

**XP 25,600**

Night hag witch 9

NE Medium outsider (evil, extraplanar)

**Init** +9; **Senses** darkvision 60 ft.; Perception +25**DEFENSE****AC** 28, touch 17, flat-footed 22 (+1 deflection, +5 Dex, +1 dodge, +11 natural)**hp** 220 (17 HD; 9d6+8d10+145)**Fort** +18, **Ref** +12, **Will** +17**DR** 10/cold iron and magic; **Immune** charm, cold, fear, fire, sleep; **SR** 24**OFFENSE****Speed** 30 ft.**Melee** 2 claws +17 (1d4+5), bite +17 (2d6+5 plus disease)**Special Attacks** cackle hex, dream haunting, evil eye hex (DC 20, -4 penalty, 9 rounds), misfortune hex (DC 20, 2 rounds), slumber hex (DC 20, 9 rounds)**Spell-Like Abilities** (CL 17th)Constant—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*At will—*deep slumber* (DC 19), *invisibility*, *magic missile*, *ray of enfeeblement* (DC 17)At will (with heartstone)—*etherealness*, *soul bind***Witch Spells Prepared** (9th)5th—*dominate person* (DC 22), *cloudkill* (DC 22)4th—*black tentacles*, *confusion* (DC 21), *scrying* (DC 21)3rd—*blink*, *fly*, *lightning bolt* (2), *vampiric touch*2nd—*blindness/deafness* (DC 19) (2), *death knell* (DC 19), *hold person* (DC 19), *touch of idiocy*, *web* (DC 19)1st—*beguiling gift* (DC 18), *burning hands* (DC 18) (2), *charm person* (DC 18), *chill touch* (DC 18) (2)0 (at will)—*arcane mark*, *bleed* (DC 17), *dancing lights*, *message***Patron** deception**STATISTICS****Str** 20, **Dex** 21, **Con** 24, **Int** 24, **Wis** 16, **Cha** 22**Base Atk** +12; **CMB** +17; **CMD** 34**Feats** Alertness, Brew Potion<sup>B</sup>, Combat Casting, Deceitful, Dodge, Eschew Materials, Improved Initiative, Master Alchemist, Mounted Combat, Toughness**Skills** Bluff +28, Craft (alchemy) +32, Diplomacy +23, Disguise +28, Intimidate +26, Knowledge (arcana) +17, Knowledge (nature) +17, Knowledge (planes) +17, Perception +25, Ride +16, Sense Motive +25, Spellcraft +26, Use Magic Device +26**Languages** Abyssal, Celestial, Common, Infernal**SQ** cantrips, cauldron hex, change shape (any humanoid, *alter*

*self*), heartstone, witch's familiar

**Gear** *broom of flying*, *headband of vast intelligence* +2 (Use Magic Device), *potion of cure moderate wounds* (CL 9), *potion of poison*, *ring of protection* +1, *wand of fireball* (CL 10, DC 14) (3 charges), *wand of see invisibility* (CL 3) (6 charges)

**Spell Materials and Focuses** crystal skull worth 100 gp (focus for magic jar), oils worth 1,000 gp (2) (materials for reincarnate), silver mirror worth 1,000 gp (focus for scrying)