

HAGSPAWN

"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

Hagspawn are, as the name implies, the children of hags and human men. They are often abandoned or forgotten by their mothers, who produce children as they traverse the world. Some of them grow up as orphans, some grow up under their hag mothers, who are bearing a disguise of a loving mother, but most of them do not live to grow up at all. The ones that survive will forever be marked by their relation to their vile mothers, making them eternal outcasts... a position only a few hagspawn have been able to escape.

FORGOTTEN CHILDREN

As hags are manifesting as a singular gender, they are in need of other races to procreate. Being able to mingle in a magical disguise among any race of the world, it is easy for hags to blend in, and even easier to find partners. It is an encounter that most of the time ends deadly for the mate, who has quickly outgrown their usefulness. The child is carried to term and then either left on a stranger's door step, abandoned, or raised by herself, depending on the hag's motivation for creating a spawn.

Most hags have more children that they can keep track off. Carrying a child to term does not pose much of a strain to the hag as it would be for other humanoids, thus some hags chose to populate their locale with their offspring as an ample supply for daughters who can come in handy for a hag finding herself in a sudden need for assistance. Most of these children will remain forgotten and left behind by the hag without a second thought in case she is driven out of her territory by circumstances.

Considering how rarely hags raise their spawn to full hags, and how many potential daughters they sire throughout the continent, the common folk brush off the idea of hags being able to uplift their children into full haghood as a myth. In those few cases where the hag claims its child it is often assumed that the troubled child ran off or otherwise simply disappeared into the night never to be seen again.

HORRIFIC HERITAGE

Being the children of hags, hagspawn only inherit a minor part of their abilities. These abilities and the nature of hagspawn do not manifest themselves as soon as they are born. In fact, most hagspawn are born like normal human infants. As they grow older and become toddlers their traits become apparent. Their eyes change to their characteristically bright colors and their noses grow. Upon reaching adolescence their specific hagspawn heritage manifests.

Hagspawn do not only inherit their mother's powers; a common trait that many hagspawn share is an inherent underlying spitefulness. Feeling a minor satisfaction in seeing someone fail or being stricken with misfortune, as well as a tendency to bear grudges and develop ill tempers, make it hard for hagspawn to befriend others. Though some hagspawn are able to use their inherent spitefulness in a more constructive manner, many perform impressive feats to prove their nay-sayers wrong.



Artwork by MisterCrowbar

PHYSIOLOGY

Hagspawn are highly similar to humans except that they grow a few inches shorter on average, possess a more fragile frame, and have pale and often dry skin. They bear dark hair, ranging from jet black, to night blues, and to dark purples. Their facial features are defined by their distinctive long noses and piercing bright-colored eyes that can range from yellow, to green, to purple, or even light gray.

HAGSPAWN NAMES

Hagspawn's names are usually the ones given to them by their adoptive parents, who are in most cases human. Therefore their names are heavily determined by which region of the world the Hagspawn ends up in. Those Hagspawn that end up in orphanages take on the last name associated with the orphanage as is common practice. In some cases though a Hagspawn might dismiss their given name and assume a new one. Most of these names are a symbol for the hagspawn 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: Bewell, Ehrlich, Flowers, Goodchild, Kindheart, Liebkind, Lovely, Pleasant, Trustworthy, Wohlgemut, White, Zart

HAGSPAWN TRAITS

Your hagspawn's heritage manifests in an assortment of traits, mostly determined by your mother's nature.

Age. Hagspawn have a similar growth to humans, reaching adulthood in their late teens, but are known to live a few decades longer than the average human, but do not retain their youthfulness like other races do.

Alignment. Hagspawn that grow up to resent the society that labeled them as outcasts tend towards a chaotic alignment. Those that are able to integrate into the society they were born into tend towards staying neutral in most matters, preferring to stay out of affairs of others one way or another.

Size. Hagspawn vary in size between 5 to 6 feet. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read and write Common and one extra language of your choice. Hagspawn tend to learn the language of other people they deal with but it is not uncommon for some of them to learn an obscure or ancient language, if they live on the fringes of society or as studious shut-ins.

Spite. You are able to utilize 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 of a hostile creature you can see, you gain advantage on all attack rolls, ability checks, and saving throws until the end of your next turn.

Bloodlines. Five subraces of hagspawn are found among the world: Annis Hag, Bheur Hag, Green Hag, Night Hag, and Sea Hag.

ANNIS HAG

Your mother was an annis hag. These sadistic creatures delight in destruction and misery. They are disfigured hags of immense strength that are 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.

Ability Score Increase. Your Strength score increases by 2, and your Charisma score increases by 1.

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. 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 to the creature. The extra damage equals your total character level. Once you use this trait, you can't use it again until you roll initiative at the start of combat or until you finish a short or long rest.

Annis Hag Legacy. Your Annis Hag legacy allows you to summon a fleeting fog cloud around you. You can use a bonus action to summon a 10-foot radius fog cloud centered on yourself. The fog spreads around corners and heavily obscures the area. The fog cloud lasts until the end of your next turn or until a wind of at least 10 miles per hour blows it away. Once you use this trait, you can't use it again until you finish a short or long rest.

BHEUR HAG

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

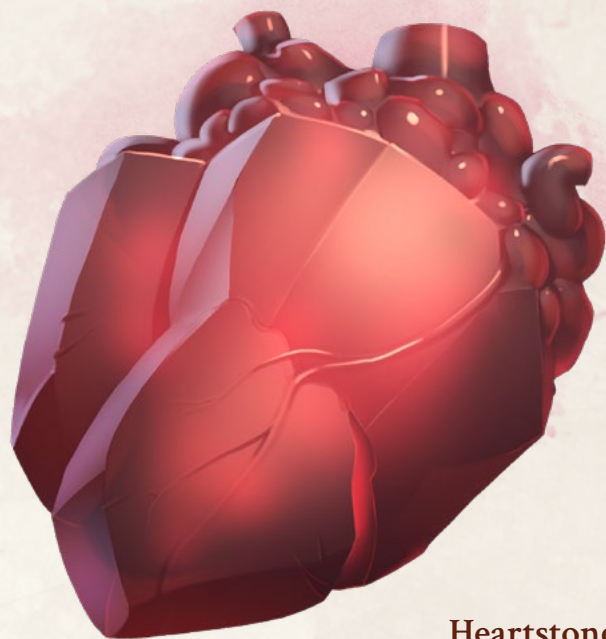
Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

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

Ice Walk. Moving across or climbing icy surfaces does not impose disadvantage on your ability checks. Additionally, difficult terrain composed of ice or snow does not cost you extra movement.

Maddening 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 maddening display. A creature that is able to see and hear you within 30 feet must make a Wisdom saving throw. On a failed save the creature is terrified by your Maddening Display and 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. After the saving throw the creature becomes immune to your Maddening display for 24 hours. Once you use this trait, you can't use it again until you finish a short or long rest.

Bheur Hag Legacy. You know the *Ray of Frost* cantrip. When you reach 5th level you can cast the *Hold Person* spell once with this trait and regain the ability to do so when you finish a long rest. Your spellcasting ability for these spells is Charisma.



Heartstone
Artwork by MisterCrowbar

As a DM, consider allowing a hagspawn character to use their **Spite** trait in a social encounter as well; for example when an antagonistic non-player character severely mocks, insults, or otherwise humiliates the hagspawn. Beware of players looking for reasons to be offended to abuse this lenience in their favor.

GREEN HAG

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

Ability Score Increase. Your Charisma score increases by 2, and your Strength score increases by 1.

Born Liar. You are proficient with the Deception skill.

Vanish. As a bonus action you can vanish from sight of another creature. 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 it until the beginning of your next turn. The DC for this saving throw equals 8 + your proficiency bonus + your Charisma modifier. Once you use this trait, you can't use it again until you finish a short or long rest.

Green Hag Legacy. You know the *Friends* cantrip. When you reach 3rd level, you can cast the *Charm Person* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

NIGHT HAG

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.

Ability Score Increase. Your Charisma score increases by 2, and your Intelligence score increases by 1.

Made out of Nightmare. Being part creature that spreads dread and horror wherever it goes, there is not much that can affect you. You have advantage on saving throws against being charmed and frightened.

Inherently Scary. You are proficient with the Intimidation skill.

Night Hag Legacy. You know the *Prestidigitation* cantrip. When you reach 3rd level, you learn the *Sleep* spell and can cast it once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you learn the *Misty Step* spell and can cast the once with this trait and regain the ability to do so when you finish a long rest. When you create the character, you choose Intelligence or Charisma as your spellcasting ability for it.

SEA HAG

Your mother was a sea hag, which are cruel and jealous beings lurking in murky waters to prey upon the flesh of sentient creatures.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Speed. In addition to your base walking speed, you have a swimming speed equal to your walking speed.

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.

Amphibious. You can breathe air and water.

Sea Hag Legacy. You can use an action to give a creature a death glare. The targeted creature must be within 30 feet of you and able to see you. The creature must succeed on a Wisdom saving throw or be stunned until the end of your next turn. The DC for this saving throw equals 8 + your proficiency bonus + your Constitution modifier. Once you use this trait, you can't use it again until you finish a short or long rest.



Artwork by DM Tuz

HAGSPAWN QUIRKS

In rare cases, hagspawn can develop physical traits and quirks correlating with their heritage. These commonly manifest after typical hagspawn traits when reaching adulthood. The manifestation of these quirks seem to follow no rhyme or reason, as some hagspawn develop several quirks 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 (besides your character's nose), 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 or 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 haze 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.
2	No matter how hard you try, you are only able to smile in a creepy or offputting way.
3	Your hair is snow white and brittle, prone to snap like icicles.
4	Your eyeballs appear entirely black.
5	You possess an unusual amount of incisor teeth instead of the usual array of teeth.
6	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 pronounced, even for a hagspawn.
3	Your hair grows unusually fast and long and sometimes moves as if it has its own mind.
4	Your spine is crooked, which prevents you from holding an upright posture.
5	Your laugh tends to sound like a sadistic cackle.
6	Your skin is green.

NIGHT HAG

d6	Hagspawn Quirk
1	Dogs always seem to bark at you and animals flee from your presence, except for cats.
2	Your blood and saliva are dark, which causes 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 other's dreams, but may not always remember.
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, and small objects tend to get stuck to you and your hands especially.
4	You have webbed hands and feet.
5	Your mouth is abnormally wide, almost reaching ear to ear.
6	You possess bulging, fishlike eyes.

HAGSPAWN UNIQUE 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.

HAGSPAWN UNIQUE FEATS

Bloodline	Feat
Any	Many Faces
Any	Unyielding Spite
Annis Hag	Cruel Claws
Annis Hag	Mist Eyes
Bheur Hag	Winter Magics
Green	Disappear
Night Hag	Deep Night Hag Magics
Night Hag	Hag Jaunt
Sea Hag	Paralyzing Glare

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:

- Increase your Strength or Charisma score by 1, to a maximum of 20.
- 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.
- When you attack with your claws, you can use a bonus action to make another claw attack with your other free hand.
- When you hit a creature with a claw attack and hit the same creature with your bonus action claw attack in the same turn, you can use your Cruelty trait against the target as if you hit it with advantage.

DEEP NIGHT HAG MAGICS

Prerequisite: Hagspawn (Night Hag)

You unlock more of the innate Magic that lies within your night hag legacy. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- You learn additional spells to use with your Nighthag Legacy trait, which you can cast in place of a spell of equal level. You learn *Magic Missile*, and *Ray of Enfeeblement*. You also learn the *Detect Magic* spell and can cast it at will, without expending a spell slot. You use the same ability score for these spells as for your Night Hag Legacy trait.

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:

- You learn the *Invisibility* spell, which you can cast without expending a spell slot. Once you do so, you can't use it again until you have finished a long rest. Charisma is your spellcasting ability for this spell.
- Additionally you are able to use your Vanish trait at will. If the target's saving throw is successful, or if the effect ends on it, the target is immune to your Vanish for 1 hour.

HAG JAUNT

Prerequisite: Hagspawn (Night Hag), Level 5

Night hags are able to traverse planes, and shift between the material and ethereal. You learned to draw upon a sliver of this power. You gain the following benefits:

- Once you cast *Misty Step* with your Night Hag Legacy Feature, you can use it again after finishing a short rest.
- When you cast *Misty Step* with your Nighthag Legacy trait, you remain insubstantial and have resistance to bludgeoning, piercing and slashing damage until the end of your next turn.

MANY FACES

Prerequisite: Hagspawn, 13 Charisma

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

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You learn the *Disguise Self* spell, which you can cast without expending a spell slot. Once you do so, you can't use it again until you have finished a short or long rest. Charisma is your spellcasting ability for this spell.
- You have advantage on Deception checks to pass as a member of another humanoid race of your own gender.

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:

- 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.
- Natural or magical mist does not impede your vision up to 60 feet.
- The radius of the mist you create with your Annis Hag Legacy trait is increased by 10 feet. Additionally you can center it at any point you can see within 60 ft. of yourself.

PARALYZING GLARE

Prerequisite: Hagspawn (Sea Hag)

You further manifest your mother's lethal glare ability. You gain the following benefits:

- You can use your Sea Hag Legacy trait one additional time (twice) before having to finish a short or long rest to use it again. If the target's saving throw is successful, or if the effect ends on it, the target is immune to your glare for 1 hour.
- A target stunned by your Death Glare becomes paralyzed until the end of your next turn instead.

UNYIELDING SPITE

Prerequisite: Hagspawn

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

- When you use your Spite trait, you gain temporary hit points equal to twice your proficiency bonus [you gain the temporary hit points before you take the damage].
- 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 use a reaction to direct your spite and use your Spite trait as if you suffered a critical hit. Once you use this feature, you can't use it again until you have finished a short rest or long rest.

WINTER MAGICS

Prerequisite: Hagspawn (Bheur Hag)

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

- You learn the *Armor of Agathys* spell, which you can cast without expending a spell slot at a maximum level equal to half of your proficiency modifier, rounded down. Once you do so, you can't use it again until you have finished a long rest. Charisma is your spellcasting ability for this spell.
- Whenever you cast a spell that deals cold damage or is a spell cast through your Bheur Hag Legacy trait, 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.



Cruel Claws

Artwork by MisterCrowbar

HEARTSTONE

Due to their cruel and vile nature, hags are considered heartless creatures, so much so that there is a legend surrounding the loss of their hearts. It is said that in the moment of its creation the hag rejected its own heart, tearing it from its body and proceeding to carry around this shriveled vestige of an organ, an item referred to as a heartstone.

Not much is known of the true nature of these gemstones, except that they harbor mysterious powers that allow hags to perform their unique and often strange magic. Each hag treasures their heartstone and would defend it with their life to protect it.

Even hagspawn are on a subconscious level allured by these heartstones, knowing deep within that they are needed to tap further into their hag nature. Legends say that these heartstones are the key for hagspawn to perform their transformation into full hags, leaving behind their humanity to ascend into their full potential. Alone, the possession of one of such stones has a huge impact on the innate abilities of a hagspawn, dramatically increasing their inherited powers.



Artwork by DM Tuz

Be aware that when designing the effects of the Heartstone, balancing was not one of my main concerns. A Heartstone is first and foremost designed to be a story element. Read through the effects and consider how they can affect your game before awarding this item to a hagspawn character!

HEARTSTONE

Wonderous item, Very Rare (requires attunement by a hagspawn)

You are able to use the *Disguise Self* spell at will. Charisma is your spellcasting ability for this spell.

This item awakes the latent powers of a hagspawn. The bonuses granted depend on the subrace of the hagspawn attuned to the item.

Annis Hag. Your strength score increases by 2, to a maximum of 22.

You have resistance to bludgeoning, piercing and slashing damage from nonmagical attacks.

You are able to cast the *Fog Cloud* spell at will, using Charisma as your spellcasting ability.

Your claws now deal 1d10 + Strength modifier slashing damage and are considered magical.

Green Hag. You are able to cast the *Invisibility* spell once per short rest. You are able to cast the *Mass Suggestion* spell once per long rest without any material components needed. Charisma is your spellcasting ability for it.

You have advantage on attack rolls against any creature that is charmed by you. In addition, any hit you score against a creature charmed by you is a critical hit.

Nighthag. You are able to cast the *Sleep* spell at second level once per short rest and you can cast the *Misty Step* spell once per short rest. Charisma is your spellcasting ability for these spells.

You are able to cast the *Plane Shift* spell without any components twice per day, but you are limited to traveling to the ethereal plane or the dream of a sleeping creature and back to the Material Plane from either of these planes. You cannot use this spell to banish an unwilling creature to another plane.

Whether while you are on the Ethereal Plane or on the Material Plane, when you touch a sleeping humanoid, that is not under the effect of *Protection from Evil and Good* or *Magic Circle*, you can afflict the creature with nightmares for as long as you touch the creature. If these nightmares last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 2d10. If this effect reduces the target's hit point maximum to 0, the target dies. The reduction of the target's hit point maximum lasts until removed by the *Greater Restoration* spell or similar magic.

Sea Hag. Your swimming speed is increased by 10 feet and you are able to understand and speak Aquan.

You can cast the spell *Eyebite* once per long rest. Constitution is your spellcasting ability for this spell.

Your death glare causes a creature on a failed save to take d6 necrotic damage equal to half your character level (for example a level 12 hagspawn's death glare would deal 6d6 necrotic damage).

Bheur Hag. You become immune to cold damage.

As a bonus action, you can choose to have any bludgeoning, piercing or slashing damage you deal with weapon attacks to become cold damage instead until the end of your turn.

You are able to cast the *Hold Person* spell at will and are able to cast one of the following spells once per long rest: *Cone of Cold*, *Wall of Ice*, and *Control Weather*. Charisma is your spellcasting ability all of these spells.

HAGSPAWN (ALTERNATIVE)

In spirit of Wizards of the Coast's changes of player races, here is an alternative Hagspawn player race that conforms to the recent changes.

Type. Humanoid.

Size. Hagspawn vary in size between 5 to 6 feet. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Spite. You are able to utilize 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 of a hostile creature you can see, you gain advantage on all attack rolls, ability checks, and saving throws until the end of your next turn.

Bloodlines. Five subraces of hagspawn are found among the world: Annis Hag, Bheur Hag, Green Hag, Night Hag, and Sea Hag.

ANNIS HAG

Claws. You possess powerful claws 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.

Cruelty. 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 to the creature. The extra damage equals your total character level. The extra damage equals your total character level. Once you use this trait, you can't use it again until you roll initiative at the start of combat or until you finish a short or long rest.

Annis Hag Legacy. Your Annis Hag legacy allows you to summon a fleeting fog cloud around you. You can use a bonus action to summon a 10-foot radius fog cloud centered on yourself. The fog spreads around corners and heavily obscures the area. The fog cloud lasts until the end of your next turn or until a wind of at least 10 miles per hour blows it away. Once you use this trait, you can't use it again until you finish a short or long rest.

BHEUR HAG

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

Ice Walk. Moving across or climbing icy surfaces does not impose disadvantage on your ability checks. Additionally, difficult terrain composed of ice or snow does not cost you extra movement.

Maddening 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 maddening display. A creature that is able to see and hear you within 30 feet must make a Wisdom saving throw. On a failed save the creature is terrified by your Maddening Display and 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. After the saving throw the creature becomes immune to your Maddening display for 24 hours. Once you use this trait, you can't use it again until you finish a short or long rest.

Bheur Hag Legacy. You know the *Ray of Frost* cantrip. When you reach 5th level you can cast the *Hold Person* spell once with this trait and regain the ability to do so when you finish a long rest. Your spellcasting ability for these spells is your choice of Intelligence, Wisdom, or Charisma.

GREEN HAG

Tricky. You are proficient in additional skill of your choice.

Vanish. As a bonus action you can vanish from sight of another creature. 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 it until the beginning of your next turn. The DC for this saving throw equals 8 + your proficiency bonus + your Charisma modifier. Once you use this trait, you can't use it again until you finish a short or long rest.

Green Hag Legacy. You know the *Friends* cantrip. When you reach 3rd level, you can cast the *Charm Person* spell once with this trait and regain the ability to do so when you finish a long rest. Your spellcasting ability for these spells is your choice of Intelligence, Wisdom, or Charisma.

NIGHT HAG

Made out of Nightmare. Being part creature that spreads dread and horror wherever it goes, there is not much that can affect you. You have advantage on saving throws against being charmed and frightened.

Self Taught. You are proficient in an additional skill of your choice.

Night Hag Legacy. You know the *Prestidigitation* cantrip. When you reach 3rd level, you learn the *Sleep* spell and can cast it once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you learn the *Misty Step* spell and can cast the once with this trait and regain the ability to do so when you finish a long rest. Your spellcasting ability for these spells is your choice of Intelligence, Wisdom, or Charisma.

SEA HAG

Speed. In addition to your base walking speed, you have a swimming speed equal to your walking speed.

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.

Amphibious. You can breathe air and water.

Sea Hag Legacy. You can use an action to give a creature a death glare. The targeted creature must be within 30 feet of you and able to see you. The creature must succeed on a Wisdom saving throw or be stunned until the end of your next turn. The DC for this saving throw equals 8 + your proficiency bonus + your Constitution modifier. Once you use this trait, you can't use it again until you finish a short or long rest.

Check out these other Player Races!

Aside from the Hagspawn I also have created 2 other player races: the [Gnolls](#), true daredevils, survivors, and the denizens of the unwanted earth, and the [Gremlins](#), a displaced people that endure with resourcefulness and guile.

Each Player Race features new lore, numerous unique subraces, original art, several new race exclusive feats, and more!



LOCALISATION

In case your gaming group's main language is not english and you want to feature hagspawn in your game, here are some appropriate translations for other languages.

Language	Hagspawn Translation
Dutch	Heksenkind
German	Vettelkind
French	Enfant du Guenaude
Spanish	Gente de Bruja

Feel free to contact me to expand the list of translations, or if you are a native speaker of one of the listed languages and have a better suggestion for a name. Any help and suggestion is welcome!

SPECIAL THANKS

A big thank you to Cannon, Crowbar, Dan, and Nicki, all members of my private D&D group that helped me explore and flesh out the concept of hagspawn in our homebrew game!

An additional thank you to Cailen Crow for taking the time proofreading this supplement which was quite a mess when I handed it to him!

Lastly, big thank you to all folk that even when I first released the first version of the hagspawn player race in 2018, who despite the obvious flaws it had in its initial release, still gravitated towards them. Thank you for played them in your private games, and even posting art of your hagspawn characters!

ORIGINAL INSPIRATION

The original spark of inspiration for the Hagspawn found in this supplement came from the *The Ecology of the Night Hags* article written by F. Wesley Schneider in *Dragon Magazine* #324. The article describes how night hags specifically reproduce, using their shape changing abilities, give birth to a normal darkhaired child, which they then leave for another family to raise. Then at the night of the child's 13th birthday, the Night Hag would return and collect said child to transform it into a true night hag in a macabre ritual.

The question that I asked myself was "What if the hag would never return to collect the child?". Little did I know that at the time Hagspawns were an already established player race in the *Forgotten Realms* setting, which I learned once I was looking into an appropriate english name for the race. My hope is that this supplement somewhat marries my own take with the established hagspawn, by giving people the option to make their hagspawns as monstrous as they wish.

MY OTHER WORKS

If you like my work, consider checking out my other freely available works:

[Horrors of the Dark](#) - A complete bestiary fan adaptation of Red Hook Studio's *Darkest Dungeon*

[Bloodstained Notes](#) - A Hunter's Bestiary - A complete bestiary fan adaptation of From Software's *Bloodborne*

[Unbound Monsters: Slaughterhouse Horrors](#) - A small collection of horrific monsters given as a free sample of my patreon exclusive monsters

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