



SHRIEKING HAG

Medium Fey Humanoid

ARMOR CLASS 21 (Natural Armor)

HIT POINTS 90 (12d8+36)

SPEED 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	11 (+0)	15 (+2)	14 (+2)

SKILLS Stealth +5, Investigation + 4, Survival + 6, Perception +6, Deception +6, Persuasion +6

SAVING THROWS STR + 9, CON + 7

DAMAGE IMMUNITIES Cold

CONDITION RESISTANCES Deafened, Frightened

SENSES Darkvision (60 ft.)

LANGUAGES Common, Giant

CHALLENGE 10 (5,900 XP) **PROFICIENCY BONUS** +4

Rend. A Shrieking Hag that hits a single target with both claws on one turn latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+10 points of slashing damage.

Shriek (3/day). The Shrieking Hag can give voice to a terrible, maddening shriek. Any creature within 60 feet of the hag must make a Constitution Saving Throw DC 16. On a failure, a creature takes 2d6 psychic damage and is paralyzed until the end of the Hag's next turn. A creature who succeeds on the saving throw takes half as much damage and is not paralyzed.

Spellcasting. The Shrieking Hag is an 8th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *Alter Self*, *Dancing Lights*, *Gust of Wind*, *Prestidigitation*, *Shocking Grasp*

3/day: *Charm Person*, *Control Winds*, *Greater Invisibility*, *Lightning Bolt*, *See Invisibility*, *Suggestion*

1/day: *Control Weather*

Actions

Multiattack. The Shrieking Hag may make two Claw Attacks.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* (1d4 + 5) slashing damage.