/Day). When the hag kills a creature, she can enter a state of blood madness for 1 minute. While affected by this madness, the hag loses her ability to distinguish friend from foe and attempts to witness and cause as much death as possible with no regard for her own safety. She has advantage on saving throws made to maintain concentration or resist enchantment spells, she can't be charmed, and her speed is increased by 10 feet.

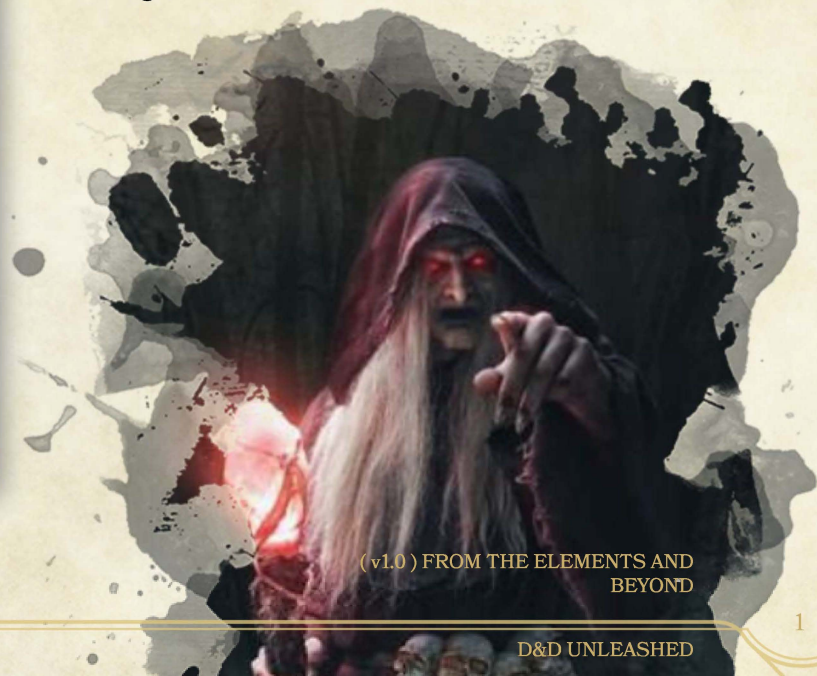
CRIMSON HAG

The mad crimson hags are known for reveling in blood, fire, ashes, and destruction. More than anything, they enjoy starting fires that consume entire communities, especially if they can trick the inhabitants into being trapped within the conflagration. They often appear in the flames and smoke, cackling and taunting their helpless victims as they reveal their true ashen, gray form and their burning red eyes.

When they can't ignite an entire village or town, these hags settle for using their illusory disguises to frame others for arson and cause chaos that way. Crimson hags have just as much love for deception as other hags, and often pose as diviners that peer into mystical flames when enacting their schemes. Their most favorite trick is to be "captured" as a witch and burned at the stake, cackling madly as they turn the flames on their captors.

Maddened By Terrors. The sight of fresh blood drives a crimson hag into a temporary state of madness. In this blood madness, the hag experiences hallucinations of horrors and terrors, shrieking things that test one's sanity, and visions from beyond. By the time they are adults, crimson hags have been driven to a constant state of half-madness, and they no longer fear not only their own hallucinations, but anything at all. These hags enjoy the rush they feel while in the blood madness, and eagerly scheme for their best opportunity to enter the state and enjoy the reckless sadism that it brings to the fullest before the blood madness ends.

Self-Destructive Covens. There are many reasons why a coven of crimson hags, once established, rarely lasts very long. The most prominent is the hags' love for wanton destruction and especially their blood madness. In the throes of the madness, a crimson hag will often attack its own allies, including other crimson hags within the coven, if they are nearby. Of course, even without the blood madness, a crimson hag's love for ruin, destruction, and deception make schemes of betrayal and sabotage all the more enticing. However, this results in great collateral damage. When a powerful coven of crimson hags self-destructs, it can cause untold carnage, destruction, and death across the land.



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A crimson hag that is part of a coven (see the "Hag Covens" sidebar in the *Monster Manual*) has a challenge rating of 6 (2,300 XP).

DESERT HAG

Tall, hunched, emaciated, and sun-shriveled, the desert hags tread slowly and steadily across the dunes searching for lost travelers to entice and devour. If the target is well-provisioned, the hag uses her powers of illusion to appear as a lost and beautiful traveler in dire need of assistance. If the target is in need, she uses her abilities to appear as a beautiful traveler awaiting them in a secluded oasis. Her goal is to use her magical kiss upon her victim, charming them and luring them back to her lair to be devoured in safety.

Person Jerky. Desert hags often roam the desert in long and winding journeys, so they often dry and salt the meat of their victims, making jerky and other cured meats out of the hapless humanoids that they encounter and consume. They carry some of this dried meat with them on their journeys, sustaining themselves with it when prey is too sparse or dangerous.

Mirage Weavers. Desert hags use their powers of illusion to weave detailed mirages over the landscape, disguising their lairs as something less frightening or creating the right desert backdrop to enact their deceptions in. They take great pride in the efficacy of these mirages, and can be thrown into a rage if her illusory weaving is insulted or belittled.

Covens. A desert hag that is part of a coven (see the "Hag Covens" sidebar in the *Monster Manual*) has a challenge rating of 4 (1,100 XP).

HOWLING HAG

Howling hags prefer to live near or within the communities of the humanoids they prey upon, usually hiding within towns and cities. These hags hide their true form, which is yellow or tan, wrinkled, and sagging, behind a carefully-crafted illusory disguise, living as beautiful performers, artists, merchants, and even courtesans. Howling hags especially enjoy any role that enables them to make use of their alluring singing or speaking voice. They use the opportunities afforded by these personas to strike at their victims, invisibly carrying them away when they won't be heard or tearing them apart with both claws in one deadly embrace.

Masters of Wind. Howling hags have a magical affinity for wind and sound. They can command winds to push or pull foes, to hurl them into the air, or to create a protective wall. When they spread their arms wide, wind rushes to them, carrying them into the air in magical flight. They have excellent hearing even for hags, and their innate magic protects them from losing their hearing.

Vain of Voice. There are few hags more vain than howling hags, and their vanity is the strongest in regards to the sound of their voice. A howling hag's voice changes while they are disguised by their own



DESERT HAG

Large fey, chaotic evil

Armor Class 15 (natural armor, 16 with *barkskin*)
Hit Points 76 (9d10 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	12 (+1)	12 (+1)	14 (+2)

Skills Deception +4, Perception +3, Stealth +3, Survival +3

Damage Resistances radiant

Senses darkvision 60 ft., passive Perception 13

Languages Common, Primordial, Sylvan

Challenge 2 (450 XP)

Desert Dweller. The hag is naturally adapted to hot climates and never needs to drink water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

3/day each: *barkskin* (self only), *disguise self* (including the form of a Medium humanoid), *sand cloak* (new)

1/day each: *hallucinatory terrain*

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage and the target is grappled (escape DC 14).

Enthralling Kiss. The hag kisses a creature within 5 feet. If the creature is not willing, it must succeed on a DC 11 Dexterity saving throw to avoid the kiss. A creature kissed in this way must succeed on a DC 13 Wisdom saving throw or become charmed by the hag for 1 hour, with the same effects as a *charm person* spell. While a creature is charmed by this ability, it sees an illusion of the hag made beautiful instead of her true form, and believes the true form of the hag seen by others to be the illusion.

magic, becoming lovely and melodic. But a howling hag's true voice – heard only when her true form is revealed – is raspy, grating, and physically painful to listen to. Despite this, howling hags believe their true voice to be the most beautiful of all, saved as a gift for those they devour. They are remarkably easy to flatter when it comes to their true voices, but insulting one will greatly enrage the hag.

Covens. A howling hag that is part of a coven (see the "Hag Covens" sidebar in the *Monster Manual*) has a challenge rating of 8 (3,900 XP).

STORM HAG

A storm hag spends most of her time watching the weather and planning. She appears at first as a shrunken elderly woman with wiry and scattered hair that often looks like a gray thundercloud, and she greets visitors warmly. Yet behind this congenial mask they present for first impressions, these hags are just as malicious as any other.

Storm hags take sadistic joy in making bargains, contracts, and deals that turn unexpectedly against their victims and ruin their lives – more than any other kind of hag. These hags always prefer to use such a bargain when inflicting suffering, and find the chaotic nature of other hags to be distasteful at best. Their true forms have bone-white skin that is covered in twisted electrical scars, but they reveal these forms only right before they finally consume a hapless and ruined victim.

Weather Diviners. The sky and the movement of clouds – or the currents of the ocean – are like a swirling map of the future to the eldritch eyes of a storm hag. They use these weather auguries to inform their decisions when making their dark bargains, as well as using the information as bargaining chips directly. Storm hags are so renowned for their divinations that blue dragons, storm giants, djinni, and even aboleths come looking to trade for what they know.



ART CREDIT: UNKNOWN

BY BENEVOLENT EVIL (@EvilBenevolent)

HOWLING HAG

Medium fey, neutral evil

Armor Class 16 (natural armor)

Hit Points 105 (12d8 + 42)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (-2)	15 (+2)	17 (+3)

Skills Deception +6, Perception +5, Performance +6, Stealth +5,

Damage Resistances cold, thunder

Condition Immunities deafened

Senses darkvision 60 ft., passive Perception 15

Languages Auran, Common, Sylvan

Challenge 6 (2,300 XP)

Keen Hearing. The hag has advantage on Wisdom (Perception) checks that rely on hearing.

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:

At will: *dancing lights*, *disguise self*, *gust of wind*, *minor illusion*, *thunderwave*

3/day each: *charm person*, *cyclone (new)*, *wind funnel (new)*, *wind wall*

1/day each: *control winds*

See Invisibility. The hag can see invisible creatures and objects as if they were visible, and she can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Actions

Multiaction. The hag makes two claw attacks. If both attacks hit the same target, the target takes 9 (2d8) extra slashing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Improved Invisibility. The hag magically turns invisible until her concentration ends (as if concentrating on a spell) or she casts a spell. Any equipment the hag wears or carries is invisible with her.

Shrieking Howl (Recharge 5–6). The hag shrieks loudly enough that she can be heard from up to 500 feet away. Each other creature within 60 feet of the hag must make a Constitution saving throw. On a failed saving throw, a creature takes (2d8) thunder damage and (2d8) psychic damage and it is deafened until the end of the hag's next turn. While a creature is deafened in this way, it is confused, giving it disadvantage on attack rolls, Intelligence checks, and Wisdom checks. Other howling hags are immune to this ability.

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STORM HAG

Small fey, lawful evil

Armor Class 17 (natural armor)

Hit Points 115 (21d6 + 42)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	18 (+4)	15 (+2)	19 (+4)

Skills Arcana +8, Deception +8, Nature +8, Perception +6, Stealth +7

Damage Resistances cold, thunder

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 16

Languages Common, Deep Speech, Draconic, Giant, Primordial, Sylvan

Challenge 10 (5,900 XP)

Amphibious. The hag can breathe air and water.

Portent from Weather. At the start of each day, the hag peers into the sky or the ocean for at least 1 minute, then the DM rolls three d20s and records the numbers rolled. During that day, the hag can replace any attack roll, saving throw, or ability check made by her or a creature that she can see with one of these foretelling rolls before the roll is made.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 16). She can innately cast the following spells, requiring no material components, although she can only cast *divination* or *scrying* by staring at the sky, the currents of the ocean, or a storm that she has trapped or bottled:

At will: *call lightning*, *disguise self*, *druidcraft*, *feather fall*, *fly* (self only), *gaseous form*, *gust of wind*

3/day each: *control water*, *fog cloud* (as 5th-level), *lightning bolt* (as 5th-level), *water walk*

1/day each: *control weather*, *divination*, *geas*, *scrying*, *wind walk*

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d8 + 2) bludgeoning damage plus 9 (2d8) lightning damage.

Bottled Storm (1/Day). The hag releases the storm cloud she had saved in a bottle. The area within 60 feet of the hag becomes heavily obscured difficult terrain for 1 minute. The hag ignores this difficult terrain. A creature that begins its turn in the area or enters it for the first time on a turn takes 13 (3d8) lightning damage.

Reactions

Cloud Form. When the hag would be hit by a melee attack, she can transform into a cloud for a moment, causing the attack to miss. When she does, she can fly or swim up to 15 feet without provoking opportunity attacks before she returns to normal, at which point she falls if she is still aloft and cannot fly.

Bottling a Storm. Storm hags gain their name not only from their innate affinity for storms, but also from their practice of capturing pieces of storm clouds. These hags venture into thunderstorms armed with special magic bottles that they use to siphon a chunk of the cloud's primal magic, sealing the bottle to contain it. They use these bottled storms to focus their magic, to observe in lieu of real storms, or even to unleash as a measure of self-defense. Adventurers who slay a storm hag often make use of the bottled storms she has lining the shelves inside of her lair.

Some storm hags can animate small clouds to sit and ride upon to fly through the sky without effort. Such a cloud acts as a *carpet of flying* that can be contained or released from a bottle by speaking its command word.

Capricious Wrath. While storm hags excel at hiding their wicked nature behind a mask of friendly warmth, their true emotions are always swirling underneath the surface, ready to be unleashed at a moment's notice. The wrong move or word can take a storm hag from dignified friendliness into a tempestuous rage. Should you manage to outsmart them in one of their dark bargains, you may find the storm hag's rage to be never-ending, and legends say her wrath may persist in some eldritch form even after her death...

Covens. A howling hag that is part of a coven (see the "Hag Covens" sidebar in the *Monster Manual*) has a challenge rating of 12 (8,400 XP).

VARIANT: DEEP-SEA STORM HAGS

There is another kind of storm hag which lives deep beneath the sea. These hags are Medium instead of Small, and while their tentacle-like legs give them a walking speed of only 10 feet, they have a swimming speed of 40 feet, and judiciously avoid the land. Aquatic storm hags transform into a cloud of black ink when they use their Cloud Form reaction while underwater, and they can innately cast *water breathing* instead of *water walk*.

These sea witches are just as fond of deceptive deals and trades as their land-dwelling cousins, and frequently make victims of merfolk, tritons, sea elves, and even deepplings at times. Those poor, unfortunate souls.