

THE BOG HAG

The strange truth is that parents love bog hags. The mere threat of a vindictive dark magic witch strikes fear into the hearts of children, who then rush to tidy their rooms or finish their oats. In reality, most bog hags wouldn't dare turn an innocent child into a frog unless that child threatened them or their home. Bog hags tend to be ecologically minded wardens of their oft-maligned biomes. They recognize the beauty and environmental significance of their marshes, fens, and swamps, and they do everything in their power to protect these misunderstood habitats.

Anise Bloodbirch. The most famous of Veglenic bog hags, Anise Bloodbirch uses 90 percent of her magic simply to aid her birdwatching. She travels the fen using incantations to track local flora, craft illusory blinds, and revel in the beauty of her chosen home. Though reviled as a master of dark sorcery, Anise is a mostly harmless wanderer, a curious hag on stilts with a deep connection to the fen around her.



BOG HAG

Small fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 52 (8d6 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	19 (+4)	17 (+3)	18 (+4)

Saving Throws Dex +6, Int +6, Wis +5

Skills Animal Handling +5, Deception +6, Nature +6, Survival +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 13

Languages Common, Goblin, Sylvan

Challenge 3 (700 XP)

Curse of the Bog. When the hag dies, any hostile creature within 30 feet of her is exposed to a secret hex. Each of those creatures must succeed on a DC 14 Charisma saving throw or be cursed. A cursed creature has disadvantage on ability checks for social interactions with beasts and monstrosities. Further, Tiny and Small beasts that are indifferent to the creature turn hostile. For example, cats might hiss on sight, birds might attack or cows might run away in fear.

After 48 + 4d4 hours, the curse can be lifted by a *remove curse* spell or similar magic.

Eerie Senses. The hag can magically sense the presence of any creature within 30 feet of her. She knows the general direction they're in but not their exact locations. Once every 24 hours, she can extend the effect on one creature she can sense in this way. The chosen creature must succeed on a DC 14 Wisdom saving throw or the hag can magically pinpoint its location up to 500 feet away for the next 4d4 hours. The creature isn't aware of this effect.

Innate Spellcasting. The hag's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *minor illusion*

2/day each: *polymorph*, *speak with animals*

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

ACTIONS

Multiattack. The hag makes two attacks: one with her hex staff and one with her stilts.

Hex Staff. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (1d10 + 4) necrotic damage.

Stilts. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Change Shape. The hag magically polymorphs into a Tiny or Small beast, or back into her true form. In a new form, she retains her statistics but her attacks and movement modes are replaced by those of the new form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.