

# Night Hag

March 8, 2023



Medium fiend, neutral evil

**Armor Class** 17 (natural armor)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

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

## Saving Throws

**Skills** Deception +7, Insight +6, Perception +6, Stealth +6

**Damage Resistances** cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Damage Immunities**

**Condition Immunities** charmed

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Abyssal, Common, Infernal, Primordial

**Challenge** 5 (1800 XP)

**Innate Spellcasting.** The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components: At will: " ", " " 2/day each: " " (self only), " ", " "

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

## Actions

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

**Change Shape.** The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

**Etherealness.** The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a "" in her possession.

**Nightmare Haunting (1/Day).** While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A "" spell cast on the target prevents this contact, as does a "" spell or similar magic.