

V4
LVL7

D. COLEMAN
Edited by Rico Gilbert



Something Wicked



A fifth edition dungeon adventure to take
a party from 7th to 8th level.

Dungeons
ON DEMAND

Something Wicked

Tips for the Game Master

- This is **your** dungeon adventure. If you don't like how something works, change it. If you think an item or NPC from your campaign world works better than an item or NPC presented here, make the switch. If a puzzle is too hard or an encounter is too easy, drop some hints or add some monsters - do whatever is best for your game. You're the master of your gaming world, this packet is just a guide to help you. It will present hints and opportunities for you to customize, but ultimately everything is up to *you*. You don't need permission to break the mold.
- The encounters listed within this packet were designed by the book - but by the book isn't always the most practical for every party of adventurers. You may need to give a monster fewer hit points, fudge some dice rolls, or just plain ignore some of the rules if you think an encounter is a risk of killing the entire party.
- This adventure will work best when you take the time to read through the packet first, so you're familiar with everything that's going on. Sometimes the monsters that lie in wait to ambush the party, traps that are hidden from sight, or the clues to a puzzle may be glossed over if you're not prepared.
- The goal of each adventure is to give the party enough experience points to advance one level. This depends on a lot of things however - the party needs to complete most of the encounters and be of the appropriate size and level for that to work out. Ultimately, you might want to go without experience points altogether, and simply allow the players to advance to the next level once they're finished the dungeon. This means a lot less record-keeping on you part!
- The ultimate goal is to have fun! If you're having fun while playing, then you're playing correctly.



Contents

Introduction 4

Adventure Hooks..... 5

Dungeon Overview Map 6

Prelude 7

Encounters..... 8

Wrapping Up..... 21

Appendix A: New Monsters & NPCs..... 21

Appendix B: The Wells of Semuanya 23

License 24

Dungeons On Demand are designed with Game Masters in mind, created to be instant adventure sites a GM can wholly customize to fit his or her campaign. Unlike lengthy, full scale published adventures, *Dungeons On Demand* can often be played in a single gaming session, requires little planning beforehand aside from reading the packet, and gives plenty of options to make the dungeon fit seamlessly within the owner's campaign. Each dungeon has enough encounters and challenges to advance the party playing through it by one level.

Something Wicked is designed for a party of 4 to 5 7th-level adventurers. If your game has more or fewer players, you can adjust the number of monsters present in each encounter to fit the proper difficulty.

Dungeon Background & Information

Mistmire Swamp is a vast wetland, which defines the boundary between the kingdoms *Yuredale* and *Norhaven*. The swamp is immense, inhospitable, and difficult to manage due to pools of standing water and a misty fog that gives the swamp its name. Those that travel between the kingdoms either use established routes, cleared where the land is firm and dry, or take longer roads around the swamp entirely.

Many creatures make *Mistmire Swamp* their home; prominent among them are several tribes of lizardfolk who find the wetland quite to their liking. The lizardfolk have occupied *Mistmire* for ages, dating back to a more primitive time when their ancestors settled the area.

Evidence of these ancient lizardfolk can be found at the heart of the swamp, where the fog is at its densest, trees are carved with ancient symbols, and great stone statues stand vigil. It is here that these lizardfolk constructed their *Wells of Semuanya*, stone wells shaped in the image of their crocodile god. Some strange magic runs through the water in these wells, granting great power to the lizardfolk shaman of old.

Whatever purpose the *Wells of Semuanya* once served is long forgotten, however; the modern lizardfolk that occupy the heart of *Mistmire Swamp* cannot use their magic, and treat them with tempered indifference. To most lizardfolk, these wells have grown into part of the scenery – as much a part of the swamp as its fog, trees, and water.

It is only recently that magic has eked back into the world from these wells; causing trouble the party must contend with. The following developments have occurred leading up to the events of *Something Wicked*, and should be kept secret from the players at this time.

Developments

The Mistmire Coven

Mistmire Swamp is home to more than just the local wildlife and lizardfolk. A coven of hags has recently chosen the swamp as their new residence, preferring the thick fog to conceal their wretched endeavors. The coven consists of three vile hags, the disturbingly named *Sue Sourtongue*, *Ma Grimsmile*, and *Red Edna*.

It wasn't long until the coven came across the *Wells of Semuanya* hiding in the swamp, discovering how to unlock their secrets and pervert the wells' use for their own ill ends. Delighted at the prospects the wells offered the trio, the hags sought to use the power of the wells to bring about their greatest delights: corruption and tragedy.

Plight of the Scornscale

Of course, finding the *Wells of Semuanya* also meant coming across the lizardfolk that inhabited the area. The *Scornscale* tribe of lizardfolk did not take kindly to the hags' intrusion into their ancestral home, and attacked the coven on sight.

The hags proved to be too much for the lizardfolk to handle, each gleefully slaughtering dozens of them to continue their black magic. The *Scornscale's* highfang, the lizard king *Krak'Arnazzra*, recognized the strength of the coven, pledging the tribe to their will.

Something Wicked

With the *Scornscale* subdued, the coven was free to work up something wicked with the magic of the *Wells of Semuanya*. Over time, they concocted a draught of cursed water in their wells, making any who drank of it increasingly hostile, wicked, and spiteful.

The hags aimed their craft at two lofty targets, the brothers *Maeron* and *Alleron Hart*, kings of *Yuredale* and *Norhaven* respectively. Using magic to mask their appearance, the hags saw to it that each king was given this cursed water to drink, causing them to grow hateful and vengeful, less mindful of their people, and filled with a horrid bloodlust.

Brother Against Brother

As *Maeron* and *Alleron* succumbed to the curse, the hag coven enacted the final part of their plan. They directed their lizardfolk pawns to engage in small raids into the borders of *Yuredale* and *Norhaven*, ensuring that each king blamed his brother for the disturbances. Now, both kingdoms are poised on the brink of war with the other, led by kings poisoned with malice. Unless someone can stop the hag's wicked deeds, war will spill into both nations!

Exploration

Open Progression

The party can approach *Mistmire Swamp* from any direction, allowing them to enter from nearly every adventure area. Because the swamp is exposed to the open air, parties aided by flight and other forms of travel may be able to "drop in" to an adventure area from above, as well. *Something Wicked* assumes that the party approaches from the west into Area A, but is written so that the adventure areas can be explored in any order.

Variable Light

The light available in the adventure areas depends upon the time of day the party approaches. During daylight hours all areas are well lit. The *Scornscale* lizardfolk keep their homes and portions



of Mistmire Swamp lit with a few torches near their huts. During nighttime, areas containing lizardfolk huts can be considered dimly lit, and areas without them are considered dark. The read aloud text in the adventure assumes the party has a light source or ability to see.

Magic Detection

There are no barriers thick enough to block magic detection in the swamp. A player casting *detect magic* may be able to detect the magic of treasure or magical objects present in areas other than the one he or she is in, if the object is within the range of the spell.

Mistmire Swamp

Most of the adventure takes place in Mistmire Swamp. The wetland contains a lot of standing water in addition to firm land, and is pervaded by a thick fog at all times. The water ranges in depth from a couple inches, to about two feet deep at most, although the specific depths of water aren't explicitly stated in the adventure areas. You can decide whether a specific area of terrain is difficult terrain. The challenge ratings for combat encounters assume each combat is being fought on normal terrain.

The ever-present fog in the swamp restricts visibility to the one area any character is in. It also dampens sound from carrying throughout the swamp; including screams and the sound of combat.

Hag Coven

The vile hags in the adventure benefit from the *shared spellcasting* feature of hag covens (**MM pg.176**) although this feature is not limited by a hag's distance from the others. The spell slots and shared spells available to the coven are listed in Appendix A. Each vile hag's experience point value in an encounter has been adjusted for this feature.

Wells of Semuanya

Slaying the hags of the Mistmire coven is all that is necessary to break the enchantment on the Hart brothers and prevent war between Yuredale and Norhaven. However, the wells' cursed waters remain even in the hags' defeat. The party can attempt to cleanse these waters, and they have the opportunity for aid from the lizardfolk shaman *Draz'Larnaraa*. For information on the Wells of Semuanya, the cursed water, and removing the curse, refer to Appendix B: The Wells of Semuanya.

The Highfang Reigns

The leader of the Scornscale tribe is referred to as the *highfang*, a position currently occupied by the lizard king *Krak'Arnazzra*. Krak and his bodyguards typically occupy the royal quarters (Area C), but may not be there, depending upon when the party first arrives. Krak is currently returning from a raid, and only arrives back in the adventure area after all three hags in the coven have been slain.

Random Patrol

The Scornscale keep a constant patrol throughout the swampland in small strike forces led by enforcers. If the party lingers too long in one area, it's possible that such a patrol will come across them.

In the event you need a random encounter anywhere, you can use the following monsters:

Random Encounter: Scornscale patrol ★★☆☆

1 *Scornscale enforcer* (**Appendix A**) 1,100 XP

4 *lizardfolk* (**MM pg. 204**) 400 XP

Adding Something Wicked to Your Campaign

You can use any of the following adventure hooks to bring the party to the adventure site.

Hook 1: Peace at All Costs

The brother-kings Maeron Hart and Alleron Hart have declared war with one another, the first step that may lead to their tragic deaths and, ultimately, the downfall of both their peoples. The fact that each blames the other for the recent lizardfolk raids is suspect, and anyone close to either king will attest to the out-of-character malevolence they've displayed recently. If routing out the lizardfolk is the only way to preserve peace between the kingdoms, then it's something the party must do!

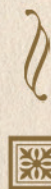
[**CUSTOMIZE**] – Instead of the kingdoms Yuredale and Norhaven, you can substitute kingdoms in your campaign world to be the target of the hags' plan, having the rulers of each kingdom affected by the cursed water instead.

Hook 2: Raiding the Raiders

The party is on the outskirts of either Yuredale or Norhaven when they are targeted by a Scornscale raiding party (you can use the *Scornscale patrol* encounter group). The raiders are marked by war paint drawn into sigils well beyond the ken of common lizardfolk. A curious party member can deduce that there is someone aiding them, and tracking them down, through Mistmire Swamp may be the only way to find answers.

Hook 3: A Message from Draz'Larnaraa

Amid the unrest in either Yuredale or Norhaven, one of the party members is greeted by a lizard with the surprising ability to speak! It turns out the lizard is under the effect of the *animal messenger* spell, delivering a message from Draz'Larnaraa, a shaman of the Scornscale tribe. Draz resents the highfang for submitting the tribe to the hags' whims, and needs help reclaiming the lizardfolk from their clutches. She offers to explain the turmoil brewing between the two nations in exchange for the party's aid.



Something Wicked



1 square = 5 feet

\$ Indicates the location of a secret door.



Hostile Creature(s)



Trap



Plot Driver



Treasure



NPC



Puzzle



6



Introduction

Prelude: Beginning the Dungeon

It's likely that the party will begin in the nearby kingdom of Yuredale or Norhaven, and some action arising will guide the party's attention to Mistmire Swamp which lies between the two. The party can get information regarding the kings' strange behavior, the lizardfolk raids, and the looming war from NPCs in either kingdom. You can refer to the *Gossip* sidebar for more information and dialogue from NPCs.

The party should learn that both the kings' behaviors, and the lizardfolk raids are out of character, and that each kingdom is holding the other responsible despite their shared troubles. The party may decide to investigate the lizardfolk on their own initiative, or they may be asked to do so by someone with a close connection to one of the kings.

A Message from Draz'Larnaraa

If you're using the adventure hook *A Message from Draz'Larnaraa*, one of the party members is greeted by a small lizard bearing a message from a Scornscale shaman. In this scenario, you can read the following aloud to the player:

While stretching in a yawn, you notice a tiny lizard has crawled onto your forearm. You reach to shoo it away reflexively, when it looks at you and seems to speak. Its voice is cold, rasped, and feminine.

"You who hears this, the Scornscale need your aid. Your king's mind is poisoned. Seek the red croc of Mistmire. War looms, time is short."

Once Draz's message is delivered, the lizard scuttles off the player, back towards the swamp.

Entering Mistmire Swamp

When the party enters the swamp, you can read the following aloud to the players:

The constant squish of soft, wet land beneath your boots yields to plodding through inch-deep water. Eventually, the water grows to pools deep enough to swallow your ankles and shins and, before you know it, the swamp is all around you. The water isn't a major concern – you've been through worse – but the fog Mistmire Swamp is named for is growing on your mind. It's all around you now, and growing thicker as you go. Its haze blocks your sight and quells sound from carrying through the swamp.

As the party advances through the swamp, they'll eventually come upon the Scornscale's settlement.

Sighting the Scornscale Settlement

When the party comes in view of the adventure area, you can read the following aloud to the players:

Eventually, the dark shapes that hide within the mist prove to be more than just trees. You've come across a primitive settlement of sorts, demarcated by wooden huts made from swamp cedars, and accompanied by the flicker of torches. Portions of the settlement are fenced off by tree trunks bound together, their ends sharpened to stakes.

Gossip

The hags' curse has taken hold of the neighboring kingdoms, leaving their respective rulers bitter and on the brink of war. If the party begins in either Yuredale or Norhaven, they can meet plenty of townsfolk with an opinion on the troubling situation, the lizardfolk raids, and their kings.

You can use the following lines of dialogue for NPCs in the area if questioned by the party.

If asked about the king or the war...

The king must be bloody mad, to raise his army 'gainst his brother, of all people! I've spent all my life here, and the most we'd ever had to fight was a bad cough. These are dark times, friend. I think it's more than just the lizardfolk proddin' at him, if you ask me.

The brother kings have lived in peace for decades, and Yuredale and Norhaven because of it. Each blames the other for the raids on the borders but, in all my time, I couldn't tell you what good would come from such barbarism at the hands of savages. This is something deeper, something dangerous.

War! I say we're better for it. They think they can get away with sendin' the scale-men to kill our kinsmen? We'll mount their bloody heads on pikes before the next moon.

The malice grows within our king by the day: he's become violent and spiteful, more servants flee the castle each day for fear of their safety, and now there's talk of war with his own damned brother! It is not the lizardfolk I fear is responsible, but madness.

If asked specifically about the lizardfolk...

The lizardfolk? The scale-men of Mistmire Swamp. I know of them, if that counts for anything, but can't say I've ever seen one. 'Course, they've never been an issue until now. They seemed to live just fine in the swamp without killin' anybody before, but if it's true the king's brother is using 'em like hired swords, then we all could be gettin' to know 'em right quick.

The scale-men are savages, brutes from the swamp half man and half crocodile. But, to their credit, they've never been a threat before. I've traded with them, just once, as I made a long trek between kingdoms and lost my way within the fog. A pile of croc teeth and swamp-plants for some of my best silks. I didn't press the balance of the trade, just called it even on account of them not havin' me for supper, if you know what I mean.

Depending upon how the party approaches the settlement, refer to the appropriate encounter area to begin the adventure proper.



Area A: Western Post

If the party ventures directly into the Scornscales settlement, they approach from this direction. It's possible they may choose to skirt the edges of the settlement to find a different point of entry; in this case, you can refer to the appropriate encounter area to begin the adventure.

When the party enters this area for the first time, you can read the following aloud to the players:

A single hut stands within this fenced off section of swamp perhaps 50 feet in diameter. The hut's door is tied shut with rope. You can see two lizardfolk patrol the area, but they're unlike any lizardfolk you've seen before. These brutes are especially muscular, with bony spikes protruding from their tails. They're accompanied by a pet crocodile lounging on the edge of a pool of water.

The lizardfolk are Scornscales enforcers, and the crocodile is actually a lizardfolk shaman in its crocodile form. A third enforcer is out of view, behind the wooden hut in the area.

Lizardfolk Hut

The door to this wooden hut is tied shut with a soggy rope, which is easily cut with a weapon that deals slashing damage (no check required). If the party enters inside, you can read the following aloud to the players:

Your eyes narrow and water as you enter here, the smell of fish and corpses assaulting all your senses. Several human bodies, no doubt victims of the recent raids, are sprawled under heaps of swamp fish... it would appear the lizardfolk prefer their meals aged before feasting.

There're a few spears and fishing nets in the hut, but nothing else of obvious value. However, the pile of fish and corpses lies on top a secret door that conceals some treasure (see *False Floorboards*).

Hostile creatures: Scornscales watch ★★★★★

1 lizardfolk shaman* (*MM* pg. 205) 450 XP

3 Scornscales enforcers** (*Appendix A*) 3,300 XP

*The shaman is in its crocodile form when the party arrives.

**One of the enforcers is out of view from the point of entry of this area. It is behind the wooden hut.



Combat

The two enforcers that can be seen from the area's entrance congregate on the north side of the area (marked by the combat icon of the area map). The shaman lounges in the nearby adjacent pool in its crocodile form. The lizardfolk speak Draconic, but aren't willing to parlay; they're under orders to kill any intruders they find.

The lizardfolk can be surprised if the party keeps its distance and uses ranged attacks to ambush them. Otherwise, the enforcers rush the party as soon as they detect them. The third enforcer reveals itself during the second round of combat, unless discovered by a party member prior to that.

The shaman assumes its true form, and attacks the party using its *heat metal* spell, and then its *thorn whip* cantrip. The enforcers



prefer to use their tail attacks first, hoping to knock down their targets before laying into them with successive attacks.

The lizardfolk here fight until reduced to 10 or fewer hit points, and then attempt to flee. If slain, they can be looted of small pouches containing an average of 14 gold pieces each.

COMBAT DEVELOPMENTS

- Lizardfolk that flee rally with Draz'Larnaraa. When Draz arrives to confront Krak'Arnazzra in Area C, she arrives with a number of surviving lizardfolk, which grows cumulatively each time more rally behind her. Lizardfolk that arrive with Draz'Larnaraa assist the party in the final encounter.



False Floorboards

Beneath the heap of fish and human bodies in the lizardfolk hut is a set of false floorboards. The false floorboards conceal an open space beneath the floor, that the lizardfolk have used to store some valuables they've stolen on their raids (see *Stashed Loot*).

The false floorboards can't be detected unless the party inspects or moves the bodies in the hut. If a party member does so, he or she can make a DC 18 Wisdom (Perception) check. On a success, the party member notices the blood and water trickling from the fish and bodies flowing into odd seams on the floor. If the fish and bodies are moved aside, a successful DC 15 Intelligence (Investigation) check allows a party member to deduce how to remove the false floorboards, allowing access to the hollow space beneath them.



Stashed Loot

If the party removes the false floorboards from the floor of the hut, they can find much of the coins and valuables the lizardfolk have acquired from their recent raids. In the hollow beneath the floor are four bags containing a total of 963 gold pieces, 328 silver pieces, and 12 gemstones worth 10 gold pieces each (*DMG* pg. 134). Many of the coins are bloodstained, and have stamps from the kingdom of Yuredale and Norhaven.



Area B: Central Area

The large central area in the middle of the Scornscales settlement consists of two separate areas: the lizardfolk shaman **Draz'Larnaraa's hut**, and the fenced-in access to the royal quarters.

Draz'Larnaraa's Hut

When the party first enters this area, you can read the following description aloud to the players:

A central area of the swamp settlement is penned in by great stakes bound together, its entrance accessible from the north. You can hear the muffled sound of reptilian grunts rising from within. Just outside the entrance to the fenced area are a pair of wooden huts. On one of the huts, the image of a red crocodile is painted across its side. The door to the hut is ajar, and a warm light is glowing from inside.

Draz'Larnaraa makes her home in this hut. If the party inspects the hut, Draz will reveal herself peaceably, recognizing them as prospects for assistance. If you're using the adventure hook *A Message from Draz'Larnaraa*, then she's openly waiting for the party when they arrive here. (See *Draz'Larnaraa, Lizardfolk Shaman*).

Magic Detection

A player who casts *detect magic* in range of Draz'Larnaraa detects a moderate aura of conjuration magic emanating from a dagger she keeps on her person. She also keeps a black pearl (a pearl of power) stowed in a pouch on her hip; those that can see it, detect a strong aura of evocation magic emanating from it.



Draz'Larnaraa, Lizardfolk Shaman

Draz'Larnaraa detests the hag coven for subjugating her people, and disagrees with the highfang's decision to serve them. She's in need of assistance to defeat the hags, overthrow the lizard king, and return her people to some normalcy.

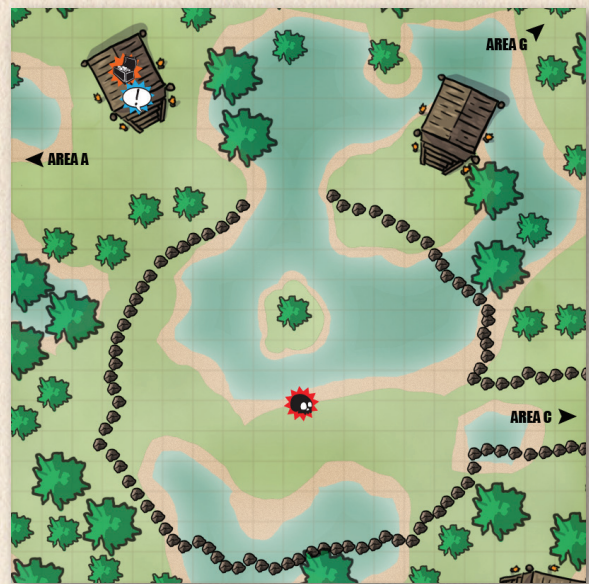
When the party first meets the shaman, you can read the following aloud to the players:

You see a lizardfolk; her scales are mottled and red, and clay beads and crocodile teeth decorate her garb. She turns towards you just as you spy her – as if she was expecting you – but it's difficult to get a read on her from her cold, reptilian face.

"Stay your blades, children of flesh, I pose you no threat," she says to you in Common with a raspy voice.

Draz's goal is to recruit the party members in what she views as rebellion, even at the cost of the lives of the lizardfolk currently at the settlement. You can use the sidebar *Role-playing Draz'Larnaraa* for more information and dialogue you can use for the shaman.

If the party is hostile towards Draz, she defends herself as best she can before she flees from the settlement. She doesn't forget such a transgression, though, and is hostile towards the party if they are



there when she confronts Krak'Arnazzra when he returns from his raid (Area C).

If the party is amicable to Draz'Larnaraa, she gives them a useful treasure (see *Draz's Gift*). She also gives them a reed whistle that they can use to summon her for assistance with cleansing a Well of Semuanya (see Appendix B: The Wells of Semuanya).

Draz'Larnaraa ★★★★★

Draz'Larnaraa, Lizardfolk Shaman (Appendix A) 1,100 XP



Draz's Gift

If the party agrees to help Draz'Larnaraa, she gives them a token of her appreciation: a black, serrated dagger with a grip made from crocodile bone. The dagger's name is *Rend*, and it has the same properties as a *sword of wounding*, although its user also gains a +1 bonus to attacks and damage rolls with the weapon.

Royal Access

The fenced-in area of this location is the entrance to the settlement's royal quarters. It is the current location of the vile hag *Sue Sourtongue* and her retinue of lizardfolk. She is currently passing the time by making them fight against each other for her amusement.

When the party first enters this area, you can read the following description aloud to the players:

Eight lizardfolk congregate inside the penned-in area in the middle of the settlement. Six stand armed with crude weapons and shields in a circle around another two who are wrestling and biting at each other in the shallows. What is perhaps the ugliest woman you've ever seen in your life cackles from the back of the area, urging the combatants to continue their bout to the death. She cackles a dark rhyme to them:

*"Hee hee! Slice and bite, in the fog, and in the mud!
The hate deepens, in the bog, and in the blood!
The smell of death, ripe in the air!
Sue Sourtongue shall drink her share! Hee hee!"*



The lizardfolk are watching the combat, but still watch over the area they're guarding. They immediately advance on the party as soon as they're aware of them (see *Combat*).

Hostile creatures: Sue Sourtongue ★★☆☆

1 vile hag (**Appendix A**) 3,900 XP

8 lizardfolk* (**MM pg. 204**) 650 XP

*Two of the lizardfolk are unarmed and unarmored (AC 13).
Unarmed lizardfolk have 11 hit points remaining.



Combat

The lizardfolk occupy a cluster in the middle of the area (marked by the combat icon on the area map). The vile hag is south of the group, with the lizardfolk positioned between the hag and the party arriving from the north.

If the hags are somehow aware of the party's presence in the settlement, the monsters here are on alert and can't be surprised. Otherwise, the party can surprise them by sneaking up on them or using ranged attacks.

The six, armed lizardfolk attack the party with their melee weapons, while the unarmed lizardfolk can only use their *bite* attacks. Sue Sourtongue uses her first action to cast *mirror image* on herself. Then she attacks the party with *hold person*, *lightning bolt*, or *phantasmal killer* (if available to her).

Sue isn't afraid to cast *stinking cloud* on the party and affect lizardfolk as collateral damage – she doesn't value their lives any more than the characters'. In fact, her *aura of cruelty* is likely to cause some casualties among the lizardfolk that find themselves too close to the hag when she becomes engaged in melee.

Sue Sourtongue fights until slain. When she dies, she gives a high-pitched scream and her body crumples to the ground like a deflated balloon. It rustles for a moment before hundreds of roaches and centipedes emerge from under the mass, all skittering off in different directions.

So long as the vile hag lives, the lizardfolk fight until slain. Once the hag is killed, the lizardfolk flee the settlement if able. Each slain lizardfolk can be looted of a small pouch containing an average of 17 silver pieces each.

COMBAT DEVELOPMENTS

- Lizardfolk that flee, rally with Draz'Larnaraa. When Draz arrives to confront Krak'Arnazzra in Area C, she arrives with a number of surviving lizardfolk, which grows cumulatively each time more rally behind her. Lizardfolk that arrive with Draz'Larnaraa assist the party in the final encounter.
- If Sue Sourtongue is the last hag of Mistmire coven to be slain, the lizard king Krak'Arnazzra returns shortly to the settlement, and heads to Area C.

Role-Playing Draz'Larnaraa

Draz'Larnaraa seeks to slay the hags that have corrupted the Wells of Semuanya, and oust the lizard king Krak'Arnazzra from leadership of the Scornscale tribe. Her mood is eerily cold and calculating, and her raspy voice carries no inflection. You can use the following lines of dialogue for the lizardfolk shaman while interacting with the party.

I am Draz'Larnaraa, but you may be more comfortable calling me "Draz." I was an esteemed shaman of my tribe, the Scornscale, before the hags of Mistmire fell upon us like a blight on this swamp. Now I am unheeded and left alone, a woman without her people.

Three hags now walk among our tribe. They disrespect our land, and have poisoned our sacred wells with their foul magic. Many Scornscale died trying to rid them from our home, and now our highfang bends his knee to such scum. I would see their heads put on spikes, and a new highfang given rule. Only then can my people recover from such dishonor.

Assist me, children of flesh, with slaying these foes of the Scornscale, and I will be the new highfang. Do this; and I will be in your debt.

If asked about the kings of Yuredale and Norhaven...

Your kings' minds are poisoned, for they have drunk of the Wells of Semuanya. The hags delight in the thought that they will bring blood and tragedy from war between them. While their black hearts beat, your kings will be blind to reason, and quick to bloodshed.

If asked about the Wells of Semuanya...

Four sacred Wells of Semuanya were built here long ago by my ancestors. Now, they serve as cauldrons for the hags' wicked potions. To sip of its brew is to taste hatred and to know naught but malice.

If asked about the lizardfolk raids...

Our highfang, Krak'Arnazzra, has given my people to the hags' awful will. They have instructed such raids you speak of, on both sides of the swamp. Even now, he raids.

If the party agrees to help Draz'Larnaraa...

Semuanya has blessed us. One hag awaits past the pen beyond here, the others spread their blackness elsewhere in our home. Find them, and kill them. Should you come across a Well of my people, call me with this... (she gives you a reed whistle) perhaps I can cleanse their waters of the hags' magic. I can hear this whistle anywhere from the swamp, but I'm afraid you'll have to ensure the area is safe before I can arrive.

Also, take this dagger. Its name is 'Rend'. May it bring the deaths of your enemies swiftly. Your work here will be red with blood... if you can spare the lives of my tribe as best you can, you would honor me.

Area C: Royal Quarters

This eastern portion of the settlement is referred to as the royal quarters, although there is nothing grandiose about it. It is the quarters of the highfang of the Scornscale tribe – a title held by the lizard king *Krak'Arnazzra*.

Krak'Arnazzra is raiding at the time the party arrives to the settlement, and it's unknown when he'll return. When the party enters this area, use the scenario *The Highfang Raids* if they haven't slain the three vile hags of the Mistmire coven yet. If all three hags are dead, use the scenario *The Highfang Returns* instead.

The Highfang Raids

If the party enters this area before slaying all three hags in the Mistmire coven, they find it empty. You can read the following aloud to the players:

The penned-in area leads to a wide expanse to the east, but aside from a pair of lizardfolk huts, there's nothing else here.

If the party explores the huts, they find stores of fish, sixteen stone-tipped spears, two turtle-shell shields, and an assortment of crocodile teeth and bones.

The Highfang Returns

Once all three hags of the Mistmire coven are slain, the lizard king Krak'Arnazzra returns from his raid. If the party returns to this area after that occurs, the highfang and his war band are here.

NOTE: If the hag Sue Sourtongue in Area B is the last of the coven to be slain, it's possible that the party will encounter the highfang in Area B instead of Area C, as he returns to the royal quarters.

When the party enters this area you can read the following aloud to the players.

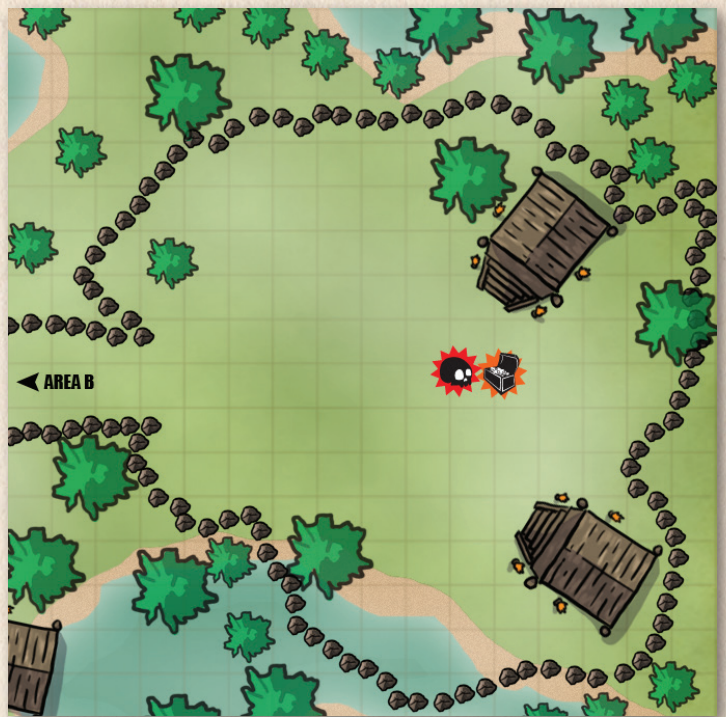
Coming into this area you see a war band of lizardfolk. At least a dozen lizardfolk are here, including three extremely muscular ones and a lizardfolk wearing a crown made of swamp reeds and a split crocodile jaw. This must be the Scornscale's highfang, and he looks the part. He wields a mighty trident, and a set of bone pipes hangs from a cord around his neck.

Before the party can react, Draz'Larnaraa, and any lizardfolk that have rallied to her, arrive as well to confront the highfang.

"Krak!" a reptilian voice shouts from behind you. Draz'Larnarra enters the quarters, poised and ready for a fight. "You sold the Scornscale to the swamp witches. They are dead now, as you will be. Tell Semuanya why you relented to their madness so easily!"

Krak'Arnazzra gets one retort in before the action begins.

The highfang smiles, his teeth bloodstained. "So," he begins in a voice like shattered glass, "the hags are dead? I think it was your fleshkind that killed them. Not you, Draz'Larnarra. But I am



stronger now, strong enough to spit all your heads on stakes across the swamp! Go now! Iseni Kerdaac!"

Krak's last words are Draconic for "kill them!" At that, Krak's war band assaults the party and any friendly lizardfolk, and combat begins.

Hostile creatures: Highfang Krak'Arnazzra ★★★★★

- 1 lizard king* (*MM* pg. 205) 1,800 XP
- 3 Scornscale elite (*Appendix A*) 3,300 XP
- 1 lizardfolk shaman (*MM* pg. 2054) 450 XP
- 6 lizardfolk (*MM* pg. 204) 600 XP

*Krak'Arnazzra is equipped with a set of *pipes of haunting*. His XP has been increased accordingly.

Magic Detection

A player who casts *detect magic* detects an aura of illusion magic emanating from a set of bone pipes carried by Krak'Arnazzra.



Combat

Krak'Arnazzra's first action is to use his *pipes of haunting*, hoping to affect as many party members as possible, to make them frightened of him. He assumes they were the ones that killed the hags, and views them as the real threat here. Afterwards, he goes into melee, being careful not to allow himself to be surrounded.

The lizardfolk shaman will use *entangle* to attempt to tie up the party and any friendly lizardfolk, followed by *conjure animals* and *thorn whip*. The enforcers and remaining lizardfolk in Krak's war band charge into melee.

Krak and his war band fight until slain. If Draz survives the encounter, she claims his crown and proclaims herself the new highfang of the Scornscale tribe!





Treasure Fit for a King

The war band has returned with more bags of loot the party can claim. The bags are placed haphazardly throughout the area, in or under the huts, or piled against the stakes that form the area's fence.

Inside the bags are a total of 1,438 gold pieces, 625 silver pieces, and 35 platinum pieces. There are also 14 gemstones worth 100 gold pieces each (*DMG* pg. 134).

Additionally, Krak'Arnazzra's bone pipes are *pipes of haunting*.



Highfang Krak'Arnazzra



Area D: Isle Well

The southwestern open area in the Scornscale settlement contains one of the Wells of Semuanya.

Two huts occupy this open area of the swamp, one on either side of a pool of shallow water. Five lizardfolk stand in the pool, fighting among themselves and arguing with each other in Draconic. The water hosts a small isle on its northwest side; a lizardfolk well stands upon it. A slapdash bridge made from swamp timbers lies across the southwestern corner of the pool of water; five ibises stand on its edge, picking food from the shallows.

The hag Red Edna surveys the scene, although she's polymorphed herself into one of the ibises that reside on the bridge. She's corrupted some of the lizardfolk here with the tainted water from the well, causing them to become hateful, and their souls to manifest as will-o-wisps upon their deaths.

Hostile creatures: Red Edna ★★★★★

- 1 vile hag* (**Appendix A**) 3,900 XP
- 5 lizardfolk** (**MM pg. 204**) 650 XP
- 3 will-o-wisps*** (**MM pg. 301**) 1,250 XP

*The vile hag is disguised as one of the ibises on the bridge.

**Three of the lizardfolk have been affected by the cursed water of the Well of Semuanya here. They have disadvantage on all Charisma and Wisdom-based ability checks and are treated as if under the effect of the *confusion* spell.

***The will-o-wisps are not present when the party arrives. Instead, they appear after the death throes of the lizardfolk affected by the water's curse (see *Combat*).

Magic Detection

A player who casts *detect magic* in the area detects a strong aura of enchantment magic emanating from the water in the Well of Semuanya. One of the ibises on the bridge (marked by the combat icon on the area map) emanates a moderate aura of transmutation magic. A box stowed in the southern hut radiates a moderate aura of transmutation magic.



Combat

Five lizardfolk argue in Draconic here. Three are openly hostile and erratic; the other two keep their distance. Characters that understand Draconic know the argument is over something petty, such as pilfered fish, and know it is about to become violent.

The lizardfolk occupy the middle of the area. Red Edna, watches with delight, from a spot on the bridge (marked by the combat icon on the area map) as they bicker.

All the creatures here can be surprised. If the three lizardfolk here spot the party members, they descend into a mad frenzy, attacking the party and fellow lizardfolk alike (as under the effect of the *confusion* spell).

Once the first lizardfolk dies and its soul animates as a will-o-wisp, Red Edna reveals herself. You can read the following aloud to the party:



The lizardfolk's corpse shudders, splashing water up from around it. In one final heave, it is briefly lifted into the air, a ball of light emerging from its chest. One of the ibises on the bridge twinkles for a moment before its form shifts into that of a revolutive, sickening woman. Her laughter is like a knife in your mind.

"It drank of old Red Edna's drink, and though it was ungrateful, Its wrath still cries, as its body dies—Hate outlives the hateful!"

Red Edna's her first action is to cast *mirror image* on herself. On subsequent turns she attacks the party with *hold person*, *lightning bolt*, or *phantasmal killer* (if available to her). She's not afraid to wade into melee either, making full use of her *aura of cruelty*.

Red Edna fights until slain. When she dies, she gives a high-pitched scream and her skin sloughs from her bones into dozens of water snakes, each slithering off in different directions.

So long as the vile hag lives, the will-o-wisps and lizardfolk fight until slain. Once the hag is killed, both the will-o-wisps and lizardfolk flee the settlement if able. Each slain lizardfolk can be looted of a small pouch containing an average of 14 silver pieces each.

COMBAT DEVELOPMENTS

- Lizardfolk that flee, rally with Draz'Larnaraa. When Draz arrives to confront Krak'Arnazzra in Area C, she arrives with a number of surviving lizardfolk, which grows cumulatively each time more rally behind her. Lizardfolk that arrive with Draz'Larnaraa assist the party in the final encounter.



- If the will-o-wisps are able to flee, they leave the Scornscales settlement, but remain in Mistmire Swamp. They may haunt the party on its return to trip to one of the nearby kingdoms, or perhaps cause trouble for future travelers.
- If Red Edna is the last hag of Mistmire coven to be slain, the lizard king Krak'Arnazzra returns shortly to the settlement, and heads to Area C.



Well of Semuanya

One of the Wells of Semuanya is in this area. Refer to Appendix B for information if the party interacts with it, or attempts to call Draz'Larnaraa for assistance.



Such Marvelous Colors

More of the lizardfolk's raided loot is stored in this hut on the southeastern side of the area (marked by the treasure icon on the area map). If the party enters this area, they find that the hut contains bags upon bags of trade goods. The bags contain textiles (cotton, canvas, linen, and silk) worth 700 gold pieces, and spices (ginger, cinnamon, pepper, and cloves) worth 500 gold pieces. Lying in the corner of the hut is a fine wooden box containing a brush and three pots of paint. This is a set of *Nolzur's marvelous pigments*.

A Well of Semuanya



Area E: Wishing Well

This area is the access to the southeastern stretch of the Scornscales settlement. It has been penned off using the stakes prevalent throughout the area. Inside the access is a peculiar wishing well, as well as the lizardfolk enforcer, *Targ'Riddagris*.

When the party first arrives in this area, you can read the following aloud to the players.

This portion of the settlement is surrounded by a fence of great wooden stakes, and is accessible from its northern reach. Inside you find(?) a well nearly five feet across; its basin formed by two stone crocodiles, each biting the other's tail. A massive lizardfolk, his scales a deep forest green, is peering down inside of it.

This well looks unlike the other Wells of Semuanya in the area. If the party is familiar with the other wells before encountering this one, they're immediately aware that this one is not affected by the hags' curse.

Magic Detection

A player who casts *detect magic* detects a strong aura of illusion magic emanating from the wishing well (marked by the puzzle icon on the area map). This effect cannot be dispelled.



Targ'Riddagris, the Sympathizer

Targ'Riddagris is a Scornscales enforcer, charged with securing this section of the settlement. He is sympathetic to Draz'Larnaraa's cause and considers rebellion himself; though he fears the lizardfolk are too weak, compared to the hags, and their highfang too unwilling to risk another revolt against them.

Targ is willing to parlay with the party members, and he speaks Common in addition to Draconic. His goal is to learn from the party as much as he can about their deeds in the settlement.

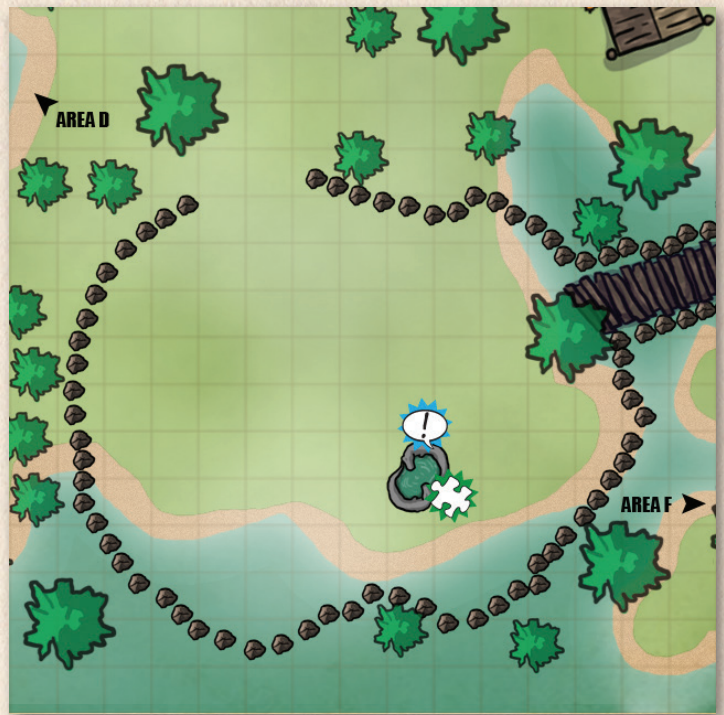
The party can also convince Targ to rally to Draz'Larnaraa's cause. If a party member urges Targ to join Draz'Larnaraa, he or she can make a DC 15 Charisma (Persuasion) check. On a success, the lizardfolk agrees and rallies with her, leaving the encounter area. On a failure, he remains unmoved, too worried to join her cause. The check can be retried.

For information and sample dialogue you can use regarding the lizardfolk, refer to the sidebar *Role-playing Targ'Riddagris*.

If Targ is attacked or threatened by the party, he defends himself as best he can before fleeing the area, and eventually the swamp entirely.

Targ'Riddagris ★★★★★

1 Scornscales enforcer (**Appendix A**) 1,100 XP



The Wishing Well

This well extends deep into the ground, perhaps twenty or more feet. Water can be seen at the bottom, with many copper coins sparkling within it.

If a party member is unlucky enough to fall into the well, he or she suffers 2d6 bludgeoning damage and must succeed on a DC 20 Strength (Athletics) checks to climb out. Other party members may be able to assist such a character by throwing him or her a length of rope to aid his or her ascent.

The well represents a puzzle, the key to which is provided by Targ'Riddagris. If a party member throws a coin of any value into the well, wishing for "luck and food," you can reward the character Inspiration. Additionally, the next time the character would make a saving throw, he or she automatically succeeds without needing to roll the die. Each creature can only gain this benefit once, regardless of how many times it throws a coin down the well.

A character that wishes for luck and food also finds something he or she finds appealing to eat at some time before the end of the day. It could be an extra bag of rations overlooked, food stored in a lizardfolk hut or recovered from a slain lizardfolk, or perhaps food recovered from a raid.





Vile hag Ma Grimsmile

— Role-Playing Targ'Riddagris —

Targ shows surprising intelligence and depth for a lizard-folk. He doesn't trust the hags and deplores his people being reduced to their playthings. He's wary of the party, but sees the same opportunity in their arrival, as does Draz'Larnaraa. Targ's tone is cold and without inflection, like most lizardfolk.

You can use the following lines of dialogue for the lizardfolk enforcer while interacting with the party.

You speak to Targ'Riddagris, fleshkind. Do not mistake me, I do not think kindly of your intrusion into the Scornscale's home, but you may serve my purposes for the better right now. Give me your names, strangers.

Three crones have invaded this place, and worked their magic to blacken the waters of our ancestors' wells. Worse still, our highfang submits to their will, making my kind no better than pets. I'd strip the flesh from their rotten bones, and serve a new highfang before I serve as a dog.

You come here armed. This is good—you can put your blades to use against Krak'Arnazzra and all Scornscale that would serve these witches, for all I care. How do things fare across the settlement?

If told about Draz'Larnaraa's plan...

The blessed one has made her move. May she find the strength to cut the crones' black hearts from their chests.

If asked about Krak'Arnazzra...

The highfang and his war band are raiding the drylands of the fleshkind. He will return soon.

If asked about the Wells of Semuanya...

I know little of these wells, other than that their waters are now poison. Do not drink of them, or night will fall on you.

If asked about the well in this area...

This is a well of wishes. I would drop a coin in, had I any left. One can wish for many things, but grand wishes are foolish. Wish for luck and food, and let the gods decide the rest.

If the party urges Targ to join Draz'Larnaraa... [FAILURE]

No. The crones' magic is as black as night. I'll not risk my scales for Draz just yet.

If the party urges Targ to join Draz'Larnaraa... [SUCCESS]

The gods must be laughing. We may all die today, fleshkind, but at least my death will be with honor. I will find Draz and add my strength to hers.

Area F: Bog Well

The southeastern corner of the settlement is penned off, and contains one of the wells of Semuanya. No lizardfolk patrol this area, but the hags have used fey magic to create a pair of shambling mounds to guard it. The shambling mounds are resting in and around the hut in this area, allowing them to blend in with the natural vegetation in the area.

The penned-in area leads to a wide expanse of the swamp, a lizardfolk well stands at its southeastern perimeter. A single lizardfolk hut is also penned-in by the stakes that run around the area; a mass of vines and swamp plants have grown all over it and are all knotted into a large mass within.

A party member within 10 feet of the hut who inspects it, can make a DC 17 Wisdom (Perception) check. On a success, the character perceives something off about the vegetation growing over the hut, and is aware it is not natural.

Hostile creatures: shambling mounds ★★☆☆☆

2 shambling mounds* (MM pg. 270) 3,600 XP

*The shambling mounds are lying still, appearing as a tangle of vines and swamp vegetation overgrowing the hut in this area.

Magic Detection

A player who casts *detect magic* in the area detects a strong aura of enchantment magic emanating from the water in the Well of Semuanya.



Combat

Both shambling mounds occupy the 10-foot space of the hut's interior (marked by the combat icon on the area map), though their mass extends above, and beyond the hut, making it appear as if the hut were overgrown by swamp plants.

Thanks to their blindsight, the shambling mounds are aware of any creatures that enter the area, and cannot be surprised. They each wait for a creature to come within 5 feet of it before attacking. If the party approaches the hut without any caution, the shambling mounds can surprise them. The shambling mounds advance on the party if they approach the Well of Semuanya.

The Hut Collapses

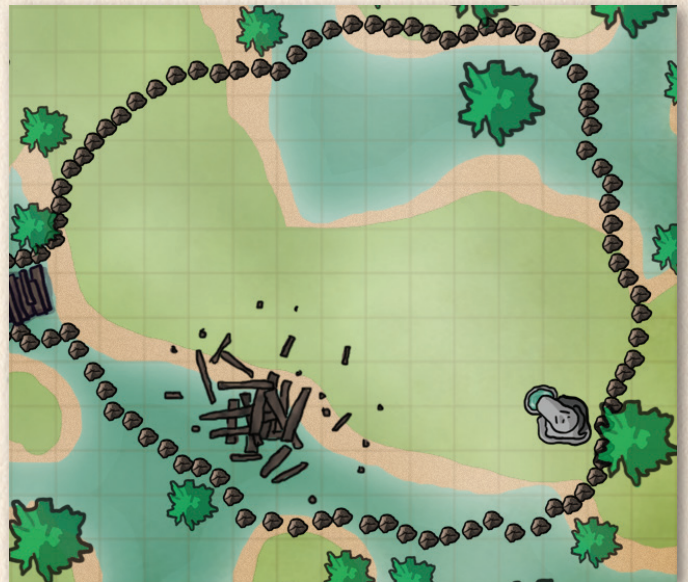
Once combat begins, the lizardfolk hut collapses from the movement of the shambling mounds. You can read the following aloud.

Wood moans and creaks, and suddenly a thunderous crack echoes over the swamp as a spray of sprinters showers past you. Where the hut once stood now lies naught, but a pile of timbers and rope, with two writhing masses of vines emerging from the debris!

NOTE: When the hut collapses, it is no longer an obstacle in the space it once occupied (though you may choose to treat it as difficult terrain). Refer to the alternate area map.



Area Map when first encountered



Alternate Area Map "The Hut Collapses"

Each shambling mound moves towards the closest creature in its path, or toward a creature closest to the wells of Semuanya. They attack straightforwardly and without strategy, attempting to slam and engulf the party members immediately. Each shambling mound fights until slain.



Well of Semuanya

One of the Wells of Semuanya is in this area. Refer to Appendix B for information if the party interacts with it, or attempts to call Draz'Larnaraa for assistance.



Area G: Mist Well

The northeastern stretch of the Scornscales settlement is an open area, and contains one of the Wells of Semuanya. The lizardfolk herd and raise their crocodiles here, preferring its space, and relatively deep pools of water nearby. They're here when the party arrives.

This open area contains one of the lizardfolk wells, though you're much more concerned about a pair of enormous crocodiles roaming about it. Each must be twice the size of a horse, easily 15 feet from snout to tail. One of them is cooling itself in the swamp waters to the southeast; another lounges by the well. A squad of lizardfolk are here, cautiously holding crude spears around it, trying to get it to move.

The hags have used their magic to transform these two crocodiles into giant crocodiles. The lizardfolk are wary of the beasts, afraid to give them direction.

Toadstool Patch

A patch of odd toadstools in the area sticks out to any party member approaching within 10 feet of it (marked by the treasure icon on the area map). You can read the following aloud to such a player:

A cluster of black and red toadstools sprouts around a muddy spot here, right where swamp water sloshes into firm land. They don't seem to be like any other plant life you've seen in the swamp thus far. A heavy cloth bag protrudes from the mud a few inches from them.

Hostile creatures: crocodile herders ★★★★★

2 giant crocodiles (**MM** pg. 324) 3,600 XP

5 lizardfolk (**MM** pg. 204) 500 XP

Magic Detection

A player who casts *detect magic* in the area detects a strong aura of enchantment magic emanating from the water in the Well of Semuanya. Two auras, one of necromancy and the other of conjuration magic, emanate from a cluster of toadstools oddly growing from a watery part of the area (marked by the treasure icon on the area map). A leather bag discarded nearby the toadstools emanates an aura of conjuration magic.



Combat

One giant crocodile is cooling itself in the swamp (marked by the combat icon on the area map), though, due to its mass, its body extends well above the water level. Another giant crocodile is closer to the Well of Semuanya, with the lizardfolk spread throughout the area around it.

Both the giant crocodiles, and the lizardfolk can be surprised if the party takes steps to approach stealthily. Otherwise, if the lizardfolk detect the party members, they shout and the giant crocodiles stir from their resting places.

The lizardfolk attack at range, throwing javelins at the party members while the giant crocodiles move into melee. Each lizardfolk has four javelins to throw.



The giant crocodiles fight until slain. So long as one or more of the giant crocodiles live, the lizardfolk fight until slain. Once both giant crocodiles are killed, the lizardfolk flee the settlement if able. Each slain lizardfolk can be looted of a small pouch containing an average of 21 silver pieces each.

COMBAT DEVELOPMENTS

- Lizardfolk that flee, rally with Draz'Larnaraa. When Draz arrives to confront Krak'Arnazzra in Area C, she arrives with a number of surviving lizardfolk that grows cumulatively each time more rally behind her. Lizardfolk that arrive with Draz'Larnaraa assist the party in the final encounter.



Well of Semuanya

One of the Wells of Semuanya is in this area. Refer to Appendix B for information if the party interacts with it, or attempts to call Draz'Larnaraa for assistance.



Bag of Beans

A while ago, an unfortunate adventurer dropped a *bag of beans* in this location of the swamp (marked by the treasure icon the area map). One bean happened to slip out to grow a patch of a dozen toadstools in a watery part of the swamp; while another eight beans are kept safely inside the bag, nestled nearby.

A *detect magic* spell reveals the bag and toadstools are magical (see *Magic Detection*, above). The toadstools are the result of the first effect ("01") on the *bag of beans* effects (**DMG** pg.153). A party member can make a DC 15 Intelligence (Nature) check to determine that the toadstools are not natural.

NOTE: The party can claim the bag of beans for their own, but the magic item may bring some unexpected results. Use of the bag of beans may create more monsters, treasure, or places to explore in the adventure.

Area H: The Quagmire

The northwestern side of the settlement is another fenced-in area. The lizardfolk use it to conceal another Well of Semuanya. It can be accessed in this area.

A penned-in portion of the swamp is accessible from the eastern side of this area. Its interior is empty; no lizardfolk are here, although a crude bridge of planks leads to another area beyond, further within this gated section.

The hags have enchanted this area of the swamp to transform into an area of thick mud if any humanoids other than the lizardfolk enter it (see *Mud Pit*).

Magic Detection

A player who casts *detect magic* detects an aura of transmutation magic emanating from the surface of the area, in a range defined by the shaded location on the area map.



Mud Pit

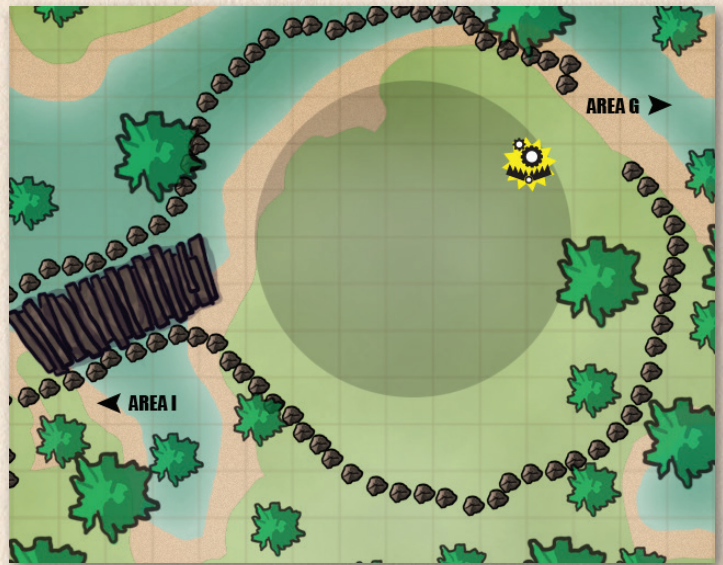
The majority of this area has been magically trapped by the Mistmire coven. When triggered, the affected area becomes a quagmire filled with thick, seeping mud.

Detecting the Trap. A small ring of mud runs the perimeter of the affected area. Characters with a passive Perception score of 17 or higher notice the ring before moving into it. A creature that sees the mud ring, and succeeds on a DC 13 Intelligence (Nature) check, knows that such an occurrence could not form naturally. A *detect magic* spell will also reveal the magic of the enchantment, though it will not reveal its purpose (see *Magic Detection*, above). The party can avoid the trap entirely by skirting the edges of its area, or a party member can dispel the effect by succeeding on a DC 15 check with a *dispel magic* spell (per the spell's description).

Triggering the trap. If a humanoid other than a lizardfolk walks into the enchanted area (designated by the shaded location on the area map), the trap triggers. The affected area turns into thick mud, churning and filled with razor-sharp stones. The mud swallows its prey like quicksand, and causes the stones to lacerate all in its clutches. If this effect occurs, you can read the following aloud to the players:

A horrid sucking sound tickles your ears, softly at first but rising to something hair-raising. The ground sinks and turns, and what was once the firm land of the swamp, now churns into a pit of heavy mud, studded with jagged rocks. It's only as you notice this that you realize you're sinking in it! Somewhere in the distance, over the haze of the swamp, you can hear the echo of wicked laughter.

Affected creatures in the area sink 2 feet into the mud when the trap is triggered, and become restrained. At the start of each of its turns, an affected creature sinks another 2 feet and suffers 10 (3d6) slashing damage as sharp rocks are moved into it by the mud.



As long as an affected creature isn't completely submerged by the mud, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet it has sunk into the mud. A creature completely submerged by the mud can't breathe and begins to suffocate.

A creature can pull another creature within its reach out of the mud pit by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target has sunk into the mud.



Area I: Moss Well

The hag *Ma Grimsmile* occupies this northwestern portion of the Scornscales settlement, which also contains another Well of Semuanya. She's accompanied by a squad of lizardfolk, which serve as her bodyguards.

When the party arrives at this location, you can read the following aloud to the players:

The crude bridge leads into another open expanse penned-in by the stakes the lizardfolk have erected. Here is an area of mostly firm swampland, with a small pool of water at its center. A nauseating woman stands in front of a lizardfolk well; she is gaunt, with pallid, leathery skin, and is joined by six lizardfolk.

Hostile creatures: Ma Grimsmile ★★★★★

1 vile hag (**Appendix A**) 3,900 XP

5 lizardfolk (**MM pg. 204**) 500 XP

1 Scornscales enforcer (**Appendix A**) 1,100 XP

Magic Detection

A player who casts *detect magic* in the area detects a strong aura of enchantment magic emanating from the water in the Well of Semuanya.



Combat

Ma Grimsmile stands in front of the Well of Semuanya (marked by the combat icon on the area map). If the party didn't trigger the trap in Area H, the lizardfolk are interspersed throughout the area, and it's possible the party can surprise the monsters here if they approach stealthily. If the party triggered the trap in Area H, the hag is ready for them. Her lizardfolk pawns stand in front of her, ready to defend her.

As soon as the vile hag is aware of the party, she taunts them. You can read the following aloud to the players:

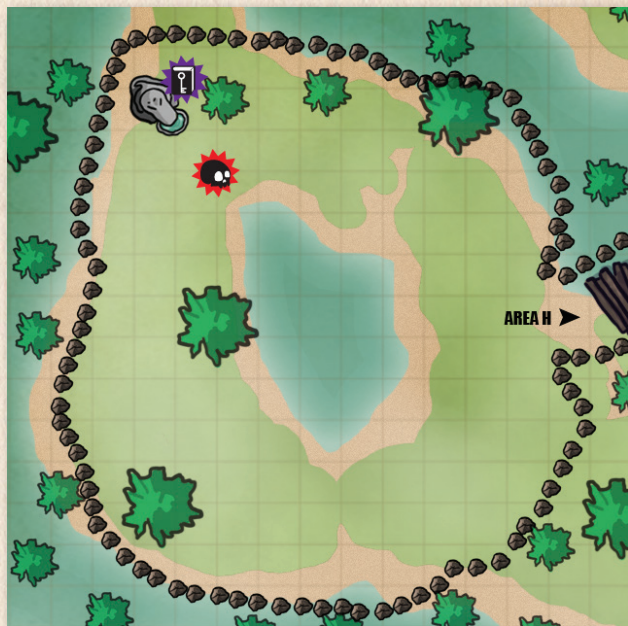
The wretched woman pulls her hands to her face, veiling her hideous visage with a curtain of her awful fingers. She gives a gapped-tooth smile before she taunts.

*"Come here! Come here! Stay for a while!
Tell all your woes to Ma Grimsmile!
Does it hurt? Does it bleed? Mother knows best!
By claw or by cudgel, it's high time you'll rest!"*

Ma Grimsmile uses her first action to cast *eyebite*. On subsequent rounds she attacks the party with *hold person*, *lightning bolt*, or *phantasmal killer* (if available to her). She prefers to wait in the back ranks of the lizardfolk as they tangle up the party in melee, but she is happy to attack in melee if forced into it.

Ma Grimsmile fights until slain. When she dies, she shrieks as her hair bursts on fire, her body rupturing into a cloud of ash and insects which fly away in all directions from the cinders.

So long as the vile hag lives, the lizardfolk fight until slain. Once the hag is killed, the lizardfolk flee the settlement if able. Each



slain lizardfolk can be looted of a small pouch containing an average of 18 silver pieces each. The Scornscales enforcer has a pouch with 22 gold pieces in it.

COMBAT DEVELOPMENTS

- Lizardfolk that flee, rally with Draz'Larnaraa. When Draz arrives to confront Krak'Arnazzra in Area C, she arrives with a number of surviving lizardfolk, which grows cumulatively each time more rally behind her. Lizardfolk that arrive with Draz'Larnaraa assist the party in the final encounter.
- If Ma Grimsmile is the last hag of Mistmire coven to be slain, the lizard king Krak'Arnazzra returns shortly to the settlement, and heads to Area C.



Well of Semuanya

One of the Wells of Semuanya is in this area. Refer to Appendix B for information if the party interacts with it, or attempts to call Draz'Larnaraa for assistance.



Wrapping Up the Dungeon

As things are drawing to an end, refer to this information for anything left to wrap up in the dungeon:

Adventure Hooks

- The party should be able to complete all of their adventure hooks by slaying the three hags of the Mistmire Coven and/or the lizard king Krak'Arnazzra.
- If Draz'Larnaraa is slain during the final encounter with Krak'Arnazzra, the party may have to help sort out who becomes the new highfang of the Scornscale tribe. The remaining lizardfolk may listen to their input, but they won't accept anyone but a lizardfolk as their king.
- If all three hags are slain, the kings Maeron and Alleron Hart recover from the wickedness cursed upon them from drinking the water of the corrupted Wells of Semuanya. Their kingdoms are able to avoid war.

Remaining Monsters

- If Draz'Larnaraa survives the encounter against Krak'Arnazzra and his war band, she claims the title of highfang of the Scornscale tribe.
- If the party was amicable to Draz'Larnaraa during the adventure and she becomes the lizardfolk's new highfang, she becomes an ally in the future. Draz doesn't go too far out of her way to assist the party, but she will accommodate them any time they are in Mistmire Swamp, and gives them any aid that doesn't push the limits of her resources or threaten the lives of her people.

Experience Points

- You can award each player 1,150 XP for defeating the Mistmire Coven, and completing their adventure hooks.
- You can award each player 700 XP for overcoming the mud pit trap in Area H.
- You can award each player 600 XP if one or more players wished for "luck and food" in the wishing well in Area E.
- You can award each player 500 XP if the party found the secret door and treasure in Area A.
- You can award each player 250 XP for each Well of Semuanya the party purified or had Draz'Larnaraa purify.
- If the party assisted Draz'Larnaraa in becoming the new highfang of the Scornscale tribe, you can award each player 200 XP.
- If the party convinced Targ'Riddagris in Area E to rally with Draz'Larnaraa, you can award each player 200 XP.
- You can award each player 50 XP for each additional lizardfolk that rallied with Draz'Larnaraa.

Appendix A: New Monsters & NPCs

DRAZ'LARNARAA, LIZARDFOLK SHAMAN

Medium humanoid (lizardfolk), neutral

Armor Class: 15 (natural armor)

Hit Points: 78 (12d8 + 24)

Speed: 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	16 (+3)	8 (-1)

Saving Throws: Str +5, Wis +5

Skills: Perception +6, Stealth +6, Survival +6

Senses: passive Perception 16

Languages: Common, Draconic

Challenge: 4 (1,100 XP)

Wounded Fury. While Agnar has 50 hit points or fewer, he has advantage on attack rolls. In addition, he deals an extra 9 (2d8) damage to any target he hits with a melee attack.

Hold Breath. Draz'Larnaraa can hold her breath for 15 minutes.

Spellcasting (Lizardfolk Form Only). Draz'Larnaraa is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +7 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *thorn whip*

1st level (4 slots): *cure wounds*, *fog cloud*

2nd level (3 slots): *animal messenger*, *pass without trace*

3rd level (3 slots): *remove curse**, *wind wall*

4th level (1 slots): *blight*

*Draz'Larnaraa is capable of preparing this spell even though it does not appear on the druid spell list.

Actions

Multiattack (Lizardfolk Form Only). Draz'Larnaraa makes two attacks, one with her bite and one with her claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 7 (1d10 + 2) piercing damage in crocodile form. If Draz'Larnaraa is in crocodile form and the target is a Large or smaller creature, the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and Draz'Larnaraa can't bite another target. If Draz'Larnaraa reverts to her true form, the grapple ends.

Claws. Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Change Shape. Draz'Larnaraa magically polymorphs into a crocodile. She can revert to her true form as a bonus action. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Equipment

Pearl of power



SCORNSCALE ENFORCER

Medium humanoid (lizardfolk), neutral

Armor Class: 17 (natural armor, shield)

Hit Points: 75 (10d8 + 30)

Speed: 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	14 (+2)	9 (-1)

Saving Throws: Str +6, Con +5

Skills: Perception +3, Stealth +4, Survival +5

Senses: passive Perception 13

Languages: Draconic

Challenge: 4 (1,100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes

Actions

Multiattack. The lizardfolk makes three attacks, each one with a different weapon.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Heavy Club. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

VILE HAG

Medium fey, neutral evil

Armor Class: 17 (natural armor)

Hit Points: 111 (13d8 + 52)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	16 (+3)	14 (+2)	16 (+3)

Saving Throws Dex +4, Int +7, Cha +7

Skills Arcana +6, Deception +6, Perception +5, Stealth +4

Damage Immunities poison

Senses darkvision 60ft., passive Perception 15

Languages Common, Draconic, Sylvan

Challenge 7 (2,900 XP)

Aura of Cruelty. When a creature within 5 feet of the hag hits her with a melee attack, that creature must immediately make the same melee attack against a different target in range as part of the same action, if able.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components.

At will: *dancing lights*, *minor illusion*, *vicious mockery*

1/day each: *mirror image*, *stinking cloud*

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

Malice. The hag deals an extra 9 (2d8) extra damage when she hits with an opportunity attack.

Actions

Multiattack. The hag makes two claw attacks.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 4) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Shared Spellcasting. The three members of a hag coven can cast the following spells from the wizard's spell list but must share the spell slots among themselves.

1st level (4 slots): *identify*, *ray of sickness*

2nd level (3 slots): *hold person*, *locate object*

3rd level (3 slots): *bestow curse*, *counterspell*, *lightning bolt*,

4th level (2 slots*): *phantasmal killer*, *polymorph*

5th level (1 slot): *contact other plane*, *scrying*

6th level (1 slot): *eyebite*

*Indicates a slot already used by the hag coven.

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12 + the hag's Intelligence modifier, and the spell attack bonus is 4 + the hag's Intelligence modifier.



Appendix B: The Wells of Semuanya

Much of the trouble caused by the Mistmire coven stems from their corruption of the Wells of Semuanya, the ancient wells erected by the lizardfolk's ancestors many years ago. They've cursed the water these wells contain.

FIRST ENCOUNTER

The first time a party member sees a Well of Semuanya you can read the following description of it aloud to the players.

The well is built into the base of a statue of an enormous crocodile. The crocodile statue stands on its hind legs, and is nearly 8 feet tall and twice the width of a human. The statue and the well's basin are carved from stone and green with moss. An umber water fills the well; some unseen force causes it to bubble and swirl constantly.

DRINKING THE WATER

A repulsive, brown broth bubbles and swirls within the basin of each Well of Semuanya. Although, if the water is cupped out the well with a container or in a creature's hands, it settles to become clear, cool, and fresh. The water retains its curse effect for up to 10 days after being removed from a well. A creature that drinks of the water is liable to be affected by the hags' curse.

First Dose

A humanoid creature that consumes a drink from the Well of Semuanya must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes agitated, spiteful, and impossible to placate. It makes all Charisma and Wisdom-based skill checks with disadvantage. This effect lasts for 24 hours, and can be removed by the *remove curse* spell.

Second Dose

If a creature takes another drink while under the effect of the water's curse, its mood worsens (no saving throw). It becomes extremely argumentative and quick to violence. It is treated as if under the effects of the *confusion* spell. In instances that would dictate an affected creature's action (or inability to use an action), the creature acts violently, often spewing obscenities or damaging the area around it. This effect lasts for 24 hours, and can be removed by the *remove curse* spell.

Third Dose

If a creature under the effect of the water's curse takes a third drink of it, all of the curse's effects become permanent, able to be removed only by the *wish* spell. Additionally, if the creature dies while under this effect, its soul manifests on the following round as a **will-o-wisp**.

Breaking the Curse

If all three vile hags responsible for the curse are slain, the effects subside from all affected creatures over the next 24 hours, even if these effects were previously permanent.

CLEANSING THE WELLS

It's possible to cleanse the wells of the hags' corruption. If a well is targeted by the *remove curse* spell, the curse from that well immediately ends. Its water settles and returns to swamp water. A successful DC 16 check with the *dispel magic* spell also ends the curse.

Draz'Larnaraa's Assistance

If the party agrees to help the lizardfolk shaman Draz'Larnaraa dethrone the tribe's current leader, she'll give them a reed whistle they can use to call upon her once they secure a Well.

A character can use an action to blow on the whistle. Draz enters the encounter area as a red-scaled crocodile 1 minute later, along with any lizardfolk that have rallied with her. Draz will not arrive if the party is in combat or if the area is otherwise threatened. Draz will only enter encounter areas containing a Well of Semuanya, or an area containing Krak'Arnazzra, regardless of where the party summons her.

Once she arrives, she uses her *remove curse* spell on the well to rid it of the curse. She will also assist the party, and any dying lizardfolk, using the *cure wounds* spell. Draz will not openly harm another lizardfolk (with the exception of Krak'Arnazzra and those lizardfolk loyal to him during the encounter at Area C).

After cleansing a Well, Draz will change shape back into a crocodile and wait for the party to summon her again in a different area.

The Hags' Rebuttal

If one or more hags are alive after a well is cleansed of the curse, she will attempt to curse it again. The ritual to do so requires 3 full days, less 1 day for each hag assisting in the process. If the hags are interrupted while doing so, becoming distracted or forced to engage in combat, the ritual is disrupted and must be started anew.





OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a
Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0
Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Something Wicked
Copyright © 2016 Dan Coleman

END OF LICENSE

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, etc.), dialogue, plots, storylines, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Dungeons on Demand game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

