

*"You'd fear old Hettie, too, if you were smart. Don't mock, cross, or refuse her, or that witch will blight your crop, infect your livestock with plague, or curse your baby with bleeding warts. She'll giggle while she does it, too. But if you're looking for a love potion or want to speak with your dead aunt, and you're willing to pay Hettie's price, then head on up to the Crag. If it's treasure you seek, well, I'm sure the crone has plenty stashed away. But I'm guessing Hettie won't give it up too easily. . ."* - Tark the Elder



1. Bleached bones and occult glyphs mark the rocks around the Crag's entrance. Villagers leave tribute for Hettie on the flat rock altar. Some say they hear the witch beckoning them to come inside...
2. All kinds of **vermin** (rats, snakes, etc.) lurk in the dark cracks and niches of this twisting natural passage. They watch intruders, but won't attack unless Hettie is threatened.
3. **Hettie** greets visitors here, cackling while she mixes her noxious brews. Mundane, exotic, and revolting ingredients line the shelves and hang from the ceiling. Hettie demands a drop of blood and a strand of hair from all supplicants, and will trade secrets or potions for gems or magic items. If threatened, she calls on her pets to protect her while she flees through the ragged curtain in the southeast corner (and on to area 5).
4. Hettie's living quarters are disgusting. A rusty iron cage stands empty. Gnawed bones are strewn across the table. A rancid stink emanates from the filthy nest of blankets in the far corner. A few odd trinkets lie about, but most of the witch's treasure is hidden elsewhere. An illusory wall conceals the natural stairway to the south (the characters might notice a draft blowing through it).
5. The floor of this natural cavern writhes with **snakes** (both vipers and constrictors). A **giant constrictor snake** lurks in the southwest corner. It slithers out to feast on anyone who isn't Hettie.
6. Hettie keeps her prized possessions (and the occasional kidnapped child) in this dank cave. A magic mirror stands in the northeast corner. Hettie uses it to scry on the nearby villagers, making sure they're not plotting her undoing. She keeps most of her treasure in a locked, trapped chest, along with voodoo dolls made with the hair and blood she takes as payment. These power her curses, and are the key to her dominance of the region.
7. A narrow corridor leads out to a rocky ledge. A hidden path allows Hettie to leave her lair without being seen.



**Running Hettie:** Hettie has survived and flourished through a combination of magic and cunning. She seeks to keep characters off-balance using charms, bribes, threats, and violence, as needed. She values her life more than her treasures and will flee if she must. Hettie will hold a grudge, though...