

Hag Jump
v1.0
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Hags. Evil grandmothers. Dark witches. These monsters are surprisingly powerful and have a litany of unpleasant powers with which they can spread misery and inflict hate. Different types of hags have different powers, with each one also specializing in spreading unique kinds of misery. By coming to this jump, you've decided to embrace the dark powers that hags wield and make them your own. Enjoy being a wicked witch for the next decade jumper.

Take **1000 Hag Points** to fund your adventures.

Author's Note:
This is the hag jump. We're doing more D&D stuff this time, with these versions of hags referring to the 5e iterations of these oddly powerful, malevolent grandmothers. There are other versions of hags in different TTRPGs; most famously, Pathfinder has its own take on these eerie, sadistic old ladies.

Starting Location
You can choose to start this jump in a generic fantasy world or in any D&D world where hags exist, from the Forgotten Realms to Exandria.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old. Normally, hags are women, but feel free to be a hag who is a man.

Origins
All origins here provide you with an alt-form centered around the origin, which includes the origin's abilities as defined by the linked stat block. These are free and fiat-backed, so long as you are in your hag form. All hags are also immortal, so long as they are not slain in battle or through violent subterfuge such as supernatural poison. Also, while in the stat blocks it's mentioned that only hags of a certain level of power have regional effects and lair actions, you do as a hag-jumper regardless of your overall level of power, but moving your lair and changing the region you live in are both difficult tasks that require meaningful exertion on your part.

Green Hag [Free]
Believed to be the most common type of hags, green hags are hags that commonly dwell in wooded areas such as forests and woods, but green hags can be encountered almost anywhere even and especially in places that have some proximity to civilized places. These uniquely hateful and malicious creatures sadistically work to bring about tragedy, their hatred of civilization specifically unmatched by any other species. They wield weird powers over nature and delight in bringing about ruin that stems from primal urges and is delivered by the hands of nature, such as natural disasters or involving mighty beasts.

Have a link to their stat block.

Annis Hag [Free]
Annis hags are the most physically imposing types of hags, standing at a minimum seven feet tall and sometimes towering over eight feet in height. These brutish and brutal hags have tough skin and iron-like nails. Annis hags are intimidating in appearance but tactical in mentality, and they enjoy dividing foes and thoughtfully flaying into them, rather than just charging into battle against tactical enemies for the chance to cause misery alone. Annis hags are obsessed with strength and enjoy ruling over powerful but simple monsters and humanoids (as well as monstrous humanoids). Annis hags are also understood to be the most arrogant of the hags, broadly speaking, and they like spreading terror and sorrow, particularly to communities that are left grieving in the wake of their rampages and activities.

Have a link to their stat block.

Sea Hag [Free]
Sea hags are terrifying amphibious monsters that are universally deemed the ugliest and most wretched of the hags, an impressive albeit horrifying recognition to receive. Sea hags are filled with impossible rage when they see things that others find beautiful, though most prefer to try and corrupt the beautiful thing instead of destroying it in simple, physical displays of power. As a reflection of this, sea hags like to lair in bleak and corrupted areas, often ones close to both coastal settlements and aquatic monsters.

Have a link to their stat block.

Perks

Origins get their 100HP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Dark Witches [Free]
Hags, at least the ones in this jump (Night hags are not fey, and are actually fiends), are all fey. As such, they all have a connection to the Feywild and a powerful connection to nature itself, particularly the nature of dark primal forces such as nightmares, blizzards, and floods. You have enhanced powers over the darker facets of nature itself and find wicked, corruptive magic to be easier to use than it should be, particularly magic that taps into the fouler aspects of nature, such as disease, rot, some forms of change, and natural disasters. Beyond this you are also gifted with the unique and quirky magic of hags that allow you to create a range of fun one-time magical items that can achieve a variety of effects as well as powerful curse magic that can inflict a number of nasty effects on your enemies and rivals including making them hideous, changing them into monsters, harming their stats, and doing other wicked things if you perform appropriate rituals.

Class [100 HP]
This perk gives you one level in one 5e class. You can take this multiple times, and each class you unlock is a fully fiat-backed facet of your nature moving forward. You can also unlock subclasses and feats when you hit the appropriate levels.

Rule of Three [200 HP]
Hags have a very curious ability to grow stronger when they tap into the rule of three. The most common way to do this is to form a coven: a group of three hags (which can ignore things like the specific type of hag in question, meaning that a coven can consist of three green hags, a night hag and two annis hags, three separate types of hags, etc, so long as all members are hags) that by coming together can accomplish far more powerful magic than they can individually. This perk allows you to draw power from the rule of three in a range of ways, such as by forming covens, by creating three linked items with unique enchantments, or even by doing other, stranger things such as allowing magic you cast to affect you three times as powerfully as it affects others, which can be awesome if you're using healing magic and potentially terrible if you're using harmful magic.

Dark Procreation [200 HP]
Hags, unsurprisingly and deservedly, evoke strong feelings in others and are the subject of an incredible number of old wives' tales and urban legends. One area that fascinates armchair hagologists is the subject of hag reproduction. Hags are an all-female race, traditionally at least, and as universally hideous and horrifying creatures many have speculated as to the nature of how hags conceive new hags. Hags can reproduce in the same manner as most humanoids: sex leading to pregnancy and new hags (or occasionally hagspawn), but they can also, according to legend anyway, be born in a range of other ways. Examples include fetuses being incubated in coffins in places blasted by unholy energy, new hags being spawned by sick animals, or being born from snake eggs kissed by virgins. One particularly dark account of hag births states that they

arise when a hag consumes a young child, which results in the hag becoming pregnant and sometime after giving birth to a child that looks identical to the child they consumed until the child hits a certain age, at which point they rapidly turn into full hags. You can now sire or become pregnant with more hags in similarly dark ways, not needing another hag or even another humanoid to create more hags. Very handy if you like the idea of having a coven consisting of your offspring.

Special Actions [200 HP]
While all jumpers who come here receive the lair actions and regional effects of their chosen type of hag for free, this gives you a more expansive command of these particular and rather odd abilities.

Lair actions are actions that powerful creatures can do that affect their homes and bases, transforming how they interact with their surroundings and potentially damaging their foes. Regional effects are special supernatural effects that a hag's presence has on the region surrounding their lairs, with the area up to a mile away from a lair being affected. This perk allows you to give each of your alt-forms and your human form three or four regional effects and two or three lair actions. Each alt-form you receive in the future also gets this buff. These abilities must be thematically linked to the alt-form in question. You can choose which regional effects take hold at any given point in time but can only use lair actions that match your equipped form (so you can't use deity lair actions while you are in your human form).

Mystical Merchant [200 HP]
Hags are, famously, bargainers. This perk enhances your skill at bargaining, granting you the slick and dark charisma of a successful used car salesman, and fiat-backs the deals you make, guaranteeing that you receive the thing you asked for so long as you strike up a deal that all parties involved agree to and you keep your end of the bargain. This even minorly enhances your skill at making mystical artifacts (making them seem more appealing to those who need them and somewhat buffing their effectiveness), and causes those who are desperate and willing to make bad deals so long as they achieve some goal to find you, somehow. You also retain control over the goods you give out even after you give them out and can always corrupt your end of a pact to twist what you've done into a dreadful monkey's paw that distorts what you've done and the end results of your pacts will invariably be corrupted into things that advance your goals but also spread misery and pain.

Green Hag

Malice [100 HP | Free for Green Hag]
Green hags are uniquely sadistic and hateful towards other living things. Where sea hags hate beauty and annis hags are obsessed with might, green hags simply wish for nothing more than for others to suffer. You draw power from tragedy, particularly tragedies you cause, and when you inflict pain and suffering, you permanently draw iotas of power, allowing you to grow ever so slightly by spreading misery.

Predator of Sympathy [200 HP | Discounted for Green Hag]
Green hags are consummate actresses. Their illusory powers and abilities to mimic and trick others are finely honed, and this is especially true for you. Your illusions are deceptive, hard to see through, and you are capable of earning a great deal of sympathy when you lean into your illusions as you are a gifted actor or actress. People find it hard to question you so long as your lies make some sort of sense, and you are naturally adept at using both grandiose external illusions and cladding yourself in the false skin of your illusory appearance.

Societal Foe [400 HP | Discounted for Green Hag]
You are naturally cognizant of the faultlines of civilizations and societies. You understand the stressors that tear apart families, towns, and even cities and states, and when you plot against groups of people your plans take on new dimensions and naturally scale up to match the foes you're facing. You might not be able to tear down entire kingdoms by yourself, but you are a horrifying mastermind that can create elaborate schemes that weaken entire societies and leave them vulnerable to nature, monsters, and external foes.

Natural Nightmare [600 HP | Discounted for Green Hag]
More so than other hags, you are a powerful inversion of a mighty druid. You can naturally command wildlife and can turn whole forests against your foes, or befoul whole swamps and rivers with mighty rituals. You can turn nature against civilizations and make the wilds the enemies of the civilized, harkening back to a darker, more primeval age. Animals are your allies, and there is power in nature when you command it, turning it against those who'd destroy it and replace it with safer, kinder things as you fill it with your fury and infect it with your sadism.

Annis Hag

Martial Monster [100 HP | Free for Annis Hag]
Annis hags are brutally powerful in an area that is uncommon for hags: they are powerful martial combatants. As an annis hag, you have powerful martial attacks with mighty natural weapons. Unlike most other annis hags, however, you have evolved in a range of ways. Your attacks are naturally devastating to spellcasters, dealing incredible harm to them and disrupting their spellcasting and their magical powers. Your attacks are also more harmful to people of your opposing alignment, and it takes longer for victims of your attacks whose alignment is the opposite of yours to recover from your attacks.

Grim Grandmother [200 HP | Discounted for Annis Hag]
You understand the minds and goals of the young and excel at corrupting them. You know how to befriend children and the young, and you know how to slowly steep them in evil, slowly molding them to be more like you and to be more cruel in general. Such children will become more and more loyal to you as they become more twisted, and will come to hate their actual families, leaving them even more vulnerable to your influence.

Grandmother of Grafting [400 HP | Discounted for Annis Hag]
Annis hags are the expert fleshcrafters of the hags and specialize in self-augmentation, delighting in taking the body parts of other creatures and monsters and augmenting themselves with them. You are a master of this profane art, and can graft all sorts of powerful creatures onto and into yourself and others. You know how to prepare others for this process in such a way that they survive and are left more susceptible to your powerful influence, and you know how to surgically implant the body parts of others into your own body in ways that grant you twisted and unholy abilities or directly buff your own attributes.

Ironfisted Hag [600 HP | Discounted for Annis Hag]
In terms of sociality, annis hags have a peculiar propensity. Annis hags are especially good at ruling over brutish and monstrous creatures, having an uncanny ability to direct their rage and beat them into submission when they get unruly. You are remarkable at taking over others who value strength, able to beat them into submission with startling ease, make examples out of them with terrifying skill, and you understand how to direct their quarreling energies in productive and tactical directions, giving you a greater chance of instilling discipline in your motley minions. Beyond that you get stronger when you beat people into submission and you are more charismatic in the eyes of bullies and those with martial inclinations. You could easily assemble a diverse horde of warring followers and direct them with unsettling skill and proficiency even without turning them into some sort of precise, loyal legion.

Sea Hag

Corrosive Whispers [100 HP | Free for Sea Hag]
You have a dark talent when it comes to poisoning the beautiful. You are uniquely talented at twisting and distorting beautiful things, even esoterically beautiful things like the love of a couple or someone's joy to be home. You are darkly manipulative and sinisterly charming, able to control the rage you feel when it comes to beautiful things so that you can concoct twisted schemes that destroy and defile beauty. You are also able to share your perspective with ease. Things you defile and destroy break the hearts of others and make them feel misery whenever they are seen by others, which makes them more susceptible to your emotional powers such as fear.

Queen of Fear [200 HP | Discounted for Sea Hag]
Sea hags are understood to be the most repulsive and hideous of hag-kind. You have taken this trait and internalized it, and can wield your ugliness as a weapon. You can strike terror in the hearts of others and can, at will, become a sensory nightmare to behold, causing you to make it hard for others to concentrate in your presence and making them constantly have to steel themselves to stand up to the fear you evoke naturally. If they cannot steel themselves, they can't concentrate on magic, and feel a powerful urge to flee from your presence (and can't bear to try and attack you directly, finding it incredibly hard to accurately strike you). This essentially gives them the frightened condition. The weak-willed could, though this is unlikely, die from beholding a sea hag alone even without further attacks on her part.

Evil Eye [400 HP | Discounted for Sea Hag]
Some more powerful, ancient sea hags could actually assault people with a gaze alone. You have a curious variant of this ability, with the ability to do a range of things with your foul gaze. When you gaze at someone you can hit them with a range of attacks. One simple ability you can do an unlimited number of times per day is hit them with a small amount of necrotic damage, which they might be able to resist but would still damage them just for half of the damage it'd otherwise do. You can , three times a day, try to outright kill them, and if they are frightened of you this automatically succeeds but if they are not frightened of you and manage to, through force of spirit and body, resist the attack, nothing happens. You can also, three times per day, hit someone with the same functional effects of drowning, making them fall to their knees as water begins to fill their lungs, though this effect can be resisted as well and if it is it just slows them for a beat instead.

Horrible Hydromancer [600 HP | Discounted for Sea Hag]
Some sea hags have uniquely powerful abilities related to sea water and underwater debris. One ability you specialize in is the power to bring trash and corrupted water to something of a semblance to life, creating nasty oozes that obey you and can sicken those they strike. You also specialize in befouling bodies of water, corrupting bodies of water in a range of ways and controlling the corrupted water with magic allowing you to use it as a powerful and diseased weapon.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 HP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Green Hag

Illusory Wardrobe [100 HP | Free for Green Hag]
You have a closet filled with clothes that are naturally clad in illusory auras. These items can be shared with others and you can configure the illusory appearance these items give others. You can also shut off these illusions at will.

Shadowy Familiar [200 HP | Discounted for Green Hag]
This creature is a strange will-o'-wisp, but one that can radiate darkness as well as light. This being can speak the same languages you can, and can trap the souls of those slain in its presence, and raise their corpses as undead loyal to it. This creature is loyal to you, and is naturally impressive to other witches and hags.

Cauldron [400 HP | Discounted for Green Hag]
This nightmarish cauldron is a powerful relic that can be used to easily make powerful potions, imbue items with the effects of spells, and create small, weak monsters that obey you undyingly. You can also use this to imbue magical effects and supernatural qualities into food and drink, and you can sit in this and ride it around, with it flying a few hundred feet every six seconds and it having perfect maneuverability.

Annis Hag

War Paint [100 HP | Free for Annis Hag]
You have a variety of pigments you can paint onto yourself or others that confers a range of minorly beneficial status effects. These effects can include things like a healing factor, a powerful resistance to illusions and mind-effecting magic, and even the ability to go into a barbarian's rage.

Hag Cloak [200 HP | Discounted for Annis Hag]
This disturbing artifact is a cloak made of hag's skin that gives its wearer magic resistance and resistance to non-magical piercing, bludgeoning, and slashing damage and is large enough to cover a large creature. You can also tear this cloak in half to give it to two medium-sized creatures, if you wish to share the effects of this with someone else. This cloak also gives whoever wields it a powerful healing factor that can only be suppressed if someone hits it with a radiant attack.

Tribe of Goons [400 HP | Discounted for Annis Hag]
This is a small collection of monstrous humanoids and a few lesser giantkin and creatures classified as giants such as ogres and trolls. These individuals have already been broken and cowed, and obey you unquestioningly, and can instill such obedience in others if you let them, though stronger wills will take more work to break than others. Defeated and slain individuals respawn a week after their demise, ready and eager for revenge. These individuals are eager to please you and will do whatever they can to earn your approval.

Sea Hag

Sea Ink [100 HP | Free for Sea Hag]
This is a replenishing vial of umbral ink. You can use this to blind someone near you by tossing it at their faces, or to create powerful fields of ultimately temporary though long-lasting arcane darkness that stifles all attempts to magically see through them or teleport in or out of them, and they can fill an entire, decently large chamber if the whole vial is used at once, but it can be parceled out if needed. You can also use this as a material component for darkness magic, to empower such magic. If the entire vial is used up it takes a full day to naturally recover, with proportionally less depleted vials naturally replenishing faster. Someone blinded by this ink needs powerful holy magic to recover their sight, and using the vial to blind someone uses up half of its contents.

Hag Eye [200 HP | Discounted for Sea Hag]
This magical item is an eldritch eye that you can see through and that you can launch simple magical attacks through, firing rays of simple magical energy at your enemies. This eye can also be magically empowered to pierce through illusions, though when you do this it takes some time for it to recover its ability to fire magical rays. These rays are not especially powerful, unless you deliberately supercharge them, but they can kill enemies if they get hit enough times.

Ghost Ship [400 HP | Discounted for Sea Hag]
This item is a ship in a bottle. If you open the bottle and intend to summon the ship it appears in front of you. This ship pilots itself, always moves quickly, and is staffed by ghosts loyal to you. While on the ship uninvited intruders find it nearly impossible to stay brave (essentially suffering from “Disadvantage” on efforts to resist fear) and are more vulnerable to your magic and attacks. Those who die on this ship or around it, such as in the waters it has just moved through, or as a result of the ship’s ghostly crew are trapped on the ship and become the newest members of its staff, finding it impossible to disobey you, and only being freed from their servitude if you allow it. You can also return the ship to the bottle at will. Finally, the ship can fly and move on land as readily as it can move through or even under/in water.

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend HP to import companions into this jump, giving them 600 HP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 HP per person you do this for, or you can spend 200 HP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 HP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 CP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 HP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Bad Dealmaker [100 HP]
You have a compulsion to make bargains. Annoyingly you are not good at making bargains, which makes this compulsion worse for you. With just this you can bargain in bad faith, intending to not keep your end of pacts you make, but if you want to make this drawback worse you can make it worth 200 HP and also ensure that you are bound to keep your end of the various bargains you strike.

Repelled By Goodness [100 HP]

Displays of charity and other acts of kindness infuriate you and will draw your ire. Beyond that, such acts also leave you mildly vulnerable to positive magic, such as magic that deals radiant damage, not quite doubling how much harm they do but increasing the damage they do by a little, perhaps two or three extra points of damage.

Fey Foes [200 HP]
Non-hag fey do not like hags. They especially hate you, with other fey working with mortals and other types of creatures to stymie your efforts, as well as helping them against you. Be cautious jumper, as fey will be eager to oppose you and to report your location to mortal authorities if they think that such figures will bring you low.

Fear The Unknown [200 HP]
Mortals and even other fey are exceedingly cautious around you as they sense your impressive and terrible power. They are likely to try avoiding making bargains with you and will try to avoid interacting with you if it's at all possible.

Rivalries [400 HP]
Hags follow a delicate and precise code of conduct, normally. This code of conduct is tightly adhered to by other hags, most of the time. For some reason, hags make exceptions for the sake of fighting you, specifically. You can cow hags into submission, but otherwise, hags are hostile to you and will delight in fighting you and beating you up if they can, though most of them won't kill you unless you've personally irritated them.

No Transformations [400 HP]
You cannot turn into your alt-forms, including your base human-form, for the duration of this jump. You can use magic to shapeshift, either through illusions or more substantive shapeshifting, but you cannot stop using your hag form for the duration of this jump.

Grandmother's Rage [600 HP]
A "Grandmother", an elder hag of great power, has decided that you are an enemy and a rival. This hag, comparable in power to some archfey, has a dazzling array of resources and minions at its disposal and will use them against you, seeking to bring you low and humiliate you, before torturously killing you.

Hero's Ire [600 HP]
An adventuring party of some renown has you in their sights. These powerful heroes were wronged, either by you or by your mother, and seek to hold you or your kin accountable for the indignities and tortures inflicted on them by you or your parent and they will seek you out to murder hobo you. Be prepared.

Decisions
You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-This is the second entry in my D&D monstrous jump series. Among others I have planned, I know that eventually I want to do a jump for goblinoids (Goblins, Hobgoblins, and Bugbears).
-Yes, Hagspawn are canon in D&D. I know this. I still wanted to create a jump that allows people of any gender and sex to be hags, because I think hags are neat.
-Elements of older lore for hags were used here. I used lore compiled on the Forgotten Realms wiki as part of this, which included Annis Hag's interest in grafting, and the Sea Hag's evil eye ability (though this ability is present in 5e as well).