



# HAGSPAWN

A humanoid shape stands before you. Its elongated arms and hunched back cut a truly uncanny silhouette. The creature has mop of long, dishevelled hair and skin with a greenish tint. It grips a weapon fashioned of wood and bone, ready for anything.

## Bastard Sons

Hags are known to propagate their species in truly grotesque ways. The most common way for a hag to beget another of its kind is by making a dark bargain with a humanoid mortal, offering something they want in exchange for their offspring. Once they have their clutches on the baby, they consume it, and later give birth to a daughter who will grow up to become a hag of the same variety as their mother. In some cases a hag, often disguised with magic, will find a suitable humanoid partner to father their young. In either case the offspring is almost always female, however, on extremely rare occasion a hag may give birth to a male child. Such children will not grow up to be hags, but rather mature as hagswan.

## Cruelty of Cronos

Hagspawn are often abandoned and discarded by their mothers, and rejected by their fathers (assuming they still live). They are marked with many of the telltale features attributed to hags, but lack their innate magical powers. Left to their own devices, or in some rare cases the mercy of kind strangers, hagspawn are typically destined to carve their own path in life. As sentient creatures with thoughts and feelings, one individual can vary widely from the next. Some hagspawn give in to despair and allow the cruel circumstances of their birth to guide them down a path of solitude. Such individuals can be found living lonesome lives as outlanders, or in some cases leading bands of brigands that respect them for their unnatural strength and iron will. Others reject the cruelty of the world and choose to tread the path of the righteous and well-meaning, occasionally even taking oaths akin to that of a paladin in order to grant them strength in their fight against evil. Such individuals are a force to be reckoned with and potentially powerful allies to the just.

## Bruisers

Bruisers are the archetypical hagspawn lone wolf. They are not often welcome in towns or villages due to their brash nature and unwillingness to treat others with the respect they themselves have been denied in the past.

### Hagspawn Bruiser

CR 1

200 XP

Medium Humanoid, Typically Neutral

Armor Class 14 (natural armor)

Hit Points 46 (6d8 + 18)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	8 (-1)

Saving Throws STR +5, CON +5

Skills Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

**Monstrous Humanoid.** Hagspawn are immune to effects that only target humanoids such as *charm person* or *hold person*.

**Powerful Build.** The hagspawn has advantage on Athletics (Strength) checks and Strength saving throws.

**Reckless Attack.** When the hagspawn makes its first attack on its turn, it can decide to attack recklessly. Doing so gives it advantage on melee weapon attack rolls using Strength during its turn, but attack rolls against it have advantage until its next turn.

#### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (1d12 + 3) slashing damage and the creature must succeed on a DC 13 Strength saving throw or be knocked prone.

**Javelin.** *Ranged Weapon Attack:* +5 to hit, reach 30/120 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.



# Redeemers

Redeemers are hagspawn who have chosen the path of righteousness and seek to use their power to defend the weak. Such individuals are often pledged to a deity or cause, but can also be wanderers who prefer the peace that solitude brings.

## Hagspawn Redeemer

CR 4

1,100 XP

Medium Humanoid, Typically Neutral

**Armor Class** 16 (natural armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

**Proficiency Bonus** +2

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	16 (+3)	12 (+1)

**Saving Throws** STR +5, CON +5

**Skills** Intimidation +3, Persuasion +3, Survival +4

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Sylvan

**Monstrous Humanoid.** Hagspawn are immune to effects that only target humanoids such as *charm person* or *hold person*.

**Powerful Build.** The hagspawn has advantage on Athletics (Strength) checks and Strength saving throws.

**Smite The Wicked (3/Day).** When the hagspawn hits a creature with a melee attack, he can choose to have his weapon deal an additional 9 (2d8) radiant damage to the target. This extra damage increases to 13 (3d8) if the target is an aberration, fey, fiend, or undead.

### ACTIONS

**Multiattack.** The hagspawn makes three attacks, two with its longsword and one with its shield bash.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage.

**Shield Bash.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage and the creature must succeed on a DC 15 Strength saving throw or be pushed 5 feet away from the hagspawn and knocked prone.

**Javelin.** *Ranged Weapon Attack:* +5 to hit, reach 30/120 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

# Preservers

Preservers are hagspawn who have found ways to tap into their latent fey ancestry. This allows them to utilise magic, despite what their mothers may have presumed about them. While preservers very rarely achieve the same heights of power a true hag often strives for, they are certainly capable.

## Hagspawn Preserver

CR 3

700 XP

Medium Humanoid, Typically Neutral

**Armor Class** 14 (natural armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

**Proficiency Bonus** +2

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	16 (+3)	14 (+2)

**Saving Throws** STR +5, CON +5

**Skills** Intimidation +3, Persuasion +3, Survival +4

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Sylvan

**Monstrous Humanoid.** Hagspawn are immune to effects that only target humanoids such as *charm person* or *hold person*.

**Powerful Build.** The hagspawn has advantage on Athletics (Strength) checks and Strength saving throws.

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage.

**Javelin.** *Ranged Weapon Attack:* +5 to hit, reach 30/120 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

**Innate Spellcasting.** The hagspawn's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *shillelagh*, *vicious mockery*

3/day each: *bane*, *entangle*, *hex*

1/day each: *animal messenger*, *enlarge/reduce*, *moonbeam*



# Hagspawn as Characters

Hagspawn characters may have a variety of different abilities depending on the type of hag who mothered them. There are five subraces of hagspawn found throughout the worlds of D&D: Annis, Bheur, Green, Night, and Sea. Choose one of these subraces.

A hagspawn character has certain traits in common with all other hagspawn species.

**Ability Score Increase.** Your Constitution score increases by 2.

**Age.** Hagspawn age at the same rate as humans, however, they can live upwards of 200 years.

**Size.** Hagspawn are bulky and have elongated features. They range from 6 to 7 feet tall. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Your hag ancestry grants you perfect vision in the dark. You can see in dim light and darkness within 60 feet of you as if it were bright light.

**Survivalist.** You gain proficiency in the Survival skill.

**Monstrous Blood.** You are immune to effects that only target humanoids such as the *charm person* or *hold person* spells.

**Languages.** You can speak, read, and write Common and Sylvan.

## Annis Hagspawn

You are descended from the most physically powerful and imposing of the hag races, Annis hags rely on both brutality and overwhelming force to destroy their enemies.

Annis hagspawn typically have light blue or grey skin, black hair, and exceptionally large frames. Often the body of an annis hagspawn has many lumps and bumps, as well as odd patterns that run across their flesh.

**Ability Score Increase.** Your Strength increases by 1.

**Claws.** You have razor sharp claws with the strength of iron that afford you a climbing speed of 10 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**Iron Token.** You can pull out one of your teeth, or a fingernail, and spend 1 minute shaping and polishing it into an iron coin. Any creature holding this coin can communicate telepathically with you as long as they are within 10 miles of you and on the same plane of existence. You may only have one iron token active at any given time. If you create a new iron token, any previously created iron tokens cease to function permanently.

**Crushing Grip.** Like your mother, you have an iron grip capable of crushing anyone you can get your hands on. You have advantage on Athletics (Strength) checks made to grapple another creature. At the end of your turn, you may cause any creature you are grappling to take 1d6 bludgeoning damage. This damage increases to 1d8 at 5th level, and to 1d12 at 10th level.



## Bheur Hagspawn

You are descended from the frigid bheur hags of the Northern wastes. Bheur hags are exceptionally cruel and cunning, relying on their sway over weather to aid them against their numerous enemies.

Bheur hagspawn typically have skin resembling someone who has frozen to death, ranging from a pallid grey to an icy blue. Their hair is often stark white, and they have piercing blue eyes.

**Ability Score Increase.** Your Charisma increases by 1.

**Cold Resistance.** You have resistance to cold damage.

**Frigid Blood.** You learn the *ray of frost* cantrip. Additionally, you can cast the *armor of agathys* spell, or the *ice knife* spell once with this trait, requiring no material components, and you regain the ability to cast them this way when you finish a long rest. Constitution is your spellcasting ability for this spell.



## Green Hagspawn

You are descended from the wretched and hateful green hag that dwell in the dying forests and marshes of the world. Manipulative schemers, they weaponise trickery and desire to their twisted ends.

Green hagspawn typically have sickly green skin and wiry grey, white, or black hair.

**Ability Score Increase.** Your Wisdom increases by 1.

**Mimicry.** You can mimic both animal sounds and humanoid voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

**Hateful Blood.** You learn the vicious mockery cantrip. Additionally, you can cast the invisibility spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

## Night Hagspawn

You are descended from the sly and subversive night hag. These hags want to see virtuous creatures turn to villainy and kindness turned to hate. They take perverse joy in corrupting mortal souls and stealing them for trade in the Nine Hells.

Night hags typically have skin that is dark blue or purple in colour. Your hair is likely jet black and you may even have small horns growing from either side of your head.

**Ability Score Increase.** Your Intelligence increases by 1.

**Fire Resistance.** You are resistant to fire damage

**Twilight Blood.** You learn the toll the dead cantrip. Additionally, you can cast the sleep spell once with this trait, requiring no material components. Any creatures you put to sleep with the use of this spell are wracked by terrible nightmares and take psychic damage equal to 1d6 plus your Intelligence modifier at the start of each of their turns. This damage does not cause them to wake from their slumber. The damage increases to 2d6 at 5th level, and to 4d6 at 10th level.

You regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

## Sea Hagspawn

You are descended from the hideous sea hag, a creature obsessed with the destruction of all things beautiful. Whether luring ships to their doom, or plotting schemes to decimate coastal towns, the sea hag plots from beneath the waves.

Sea hagspawn are typically quite ugly. Rather than typical skin, they have scales which are often a shade on the spectrum of blue greens, from a deep dark navy blue to a brilliant aquamarine. Their hair resembles kelp both in texture and in colour and their eyes tend to be bulging orbs.

**Ability Score Increase.** Your Dexterity increases by 2 and your Charisma is reduced by 2.

**Amphibious.** You can breathe air and water.

**Horrific Visage.** You can channel the feywild magic in your veins to truly accentuate your most uncanny features. As an action, you can use this trait to force all creatures of your choice within 30 feet that can see you to make a Wisdom saving throw opposed by your Charisma (Intimidation) check. When you make this check, any negative modifiers to your Charisma should be treated as positive when determining the check's result. Any creatures that fail this saving throw are frightened of you for 1 minute. Frightened creatures may attempt a Wisdom saving throw at the end of each of their turns to end the frightened condition on themselves with a DC equal to whatever your original Charisma (Intimidation) check was. You regain the use of this trait after taking a long rest.

# DUNGEON DAD

## CREDITS

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