

BIZARRE HAG TRINKETS



PATRICK REHSE

Add a little weirdness and a touch of unpredictability to your hag encounters with dozens of strange single-use items.



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NOTE FROM THE DESIGNER

I had a lot of fun creating these trinkets, imagining all the crazy situations that they might create. And I hope that you find even more joy in them when you actually use them and when your player's reactions will surprise even you.

If you had a really memorable encounter with these trinkets, please let me know and write it in a review on the DMsGuild to let others know what they might await.

Cheers,
Patrick Rehse

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INTRODUCTION

How much gold I want for this? Oh, no dear. I think you misunderstood. You see, I am an old woman who loves to spend time crafting and experimenting. So, I need something more substantial. How about... hmm... let's say, you give me a piece of your fortune?

Arissa Mirthkettle, Night Hag

LORE

Hags are one of the most iconic creatures of D&D. They are old, scheming and extremely knowledgeable, but most importantly careful not to waste their immortal life. While their lore from the *Monster Manual* and *Volo's Guide* allows for tremendous roleplay potential, their statblocks are rather simple. In this way it is up to the Dungeon Master to create memorable encounters with these creatures.

Volo's Guide tells us that hags use their life to explore unusual ways to use magic. The powerful ones create weird permanent magical effects or curses. But even younger hags are able to create various strange trinkets that they can use. While *Volo's Guide* explains how some of these possessions could work, as well as some examples how items for combat use would look like, it does not accommodate our need enough.

Each hag hoards lots of these strange magic items of her own creation. Imbued with a weird, twisted magic the hag in their long life has designed herself. They covet these items and try to use as few as possible of them. But in the end an item will never be more valuable than the hag's life. A hag who is faced with a life-threatening situation will use her repertoire without any restraint to assure victory or flight.

MECHANICALLY

These items only work when a hag uses them and all of them lose their magic or effect after their use. A hag can use an action to use an item she carries with her. These items cannot be used in the area created by an antimagic field or a similar effect and are susceptible to dispel magic and the like.

All DCs for checks and saving throws equal the innate spellcasting DC of the hag that created the item (DC 11 for the **sea hag**). Giving a hag one or more items may affect the CR rating of the hag. Absolute values of healing or damage may be adjusted to better fit the difficulty of the encounter.

Optional. Characters may be able to use the items for themselves. They can spend 1 hour to make a DC 15 Arcana (Intelligence) check to discern the effect of one item. If they have discerned the effect, they can spend an additional 8 hours to make a DC 20 Arcana (Intelligence) check to discern how to activate the magic in the correct way. On a success, they can use the item as an action as shown in the table. On a failure, they can use the item as an action, but it has no effect. If they fail the check by 5 or more, the item activates in a harmful way for the user determined by the DM. For example, the user gets damaged instead of receiving healing, or he becomes blind instead of gaining blindsight.

HOW TO USE THE TABLES

Apart from just picking the things from the list that the hag should carry with her, there are two main ways of determining the trinkets. First, completely random by rolling directly in combat, or semi-random where you decide on the quantity of items and roll before combat.

To decide which items the hag has, roll 1d6 on the table below to determine which table to roll on next. Then 1d10 on the specific table to determine the exact item.

TABLE CATEGORIES

d6	Result	d6	Result
1	Bizarre Effects	4	Strengthening Effects
2	Damaging Effects	5	Weakening Effects
3	Healing Effects	6	More Bizarre Effects



TABLE 1 BIZARRE EFFECTS

This table contains items which enable the hag to create weird effects which can affect the flow of combat.

TABLE 1 – BIZARRE EFFECTS

d10	Result	Effect
1	Mirror of Realization	The hag pulls a small, enchanted mirror from her pocket and shows it to one creature within 5 feet of her. The target must succeed on a Wisdom saving throw or be charmed by itself for 1 hour. While charmed this way, the target spends its action being amazed by its own beauty when it sees its own reflection in a surface, including the mirror.
2	Cricket wings	The hag throws an opened metal box into the air and the ripped off cricket wings come to life, filling a 30-foot radius centered on the hag with loud noise for 1 minute. Each creature inside the area needs to succeed on a Wisdom (Perception) check every time it tries to understand spoken words.
3	Bottled Bard	The hag uncorks a bottle. Every creature within 60 feet of it (including the hag) must succeed on a Wisdom saving throw or take 10 (4d4) psychic damage and have disadvantage on their next attack roll as they are insulted by the spirit of a masterful bard.
4	Faerie Tinderbox	The hag hits the flint stone with a fire steel of this enchanted tinderbox and every creature within 30 feet of the hag (including the hag) become invisible and mute until the start of the hag's next turn.
5	Tooth of a Giant Bound by Roper Tentacle	The hag rotates a tooth of a giant bound to a roper tentacle like a sling and gravity within 100 feet of the hag changes in a randomly determined horizontal direction for 1 minute.
6	Picture of Youth	The hag pulls out a small portrait and shows it to a creature within 5 feet of her. The portrait depicts the creature as a child. The target must succeed on a Charisma saving throw or transform into a 5-year-old version of itself. The effect ends when the portrait is destroyed (AC 12, hp 1).
7	Marbles of Teleportation	The hag shakes a tin can filled with enchanted marbles. Creatures within 30 feet of the hag (including the hag) magically switch positions at random.
8	Corn Maze	The hag waves a bundle of dead corn. A corn maze erupts from the earth within a 100-foot-cube centered on the hag for 1 hour. The 15 feet high hedges push creatures away from each other and obstruct vision and passage. A creature needs to roll 1d100 to determine if it can navigate through it. On an even number it gets where it wants to go, on an uneven number it ends up in a different place or with a different target that it was looking for.
9	Veil of the lost Bride	The hag pulls out an ancient untouched bridal veil from a marriage she ruined. A ghostly sense of melancholy lingers from it. Attacks against the hag have disadvantage until the end of the hag's next turn. Any creature that rolls a 1 on its attack against the hag while this effect is active, destroys the veil and is cursed for 1 day. While cursed, all attack rolls critically fail on a 10 or lower.
10	Switching Coin Flip	The hag chooses a creature that she can see within 60 feet of her. She flips an enchanted coin and catches it before it shows its result. She and the creature magically switch places. Further, the magic gives them an illusory appearance and voice of each other for 1 minute, making it seem to other creatures as if the coin flip did nothing at all.

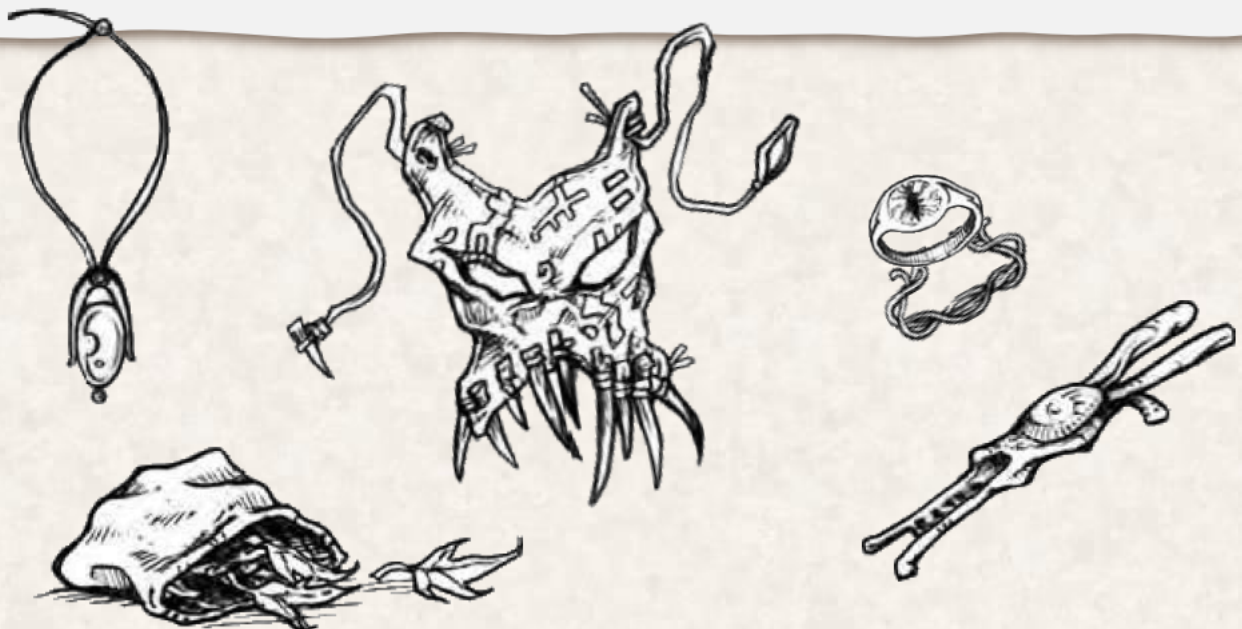


TABLE 2 DAMAGING EFFECTS

This table contains items which enable the hag to affect enemies and harm them.

TABLE 2 – DAMAGING EFFECTS

d10	Result	Effect
1	Fire Powder	The hag opens a small pouch and black powder starts to magically circle around a creature of her choice she can see for 10 minutes. That creature has disadvantage on Wisdom (Perception) checks that rely on sight, and if it comes within 5 feet of an open flame of any kind, it takes 21 (6d6) fire damage as the powder explodes, and the effect ends.
2	Bottled Storm	The hag opens a bulgy bottle with a storm cloud in it. The cloud expands, creating a 120-foot radius lightly obscured sphere centered on the hag for 1 minute. At the end of the hag's turn every creature in it must roll 1d20. The creature with the lowest roll takes 13 (3d8) lightning damage. Creatures wearing metal armor roll with disadvantage.
3	Fang of a White Dragon	The hag attacks a creature with a pearl white fang within 5 feet of her. The target must succeed on a Dexterity saving throw or take 3 (1d6) piercing damage plus 9 (2d8) cold damage and suffer two levels of exhaustion from the extreme cold.
4	Smoke of Remembrance	The hag burns a bundle of violet grass and blows the smoke in a 15-foot-cone. A target must succeed a Constitution saving throw or see hallucinations of painful memories. On a failure, a target takes 10 (3d6) psychic damage and has disadvantage on attack rolls until the end of its next turn.
5	Gnarled Stick	The hag hits a creature within 5 feet of her with a gnarled stick. The stick comes to life. The target must succeed on a Strength saving throw or be restrained. While restrained this way, the target takes 11 (2d10) bludgeoning damage at the start of each its turn. The creature can take an action to make a Strength (Athletics) check to break free.
6	Exploding rats	The hag pulls out a cage with three rats. She chooses up to three targets (one target for each rat) and lets them loose. The rats (AC 10, hp 1) move 20 feet at the end of the hag's turn. When they reach their target, they explode dealing 10 (3d6) necrotic damage to each creature within 5 feet of them.
7	Thunderous Ball	The hag takes out a small ball stitched together from the skin of different creatures. She stomps on it and the ball explodes. Every creature within 5 feet of her must succeed on a Constitution saving throw or take 14 (4d6) thunder damage and be pushed back 5 feet. This sound is audible out to 300 feet.
8	Disease vial	The hag throws a vial, containing two liquids separating themselves like water and oil, at a creature within 20 feet of her. The target takes 9 (2d8) acid damage and must succeed on a Constitution saving throw or take 7 (2d6) poison damage and be infected with the Sewer Plague.
9	Razor Flower	The hag pulls out a bouquet of flowers and blows the pedals off. The pedals swirl in the air for 1 minute, creating a ringed wall of 20-foot-diameter, 10 feet high, and 5 feet thick. The wall is slightly obscured and provides half-cover. When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must succeed a Dexterity saving throw. On a failure, the creature takes 15 (6d4) slashing damage.
10	Forced Feint	The hag pulls out a vitreous crystal which vibrates of stored magical power. The hag crushes the crystal in her hands and a wave of force washes over all creatures within 20 feet of her (including the hag). A target needs to succeed on a Constitution saving throw or take 26 (4d12) force damage on a failure, or half on a success. If the hag survives this, she is affected by a <i>feign death</i> spell.

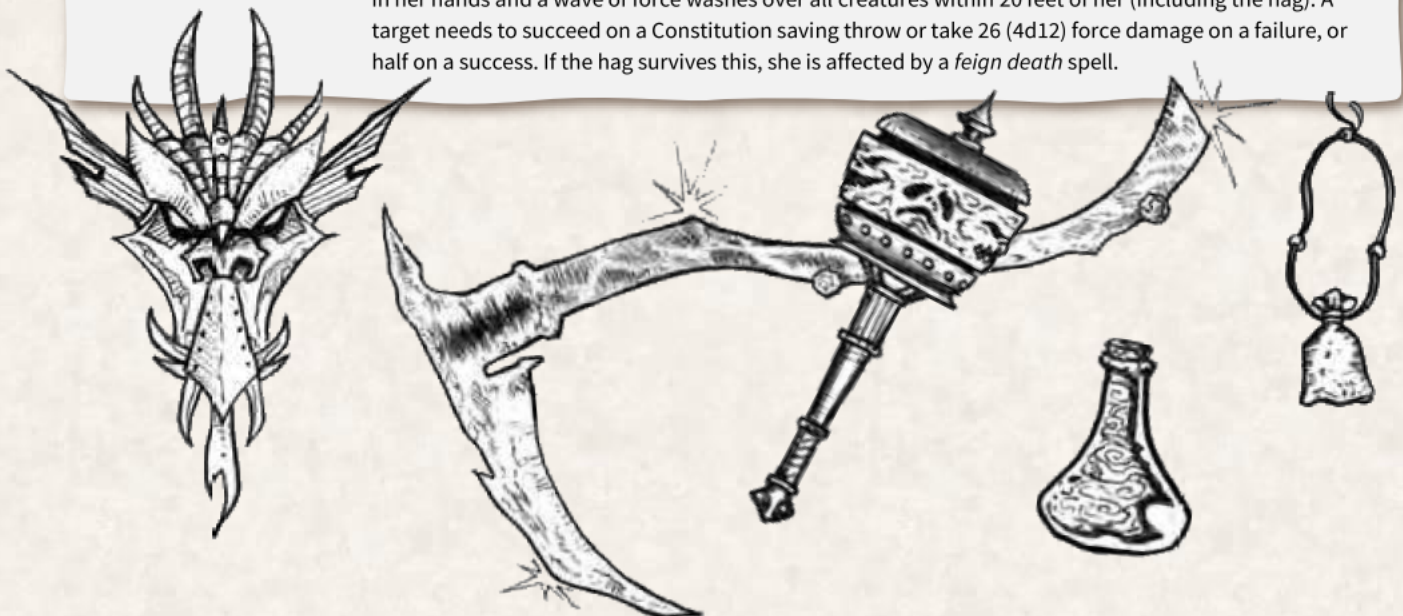


TABLE 3 HEALING EFFECTS

This table contains items which enable the hag to heal herself or remove negative effects.

TABLE 3 – HEALING EFFECTS

d10	Result	Effect
1	Long-Needle bees	The hag smashes a jar on the ground. A swarm of long-needle bees stitches her wounds together. The hag heals for 27 (6d6 + 6) hit points.
2	Reflecting Glass Panel	The hag throws a small grimy glass panel in the air which keeps floating above her head for 1 minute. When the hag is targeted by a spell that only targets the hag, she can use her reaction to pull the panel between them reflecting the spell back to its caster. When she does so, the panel shatters and loses its effect.
3	Black Mud	The hag opens a tea kettle. A thick liquid soils the ground, changing it into black mud for 1 minute. The hag regains 5 (1d10) hit points when she ends her turn in the pool. Any other creature takes 5 (1d10) necrotic damage when it ends its turn in the pool.
4	Leeching Nails	The hag digs in her pockets. As she pulls her hands out, her nails have changed into living leeches. As a bonus action, she can make a claw attack that deals piercing damage instead of slashing and she regains hit points equal to the damage.
5	Sucking Vial	The hag puts an empty vial against her lips and a dark liquid is sucked from her into the vial. All negative magical effects, poisons, or diseases on the hag end.
6	Heart of an Orphan	The hag eats the still beating heart of an orphan. At the start of each of her turns, she regains 5 (2d4) hit points. This effect lasts for 1 minute.
7	Antimagic Stone	The hag pulls out a pulsating stone. Magical effects on all creatures (including the hag) within 60 feet of the hag end. Then the stone crumbles to dust.
8	Dark Vigor	The hag pulls out a syringe and injects the contents into one of her minions within 5 feet of her. The target is filled with rage and vigor. It gains 22 (4d10) temporary hit points, advantage on its attack rolls, and attacks the nearest enemy of the hag. After 1 minute that creature dies.
9	Half of a Shrunken Head	The hag shows a perfectly sliced-in-half shrunken head. As the head rapidly rots away in her hand, she regains hit points. The hag can restore hit points to no more than half of her hit point maximum.
10	Nail of Transference	The hag pierces her ear with a rusty nail from which a small chain and a broken bone is hanging. The next time a creature other than herself receives healing she instead receives that healing.

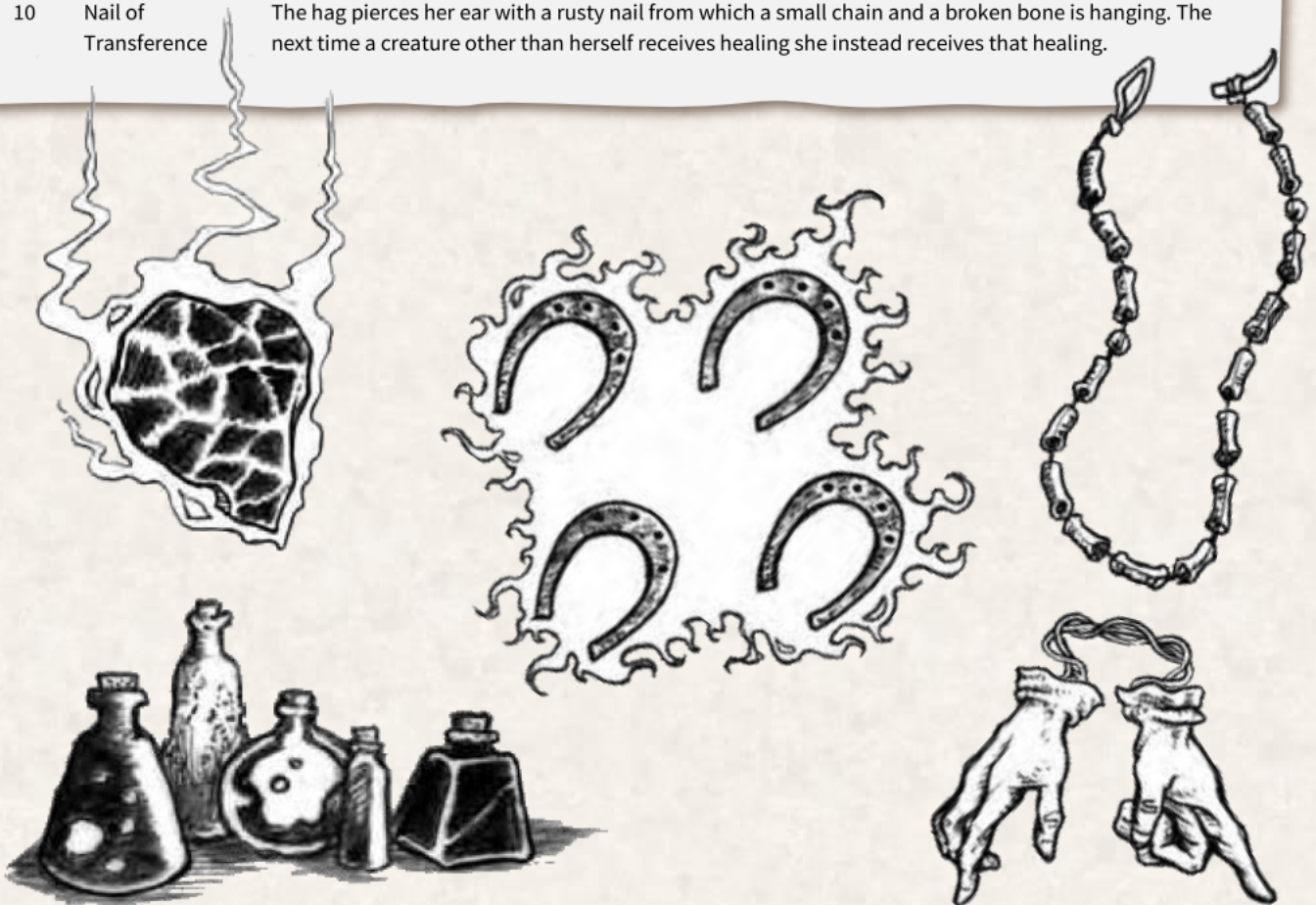


TABLE 4 STRENGTHENING EFFECTS

This table contains items which enable the hag to empower herself.

TABLE 4 – STRENGTHENING EFFECTS

d10	Result	Effect
1	Slippery Slime	The hag empties a flask over her head. The flask seems to contain more slime than physically should be possible. The hag gains +2 bonus to her AC for 1 minute.
2	Eye of a Blind-Born Child	The hag eats an eye of a blind-born child and gains blindsight out to 30 feet for 10 minutes.
3	Dirty Bird Feathers	The hag eats a handful of dirty bird feathers and sprouts a pair of different asymmetrical wings. She gains a flying speed of 20 feet for 1 minute.
4	Fruitstone	The hag picks up a stone and squeezes it. Its contents spill out like an overripe fruit directly into the mouth of the hag. The hag gains the effect of the meld into stone spell for 10 minutes.
5	Flame in a Flask	The hag somehow drinks a burning flame from a flask, casting the <i>fire shield</i> spell on herself.
6	Shattered Mirror	The hag shatters a mirror, and four shards fly to random unoccupied positions within 20 feet of her. An illusion manifests in each position which acts independently but on the same turn as the hag. Further, the hag randomly teleports to one of these illusions taking its place while creating a new illusion on the spot she left. An illusion vanishes when it takes damage or after 1 minute.
7	Foresight Dust	The hag breathes in some glittery dust and sees glimpses of the future. She gains advantage on her next 5 saving throws.
8	Quickling's Blood	The hag spills the blood of a quickling over her feet. Her speed doubles and she can use her reaction to impose disadvantage on a melee attack against her. After 1 minute the blood dries and loses its effect.
9	Syringe Potion	The hag rams a potion with a sharp tip inside her forearm filled with the corrupted blood of a giant. Her arm swells to double the size, bursting and ripping part of her flesh. She deals an additional 2d6 damage on melee weapon attacks for 1 minute.
10	Rift Crystal	The hag pulls out small crystal necklace that seems to shift in and out of reality. When the hag gets hit by a weapon or spell attack, she can use her reaction to escape through a small rift to an unoccupied space within 5 feet of her and evade the damage. After she used this ability for the third time, the crystal teleports itself to another plane and vanishes.

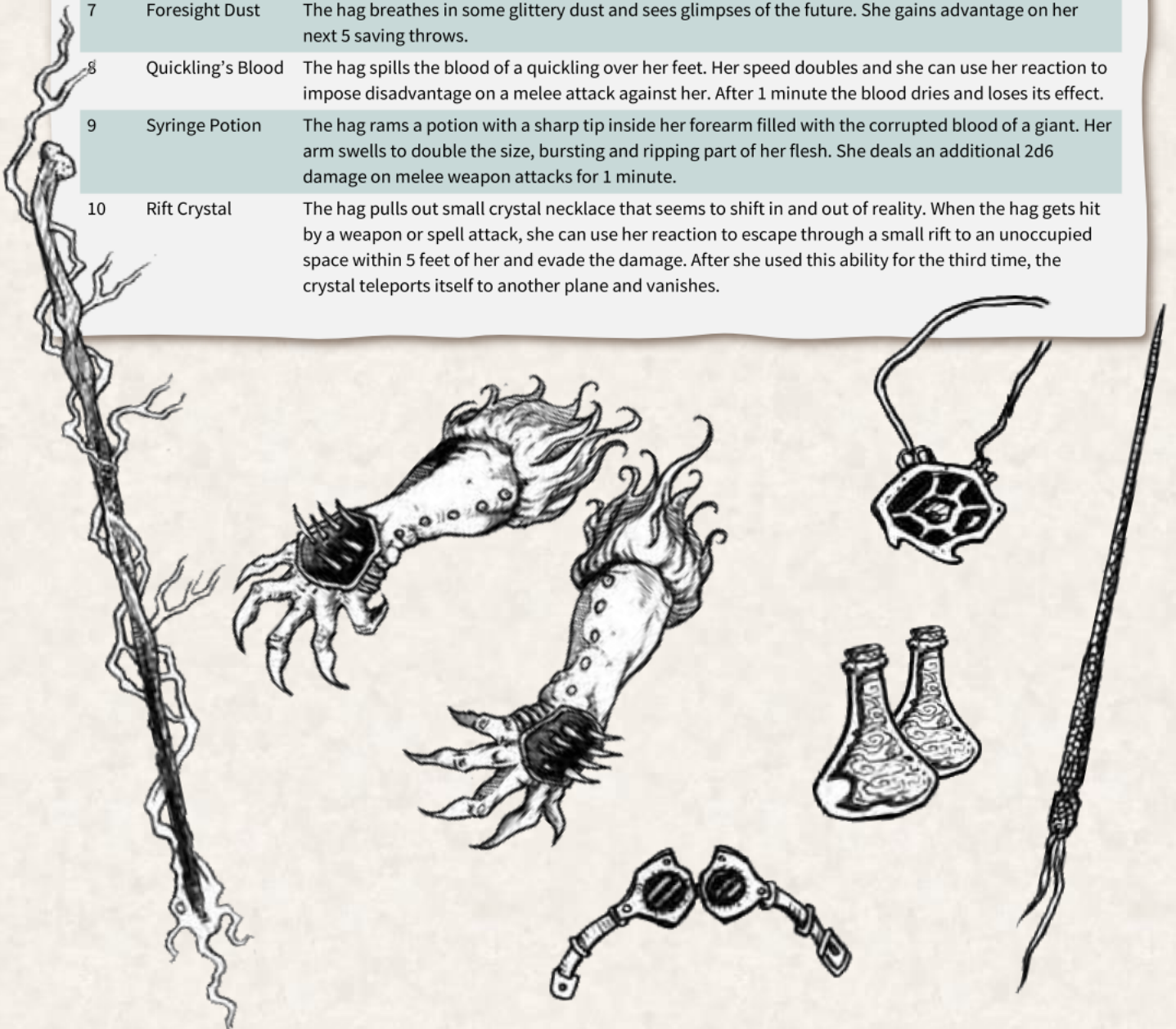


TABLE 5 WEAKENING EFFECTS

This table contains items which enable the hag to weaken or hinder her enemies.

TABLE 5 – WEAKENING EFFECTS

d10	Result	Effect
1	Ball of Web	The hag throws a thick ball of compressed webs to a point within 30 feet of her to cast a web spell.
2	Maggot-Infested Flesh	The hag pulls out a chunk of maggot-infested flesh and eats it with pleasure. Every creature that can see the hag must succeed a Wisdom saving throw or use its action next turn to vomit.
3	Troglodyte Sweat	The hag covers herself in concentrated Troglodyte sweat. Any creature that starts its turn within 5 feet of her must succeed on a Constitution saving throw or be poisoned until the start of its next turn. After 1 hour the stench subsides and the effect on the hag ends.
4	Flytrap Salvia	The hag throws a clay pot at a creature within 30 feet of her. The target must succeed on a Dexterity saving throw or have its speed reduced to 0. It can use its action to make a Strength (Athletics) check to free itself from that gluey substance.
5	Container of Seeds	The hag empties the contents of a container full of seeds in a 20-foot cone. Every creature in that area must succeed on a Dexterity saving throw or be hit by the seeds which rapidly grow into ivy, reducing its speed by 5 feet. At the start of a target's turn its speed is further reduced by 5 feet, until it takes an action to get rid of the plants.
6	Rust Dust	The hag opens a wooden box filled with the powdered remains of a rust monster. All nonmagical metal objects within 10 feet of the hag start to rust and take a permanent -1 bonus to AC and damage rolls.
7	Bone Needle	The hag hits a creature within 5 feet of her with a bone needle. The target must succeed on a Constitution saving throw against the poison on it or become Tiny for 1 minute. While shrunken, a target deals half damage and has advantage on Dexterity (Stealth) checks.
8	Blinding Spittle	The hag throws a blob of snot from a gibbering moulder to a point within 15 feet of her. Every creature within 5 feet of that point must succeed a Dexterity saving throw or be blinded until the end of the hag's next turn.
9	Broken Clock	The hag winds a small clock, and its watch hands rotate slowly for 1 minute. The ticking noise is audible out to 300 feet. All creatures that can hear it, are affected by the effect of a <i>slow</i> spell.
10	Shrinking Rope	The hag throws each end of a rope at creatures within 30 feet of her that are no more than 20 feet apart. The rope binds itself magically around the waist of the two creatures. At the end of the hag's turn, the rope shrinks pulling both creature 5 feet closer to each other. If both creatures are pulled within 5 feet of each other their speed is halved. The effect ends when the rope is destroyed (AC 20, hp 10).

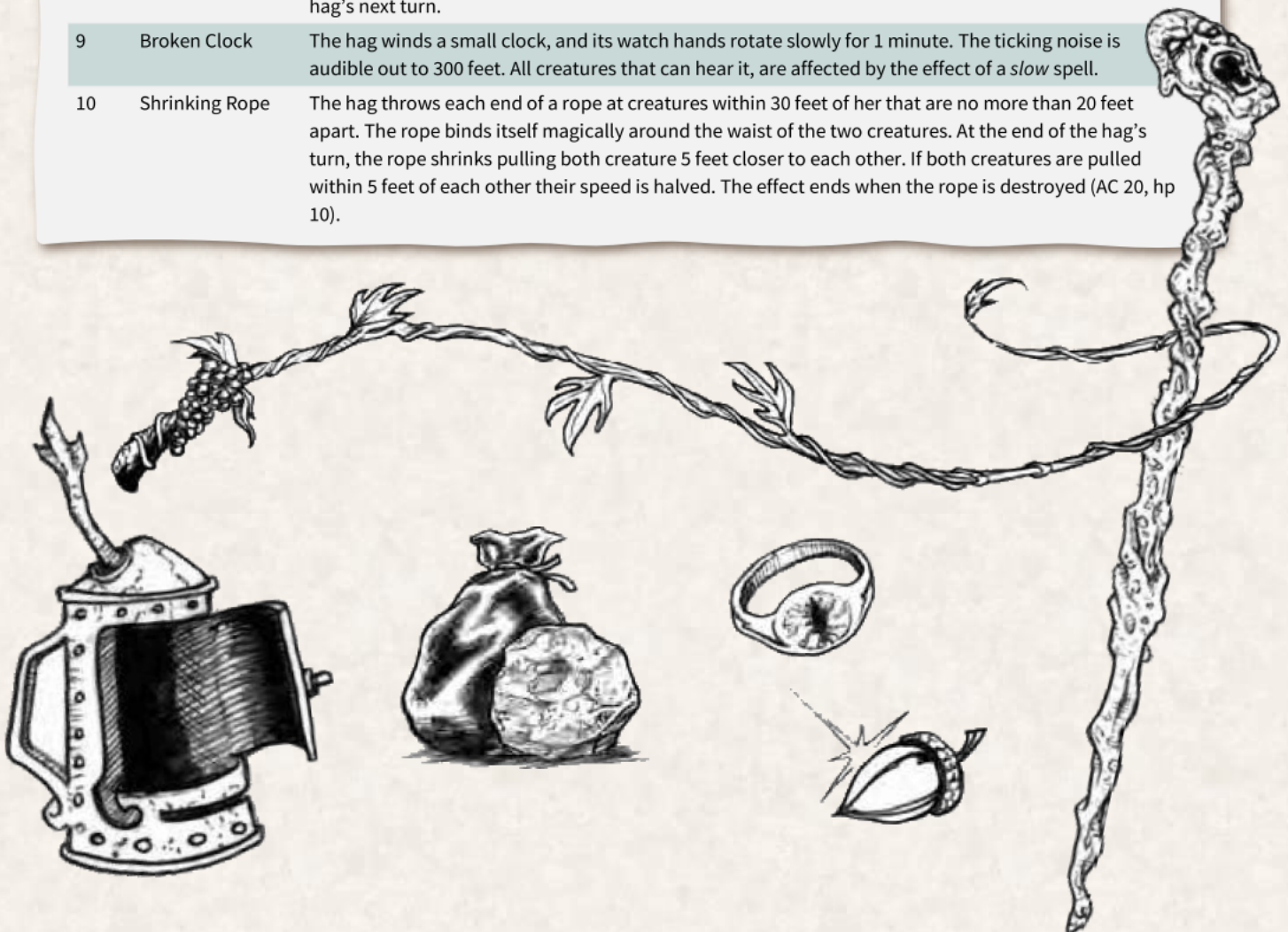
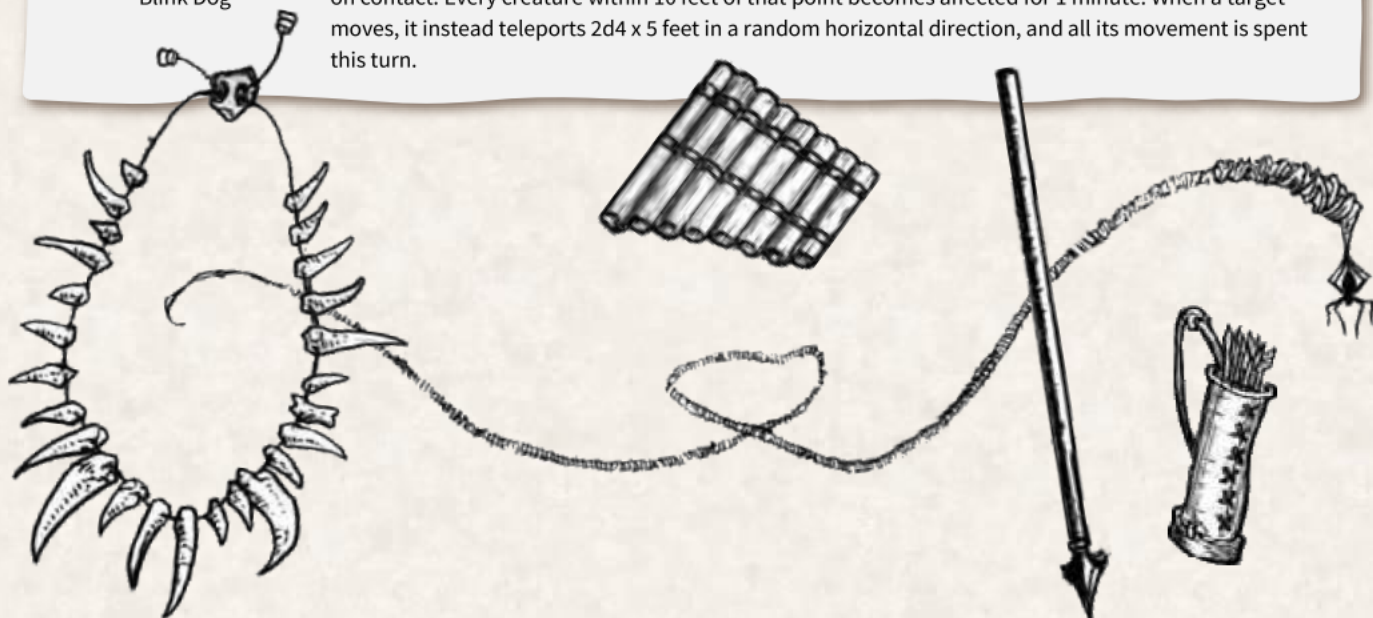


TABLE 6 MORE BIZARRE EFFECTS

This table contains even more items which enable the hag to create weird effects which can affect the flow of combat.

TABLE 6 – MORE BIZARRE EFFECTS


d10	Result	Effect
1	Hairy Choke	The hag rips out strains of her hair. The hair winds around the throat of a creature the hag can see within 120 feet of her. The target starts to suffocate. It can take an action to make a Strength (Athletics) check to free itself.
2	Bone Pipe	The hag blows in a bone pipe releasing ashen grey bubbles in a 15-foot-cone. Every target must succeed on a Dexterity saving throw or become enclosed inside a bubble for 1 minute. Objects and spells pass freely through the bubble. At the end of a target's turn the bubble flies 5 feet upwards unless something hinders it.
3	Indignant Spirit	The hag pushes a scroll against the armor of a creature within 5 feet of her. The scroll gets sucked into it and the armor is possessed by a spirit. While possessed, the armor telepathically communicates its indignation of being worn and tries to hinder all movements. While the creature wears the possessed armor, attacks against it have advantage. A dispel evil and good spell or similar magic ends the possession.
4	Rod of Reverse	The hag rams a rune-engraved steel rod into the ground. The runes flare up for 1 minute and all magical effects are reversed within 60 feet of it.
5	Night's Candle	The hag lights a candle made out obsidian black wax. While being lit, the candle spreads magical darkness in a 10-foot-radius. The candle burns for 1 minute.
6	Shrill Whistle	The hag chooses a humanoid race and blows in a whistle a shrill tune blows from it within 1 mile that only that race can hear. Every creature of that race must succeed on a Wisdom saving throw. On a failure, a target is deafened for 3 days. On a success, a target has disadvantage on Wisdom (Perception) checks that rely on hearing for 3 days.
7	Coin of Avarice	The hag pulls out a golden coin. The words "over corpses of foes and friends" are engraved around it. Every creature that can see the coin must succeed on a Wisdom saving throw or be charmed by it for 1 hour. While charmed, a target's priority is to obtain that coin. A charmed creature can repeat the saving throw every time it takes damage. As a bonus action, the hag can throw the coin up to 30 feet away.
8	Mummified Rabbit's Foot	The hag hangs a mummified rabbit's foot around her neck and speaks its command word. The foot seems to absorb all luck for 10 minutes. When a creature within 90 feet of the hag rolls a 20 on an attack roll, ability check, or saving throw, that roll counts as critical failure.
9	Deformed Hourglass	The hag takes out a deformed hourglass which is gripped tightly by a broken off skeletal hand. Every creature within 120 feet of the hourglass ages 1 year at the start of their turn. After 1 minute or when the hourglass is destroyed (AC 15, hp 5) the effect becomes permanent. Reversing the hourglass before that and letting the sand flow back, reverses the effect.
10	Dried Blood of a Blink Dog	The hag throws a pouch with dried blood of a blink dog at a point within 30 feet of her which explodes on contact. Every creature within 10 feet of that point becomes affected for 1 minute. When a target moves, it instead teleports 2d4 x 5 feet in a random horizontal direction, and all its movement is spent this turn.



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A stylized calendar with all details for Waterdeep, the city of splendors.

BIZARRE HAG TRINKETS



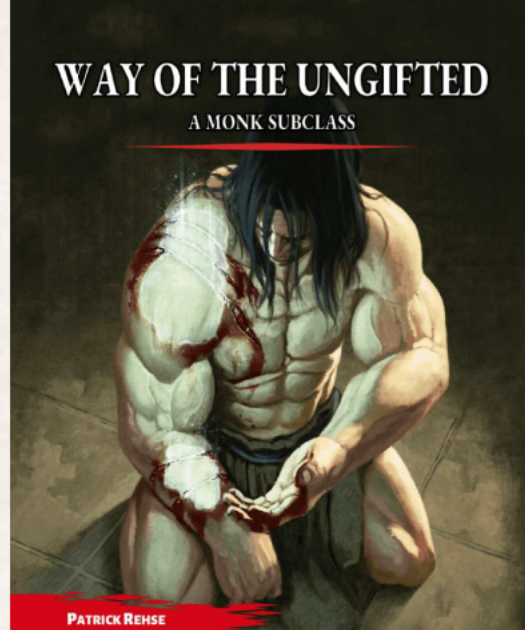
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WAY OF THE UNGIFTED

A MONK SUBCLASS



PATRICK REHSE

Show them that you are able to achieve your dreams by sheer will and determination... but be prepared to suffer.

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