

d12 Monthly

HALLOWEEN ISSUE:
HAGS & WITCHES

Issue 40
October, 2024

FREE VERSION

HAG COVENS

RANDOM COVEN LAIR
GENERATOR

NIGHT VISITORS

THE ART & POWER OF THE
STOLEN CHILDREN

A WITCH'S FAMILIARS

SPELLS SPECIFICALLY
FOR FAMILIARS

The difference between witches and hags

Features

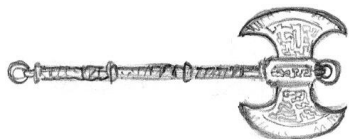
- 4 Which**
Hags Vs. Witches
- 5 A Pinch Of This, A Dab Of That**
Coven Lair Generator
- 8 Not All Witches Need To Be Feared**
A Good Witch
- 11 Tell Me A Tale**
Rumours About Hags

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Familiars

- 13 Character Building**
Building a Hag Hunter
- 14 Solo Spotlight**
A Hag's Stash
- 15 Creature Feature**
An Example Witch
- 16 Spellcraft**
Spells Most Vile & Horrid
- 17 Adventure Location**
The Gnarled Oak
- 18 Class Acts**
Spells Specifically for Familiars

Halloween 2024 Issue

We are here again already? Is it really time to hang out the macabre decorations, watch scary movies, and trick or treat?

I guess so.

Well, it is also time to scare your players.

Whether it's a Halloween one-off, or part of an on-going campaign, you are sure to find something in this issue to include in your game.

Nothing says Halloween like hags and witches. And this issue is wholly dedicated to them.

From creating a coven to NPC witches and hags, to a hag's treasure, to stolen children, to rumours, and how to create a hag-hunter, I am sure you will find something worthy of your table.

In other words, there are no tricks here - just treats for GMs to lay on their players.

Just try and keep them alive long enough for the hags to swallow their soul.

And, as always, happy gaming!

- Russ from YUMDM

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Thanks to my Patrons

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Which Witch Is Which

Hags Vs. Witches

While both are often associated with magic and can be seen as powerful female figures, they have key differences.

Hags

These are creatures created when there is a union between a fey being and a demon. They often appear as ugly, old women, and are typically more malicious and are often associated with nature, wilderness, and ancient magic. Hags are often portrayed as being part of covens, each with their own unique abilities.

Hag Properties

Nature-Bound: Hags are deeply connected to the natural world, often residing in forests, swamps, or mountains. Their magic is frequently tied to these environments, allowing them to control plants, animals, and even the weather.

Coven Power: Hags are often part of covens, each with their own unique abilities. These covens can be a source of great power, and their combined magic can be formidable.

Malicious Intent: Hags are generally portrayed as malicious creatures, often using their magic for selfish or harmful purposes. They may be involved in curses, hexes, or other dark rituals.

Physical Appearance: Hags are often depicted as ugly, old women with wrinkled skin, warts, and unkempt hair. They may have unnatural features, such as glowing eyes or sharp teeth.

Witches

While witches can be found in various settings, they are often human or humanoid characters who have studied magic. They can be either good or evil, and their powers are often learned through study, rituals, or pacts with otherworldly entities.

Witch Properties

Human or Humanoid: Witches are typically human or humanoid characters, often with a more human-like appearance than hags.

Learned Magic: Witches often acquire their magical abilities through study, rituals, or pacts with otherworldly entities. This can give them a more diverse range of spells and abilities compared to hags.

Variable Alignment: Witches can be good, evil, or neutral, depending on their individual choices and motivations. Some witches may use their magic for benevolent purposes, while others may be more sinister.

Familiars: Witches often have animal companions known as familiars, which can assist them in their magical endeavours. These familiars can be a source of companionship and power.

A Pinch Of This, A Dab Of That

Coven Lair Generator

Hags always have a lair somewhere - usually within the vicinity of where she is encountered. It is often hidden and heavily guarded, and getting in will be half the battle.

Below is a generator to help you create the lair in a very short time. Roll or choose various options from the tables below.

Lair Location (d8)

- 1. Ancient Forest Clearing** – Deep in a dense, twisted forest, hidden by unnatural mist.
- 2. Swamp or Bog** – A decaying, foetid marsh where the ground is thick with mud and rot.
- 3. Cave Network** – Dark, labyrinthine caves beneath a crumbling mountain or hill.
- 4. Abandoned Village** – An eerie, long-forgotten village now overgrown and crawling with shadows.
- 5. Ruined Castle** – The remnants of a noble's keep, now a decaying stronghold surrounded by cursed land.
- 6. Coastal Cliffs** – High, rocky cliffs overlooking a stormy sea, constantly battered by waves.
- 7. Fey Pocket Plane** – A small realm of the Feywild seeping into the Material Plane, where nature is twisted and wild.
- 8. Forgotten Graveyard** – A ruined graveyard or necropolis where the spirits of the dead wander aimlessly.

Coven Type (d6)

- 1. Green Hag Coven** – Masters of illusion and deception, focusing on corrupting mortals through lies and deceit.
- 2. Night Hag Coven** – Dreamweavers who haunt nightmares, harvesting souls and twisting the minds of their victims.
- 3. Sea Hag Coven** – Dwellers of coastal areas, spreading fear and despair, often using water-based magic.
- 4. Annis Hag Coven** – Physical brutes who revel in terror and suffering, often surrounding themselves with cruel minions.
- 5. Bheur Hag Coven** – Wielders of ice and winter, their lairs are cold and desolate, filled with frost and harsh winds.
- 6. Mixed Coven** – A rare coven of different hag types, each bringing their own powers and personalities into the lair.

Lair Entrance (d6)

- 1. Covered by Illusion** – The entrance is hidden by powerful illusion magic, appearing as part of the natural landscape.
- 2. Overgrown and Tangled** – Thorny vines, briars, or tree roots block the way, forcing intruders to cut their way through.
- 3. Hidden Trapdoor** – A well-concealed hatch in the ground, perhaps within a hollow tree or a pile of debris.
- 4. Guarded by Minions** – Goblins, trolls, or undead stand watch over the entrance, alert for intruders.
- 5. Cursed or Blighted Land** – The land around the entrance is dead, the trees twisted and blackened, with a sense of foreboding.

6. Magical Portal – A shimmering, ethereal gate that can only be opened by specific rituals or magic.

Interior Features (d10)

- 1. Bone-Decorated Walls** – The lair is decorated with the bones of creatures, humanoid skulls lining the walls as trophies.
- 2. Cauldron Room** – A central chamber houses a massive cauldron bubbling with foul-smelling liquids, used for dark rituals.
- 3. Living Vines or Roots** – The walls and floor pulse with living plant matter, which reacts to the presence of intruders.
- 4. Permanently Dark** – The lair is shrouded in supernatural darkness; only magical light can pierce the gloom.
- 5. Echoes of Screams** – Faint, distant screams seem to echo through the lair, a byproduct of hags' tormented victims.
- 7. Reflective Pools** – Pools of still, black water reflect the past, present, or possible futures, a source of the coven's power.
- 8. Rotting Organic Matter** – The lair reeks of decaying plants, animals, and other organic matter, giving off a foul stench.
- 9. Warped Time** – Time passes strangely here; a few minutes inside could be hours or days outside.
- 10. Macabre Statues** – These could be once living creatures, animated, and just eerie decorations.

Defences and Hazards (d8)

1. Animated Objects – Ordinary items like chairs, tables, or tools come to life and attack intruders.

2. Trapped Hallways – The floors or walls are rigged with deadly traps such as poison darts, hidden pits, or collapsing ceilings.

3. Haunted Spirits – Ghosts or spectres of those the hags have wronged wander the lair, harassing any who enter.

4. Fey Trickery – Visitors are subjected to constant illusions and disorientation, making it difficult to navigate the lair.

5. Poisonous Air – The air is thick with a toxic miasma that causes fatigue, confusion, or worse if inhaled for too long.

6. Living Plants – Carnivorous or animated plants, such as grasping vines or thorny brambles, attack trespassers.

7. Mind-Warping Aura – The lair has an aura that causes confusion, paranoia, or hallucinations in those who stay too long.

8. Minions – The hags have a small army of minions, like goblins, trolls, undead, or cursed animals that patrol the lair.

Coven's Dark Ritual (d6)

1. Soul Harvesting – The hags are collecting the souls of mortals to create powerful magical items or enhance their own power.

2. Curse Creation – The coven is preparing to unleash a potent curse on a nearby town or region, corrupting its inhabitants.

3. Creating a New Hag – The hags are transforming a kidnapped humanoid girl into a new member of their coven.

4. Summoning a Dark Power – The hags are performing a ritual to summon a demon, archfey, or dark spirit to do their bidding.

5. Stealing a Magical Artefact – The coven has stolen a powerful magical artefact and is using it to amplify their magic.

6. Twisting Nature – The hags are corrupting the natural world, turning a once-beautiful forest or meadow into a blighted, cursed land.

Coven's Ultimate Goal (d6)

1. Take Over a Region – The hags want to control a nearby town or kingdom, spreading their corruption and manipulating leaders.

2. Unleash a Catastrophe – They plan to trigger a natural disaster (flood, storm, earthquake) to wreak havoc on mortals.

3. Ascend to Godhood – The hags are working towards becoming demigods or gaining the favour of an evil deity.

4. Eternal Youth and Power – They seek to drain the life force of mortals to maintain their youth and increase their magical power.

5. Subjugate a Powerful Creature – The hags aim to enslave a dragon, fey lord, or other powerful being to serve them.

6. Endless Torment – They are not motivated by power or dominion, but by the desire to inflict endless suffering on those around them.

Coven Weakness (d6)

1. Bound by a Deal – The coven is vulnerable to the terms of an ancient pact or deal they made; breaking it could destroy them.

2. Sacred Object – A specific relic, plant, or animal from a nearby temple or grove can dispel their magic or harm them.

3. Bound to the Land – The hags are magically tied to their lair and cannot leave without weakening dramatically.

4. Feud with Another Hag – The coven is embroiled in a bitter conflict with another hag or coven, weakening them.

5. Old Curse – They are cursed by an ancient power; when certain conditions are met, the curse saps their strength.

6. Hag Eye – The coven's power is linked to their shared magical focus, a “hag eye,” which, if destroyed, severely weakens them.

Example

Creating a Coven's lair is as easy as rolling a few dice.

Lair Location: Coastal Cliffs

Coven Type: Sea Hag Coven

Lair Entrance: Covered by Illusions

Interior Features: Rotting organic matter (seaweed) & Permanent Darkness

Defences & Hazards: Minions (Hag-Goblins)

Coven's Dark Rituals: Curse Creation

Coven's Ultimate Goal: Take over a region

Coven's Weakness: Bound to the land (their lair)

We have rolled up a coven of sea hags who lair in a coastal cave protected by powerful illusions. The lair itself is guarded by Hag-Goblins and shrouded in darkness. The coven is working on a powerful curse to help their ultimate goal - to take over the region.

There is more than enough here to fuel your imagination and use this coven as a powerful enemy.

Not All Witches Need To Be Feared

A Good Witch

Witches tend to be seen as malevolent, but there are some good witches in the world.

Elysande, the Willow Witch

Elysande, known as the Willow Witch, is a gentle and wise protector of the village of Briarbrook, which lies on the edge of the mystical Willow Wood.

She has lived among the villagers for generations, though most believe her to be a simple herbalist and healer. Her true nature as a benevolent witch is known to only a few.

Appearance

Elysande is a tall, graceful woman with long silver hair braided with small wildflowers. Her eyes are a soft, leaf-green, reflecting the spirit of nature she draws her power from.

She dresses in simple, earth-toned robes made of woven vines and leaves, and she carries a wooden staff adorned with charms, talismans, and feathers.

Personality

Elysande is kind, patient, and deeply protective of the people of Briarbrook. She is calm in the face of adversity and always looks for peaceful solutions before resorting to more drastic measures.

While she has a warm, nurturing demeanour, she will not hesitate to defend her village if it comes under threat.

She views herself as a steward of balance between the natural world and the mortal one and tries to maintain harmony between the two.

Powers and Abilities

Healing Touch

Elysande is a master healer, capable of curing diseases, mending wounds, and purging poisons with a simple touch. She can cast *Cure Wounds*, *Lesser Restoration*, and *Greater Restoration* at will, and her presence in the village wards off minor illnesses.

Nature's Guardian

As a guardian of the Willowwood Forest, Elysande can summon the power of the natural world to protect the village. She can call upon animals, trees, and even the wind to defend Briarbrook from threats. Spells such as *Conjure Animals*, *Entangle*, and *Barkskin* are at her disposal.

Woodland Allies

Elysande has a strong bond with the creatures of the forest, including wolves, owls, and deer. They act as her eyes and ears, alerting her to any disturbance near the village.

Ward of the Willow

Elysande has created a magical ward around the village of Briarbrook, which she renews each full moon. This ward protects

the village from dark magic, curses, and malevolent entities. Anyone with ill intentions who crosses the boundary feels a sudden, overwhelming sense of dread and is compelled to turn back unless they can resist the magic (save Vs. magic at -4).

Protective Aura

While within the boundaries of Briarbrook, villagers gain a slight boost to their natural resilience, as though being watched over by a protective spirit. This grants them a bonus of +4 on saving throws against fear, poison, and charm effects.

Willow's Grace

Elysande can transform into a spectral figure of the Willow Tree, granting her ethereal powers for a short time (1D4 hours). In this form she gains the ability to move through the forest at incredible speed, passing through solid objects like trees and stones.

Pass Without Trace

While in this form, Elysande and her allies gain the benefits of *Pass Without Trace*, making it nearly impossible for enemies to track or locate them.

Lair: The Willow's Heart

Though she lives in a modest cottage at the edge of Briarbrook, Elysande's true sanctuary lies deep within the Willow Wood Forest, in a sacred grove known as the Willow's Heart.

This hidden grove is home to an ancient, towering willow tree that pulses with natural magic. The grove serves as both her

meditation space and the source of much of her power.



Features of the Willow's Heart

Eternal Spring

The grove is always in bloom, regardless of the season. Flowers of every colour carpet the ground, and a gentle breeze rustles the leaves of the great willow. The air here is pure and invigorating.

Healing Waters

A crystal-clear spring bubbles up from beneath the willow, its waters possessing potent healing properties. Any who drink from the spring are healed of their ailments, and even cursed or wounded creatures can find respite here.

Whispering Spirits

The spirits of the forest—gentle, ancient beings—guard the grove. These spirits can communicate with Elysande, offering her guidance and protecting the grove from intruders.

Living Trees

The trees surrounding the grove are animated protectors. If the grove is ever threatened, they will uproot themselves and come to Elysande's aid, acting as living shields.

Goals and Role in the Village

Elysande's primary goal is to protect the people of Briarbrook from external dangers, particularly dark magic, marauding monsters, and encroaching evildoers. She watches over the village quietly, ensuring that peace is maintained and that the village remains prosperous and safe.

Guardian of the Willowwood

Elysande is also dedicated to preserving the natural beauty and balance of the Willow Wood. She ensures that hunters and woodcutters from Briarbrook do not take more than they need and that the forest remains healthy.

Mediator of the Fey

As the protector of the Willow Wood, Elysande also acts as an intermediary between the fey creatures that dwell within the forest and the villagers. She ensures that the two communities coexist peacefully, preventing misunderstandings or conflicts.

Friends and Allies

Oren the Druid

Oren is an old friend of Elysande, a wandering druid who occasionally visits the Willow's Heart. He shares her reverence for nature and helps her protect the village when greater dangers loom.

Rhea, the Village Elder

Rhea is one of the few people in Briarbrook who knows Elysande's true identity. She

trusts Elysande implicitly and consults her whenever the village faces a crisis.

Rowan, the Young Herbalist

Rowan is a young apprentice Elysande has taken under her wing, teaching her the ways of healing and herbalism. While Rowan does not yet know that Elysande is a witch, she is aware that her mentor is more than she seems.

Enemies and Threats

The Ashen Coven

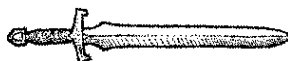
A coven of three hags from a neighbouring region has taken notice of Elysande's power. They see her as a threat to their growing influence and are plotting to corrupt Briarbrook and destroy the Willow's Heart. See the article *A Pinch Of This, A Dab Of That* in this issue.

Lord Varrik

A local baron with ambitions to expand his territory, Lord Varrik is ignorant of the magic protecting Briarbrook. He plans to clear the Willow Wood for timber and farmland, unknowingly setting himself against Elysande's guardianship of the forest.

The Unseen Blight

A mysterious dark force has begun to slowly creep into Willow Wood, twisting the plants and animals into dark, corrupted versions of themselves. Elysande must discover the source of this blight and stop it before it spreads to Briarbrook.



Tell Me A Tale

Rumours About Hags

While hags are very powerful beings, there are limits to their powers. That doesn't stop peasants and others who don't know any better from spreading rumours about hags.

Hags are believed to be the twisted offspring of ancient, malevolent spirits and mortal beings. Their origin is shrouded in dark rituals and forbidden magic.

True. Mostly. Hags are the result of a union between fey and demons.

Hags often form covens of three, combining their magical powers to create even more potent and dangerous spells. The coven is led by the most powerful or cunning among them.

True. These covens can be very powerful indeed. See the article *Which Witch Is Which* in this Issue.

Hags can smell fear.

False. Hags have magical abilities to detect fear, but they do not usually have an automatic ability to sense fear or any other emotions.

If you make a deal with a hag, she will always leave you worse off than when you started.

True. Hags are notorious for twisting bargains to their benefit. Even if they fulfil the letter of the deal, the outcome is rarely in the favour of the mortal.

Killing a hag's familiar breaks her magic.

False. While any animal a hag has close to her may be quite powerful, its death won't break her magic - though it may enrage her enough to exact terrible revenge.

Hags are immortal and cannot die of old age.

True. Hags do not age in the traditional sense and can live indefinitely unless killed by violence or powerful magic.

If you say a hag's true name three times in a row, she will be bound to your will.

False. Though hags protect their true names carefully, this is a myth. Learning a hag's name may give some advantage in bargaining or binding spells, but it won't grant full control over them.

Hags can transform into beautiful women to lure in unsuspecting travellers.

True. Some hags, particularly Green Hags and Annis Hags, can use illusions to make themselves appear beautiful or harmless.

A hag's touch can turn water to poison.

False: This rumour likely stems from a misunderstanding of a hag's ability to brew potions, but they cannot poison water with a simple touch.

Hags collect the bones of their victims to animate them as servants.

True. Many hags use necromancy or dark rituals to raise the bones of the dead to

serve them, often crafting macabre constructs from their remains.

Hags have a secret language they use only with each other that no mortal can understand.

True. Hags can speak Druidic or an ancient, dark tongue known only to their kind. This allows them to communicate in ways hidden from most mortals.

If you leave milk and bread outside your home at night, it will appease a hag and protect you from her magic.

False. Hags care little for such offerings, though they may take the food and still curse the household if it suits their whims.

Hags can hear their name being spoken anywhere in the world.

False: While hags are attuned to magic and rumours, they do not possess the ability to hear their name at great distances.

A coven of three hags is unstoppable. If they band together, no magic or force can defeat them.

False. While hags are incredibly powerful in a coven, they can still be defeated by strong enough magic or determined adventurers. Their united power does make them more dangerous, though.

The only way to kill a hag is with silver or cold iron.

False. While cold iron and silver may be effective against many fey creatures, hags

can be killed by normal weapons, though they often possess magical defences that make them hard to defeat.

If a hag gives birth to a child, it will grow up to be a hag as well, cursed by blood.

True. A hag's offspring, often known as Hag-Spawn, are destined to become hags or other monstrous beings, and may inherit their mother's dark powers over time.

If a hag curses you, no cleric or magic can break it.

False. While hags are known for crafting powerful curses, high-level clerics or magic users can often remove these curses with spells like *Remove Curse* or *Greater Restoration*.

Hags can turn invisible at will, and you'll never know they're watching you.

False. While many hags possess the ability to turn invisible or scry on the unsuspecting, they can still be detected via normal or magical means.

A hag can predict your death just by looking into your eyes.

True. Some hags, particularly Night Hags, possess the ability to see into a mortal's future, especially when it comes to their demise. They often use this knowledge to manipulate and torment their victims.



Character Building

Building a Hag Hunter

There are some individuals who for various reasons are crazy enough to hunt and kill hags wherever they may be located. Hag Hunters can be of any class and race, but most have a reason to be hunting hags (or a particular hag).

Table: Reasons to Become a Hag Hunter

D6	Reason
1	To Break a Curse
2	Revenge for a Loved One's Death
3	To Stop a Child-Snatcher
4	To Prevent a Dark Bargain
5	To Reclaim a Stolen Artefact
6	To Protect a Powerful Secret

Ability Scores

High scores in INT and WIS will stand any character in good stead.

Races

Certain races lend themselves to hag-hunting than others.

Dwarves

These stout fellows have a natural resistance to both magic and poisons, and so hags tend to tread carefully when she is dealing with a dwarf.

Elves

Elves are fey, just like the hag, so hags know not to mess with them unless necessary.

Halfings

The small folk are similar to humans as far as they can be easily manipulated, but they also have an uncanny ability to be very lucky, so hags take this into account when plotting against these creatures.

Gnomes*

A gnome's dark past is something a hag can admire, but it is also something to be wary of, as they are knowledgeable in the mystic arts and are not easily charmed or enslaved.

* Gnomes in my campaign world were enslaved by Mind Flayers for millennia and have a collective darkened psyche due to this.

Classes

Those classes with innate magical resistance, or access to spells of the same, make the best Hag Hunters.

Paladins, clerics, magic-users, bards, druids, and knights all have abilities that could be used to combat hags.

Secondary Skills

Some secondary skills may help a character overcome a hag.

Apothecary, Armourer, Explorer, Herbalist, Sage, and Weaponsmith all have skills that could come in handy when fighting a hag.



Solo Spotlight

A Hag's Stash

You have vanquished the hag and her minions! Now you get to search her lair for magic items and potent reagents.

Simply roll on the table 1D3+1 times to see what treasures you unearth.

Table: Hag's Random Treasure

D12	Treasure
1	Blackened Mirror – A cracked hand mirror that reflects the viewer's darkest fears & memories instead of their true reflection.
2	Bone Dice – Carved from human bones, these dice are said to reveal the future, but each roll comes at a terrible cost.
3	Jar of Souls – A small glass jar filled with swirling mist that whispers unintelligible words when near. It holds the trapped souls of the hag's past victims.
4	Cursed Doll – A threadbare, hand-stitched doll with unsettling glass eyes. The doll has the uncanny ability to move when no one is looking.
5	Moonstone Skull – A human skull embedded with moonstones, used by the hag to channel divination magic during rituals.
6	Bottled Screams – Stopped glass bottles that, when uncorked, release agonising, ghostly screams.
7	Bloodstained Amulet – An iron

amulet, rusted & stained with old blood. Grants wearer protection (as per *Shield* spell), but also slowly drains their life (lose D4 HP per day).

8 **Shard of the Night** – A piece of obsidian that exudes darkness, extinguishing light sources within 120-ft when held.

9 **Mummified Familiar** – The remains of the hag's first familiar, perfectly preserved. It radiates a faint magical aura and can be used to cast certain necromantic spells.

10 **Spider Silk Veil** – A black veil spun from spider silk. When worn, it hides the wearer's face, and grants the ability to see into the ethereal plane.

11 **Gleaming Fang** – A single, polished fang from an unknown creature. Can be used as a dagger which ignores any armour and is often used as a ritual dagger.

12 **Dead Man's Bell** – A small silver bell. It is said that hearing its sound shortens the listener's life.



Creature Feature

An Example Witch

Ysora Grimveil

Grimveil, as she is known, has her lair in catacombs under an old haunted house her family used to own.

The old house is long since abandoned and no-one local has been brave enough to even go near the place.

Appearance: Grimveil is short and aged well beyond her years. Her hair is a stringy grey, clinging close to her head and face. Her hunch is well developed and her face is covered with scars and deep wrinkles, her eyes are jet black. Three crystals are embedded into the left side of her head, each one a different colour: black, azure, and amber.*

* These are Deepdark crystals (see *Issue 8 of d12 Monthly* for more on the power of these).

AC 8 [11] (Unarmoured), **HP** 18, **Att** 1 × dagger (1d4), **THACO** 17 [+2], **MV** 120' (40'), **SV D11 W12 P11 B14 S12, AL** Chaotic, **STR** 9 **INT** 13 **WIS** 13 **DEX** 13 **CON** 10 **CHA** 10

Spells*

4th Level: Confusion, Sickening Rot^.

3rd Level: Hold Person, Dispel Magic.

2nd Level: Invisibility, Web, Steal Voice^.

1st Level: Darkness, Charm Person, Sleep.

* Feel free to replace these with other, more horrid, spells.

^ See this month's Spellcraft article for details on this spell.

Magic Items

Deepdark Crystals (embedded in her head), various potions and scrolls (as the GM wishes), a *Medallion of ESP 90'*, a *Ring of Telekinesis*, a gnarled Ashwood staff which acts as a *Staff of Commanding*.

Familiar

Named **Krusk** by Grimveil, it is a species unknown, and looks similar to a small beholder without the eyestalks, but keeping the large eye in the middle. Krusk can send back to Grimveil all that it sees (as a permanent *Clairvoyance* spell). It usually floats around the entrance to her lair and sometimes even the haunted house above.

Deepdark Crystals

Each crystal specialises in a particular school of magic. Crystals have the power to absorb spells cast at the wielder. Each crystal will absorb any spell (no matter what school).

When a spell is targeted toward a wielder of the crystal (and them only), the crystal, if held by the target, will absorb the spell.

If the crystal is of the same school as the spell cast, it can, at the wielder's option, deflect the spell's effect back on the caster.

Finally, You can use any one crystal that matches the spell school of the spell being cast as a material component to augment a spell when cast or to augment a magic item when used in its creation (see article *Augmenting Spells* in *Issue 4 of d12 Monthly*).

Spellcraft

Spells Most Vile & Horrid



Hags have access to spells both vile and horrid that other spellcasters

are not privy to. Here are some of the arcane spells available to hag (and even some witches).

Curse of Endless Hunger

Level: 4

Duration: Permanent (until dispelled)

Range: 60'

The victim is overcome by an insatiable hunger that cannot be satisfied by normal food or drink.

- Cursed creatures must consume raw flesh (living or dead) to survive. For each day they do not feed, they lose 1D4 HP.
- After 1 week of consuming flesh, the creature becomes a ghoul.
- The curse can only be lifted by a Remove Curse spell.

Sickening Rot

Level: 4

Duration: 2D6 rounds

Range: 60'

The caster inflicts a horrid rotting disease upon the victim, causing flesh to decay.

- The target takes 1D4 points of damage per round. Any healing spells cast on the target heal for half the usual amount while the spell is active.
- A successful saving throw versus spells halves the duration.

Steal Voice

Level: 2

Duration: 1D4 days

Range: 30'

The caster steals the voice of a victim, rendering them mute.

- The target is unable to speak, preventing them from casting spells with verbal components or communicating. The voice can only be returned by the caster or a *Dispel Magic* spell.
- A successful saving throw versus spells negates the effect.

Withering Touch

Level: 2

Duration: Instantaneous

Range: The caster or a creature touched

The caster's touch drains the vitality of the victim, ageing them unnaturally.

- The target ages by 10 years and takes 1D6 points of damage.
- A successful saving throw versus spells halves the damage and reduces ageing to just 5 years.
- If the spell is cast multiple times, the ageing effects stack.

Adventure Location

The Gnarled Oak



Veldra Rotbreath lives in an always moving tree.

But this is not any old tree, it is a tree she has warped with dark magics and has embedded with the souls of those who have crossed or challenged her.

A powerful hag, Rotbreath lives and works in her tree which is much larger inside than

out, thanks to rituals performed by Rotbreath.

The Gnarled Oak

The tree itself is a creature that can defend itself if attacked (see stat block below), as well as Rotbreath's lair.

AC 2 [17], **HD** 12 (56hp), **Att** 2 × branches (2D6), **THAC0** 10 [+9], **MV** 60' (20'), **SV** D6 W7 P8 B8 S10, **ML** 11, **AL** Chaotic, **XP** 650, **NA** 1, **TT** C

- **Fire Immunity:** Immune to any fire damage thanks to a ritual performed by Rotbreath.
- **Spells:** Rotbreath can cast spells through the poor souls who are trapped in the tree, targeting those outside.

Rotbreath used to be a herbalist for a village before the locals tried to burn her as being an evil witch after she started showing signs of practising witchcraft, but Veldra escaped. In reality, Veldra was a Hag-Spawn, replaced at birth by another Hag (who died before she could come back to claim her).



See the article *Night Visitors* in this issue for more information on Hag-Spawn.

After gaining more powers and letting her desire for revenge grow and twist her, Rotbreath burned the village and everyone in it.

Class Acts

Spells Specifically for Familiars



Familiars are very important to the witch and deserve some protection. Below are some spells a witch can cast to protect and enhance her familiar.

Spectral Armor

Level: 2

Duration: 1 round/caster level

Range: Touch, the familiar

This spell surrounds the witch's familiar in a protective shroud of spectral energy.

- The familiar gains a +2 bonus to its AC.
- The familiar is immune to non-magical physical attacks.

Bewitching Insight

Level: 2

Duration: 1 hour

Range: Touch, the familiar

This spell grants the familiar enhanced perception and magical sight, allowing it to detect hidden threats.

- The familiar is only surprised on a 1-in-6.
- The familiar can see through illusions and magical darkness within a 30-foot radius.

Feral Prowess

Level: 3

Duration: 1 turn

Range: Touch, the familiar

This spell enhances the familiar's physical abilities, making it faster and stronger.

- The familiar gains a +1 bonus to attack rolls and deals an additional 1d4 damage with melee attacks.
- The familiar's movement speed is increased by 10 feet.
- If the familiar is reduced to 0 HP while this spell is active, it is instead reduced to 1 HP and the spell ends.

Want More? More spells are available in the [FULL version of this issue](#).

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Next Month

Next week is the Downtime issue. Filled with articles on what to do between adventures and dungeon crawls. Let the characters get involved in the area, and open up a lot of roleplaying opportunities.



There will be articles on side quests, building a business, expanded downtime activities,, and more!

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Halloween 2024: Hags & Witches

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