DUALINK

Grave Hag



The Witcher Edition

Grave Hag

Medium undead, Neutral Evil

Armor Class: 16 (natural armor)
Hit Points: 119 (12d10 + 53)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	8 (-1)

Saving Throws: Wis. +5
Skills: Perception +5, Stealth +6
Damage Resistances: Bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities: Poison
Condition Immunities: Charmed, Frightened, Poisoned
Senses: Darkvision 60 ft., passive Perception 15
Languages: Common
Challenge: 9 (5,000 XP)

Regeneration. The grave hag regains 10 hit points at the start of its turn if it has at least 1 hit point and is not in sunlight.

Aura of Decay. Any creature that starts its turn within 10 feet of the grave hag must succeed on a DC 15 Constitution saving throw or take 7 (2d6) necrotic damage.

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

Actions

Multiattack. The Grave Hag makes two attacks with its claws and one with its rotting touch.

Claws. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 4) slashing damage.



Rotting Touch. *Melee Spell Attack: +7 to hit, reach 5 ft., one target. Hit: 22 (5d8) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest.*

Bonus Actions

Grasp of the Grave. The grave hag can target one creature within 30 feet. The target must succeed on a DC 15 Dexterity saving throw or be restrained by ghostly, skeletal hands emerging from the ground. The target can use its action to make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check, escaping on a success. The hands disappear after restraining a target or after 1 minute.

Poisonous Scratch. As a bonus action, the grave hag can make a quick, venomous scratch against one creature within reach. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. While poisoned in this way, the target takes 5 (2d4) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Decay's Retaliation. When the grave hag takes damage from a creature within 60 feet of it that she can see, she can use her reaction to send a wave of decay towards the attacker.

The attacker must make a DC 15 Constitution saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one.

Bloodied State

A hag's despair. When first reduced to 50% HP (83 HP) or fewer, the grave hag emits a terrifying scream. Each creature within 30 feet must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Enhanced Regeneration. The grave hag's regeneration increases to 20 hit points at the start of its turn.

Aura of Despair. The range of the Aura of Decay increases to 20 feet, and the damage increases to 10 (3d6) necrotic damage.

Vulnerabilities

Lunar Agony. The grave hag takes an additional 1d10 damage from attacks made with silvered weapons. Discovery check: DC 18 History or Arcana.

Holy Desecration. The grave hag takes double damage from radiant damage dealt by spells or effects that are considered sacred or divine. Discovery check: DC 20 Religion.

