

Sea Hag

(from the Monster Manual)

FREQUENCY: Uncommon

NO. APPEARING: 1-4

ARMOR CLASS: 7

MOVE: 15"

HIT DICE: 3

% IN LAIR: 10%

TREASURE TYPE: C, Y

NO. OF ATTACKS: 1

DAMAGE/ATTACK: Dagger

SPECIAL ATTACKS: Death look

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 50%

INTELLIGENCE: Average

ALIGNMENT: Chaotic evil

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

LEVEL/X.P. VALUE: VI/600+3/hp

Sea hags inhabit thickly vegetated shallows in warm seas. A very rare variety dwells in fresh waters. They are reclusive and hate beauty, so their lairs are likely to be in very dismal, ugly places. The sea hag is so ghastly looking as to make a creature weak from fright; unless a saving throw versus magic is successful, the creature loses one-half of its strength for 1-6 turns. Worse still, the hag is able to cast a deadly glance up to 3", and this look will kill any creature which fails its saving throw versus poison. A sea hag can employ this weapon but 3 times per day. Any victim of a sea hag is quickly devoured by the horrid victor.

