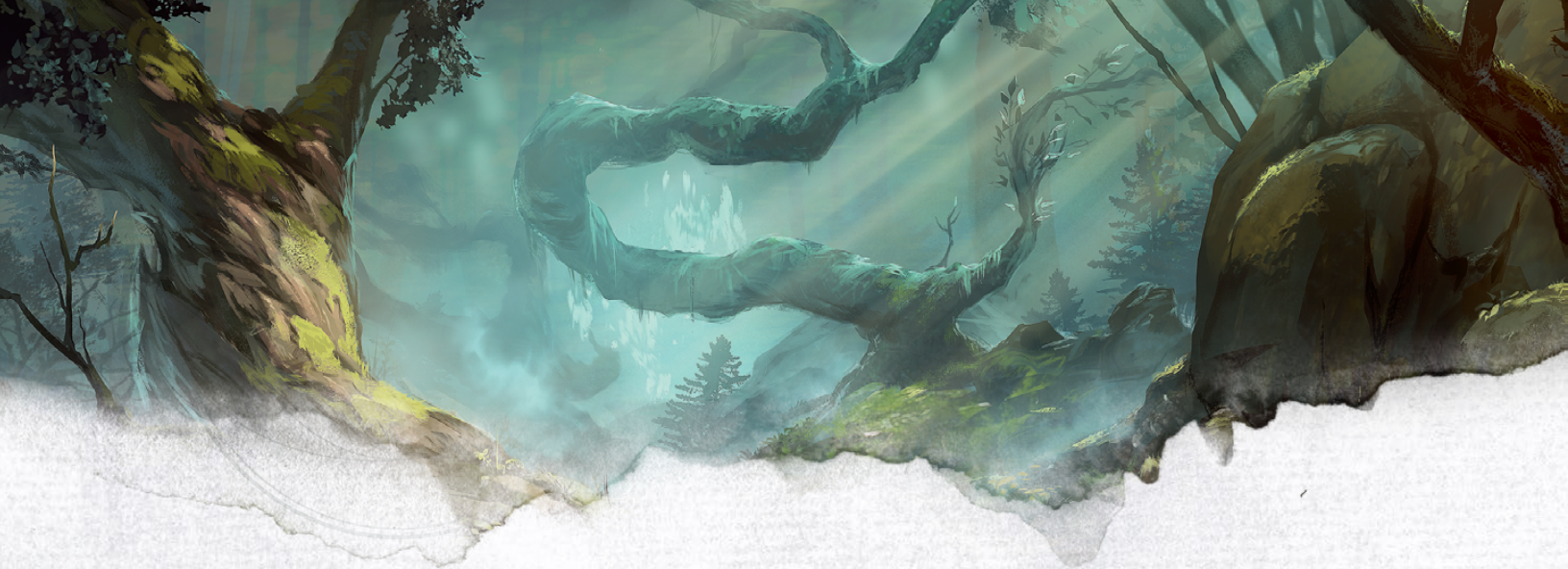


HAGMALGAMS

A Monstrous Mix of Hags and Celestials





INTRODUCTION

More stories should feature hags riding unicorns. That is all.

—Jeremy E. Crawford, D&D lead rules designer

JEREMY CRAWFORD ISN'T WRONG. WHEN HE FIRST shared this thought on Twitter, my mind raced with ideas. Hags riding unicorns was such a fun, out-there idea. Could it go further? What if a hag was a unicorn? What would this horned witchy centaur look like? How did this hagicorn come to be? How would the monster act? Where would it live? Is such a creature good or evil?

As these questions bounced in my brain, I was working on another project called *Abyssal Incursion* with Kayla Cline, who just happens to be the single greatest hag artist ever. When our project wrapped, I pitched this idea: Would she like to work on a series of hagsmalgams, creatures that were half-hag, half-celestial. The hagicorn was the first idea we kicked around, but that quickly grew into the hagr-in, hagasus, hagyphant, haggbear, and, Kayla's personal favorite, the hagtopus. Kayla's art floored me. I was expecting a lot. She overdelivered. Her unique style and interpretation of the hagsmalgams will inspire Dungeon Masters and players everywhere.

While the idea of hagsmalgams started out as silly fun, these creatures took a turn for the serious and sympathetic in large part due to Kayla's art. The hagsmalgams had character, pain, and a story to tell written in their faces. Inspired by Kayla's images, I crafted story and mechanics to make what I believe are sympathetic creatures. Two souls that abhor one another twisted together in a gross paradox.

Did it work? Playtesters were amused, terrified, and pitying the creatures all at once. That's exactly what a designer wants to happen. I hope these creatures inspire great stories at your table.

Ex animo,
James Introcaso

USING THIS SUPPLEMENT

Hagsmalgams is a supplement for the fifth edition of *DUNGEONS & DRAGONS*. This supplement provides eight new creature stat blocks to add to your game and a template for creating angelic animals.

You need the *Player's Handbook* and *Monster Manual* to use this supplement.

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ANGELIC ANIMALS



OLARS HAVE THE POWER TO FORGE ANIMAL SOULS into intelligent celestial beings that serve in armies of good alongside angels. These animals look like the most healthy, powerful versions of their mundane counterparts and have eyes that glow with radiant white light.

Angelic Messengers and Spies. Angels send angelic animals to the worlds of the Material Plane to serve as their messengers and spies. The animals blend in easily with the other creatures of these places. When angels cannot directly involve themselves in a mortal conflict, they send an angelic beast to gather information and guide brave adventurers so good might triumph over evil.

Hagmalgam Halves. The angelic giant octopus and polar bear are joined to sea hags and bheur hags respectively to form hagmalgams.

ANGELIC GIANT OCTOPUS

Large celestial, lawful good

Armor Class 11
Hit Points 52 (8d10 + 8)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	16 (+3)	16 (+3)	16 (+3)

Skills Perception +5, Stealth +5

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 15

Languages all, telepathy 60 ft.

Challenge 1 (200 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Innate Spellcasting. The octopus's spellcasting ability is Charisma (spell save DC 13). The octopus can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good, sacred flame*
 3/day: *cure wounds*

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

ANGELIC ANIMAL TEMPLATE

Through a ritual known only to solars, the soul of any beast can be forged into an angelic animal. These beasts remember their lives as animals, but are imbued with greater intellect and angelic powers.

When an angelic animal is made, it retains its former beast statistics except as described below.

Type. The animal's type changes from beast to celestial.

Alignment. The creature's alignment is lawful good.

Ability Scores. The animal's Intelligence, Wisdom, and Charisma scores become 16 unless those scores are already higher.

Damage Resistances. The animal gains resistance to radiant damage and bludgeoning, piercing, and slashing damage from nonmagical attacks.

Condition Immunities. The animal cannot be charmed or frightened and cannot gain levels of exhaustion.

Languages. The animal can speak and understand all languages and can communicate telepathically with any creature that can understand a language within 60 feet of it.

Innate Spellcasting. The animal's spellcasting ability is Charisma. It can innately cast the following spells, requiring only verbal components:

- At will: *detect evil and good, sacred flame*
- 3/day: *cure wounds*

ANGELIC POLAR BEAR

Large celestial, lawful good

Armor Class 12 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	16 (+3)	16 (+3)	16 (+3)

Skills Perception +5

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 15

Languages all, telepathy 60 ft.

Challenge 2 (450 XP)

Innate Spellcasting. The bear's spellcasting ability is Charisma (spell save DC 13). The bear can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good, sacred flame*
 3/day: *cure wounds*

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

HAGMALGAMS

FREAKISH CREATIONS OF CHAOS, HAGMALGAMS ARE hags combined with celestial creatures. These monsters are utterly torn between the innate evil of hags and celestials' natural virtue, making them erratic, unpredictable, and insane.

Creations of Talmach. The powerful death slaad Talmach the Wild created the first hagmalgams in an effort to prove that there is no good or evil in the multiverse, only chaos. In all hagmalgams neither the evil of the hag nor the good of the celestial prevails, leading to a struggle that drives the creature mad.

Talmach deemed his experiment a success then gave his hagmalgam-creating ritual to mages across the multiverse. When spellcasters wish to punish a hag or celestial or desire the mighty brainpower of a hagmalgam, they unleash the power of Talmach's magic. This same ritual holds the key to reversing the process, though finding a copy of the rare text and understanding its script without going mad are not easily achieved.

Two Minds. The twin minds in hagmalgams make them extremely intelligent and wise. Control switches between the two halves of the creature, hag or celestial. Despite the fact that evil or good always guides the hagmalgam, the other half of the creature may show itself for a brief moment to comment. A hagmalgam often has complete conversations with itself as its two halves debate a course of action.

Deadly Morality Swings. Hagmalgams switch between their good and evil natures without warning. One moment a hagmalgam may aid adventurers in a noble quest only to turn on them the next, brutally laughing as it devours their hearts. It can be difficult to know which half of a hagmalgam is currently in control, since the creature's hag side likes to deceive others by pretending to be the celestial.

Unreliable Advisors. Because of their mighty intellect, many seek out or create hagmalgams as advisors. When the minds of two powerful creatures combine with Talmach's magic, the resulting being suddenly knows secrets of magic and the planes. Hagmalgams are mighty spellcasters privy to incredible rituals forgotten by time.

For all their power, bargaining with a hagmalgam is nearly impossible. To get a reliable deal, one must have something both halves of the creature covet or need. For instance, a cursed, diseased, or poisoned hagmalgam may stay true a bargain provided they get a cure, while another hagmalgam may stay loyal to a group helping keep the monstrosity's activities, good and evil, private. Otherwise it is only a brief matter of time before the creature changes its mind.

Remote Lairs. Hagmalgams live in places that are difficult to reach. The hag side of the creature wishes to have privacy for vile experiments, while the hagmalgam's celestial half wants to keep its evil passenger away from potential victims.

TALMACH THE WILD

Talmach the Wild is chaos incarnate. The death slaad does not believe in the concepts of evil and good. Leaders use these false ideals to oppress their followers, writing laws and restricting subjects in the name of good and capturing or killing those who defy such decrees in the pursuit of ending evil. To Talmach, there is only freedom and oppression, law and chaos, respectively. The slaad forges creations like hagmalgams as proof of his own beliefs, hoping that his gospel will spread and the multiverse will descend into beautiful, utter chaos.

HAGASUS

The hagasus looks like a centaur, if the centaur's human half were a green hag and the horse half of the creature were a pegasus. This hagmalgam is constantly at war with itself, as the green hag side loves to create tragedy that the pegasus tries to stop.

A HAGASUS'S LAIR

These hagmalgams prefer to lair atop stormy mountains. The pegasus half prefers the great heights, and the hag enjoys the wet, miserable weather.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hagasus takes a lair action to cause one of the following effects; the hagasus can't use the same effect two rounds in a row:

- Three creatures the hagasus can see within 60 feet of it must succeed on a DC 15 Wisdom saving throw or despair until initiative count 20 of the next round. While despairing, a creature's movement speed is halved and it can only take an action or bonus action on its turn, not both.
- One humanoid the hagasus can see within 60 feet of hagasus must succeed on a DC 15 Wisdom saving throw or have its head turn into a horse's head and hands turn into useless hooves until initiative count 20 of the next round. While in this state, the humanoid cannot use language to communicate, hold objects, wield weapons or a shield, make attacks with its hooves, or cast spells with verbal or somatic components. Any objects the creature was holding in its hands are immediately dropped when the transformation takes place.
- Three creatures the hagasus can see gain a flying speed equal to their walking speed until initiative count 20 of the next round.

REGIONAL EFFECTS

The region containing a hagasus' lair is warped by the hagmalgam's magic, which creates one or more of the following effects:

- Storms pouring cold rain are constant within 1 mile of the lair.
- Evil-aligned creatures gain 5 temporary hit points whenever they kill another creature within 3 miles of the lair.
- Good-aligned creatures can cast the *levitate* spells on themselves without expending material components within 3 miles of the lair. The creature must take a long rest before it can cast the spell this way again.

If the hagasus dies, the effects immediately end.

HAGMALGAM MOOD SWINGS

Most DMs like to decide themselves how and when a hagsmalgam switches between its good celestial persona and evil hag mind. If you prefer to leave this to chance, here's a simple rule. Roll any die when the characters first interact with the hagsmalgam and at the start of every hour they spend with the creature. On an even result, the celestial mind is in charge. On an odd result, the hag is in charge.



HAGASUS

Large monstrosity, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +5, Wis +6, Cha +7

Skills Arcana +6, Deception +7, History +6, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Celestial, Common, Draconic, Elvish, and Sylvan

Challenge 5 (1,800 XP)

Amphibious. The hagasus can breathe air and water.

Innate Spellcasting. The hagasus's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The hagasus can innately cast the following spells, requiring no material components:

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

3/day each: *bless*, *entangle*, *moonbeam*

1/day each: *lightning bolt*, *spirit guardians*

Mimicry. The hagasus can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

ACTIONS

Multiattack. The hagasus makes one attack with its claws and one with its hooves.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 4) slashing damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Crushing Confession. The hagasus chooses one creature it can see and within 60 feet of it that can speak a language. That creature must succeed on a DC 15 Charisma saving throw or immediately fall prone and confess its darkest secret loud enough for all creatures within 60 feet to hear. The creature cannot willingly stand until the end of the hagasus's next turn. A creature that succeeds on this saving throw is immune to the hagasus's Crushing Confession for the next 24 hours.

HAGBEAR

A hagbear has the heads, arms, and upper torso of a bheur hag connected to an angelic polar bear's legs and body. Hagbears enjoy devouring the flesh of their enemies and wield cold energy as a shield and a weapon.

A HAGBEAR'S LAIR

Hagbears make their lairs inside icy caves in frozen climates.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hagbear takes a lair action to cause one of the following effects; the hagbear can't use the same effect two rounds in a row:

- Frigid winds blow through the lair. Each creature of the hagbear's choice within 60 feet of the hagbear must succeed on a DC 15 Constitution saving throw or have its speed reduced by 10 feet until the start of initiative count 20 of the next round.
- Ice crystals form on the hagbear's skin, giving it 10 temporary hit points.



- Three creatures the hagbear can see within 30 feet of it deal an extra 1d6 cold damage with successful weapon attacks until the start of initiative count 20 of the next round.

REGIONAL EFFECTS

The region containing a hagbear's lair is warped by the haggalmag's magic, which creates one or more of the following effects:

- Blizzards are constant within 1 mile of the lair.
- Evil-aligned creatures are resistant to cold damage within 3 miles of the lair.
- Good-aligned creatures deal an extra 1d4 cold damage with successful weapon attacks within 3 miles of the lair.

If the hagbear dies, the effects immediately end.

HAGBEAR

Large monstrosity, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft., swim 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Wis +7

Skills Arcana +7, History +7, Perception +7, Survival +7

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 17

Languages Auran, Celestial, Common, Giant

Challenge 9 (5,000 XP)

Ice Walk. The hagbear can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Innate Spellcasting. The hagbear's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The hagbear can innately cast the following spells, requiring no material components:

At will: *detect evil and good, hold person, sacred flame*

3/day each: *cone of cold, ice storm, wall of ice*

1/day each: *Otiluke's freezing sphere, slow*

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The hagbear makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 5) slashing damage plus 10 (3d6) cold damage.

Strengthening Feast. The hagbear feasts on the corpse of one Medium or smaller enemy within 5 feet of it that died within the past minute. The corpse is destroyed, and the hagbear regains 22 (4d10) hit points.

REACTIONS

Guard. When a creature within 5 feet of the hagbear is hit with an attack, the hagbear is hit with the attack instead.

HAGICORN

With the head, upper torso, and arms of a night hag and a unicorn's body, hooves, and horn, the hagicorn is truly an embodiment of chaos. Hagicorns have violent mood swings, torn between the night hag's desire to turn the virtuous vile and the unicorn's need to see goodness prevail.

A HAGICORN'S LAIR

Hagicorns lair in forgotten forest ruins. The night hag half of the creature enjoys uncovering the bones of a rotten civilization while the unicorn part prefers the forest.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hagicorn takes a lair action to cause one of the following effects; the hagicorn can't use the same effect two rounds in a row:

- Three creatures standing on the ground within 60 feet of the hagicorn must succeed on a DC 15 Dexterity saving throw or be restrained by dead vines that grow up from the ground until initiative count 20 of the next round.
- A sparkling rainbow aura surrounds the hagicorn in a 30-foot-radius sphere. Each creature other than the hagicorn that starts its turn in the aura must succeed

on a DC 15 Wisdom saving throw or be charmed by the hagicorn until the start of initiative count 20 of the next round.

- Each creature of the hagicorn's choice it can see within 60 feet of it gains the benefit of the *bless* spell until initiative count 20 of the next round.

REGIONAL EFFECTS

The region containing a hagicorn's lair is warped by the hagicorn's magic, which creates one or more of the following effects:

- Beasts within 6 miles of the lair are skittish and easily provoked into violence.
- Evil-aligned creatures can cast the *detect thoughts* spells without expending material components within 3 miles of the lair. Charisma is the spellcasting ability for this spell. The creature must take a long rest before it can cast the spell this way again.
- Good-aligned creatures are immune to the poisoned condition within 3 miles of the lair.

If the hagicorn dies, the effects immediately end.



HAGICORN

Large monstrosity, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	20 (+5)	19 (+4)	23 (+6)

Saving Throws Wis +9

Skills Arcana +10, Deception +11, History +10, Insight +9, Perception +9

Damage Resistances cold, fire; bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 19

Languages all, telepathy 60 ft.

Challenge 15 (13,000 XP)

Charge. If the hagicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 18 (4d8) piercing damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Innate Spellcasting. The hagicorn's spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The hagicorn can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *detect magic*, *druidcraft*, *magic missile* (5th-level version), *pass without trace*

3/day each: *blinding smite*, *calm emotions*, *dispel evil and good*

1/day each: *banishing smite*, *dream*, *sunburst*

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

Magic Weapons. The hagicorn's weapon attacks are magical.

ACTIONS

Multiattack. The hagicorn makes three attacks: one with its claws, one with its hooves, and one with its horn.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Hooves. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Horn. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Horn Touch (3/Day). The hagicorn touches another creature with its horn and chooses one of the following effects:

- **Healing Touch.** The target magically regains 24 (4d8 + 6) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.
- **Nightmare Touch.** The target must succeed on a DC 19 Wisdom saving throw or take 66 (12d10) psychic damage. If the save fails by 5 or more, the target also ages 1d4 × 10 years.

LEGENDARY ACTIONS

The hagicorn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hagicorn regains spent legendary actions at the start of its turn.

Horn Attack. The hagicorn attacks with its horn.

Baleful Teleport (Costs 2 Actions). One creature the hagicorn can see within 30 feet of it must succeed on a DC 19 Charisma saving throw or be teleported to an unoccupied space within 30 feet of its original position of the hagicorn's choosing.

Heal Self (Costs 3 Actions). The hagicorn magically regains 24 (4d8 + 6) hit points.

HAGTOPUS

A hagtopus has a sea hag's head, arms, and upper torso with a giant octopus's tentacles instead of legs. These hagmalgams appreciate beauty but are often also overcome with the uncontrollable urge to destroy all beauty within reach.

A HAGTOPUS'S LAIR

Hagtopus's make their lairs in underwater caves or shipwrecks. The giant octopus is most comfortable in dark seclusion, and the sea hag prefers privacy for her evil deeds.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hagtopus takes a lair action to cause one of the following effects; the hagtopus can't use the same effect two rounds in a row:

- A strong current moves through the lair. Each creature within 30 feet of the hagtopus must succeed on a DC 15 Strength saving throw or be pushed up to 30 feet away from the hagtopus.

- The hagtopus disappears in a burst of ink and teleports itself and any equipment it is wearing or carrying to an unoccupied space it can see up to 30 feet away within the lair.
- Three creatures the hagtopus can see within 30 feet of it have their swimming speeds increased by 30 feet until the start of initiative count 20 of the next round.

REGIONAL EFFECTS

The region containing a hagtopus lair is warped by the hagmalgam's magic, which creates one or more of the following effects:

- Opaque clouds of black ink appear within 1 mile of the lair.
- Evil-aligned creatures can breathe air and water within 3 miles of the lair.
- Good-aligned creatures have advantage on Dexterity (Stealth) checks made while underwater within 3 miles of the lair.

If the hagtopus dies, the effects immediately end.

HAGTOPUS

Large monstrosity, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Wis +6

Skills Arcana +6, History +6, Perception +6, Stealth +4

Senses darkvision 60 ft., passive Perception 16

Languages Aquan, Celestial, Common, Giant

Challenge 7 (2,900 XP)

Amphibious. The hagtopus can breathe air and water.

Horrid Appearance. Any humanoid the hagtopus chooses that starts its turn within 30 feet of the hagtopus and can see the hagtopus's true form must make a DC 15 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hagtopus is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hagtopus's Horrid Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hagtopus's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hagtopus.

Innate Spellcasting. The hagtopus's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The hagtopus can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *disguise self*, *sacred flame*

3/day each: *cure wounds*, *lightning bolt*, *major image*

1/day each: *control water*, *control weather*

ACTIONS

Multiattack. The hagtopus makes two attacks, only one of which can be with its claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) slashing damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained. The hagtopus has eight tentacles, each of which can only grapple one target.

Stink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of foul-smelling ink extends all around the hagtopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the hagtopus can use the Dash action as a bonus action.

Each creature that is completely within the cloud at the start of its turn must make a DC 15 Constitution saving throw. On a failed save, the creature spends its action that turn retching and reeling. The hagtopus and creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.



HAG-RIN

Of all the hagmalgams, none is more powerful than the hag-rin. The combined magical might of a dusk hag and ki-rin is as explosive as the mix of evil and good within the creature.

A HAG-RIN'S LAIR

Hag-rins typically make their lairs on top of heavy storm clouds held together by the hagmalgam's magic. If the hag-rin dies, this lair explodes in a burst of thunder and lightning.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hag-rin takes a lair action to cause one of the following effects; the hag-rin can't use the same effect two rounds in a row:

- The hag-rin chooses one creature it can see with 60 feet of the hag-rin. That creature must succeed on a DC 15 Wisdom saving throw or fall unconscious until initiative count 20 of the next round, it takes damage, or another creature uses its action to shake it awake.
- The hag-rin's body becomes shrouded in a shimmering rainbow shield that lasts until the start of initiative count 20 of the next round. Creatures that hit the hag-rin with attacks must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. Creatures blinded this way can repeat the saving throw at the end of their turns, ending the effect on a success.

- One creature within 30 feet of the hag-rin that died within the last minute in the lair is returned to life with 1 hit point.

REGIONAL EFFECTS

The region containing a hag-rin lair is warped by the hagmalgam's magic, which creates one or more of the following effects:

- Creatures that sleep within 6 miles of the lair have extremely vivid dreams, which are either extremely wonderful or horrific nightmares.
- Evil-aligned creatures have advantage on Charisma (Deception) checks within 3 miles of the lair unless the checks are made to influence the hag-rin.
- Good-aligned creatures can cast the *blinding smite* spell within 3 miles of the lair. Charisma is the spellcasting ability for this spell. The creature must take a long rest before it can cast the spell this way again. The spell being cast this way has no effect on the hag-rin. If the hag-rin dies, the effects immediately end.



HAG-RIN

Large monstrosity, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	21 (+5)	20 (+5)	24 (+7)

Saving Throws Int +11, Wis +11

Skills Arcana +11, Deception +13, History +11, Insight +11, Perception +11

Senses blindsight 60 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 17 (18,000 XP)

Innate Spellcasting. The hag-rin's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The hag-rin can innately cast the following spells, requiring no material components:

At will: *detect magic*, *guiding bolt*, *legend lore*, *major image* (6th-level version), *scrying*, *sleep* (11d8)

3/day each: *create food and water*, *dispel magic*, *dream*, *heal*, *mass cure wounds*

1/day each: *prismatic spray*, *prismatic wall*, *true resurrection*

Legendary Resistance (3/Day). If the hag-rin fails a saving throw, it can choose to succeed instead.

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

Magic Weapons. The hag-rin's weapon attacks are magical.

Sleepy Critical. When the hag-rin scores a critical hit with an attack against a creature, that creature must succeed on a DC 20 Constitution saving throw or fall unconscious for 1 minute or until it takes damage or another creature uses its action to shake the sleeper awake.

ACTIONS

Multiattack. The hag-rin makes three attacks: one with its claws, one with its hooves, and one with its horn.

Claws. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 22 (4d10) psychic damage. If the target is unconscious, it takes an extra 21 (6d6) psychic damage and is cursed until the hag-rin dies or the curse is removed. The cursed creature's hit point maximum decreases by 16 (3d10) whenever it finishes a long rest.

Hooves. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Horn. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage.

Draining Nightmare. The hag-rin picks one creature it can see within 30 feet of it. That creature must succeed on a DC 19 Wisdom saving throw or fall unconscious until the end of the hag-rin's next turn. If the creature is already unconscious, it takes 33 (6d10) damage and the hag-rin regains hit points equal to that amount.

LEGENDARY ACTIONS

The hag-rin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hag-rin regains spent legendary actions at the start of its turn.

Horn Attack. The hag-rin makes a horn attack.

Move. The hag-rin moves half its speed without provoking opportunity attacks.

Dream Devour (Costs 2 Actions). The hag-rin chooses an unconscious creature within 30 feet of it. The target must succeed on a DC 21 Wisdom saving throw or it takes 22 (4d10) psychic damage, and the hag-rin regains hit points equal to the amount of damage taken.

HAGYPHANT

Hollyphant bottom rounded out with annis hag torso, the hagyphant exudes muscles and power. Hagyphants are torn between their desires to defend and manipulate innocent mortals.

A HAGYPHANT'S LAIR

Hagyphants make their lairs in wooded hills and mountains. Of all hagsmalgams, hagyphants tend to get closest to humanoid settlements so they can protect and corrupt the weak.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hagyphant takes a lair action to cause one of the following effects; the hagyphant can't use the same effect two rounds in a row:

- An invisible force pushes down on three creatures of the hagyphant's choice within 30 feet of it. These creatures must succeed on a DC 15 Strength saving throw or fall prone. The creatures cannot stand up until the start of initiative count 20 of the next round.

- A shimmering shield of radiance covers the hagyphant and the creature is not affected by spells of 6th level or lower unless it wishes to be until the start of initiative count 20 of the next round.
- One creature of the hagyphant's choice within 30 feet the hagyphant makes all attack rolls with advantage until initiative count 20 of the next round.

REGIONAL EFFECTS

The region containing a hagyphant lair is warped by the hagsmalgam's magic, which creates one or more of the following effects:

- Beasts within 1 mile of the lair are abnormally strong and fearless.
- Evil-aligned creatures have advantage on Strength ability checks within 3 miles of the lair.
- Good-aligned creatures are immune to the frightened condition within 3 miles of the lair.

If the hagyphant dies, the effects immediately end.



HAGYPHANT

Large monstrosity, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	18 (+4)	19 (+4)	17 (+3)	20 (+5)

Saving Throws Dex +4, Con +7, Wis +6, Cha +8

Skills Arcana +7, Deception +8, History +7, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Celestial, Common, Giant, Sylvan

Challenge 11 (7,200 XP)

Innate Spellcasting. The hagypphant's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The hagypphant can innately cast the following spells, requiring no material components:

At will: *fog cloud*, *light*, *protection from evil and good*

3/day each: *bless*, *cure wounds*, *enhance ability*

1/day each: *banishment*, *shapechange*

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

Magic Weapons. The hagypphant's weapon attacks are magical.

ACTIONS

Multiattack. The hagypphant makes one attack with its claws and one with its stomp.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

Hagypphant Hug. The hagypphant attempts to hug one creature within 5 feet of it, choosing one of the following effects. The hagypphant can only hug one creature at a time.

Radiant Crush. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 38 (9d6 + 7) bludgeoning damage plus 22 (4d10) radiant damage, and the target is grappled (escape DC 17) if it is a Large or smaller creature. Until the grapple ends, the target takes 38 (9d6 + 7) bludgeoning damage plus 22 (4d10) radiant damage at the start of each of the hagypphant's turns. The hagypphant can't attack with its claws while grappling a creature in this way.

Healing Embrace. The target regains 27 (4d10 + 5) hit points. If the hagypphant uses this hug on a corpse that has been dead for less than 1 minute, the creature returns to life with 27 (4d10 + 5) hit points.



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**Adventures
about
HAGS
& UNICORNS
& HAGS riding
UNICORNS
for D&D 5e**

**COMING
SOON**