

HAG SPAWN

*"Being a Hagspawn is as simple as this:
when bad things happen it is because of
you and when good things happen it is
in spite of you. Better get used to it."*

'Wayward Witch' Abigail

The kin of both hag and mortal, these children are often abandoned by their sires and left to die. Hags care little for their spawn and produce them without thought while traversing mortal realms. Some live long enough to reach childhood, but are often orphans forgotten or despised by the rest of society. Some hags raise these children under the guise of a loving parent for ulterior motives, thus creating suspicion towards anyone raising Hagspawn children willingly.

As such the kin that live to adulthood will forever be marked by their origins... a position few Hagspawn ever escaped.

FORGOTTEN CHILDREN

All hags are a singular sex, needing to copulate with other races to create offspring. These creatures are naturally gifted in disguising magic, simulating themselves into mortal lives in order to find partners. Rarely does a Hagspawn to ever meet their mortal parent, for the encounter that leads to their birth often turns deadly once said partner has outlived their usefulness.

A single trimester followed by a quick and easy birth allows hags to have more children than most can keep track of. When carried to term the babe's fate is left on a stranger's door step, abandoned to die, or in rare cases, kept by the hag. Most hags do not need much of a reason to create spawn, often choosing to populate an area with 'daughters' to secure their own territories



and gain future resources if needed. Though these children will only be thought upon, if even remembered; when the hag has use of them.

Hagspawn are most often ostracized with suspicion, many believing them to be working for their hag parent, or to one day met them and relay every dark secret and fear the Hagspawn has deceived out of the people around them. Despite seeing them as more hag than the race they share blood with, the common folk brush off the thought of these children reaching full haggood. Most speculate it as wishful thinking by the Hagspawn, as hags only use their kin as disposable minions to inflict onto the communities they invade.

Yet, when a hag does claim its child, most assume the troubled youth fled, or otherwise simply disappeared into the night, never to be seen again...



HORRIFIC HERITAGE

Hagspawn do not inherit a great deal of abilities from their hag parent. As babe's they are indistinguishable from pure mortal infants, the more physical traits of their lineage; bright colored eyes and long noses, only becoming apparent as toddlers. But upon reaching adolescence their specific Hagspawn heritage manifests.

It is common for many Hagspawn to share an inherent underlying spitefulness towards those they bare grudges against. Their short tempers, and taking satisfaction in the failure of others, make it hard for them to develop lasting friendships. Not helped by the stigma from the common folk and the high chance of a hard unsympathetic life. Though some Hagspawn are able to channel these traits into more constructive goals, and many perform impressive feats to prove their nay-sayers wrong, maybe out of spite alone.

PHYSIOLOGY

Physically similar to humans, Hagspawn are a few inches shorter on average, possess a more fragile frame, and have pale, often dry skin. They bare dark hair, ranging between jet black, night blues, or shades of purple. Facial features are defined by their distinctive long noses and piercing bright-colored eyes. Eye color can range

from cat yellow, algae green, venomous purple, or a sickly pale gray.

HAGSPAWN NAMES

Even hags who keep their spawn are not known to name them, using 'daughter' as a moniker despite gender. Hagspawn's names are usually given to them by their adoptive parents, heavily diverse and determined by which region of the world the Hagspawn was born in. Hagspawn orphans often adopt their orphanage's assigned surname, called a Goodname—a carefully chosen name meant to invite sympathy. But some Hagspawn, often the males; might dismiss their given name and assume a new one as a way to empower themselves in the face of an unwelcoming world.

Male Names: Albus, Anders, Bale, Burgloom, Caspis, Corvo, Damian, Drake, Ebon, Falk, Gabe, Grigg, Hero, Jake, Lutz, Mart, Niko, Ozz, Sieg, Symon, Trist, Ull, Volk, Walt, Wenz

Female Names: Abby, Agnes, Berth, Cecil, Doro, Elz, Gridd, Hella, Hild, Irm, Jutt, Kirst, Lenn, Maru, Nele, Ottil, Pheebe, Sabin, Sall, Trixx, Urs, Vero, Ysen

Orphanage Names: Able, Bewell, Carekind, Demure, Ehrlich, Flowers, Goodchild, Jubel, Kindheart, Liebkind, Lovely, Mustermann, Pleasant, Trustworthy, Wohlgemut, White, Zart

HAGSPAWN TRAITS

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Creature Type. Humanoid.

Size. Medium (about 4-8 feet tall).

Speed. Your walking speed is 30 feet.

Spite. You are able to channel your ill temper to push yourself beyond your limits. Whenever a hostile creature scores a critical hit against you, or you roll a 1 on the d20 for a saving throw against an effect caused by an hostile creature you can see, you gain Spite until the end of your next turn. As long as you have Spite you have advantage on any ability check, attack roll, or saving throw, you make.

Languages. You can speak, read and write Common and one extra language of your choice.

Bloodlines. Choose one from the following Bloodlines: Annis Hag, Bheur Hag, Green Hag, Howling Hag, Night Hag, and Sea Hag. Your bloodline gives you additional traits.

ANNIS HAG BLOODLINE

Your mother was an annis hag. These sadistic creatures delight in destruction and misery. They are disfigured hags of immense strength—able to tear a grown man apart with ease. Though your body might seem frail at first glance, it harbors your mother's inhuman strength.

Claws. You possess powerful claws you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Cruelty. One per turn when you damage a creature with a weapon or spell attack that is made with advantage, you can cause the attack to deal extra damage. The extra damage equals 1d6 plus your proficiency bonus. You can use this trait a number of times equal to your proficiency bonus before you have to finish a long rest to use it again. While you have Spite, you can use this trait without expending its use and without needing advantage. When you do so, the extra damage increases by an additional 1d6 or your proficiency bonus (whichever is higher).

Annis Hag Legacy. You know the *Fog Cloud* spell and can cast it once without expending a spell slot before you have to finish a long rest to

do so again. When you create the character, you choose Intelligence, Wisdom, or Charisma as your spellcasting ability for it.

BHEUR HAG BLOODLINE

Your mother was a bheur hag. Bheur hags stalk the winter wastes, bringing icy doom to unsuspecting travelers and then feast on their frozen corpses. Latent wintermagic flows through your veins, as well as a macabre disposition.

Winterborn. You have resistance to cold damage and are adapted to cold climates.

Terrifying Display. Utilizing your Bheur blood, you are capable of horrific displays of wickedness, like a disturbing psychotic grin, licking the blood off your blades, or simply describing to your foe how you will feast on their marrow. As an action you can do a terrifying display and force a creature within 30 feet that can see and hear you to make a Wisdom saving throw. On a failed save the creature must use its reaction to move away as far as its speed allows from you. The creature doesn't move into hazards, like a pit or an open fire. A creature that is immune to fear automatically succeeds the saving throw. The DC for the Wisdom saving throw is equal to 8 + your proficiency bonus + your Charisma modifier. You can use this trait a number of times equal to your proficiency bonus before you have to finish a long rest to use it again. You can expend Spite when you use this action and also frighten the creature if it fails the saving throw until the end of your next turn.

Bheur Hag Legacy. You know the *Ray of Frost* cantrip. When you reach 3rd level you learn the *Hold Person* spell and can cast it once without expending a spell slot and regain the ability to do so when you finish a long rest. When you create the character, you choose Intelligence, Wisdom, or Charisma as your spellcasting ability for these spells.

SPITE IN SOCIAL ENCOUNTERS

As a DM, consider allowing a hagspawn character's Spite trait to trigger in social encounters as well; for example when an antagonistic non-player character delivers a cutting insult, or otherwise severely slights the hagspawn.

In turn beware of players looking for reasons for their character to be offended to abuse this lenience in their favor.



GREEN HAG BLOODLINE

Your mother was a green hag, who uses their magical charms to lure unsuspecting victims to their death. You inherited your mother's deceptive magic and ability to allure and manipulate.

Born Liar. You are proficient with the Deception skill.

Vanish. As a bonus action you can vanish from another creature's sight. Choose a creature you can see within 120 ft. of yourself. That creature must succeed on a Wisdom saving throw or you become invisible to that creature until the beginning of your next turn or until you attack it or deal damage to it. The DC for this saving throw equals $8 + \text{your proficiency bonus} + \text{your Charisma modifier}$. You can use this trait a number of times equal to your proficiency bonus before you have to finish a long rest to use it again.

You can expend your Spite when using this trait to become invisible (to all creatures) until the beginning of your next turn and you remain so even if you attack or deal damage.

Green Hag Legacy. You know the *Disguise Self* spell and can cast it once without expending a spell slot before you have to finish a long rest to do so again. When you create the character, you choose Intelligence, Wisdom, or Charisma as your spellcasting ability for it.

HOWLING HAG BLOODLINE

Your mother was a howling hag. These shrieking beasts wander desolate wastes like living storms. You inherited her volatile temper and a fragment of her devastating shriek.

Thunderproof. You are resistant to thunder damage and have advantage on saving throws against being deafened.

Shriek. As an action you can release a powerful shriek in a 15-foot cone. Each creature in the area must make a Constitution saving throw. On a failed save a creature takes 2d6 thunder damage and is pushed back 10 feet. On a successful save a creature takes half as much damage and is not pushed. The DC is equal to $8 + \text{your proficiency bonus} + \text{your Constitution or Charisma modifier}$. You can use this trait a number of times equal to your proficiency bonus before you have to finish a long rest to use it again. When you gain your Spite you can use a reaction to expend it and use your Shriek as part of the same reaction without having to expend a use of this trait.

Howling Hag Legacy. You know the *Message* and *Vicious Mockery* cantrips. When you create the character, you choose Intelligence, Wisdom, or Charisma as your spellcasting ability for it.

Baleful Whispers. When you use the *Vicious Mockery* cantrip, only the creature you target with the spell hears its vocal component.





NIGHT HAG BLOODLINE

Your mother was a night hag, the most vile kind of hag in existence. They are known for their ability to walk in the dreams of mortals and their mastery over fear itself.

Nightmarish. You are proficient with the Intimidation skill.

Hag Jaunt. As a bonus action you can teleport up a distance equal to half of your movement speed to an unoccupied space that you can see or you can expend an additional use of this trait to double the distance you can teleport. You can use this trait a number of times equal to your proficiency bonus before you have to finish a long rest to use it again. When you have Spite you can expend it as part of the same bonus action to double the distance you can teleport without expending an additional use and once you teleport this way you become resistant to bludgeoning, piercing, and slashing damage until the end of your next turn.

Night Hag Legacy. You know the *Sleep* spell and can cast it once without expending a spell slot before you have to finish a Long Rest to do so again. When you create the character, you choose Intelligence, Wisdom, or Charisma as your spellcasting ability for it.

SEA HAG BLOODLINE

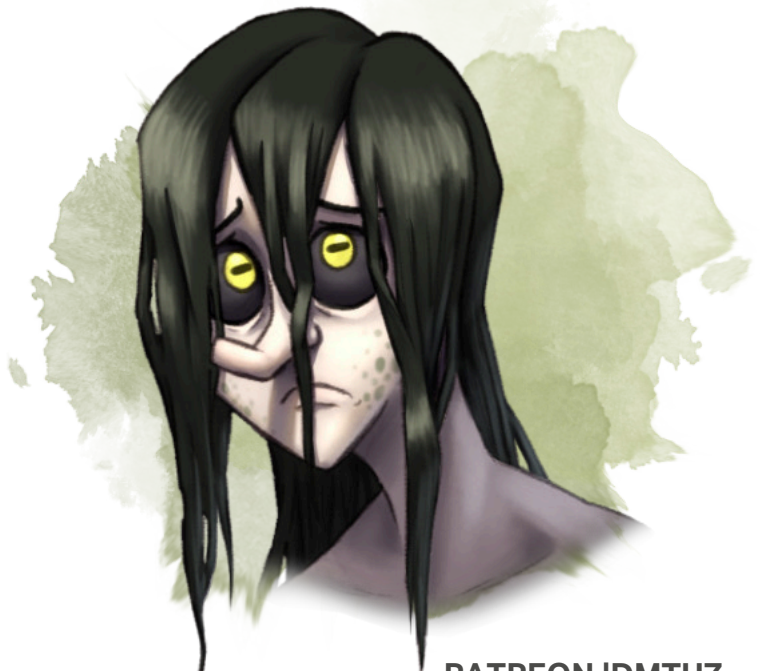
Your mother was a sea hag, which are cruel and jealous monsters who lurk in murky waters to prey upon mortals—especially beautiful ones.

Aquatic. You have a swimming speed equal to your walking speed and you can breathe air and water.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Evil Eye. As an action you can cast a deadly glare at a creature that you can see within 60 ft. of yourself. If the creature can see you it must make a Wisdom saving throw. On a failed save the creature takes 2d8 psychic damage and if the creature has less than 10 hit points remaining after taking that damage it is stunned until the end of your next turn. On a successful save a creature takes half as much damage and is not stunned. The DC is equal to $8 + \text{your proficiency bonus} + \text{your Constitution or Charisma modifier}$. The damage of your Evil Eye increases as you gain levels: 3d8 at 5th level, 4d8 at 11th level, and 5d8 at 17th level.

You can use this trait a number of times equal to your proficiency bonus before you have to finish a long rest to use it again. You can expend your Spite when you use this trait to give the creature disadvantage on the saving throw.



HAGSPAWN QUIRKS

Hagspawn may develop physical traits and quirks correlating with their heritage. These commonly manifest after typical hagspawn traits when reaching adolescence, typically after the 13th year of age. The manifestation of these quirks seem to follow no rhyme or reason, as some hagspawn develop several quirks additional as they approach old age. Some manifest a single one along with their common hagspawn traits, while then other hagspawn manifest none of these quirks at all throughout their life.

In case you, as a player, want a more monstrous appearance for your hagspawn character, feel free to pick several hagspawn quirks from the tables on this page or make up some of your own. If you want to keep the appearance of your Hagspawn humanoid and unassuming, you can disregard rolling for any hagspawn quirks.

ANNIS HAG

d6 Hagspawn Quirk

- 1 You have a hunchback.
- 2 One of your arms is larger and longer than the other.
- 3 Your hair grows weak and is prone to fall out, causing you partial baldness.
- 4 One or both of your eyes are covered in a milky that does not impair your vision.
- 5 Parts of your skin are covered in warts or similar growths.
- 6 Your fingernails grow at an abnormal rate and resemble grotesque claws.

BHEUR HAG

d6 Hagspawn Quirk

- 1 Your breath is unusually chilly, and your skin is cold to the touch.
No matter how hard you try, you are only able to smile in a creepy or off-putting way.
- 2 Your hair is snow white and brittle, prone to snap like icicles.
- 3 Your eyeballs appear entirely black.
- 4 You possess an unusual amount of incisor teeth instead of the usual array of teeth.
- 5 Your skin is leathery and has a blue hue.



GREEN HAG

d6 Hagspawn Quirk

- 1 Your teeth appear crooked and rotten.
- 2 Your nose is particularly long and pointy, even for a hagspawn.
- 3 Your hair grows unusually fast and long. Sometimes it moves as if it has a mind of its own.
- 4 Your spine is crooked, which prevents you from holding an upright posture.
- 5 Your laugh always sounds like a wicked cackle.
- 6 Your skin is green.

HOWLING HAG

d6 Hagspawn Quirk

- 1 While appearing otherwise normal, your mouth can stretch inhumanly wide.
- 2 Your voice is always sounds raspy and hoarse.
- 3 You have long and thin quills in your hair that stand up when you shout.
- 4 Your eyes always appear bloodshot and bulge whenever you raise your voice.
- 5 Your skin is yellow-brown and has a leathery texture.
- 6 You lack volume control, speaking either in whispers or shouts.

NIGHT HAG

d6 Hagspawn Quirk

- 1 All animals seem to fear your presence except for cats.
- 2 Your blood and saliva are dark, causing your lips to be black.
- 3 Your lips are thin or entirely absent, exposing your teeth at all times.
- 4 When sleeping you sometimes find yourself in others' dreams, but may not remember them.
- 5 Your skin is wrinkly and has a purple hue.
- 6 You have a pair of small horns that grow from your temples.

SEA HAG

d6 Hagspawn Quirk

- 1 You smell like foul swamp water.
- 2 Your hair always appears to be wet and heavy.
- 3 Your skin is clammy with a slimy sheen. Small objects tend to get stuck on you.
- 4 You have webbed hands and feet.
- 5 Your mouth is abnormally wide akin to a frog, almost reaching ear to ear.
- 6 You possess bulging, fishlike eyes.

HAGSPAWN FEATS

Hagspawn characters have access to unique feats when they level up in a class. Some DMs allow the use of feats to further customize a character, see chapter 6, "Customization Options", of the Player's Handbook.

The following special feats allow your character to deepen and expand upon their hag nature, as each feat represents an evolution of your character's innate power and hag legacy.

CRUEL CLAWS

Prerequisite: Hagspawn (Annis Hag)

The vile annis hag's cruel nature manifests in your claws, which you are able to wield with great efficiency and wickedness. You gain the following benefits:

Ability Score Increase. Increase your Strength or Charisma score by 1, to a maximum of 20.

Baleful Claws. When making an attack with your claws, you use your choice of your Strength or Charisma modifier for the attack and damage rolls. You must use the same modifier for both.

Cruel Rend. When you take the attack action and all attacks of that attack action are made with your claws, you can use a bonus action to make another claw attack until the end of your turn.

Additionally, if you hit the same creature with your claws more than once on your turn, each hit after the first is treated as if it were made with advantage for the purpose of your **Cruelty** trait.

DEEP NIGHT HAG MAGICS

Prerequisite: Hagspawn (Night Hag)

You unlock more of the innate Magic that lies within your night hag legacy, allowing you to explore the dreams of others. You gain the following benefits:

Ability Score Increase. Increase your Intelligence or Charisma score by 1, to a maximum of 20.

Ephemeral Sense. You learn the Detect Magic spell and can cast it at will, without expending a spell slot.

Read Dreams. You learn to magically read the dreams of other sleeping creatures. As an action you can read the dream of a creature, unless it is protected by *Protection from Evil and Good*, *Magic Circle*, or a similar spell. When you read the creatures' dream in which you can access either one memory of a creature that it made since it last woke up or learn about something that currently looms large in its mind. After you read a creature's dream you can't read the same creature's dream until the next full moon (or one month). Once you use this trait, you can't do so again until you finish a long rest.

DISAPPEAR

Prerequisite: Hagspawn (Green Hag)

Trickery and furtiveness lie in the nature of the green hag. Drawing from the blood of your mother, you can disappear from sight. You gain the following benefits:

Ability Score Increase. Increase your Dexterity or Charisma score by 1, to a maximum of 20.

Channeled Vanish. When you use your Vanish trait, you can choose to apply its enhanced effect

as though you had Spite, even if you don't. Once you do so, you can't do so again until you finish a long rest.

Green Hag's Trickery. You are able to use your **Vanish** trait without having to expend a use of it. If you do so and either the target's saving throw is successful or if the effect ends on it, the target is immune to your Vanish for 1 hour.

HOWLING CONDEMNATION

Prerequisite: Hagspawn (Howling Hag)

An ill temper combined with a powerful voice can bring frightening results. You gain the following benefits:

Ability Score Increase. Increase your Constitution or Wisdom score by 1, to a maximum of 20.

Cuss-Out. When you use your **Shriek** trait, you can choose to hurl a barrage of ear-shattering insults and condemnations at your foes. When you do, each creature that fails its saving throw also has disadvantage on its next attack roll or ability check it makes before the end of its next turn.

Loudmouth. When you speak you can choose your voice to be 3 times as loud. Additionally, your Vicious Mockery cantrip now has a range of 120 feet.

Spite-Fueled Shriek. When you use your **Shriek** as a reaction by expending Spite, it deals an additional 2d6 thunder damage.

MANY FACES

Prerequisite: Hagspawn (Any, +13 Charisma)

You manifest your mother's ability to move undetected among the societies of the mortal races. You gain the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Flexible Lies. You can interchangeably use your Intelligence or Wisdom in place of your Charisma when you make Deception checks.

Many Faces. You learn the *Disguise Self* spell, which you can cast without expending a spell slot. You can do so an amount of times equal to your proficiency bonus before you have to finish a long rest before you can do so again. When you cast it without a spell slot using this feature, it

doesn't require Concentration. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell.

If you are a Green Hag bloodline, you replace your Green Hagspawn Legacy spell with *Alter Self*.

MIST EYES

Prerequisite: Hagspawn (Annis Hag)

You deepen your connection to your annis legacy, which gives you mastery over mist and fog. You gain the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.

Darkvision. You gain darkvision, allowing you to see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fog Sight. Natural or magical fog or mist does not impede your vision within 60 feet of yourself.

Mist Mastery. When you use your **Annis Hag Legacy** trait to cast the *Fog Cloud* spell, you can choose to cast it without having to concentrate on it. If you do, roll a 1d20 at the beginning of your turn as long as the spell lasts, on a result of 9 or lower the spell ends.

UNYIELDING SPITE

Prerequisite: Hagspawn (Any, Level 4+)

You learned how to channel your spite to great effect. You shall deny your foe the satisfaction of victory over you. You gain the following benefits:

Ability Score Increase. Increase one of your ability scores by 1, to a maximum of 20.

Channel Spite. When you are hit by an attack or fail a saving throw and can see the attacker or source of the saving throw, you can choose to gain Spite. Once you use this feature, you can't use it again until you have finished a Short or Long Rest.

Spiteful Survival. When you gain Spite, you gain temporary hit points equal to twice your proficiency bonus (you gain the Temporary Hit Points before the hit or failed save is resolved).

WINTER MAGICS

Prerequisite: Hagspawn (Bheur Hag, Level 4+)

While bheur hags were dependent on their gray staff to utilize their winter magic, you learned to wield winter's bitter cold through your blood alone. You gain the following benefits:

Ability Score Increase. Increase your Dexterity or Charisma by 1, to a maximum of 20.

Cowl of Bitter Cold. You learn the *Armor of Agathys* spell. You always have this spell prepared, and you can cast it without expending a spell slot at a spell level equal to your proficiency bonus. The spellcasting ability for this spell is the same ability you chose for your **Bheur Hag Legacy** trait.

Once you cast *Armor of Agathys* or *Hold Person* without expending a spell slot (through this feat or Bheur Hag Legacy respectively), you cannot cast either spell in that way again until you finish a long rest.

Rimecrusted Weapons. Whenever you deal cold damage with a spell or cast either the *Armor of Agathys* or *Hold Person* spell, you can cover your weapon or hands in bitter cold. The next weapon attack or unarmed strike you make before the end of your next turn deals an additional 3 (1d6) cold damage and reduces the target's movement speed by 10 ft. until the end of your next turn.



“Oh good Matron Cromwell

You taught me a meek soul was a kind soul.

Called this ill gotten temper of mine an ugly and wicked thing.

Expected grateful servitude for scraps when others did less for feasts.

Demanded quiet acceptance when the crowd roared with vicious contempt.

But no more, dearest Matron. For I promise you this;

When I return, I shall hold you all to the standards you have held me,
and be that a blessing or a curse, only you will know on the day I come to repay my debts.”

- Agatha Dugood, excerpt of the fable ‘The Doom that returned to Dugood Town’

HEARTSTONES

Due to their cruel and vile nature, hags are considered heartless creatures, inspiring a legend surrounding the loss of their hearts. Mothers warn children of a dark ritual where a hag rejects its own heart, tearing it from its body to carry as a shriveled vestige of an organ, an item referred to as a Heartstone.

Not much is known of the true nature of these gemstones, only that they serve as a hag's catalyst for their unique and often strange magic. Each hag treasures their Heartstone more than anything else, and would protect it with their life.

Even Hagspawns are subconsciously drawn to these stones, knowing deep within that they are needed to tap further into their hag nature. To possess a single stone would awaken innate abilities, and if legend speaks true, aid them towards a full transformation into a hag. For leaving behind their humanity is the only way for a Hagspawn to ascend into their full potential. Free and unbound from their mothers.

HEARTSTONE

Wondrous Item, Very Rare (requires attunement by a hagspawn)

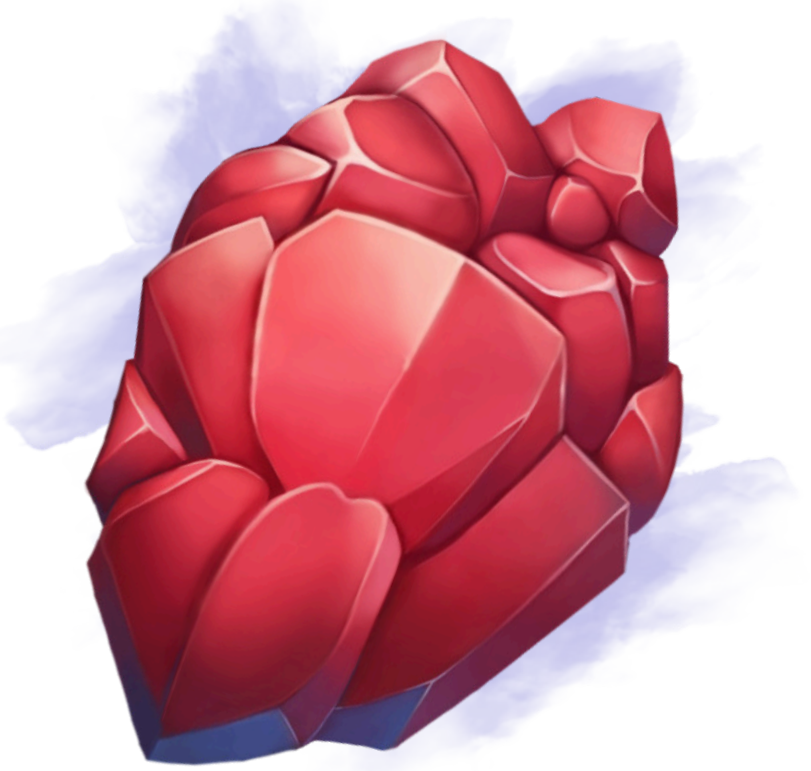
As long as you are attuned to the Heartstone you are able to cast the *Disguise Self* spell at will, without the use of any components. The DC to see through your disguise is 18.

The Heartstone has 6 charges and regains 1d4+2 charges whenever you finish a long rest. When you start your turn you can expend one charge of your Heartstone to either gain Spite or one additional use of your bloodline trait (**Cruelty**, **Terrifying Display**, **Vanish**, **Shriek**, **Hag Jaunt**, or **Evil Eye**) until the beginning of your next turn.

Additionally, you gain one additional boon depending on your Bloodline:

Annis Hag. The damage of your claws is increased to 1d10 damage and as long as you have Spite you are resistant to bludgeoning, piercing, or slashing damage.

Bheur Hag. You are immune to cold damage and can cast one of the following spells using this item once per day: *Cone of*



Cold, *Wall of Ice*, *Control Weather*. The DC for these spells is 18.

Green Hag. A creature under the effect of your **Vanish** is under its effect for 1 minute, repeating the saving throw at the end of its turn, ending it on a success. Additionally you can cast one of the following spells using this item once per day: *Hallucinatory Terrain*, *Mass Suggestion*, or *Seeming*. The DC for these spells is 18.

Howling Hag. Your **Shriek's** range is doubled (20-foot-radius and 30-foot-cone respectively) and deals double damage to objects and structures. Additionally you can use this item once per day to cast the *Destructive Wave* (always choosing necrotic damage) spell. The DC for this spells is 18.

Night Hag. Whenever use a charge of your Heartstone to gain a use of your **Hag Jaunt** trait and use it during that turn, you can use its additional effects as if you expended Spite. Additionally you can use this item twice per day to cast the *Plane Shift* spell. The DC for this spells is 18.

Sea Hag. Whenever you use your **Evil-Eye** trait you stun a creature if it has 20 or less hit points remaining, and if you stun a creature with 10 or less hit points remaining, you can kill it instead. Additionally you can use this item once per day to cast the *Eyebite* spell. If you cast this spell using this item you can use its effect as a bonus action. The DC for this spells is 18.

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