

Sea Hag

Medium, Fey, Chaotic Evil

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ARMOR CLASS

14

HIT POINTS

52 (7d8 + 21)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed Swim 40 ft., Walk 30 ft.

Initiative +1

Saving Throws N/A

Skills N/A

Senses Darkvision 60 ft.; Passive Perception 11

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Languages Aquan, Common, Giant

STR

16
+3

DEX

13
+1

CON

16
+3

INT

12
+1

WIS

12
+1

CHA

13
+1

Traits

Amphibious. The hag can breathe air and water.

Horrific Appearance. Humanoids that start their turn near the hag and can see her true form may become Frightened.

Actions

Claws. Melee Attack Roll: +5, reach 5 ft. Hit: 10 (2d6 + 3) Slashing damage.

Death Glare. Wisdom Saving Throw: one Frightened creature the hag can see within 30 feet. Failure: The target drops to 0 Hit Points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion.

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