

## Hag, Howling

CR 6

NE Medium Monstrous Humanoid

**Initiative:** +8; **Senses:** Darkvision 60 ft.

### Defense

**AC:** 22, **Flat-Footed:** 18, **Touch:** 14

(+4 DEX, +8 natural)

**HP:** 51 (6d8+24)

**DR:** None

**Fort:** +6, **Ref:** +9, **Will:** +7

**SR:** None

**Resistances:** Electricity 10

**Immunities:** None

**Defensive Abilities:** Baleful Whispers

### Offense

**Speed:** 30 ft.

**Melee:** Masterwork Quarterstaff +11/+6 (1d6+6)

**Special Abilities:** Change Shape, Fey Step, Howl, Shriek of Pain

### Statistics

**STR** 18 (+4)

**DEX** 18 (+4)

**CON** 19 (+4)

**INT** 12 (+1)

**WIS** 15 (+2)

**CHA** 16 (+3)

**Base Attack** +6; **Grapple** +10; **Space/Reach** 5 ft. / 5 ft.

**Armor Check Penalty:** -0 (-0 armor, -0 shield)

**Feats:** Ability Focus (Howl), Ability Focus (Shriek of Pain), Improved Initiative

**Skills:** Bluff +12 (+9 ranks, +3 cha), Intimidate +12 (+9 ranks, +3 cha), Sense Motive +11 (+9 ranks, +2 wis)

**Languages:** Common, Sylvan

**SQ:** None

**Combat Gear:** None

**Other Gear:** Masterwork quarterstaff

### General Information

**Environment:** Marshes and swamps

**Organization:** Solitary, pair, coven (4-16)

**Treasure:** Standard

*A bent old crone stands before you leaning heavily upon a finely crafted staff. As you approach, she lets out a terrible howl and the illusion that was masking her true form melts away. Before you is a lanky wart-covered humanoid that resembles a tall, gray-skinned old woman; she looks at you once more –hate and anger filling her eyes– before letting out one final howl and charging at you.*

Howling hags are some of the weakest members of the hag species; that is not to say that they are weak, however, as most howling hags are stronger than several men and they wield their staves with deadly accuracy. Like most hags, howling hags rely upon their magic to mask their true forms, only striking when the time is right and their prey appears weak or distracted.

Howling hags almost never charge recklessly into combat, they are much happier using their change shape ability to lull their foes into a sense of false security, lying and bending truths to appear as innocent old women. Once combat begins, however, a howling hag is a terrifying opponent. Howling hags typically open combat by using their howl ability to damage and deafen as many opponents as possible. Afterwards, they wade into melee with their trust staves, attempting to crush their foes using their brute strength while trusting in their baleful whispers to debilitate any still-hearing foes. Should battle go sour, a howling hag has no compunctions about utilizing its fey step ability to assist in its escape.

Howling hags speak common and sylvan, though they rarely speak at length about anything of importance.

### Ability Information

**Baleful Whispers (Su):** A howling hag is constantly muttering insanely to itself, this has a tendency to demoralize and weaken the mental faculties of nearby creatures. Any creature that ends its turn within 5 feet of a howling hag must succeed on a DC 16 will save or become shaken for 1 minute. Any shaken creature that ends its turn within 5 feet of a howling hag must succeed on a DC 16 will save or take 1d4 points of charisma damage. Once a creature has successfully saved against this ability, it is immune to it for 24-hours; likewise, creatures who are deaf are not affected by this ability.. The save DC is charisma-based.

**Change Shape (Su):** Howling hags are capable of magically disguising themselves. A howling hag may, as a full round action, disguise itself as an old crone of any medium-sized humanoid race. This ability functions as a *disguise self* spell cast by a caster of level equal to the howling hag's hit dice. This ability is usable at-will.

**Fey Step (Su):** Howling hags have some small ability to teleport. As a move action, howling hags can teleport up to 50 feet to any destination they can see. This ability is usable once per day.

**Howl (Ex):** A howling hag may unleash a deafening howl upon its enemies. As a full round action, all enemies within 30 feet of the howling hag take 1d6 points of sonic damage and must succeed on a DC 18 fortitude save or become deafened. The save DC is charisma-based. The save DC is increased by +2 due to the howling hag possessing the ability focus (howl) feat. This ability is usable once every 1d6 rounds.

**Shriek of Pain (Ex):** A wounded howling hag can unleash a terrible wail that is capable of knocking foes back and damaging them. As a standard action, all enemies within 30 feet of the howling hag take 3d6 points of sonic damage and must succeed on a DC 18 fortitude save or be thrown back 10 feet and knocked prone. The save DC is charisma-based. The save DC is increased by +2 due to the howling hag possessing the ability focus (howl) feat. This ability is usable once per day and only if the howling hag is at or below half its maximum hit points.

### Lore

A successful knowledge (nature) check will reveal the following information about a howling hag:

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| DC 16 | This is a howling hag, one of the more pathetic members of its species; it is still a formidable foe, however. This reveals all monstrous humanoid traits.  |
| DC 21 | Howling hags are capable of changing shape to resemble that of a feeble old woman. Howling hags are constantly muttering madly to themselves and this has been known to weaken the resolve of many adventurers. |
| DC 26 | A sufficiently wounded howling hag is capable of unleashing a horrible wail that is capable of sending its foes flying.   |