

The Cooking Hag

Encounter Outline

- A hag is cooking a nasty dungeon stew.
 - It's about time to add the meat.
 - A captive goblin is currently on the menu.
- The hag will attack the party if they interfere with her luncheon.
- Will grant favors to the PCs in exchange for ingredients.
- If the PCs wants something from the hag (passage through the room, freeing the goblin), the hag will demand some ingredients for her lunch.

For GMs:

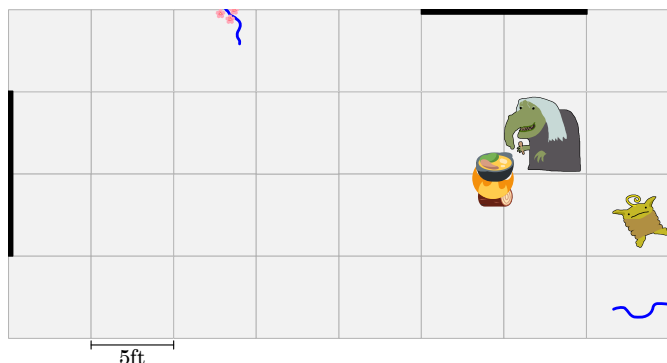
1. Have the players enter the room some distance away from the hag.
2. Describe the room. (See Description section)
3. Make it clear that the Hag won't attack if not provoked. (She'll be provoked if you get too close or ruin her lunch.)
4. Turn over control of situation to players.

Description

20ft x 40 ft dungeon room

Worn-down chamber with **cracked and leaky walls**. A **small cooking fire** at the far end of the room, filling the the air with **acid smoke**. Two figures near the fire: one **hunched over and stirring**; the other **bound in rope**.

When you enter, the first figure acknowledges your presence. "Ah, it looks like we have visitors", she cackles. Then returns to stirring her bubbling brew.



Cracked and leaky walls

A trickle of water is coming into the room through cracked, mossy stone walls. The hag is collecting the water in small jars and shells. The water is maybe technically potable, but looks strangely green and smells like an umber hulk. Small dungeon flowers are growing in some of these cracks. These flowers will induce vomitting if eaten raw.

Small cooking fire

Campfire sized. Fuel is a combination of wood and greasy rags. Only source of light in the room, casting flickering eerie shadows on the walls. A pot of mysterious bubbling liquid sits atop the fire (it's the hag's lunch).

Acrid smoke

The smoke from the fire smells like bitter burning vegetables. There are passages to other rooms and some cracks in the ceiling which let small amounts of smoke out, but it's not enough to be considered proper ventilation, so smoke is starting to build up.

The Cooking Hag, hunched over and stirring

Wicked looking claws. Green warty skin. Wiry muscles. Dirty hands covered in blood and grime. Dry hair so white it almost glows. Very hungry. Zero empathy, but quite shrewd. Her name is Hungrillda.

Goblin Captive, bound in rope

Only has one very long hair on her head. Clothing made of stitched together rat pelts. Squeaky voice. Incredibly terrified, just wants to escape. Her name is Crunchwrap Supreme (it's a very common goblin name).

Interactions

If the PCs don't immediately attack

After a few moments, the captive goblin will wiggle around so she can see the PCs and then start begging for help, explaining that the Hag is planning to eat her. She promises to reward the PCs, but is scarce on the details of what that reward actually entails.

If the PCs try to walk by.

The Hag will demand payment for passage. What kind of payment? Why something tasty, of course. If the PCs refuse, and try to pass by without tribute, she will attack.

If the PCs offer her something tasty.

For each tasty ingredient they give to the hag, she will agree to do one of the following: Free the Goblin; Let the PCs pass through her room; or Give them a serving of her meal. These tasty ingredients could be high-quality rations they happen to have in their inventory, or it could be the meat from some other creature in the dungeon. If the PCs give her something poisonous, and fail a Bluff Check, she will get angry and attack.

If the PCs fight the Hag

Hungrillda will start by dumping her soup into the fire, filling the room with smoke and steam. She will then use the cover to do some sort of shenanigans. The first option is for her to use her **Illusory Appearance** and **Mimicry** to disguise herself as a party member and try to sow chaos. The smoke obscures the room, so a PC needs a DC14 Insight check to discern who she is by sound. But this option is roleplay heavy, and demands some buy-in from the players. A simpler option is for her to hide in the smoke and continually cast **Vicious Mockery**. If she's cornered she'll use her claws. And if things seem like they're going poorly, she'll try to turn invisible and run away.

If the pot of liquid is dumped into the fire

The fire is extinguished, smoke and steam fill the room. Treat the smoke like a [stinking cloud](#) (*Lasts up to 1 minute, dispersed by wind. Obscures the area [No AoO; easy to hide, but no sneak attack; can't do checks based on vision.]. Each creature within the cloud at the start of the turn must CON save (DC 12) or spend its action that turn retching.*). The hag eats this nasty stuff on the reg, so she is immune to the retching effect.

If the PCs drink some of the Hag's Stanky Soup

If no ingredients have been added, then the drinker must make a DC 12 CON check or spend their next round retching. If tasty ingredients have been added, then the drinker must still make the CON check; but on a success, the drinker will also heal 2d4+2, as with a healing potion.

If the goblin is freed.

Crunchwrap Supreme will be extremely grateful, dig deep into her pockets, and give the PCs her most valued treasure as thanks for her rescue. (Roll below to see what her valued treasure is.) Then unless the PCs want her to stick around, she will scurry away through a crack in the walls.

Crunchwrap's treasures (1d6):

- 1. "This Bottle of Weird Blood!" (Potion of Healing 2d4+2)
- 2. "The King of All Earthworms!" (an ordinary earthworm, not magic, not even unusually large)
- 3. "Weird Shiny Rocks!" (30 GP)
- 4. "A Pile of Gold!" (chunk of pyrite, negligible value)
- 5. "My Special Sauce!" (1 pound of goblin earwax, astoundingly sticky)
- 6. "The Sword of the Goblin Queen" (hand-made shank, deals 1d4 piercing.)
- 7. "A Huge Gemstone" (chunk of ambergris)
- 8. "Uh... This Dead Rat?" (half a dead rat)

Possible Loot Summary

- The poisonous flowers growing in the walls.
- The Hag's nasty soup.
- The Hag's cooking pot and utensils (decent quality, worth 2 GP)
- Whatever in the goblin's pockets.

Abbrieviated Stat Blocks

Crunchwrap Supreme, the [Goblin](#) Captive.

AC	HP	Spd	STR	DEX	CON	INT	WIS	CHA	ProfBon
15	7	30ft	8	14	10	10	8	14	+2
	2d6		-1	+2	+0	+0	-1	-1	

Shiv (Melee Attack)

+4 to hit, reach 5 ft., one target. Hit: 3 (1d4) piercing damage.

Nimble Escape

Can take the Disengage (*doesn't provoke opportunity attacks*) or Hide (*stealth check to become unseen*) bonus action each turn.

Skills

Stealth +6

Senses and physical abilities

Darkvision 60 ft., Passive Perception 9

Hungrillda, the hungry [Green Hag](#)

AC	HP	Spd	STR	DEX	CON	INT	WIS	CHA	ProfBon
17	82	30ft	18	12	16	13	14	14	+2
	11d8+33		+4	+1	+3	+1	+2	+2	

Claws (Melee Weapon Attack)

+6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Invisible Passage

As an action, can turn invisible. Invisibility ends when she attacks or casts a spell.

Innate Spellcasting

Uses CHA, spell save DC 12. Cast at will: Dancing Lights, Minor Illusion, Vicious Mockery (*Range 60, sound-based. Target rolls WIS save DC 12. If failed, 1d4 psychic damage and disadvantage on next attack next turn.*)

Skills

Arcana +3, Deception +4, Perception +4, Stealth +3

Senses and physical abilities

Darkvision 60 ft.; Passive Perception 14; amphibious;

Mimicry

Can mimic animal sounds and humanoid voices. DC 14 Insight (WIS) check to discern the mimicry

Illusory Appearance

As an action, can magically disguise herself as another medium humanoid. Visual inspection can see through the disguise with a DC20 Investigation (INT) check.