

# Arch-Hag

Medium, Fey (Hag), Neutral Evil

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

[View this monster online](#)

**ARMOR CLASS**

18

**HIT POINTS**

195 (23d8 + 92)

**CHALLENGE**

12 | 8,400 XP

**PROFICIENCY**

+4

**Speed** Walk 30 ft.

**Initiative** +4

**Saving Throws** Cha +11, Con +8, Int +10, Wis +9

**Skills** Arcana +10, Insight +9, Stealth +8, Deception +11, Perception +9

**Damage Resistances** Necrotic, Poison, Psychic; Bludgeoning, Piercing, Slashing from nonmagical attacks

**Condition Immunities** Charmed, Frightened

**Senses** Darkvision 120 ft.; Passive Perception 19

**Passive Perception** 19

**Languages** Common, Giant, Infernal, Sylvan

**STR**

16  
+3

**DEX**

18  
+4

**CON**

18  
+4

**INT**

22  
+6

**WIS**

20  
+5

**CHA**

24  
+7

## Traits

**Coven Sovereign.** The arch-hag has Advantage on saving throws against spells and magical effects. If another hag ally is within 60 feet, the arch-hag also gains 10 temporary Hit Points at the start of her turn.

**Old Magic Smell.** The arch-hag knows the direction of the nearest cursed object, frightened creature, sleeping creature, or broken oath within 120 feet that is not behind total cover.

**Wicked Bargain.** Once on each of her turns when the arch-hag damages a creature that is Charmed, Frightened, cursed, or under a magical bargain, she deals 10 (3d6) extra Psychic damage.

## Actions

**Multiattack.** The arch-hag makes two Elder Hex attacks or one Elder Hex attack and one Crooked Claw attack.

**Crooked Claw.** Melee Spell Attack: +11, reach 5 ft. Hit: 25 (4d8 + 7) Slashing and Necrotic damage, split evenly.

**Elder Hex.** Ranged Spell Attack: +11, range 120 ft. Hit: 34 (6d8 + 7) Psychic or Necrotic damage, arch-hag's choice. The target has Disadvantage on the next saving throw it makes before the end of its next turn.

**Curse of the Last Promise (Recharge 5-6).** Charisma Saving Throw: creatures of the arch-hag's choice within 60 feet. Failure: 72 (16d8) Psychic damage, and the target is Charmed or Frightened until the end of its next turn, arch-hag's choice. Success: Half damage and no condition.

---

## Bonus Actions

**Hagstep.** The arch-hag teleports up to 30 feet to an unoccupied space in dim light, darkness, fog, smoke, thorn growth, or near a cursed object she can see.

---

## Reactions

**Twist the Price.** When a creature within 60 feet succeeds on a saving throw against one of the arch-hag's effects, the arch-hag deals 13 (3d8) Psychic damage to that creature.

---

## Legendary Actions

**Bitter Whisper.** One creature the arch-hag can see within 60 feet takes 10 (3d6) Psychic damage.

**Crooked Step.** The arch-hag uses Hagstep.

**Seal the Bargain.** One creature Charmed, Frightened, or cursed by the arch-hag within 60 feet must succeed on a Wisdom saving throw or be unable to take Reactions until the end of its next turn.

### Continue at Monster Almanac

Create monster hunts, fears, magic items, NPCs, and encounter-ready RPG tools.

View this stat block online: <https://monster-almanac-site.vercel.app/monsters/arch-hag>

Explore more RPG tools: <https://monster-almanac-site.vercel.app>

### CONTENT NOTICE

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block.

Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

Generated by Monster Almanac. This is original compatible game content, not an official SRD stat block.

License: [Monster Almanac Original Compatible Content](#)

Source page: <https://monster-almanac-site.vercel.app/monsters/arch-hag>