

# DUNGEONS & LAIRS #62: LIZARDFOLK VILLAGE

*Lizardfolk Village* is a Fifth Edition plug-in adventure for **four characters with an average party level (APL)**

of **5, 7, 9, or 11**. This document offers a general guideline on scaling the adventure for each level.

Kraozzushk Mire has recently started presenting increased dangers to the denizens of several nearby villages. The characters must investigate disappearances that have all the hallmarks of lizardfolk abductions, and put an end to an even greater threat lurking behind the scenes.

## RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block to say, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

*Spells* and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the appendix.

## LEVEL SELECTION

Before playing, know the level at which you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for

## CREDITS

The following creators made this adventure possible:

**Design and Writing.** DMDave, Adventures of Bogo

**Editing and Layout.** Tony Casper

**Cartography.** Tom Cartos

**Artwork.** Paper Forge

levels other than 5th, 7th, 9th, or 11th, the chart below shows you which version of the adventure you should select for each level. A given adventure version might be easier or more challenging for a given party. The adventure is designed to present a prolonged challenge causing the players to manage their resources carefully. Likely, characters with means of quickly regaining their resources or providing abundant access to their abilities will not have the same strategy-intensive experience.

### Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
5	5th-Level	Deadly
6	5th-Level	Hard
7	7th-Level	Deadly
8	9th-Level	Deadly
9	9th-Level	Hard
10	11th-Level	Deadly
11	11th-Level	Hard

## BACKGROUND

Kraozzushk Mire is a vast swamp with several villages around its western edge. These mainly human settlements are inhabited by hardy people wary of the various dangers of these wetlands. They make their living collecting rare herbs, farming peatland, and fishing the waterways of the mire—all while

## Lizardfolk Village Adventure Hooks

d8	Patron	Adventure Hook
1	Academy	The local villages owe allegiance (and taxes) to a noble family; these mysterious attacks have severely affected their income. The family has become concerned enough to hire the characters to investigate and solve the issue.
2	Ancient Being	The syndicate uses the secluded waterways of the mire to smuggle contraband without prying eyes on them. The syndicate wants the threat to their smuggling routes removed.
3	Aristocrat	The guild has been presented with an offer by the communities around the mire to remove the threat. The guild is looking to contract the characters to resolve the issue.
4	Criminal Syndicate	An expedition to discover the source of the attacks has gone missing, and the local scout commander is willing to contract the characters to discover their fate.
5	Adventurer's Guild	Kraozzushk Mire has been a religious concern since the dragon ruled the area. News of renewed lizardfolk activity concerns them, and they want the characters to discover what has spurred the tribes back to action.
6	Military Force	The sovereign has been notified of the possible risk of an organized threat from the lizardfolk of the mire and tasks the characters with investigating and preventing this threat.
7	Religious Order	Per the instruction of a high priest: "The presence of demons in the region can go unattested no longer! They must all be defeated!"
8	Sovereign	One of the sovereign's champions was captured by the demonic forces a month ago. He is presumed dead, but the sovereign would like proof. He wielded a <i>sun blade</i> that can be used as proof of his demise.



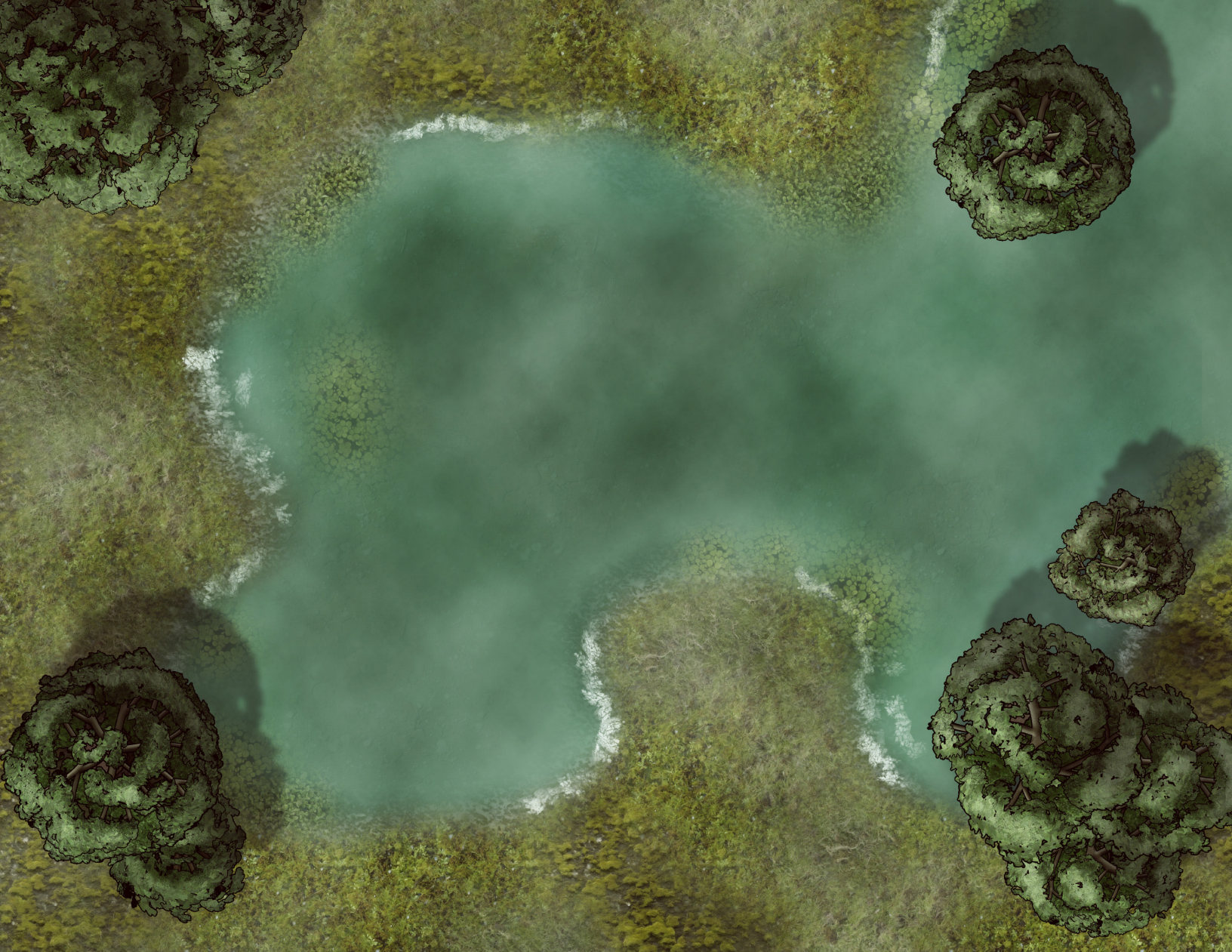
avoiding the crocodiles, venomous snakes, and hazardous mud pits of the mire.

Recently, a greater danger has started threatening the people of these villages. Empty coracles are now frequently found hidden in the high grasses or the mud banks of rivers, many heavily damaged with holes punched through their base and sections of their rims torn off as if by large, powerful jaws.

Lizardfolk are a known threat in the mire. The mire is named for the ancient dragon that once lived in its depths and was worshiped by the various lizardfolk tribes. Since the dragon's defeat at the hands of a band of heroes, the lizardfolk haven't represented a significant threat as their various tribes fell back to old rivalries and competitions. These recent attacks, however, have all the hallmarks of lizardfolk abductions, leading to fears that there is a new settlement of lizardfolk carving out fresh hunting grounds near the local villages.

### ADVENTURE HOOKS

The table above offers some ideas if you don't have a reason for the characters to investigate Kraozzushk Mire. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.



## KRAOZZUSHK MIRE

The Kraozzushk Mire is well-known as a treacherous place with a sordid and dark past. It earned this sinister reputation many decades ago, when the ancient black dragon Kraozzushk united the various lizardfolk tribes of the swamp under his influence. Although the dragon was slain long ago, and the various tribes sent into disarray, the swamp has never lost its reputation as a place of danger and evil. Only the hardest of individuals try to eke out an existence on the edge of these swamps and brave their myriad risks. Compounding these natural risks, a sharp increase in people going missing has raised concerns of new lizardfolk activity.

As the characters journey deeper into the mire, they will face many potential challenges while being plagued with biting insects, oppressive heat, and dangerous wildlife. As they continue along the waterways where people have been going missing, the characters will eventually find the site of a recent

attack and be able to follow the tracks back to the lizardfolk village.

### GENERAL FEATURES

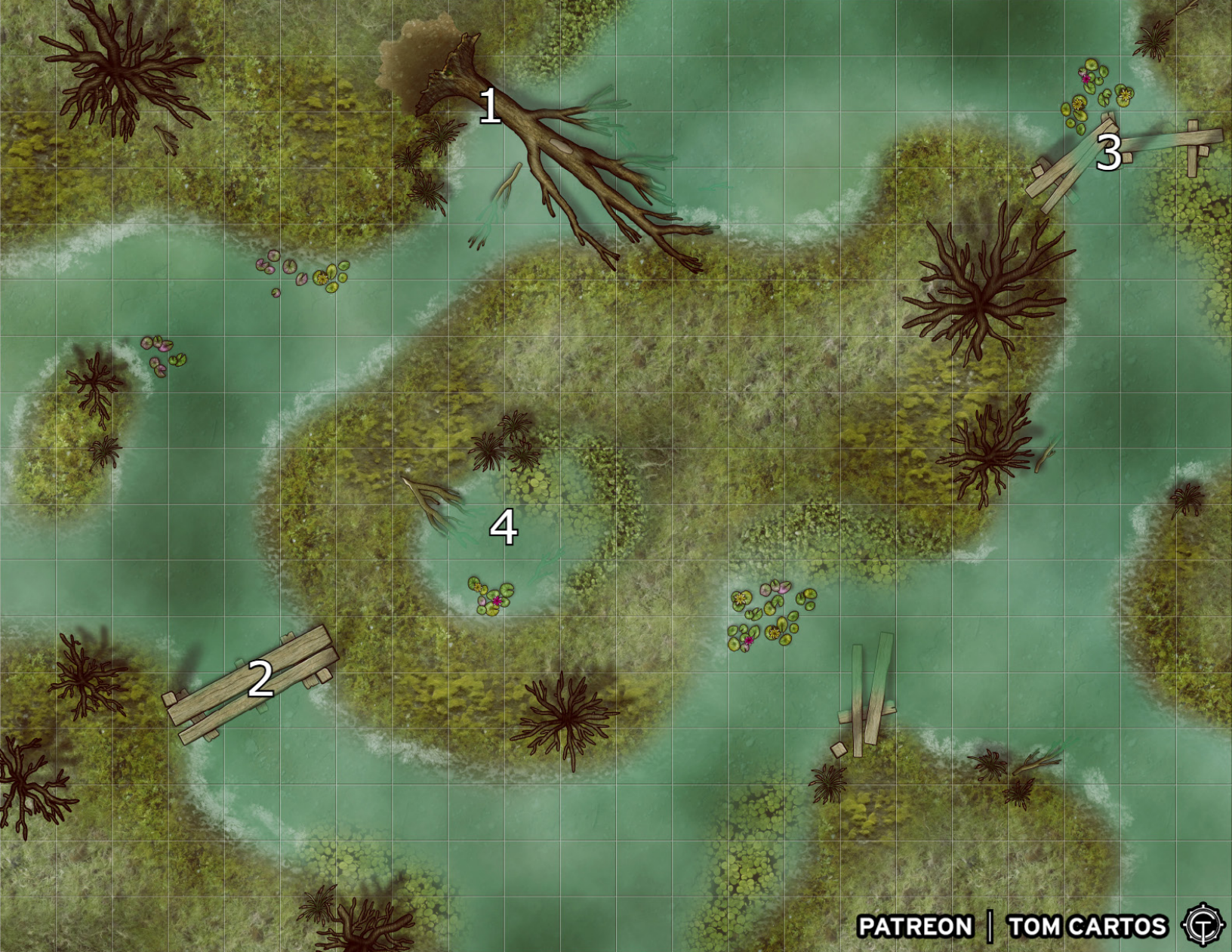
The Kraozzushk Mire has the following features unless stated otherwise in the area descriptions.

**Early Morning Fog.** The mire is cloaked in a thick fog every morning at dawn. The fog reaches up to ten feet high, and its area is heavily obscured. It lasts for two hours after dawn, and sections of it can be cleared by a wind of moderate or greater speed (at least 10 miles per hour).

**Soft Ground.** Even outside the pools of water and mud pits that cover the swamp, the ground is soft and wet underfoot and difficult to traverse at speed. The swamp ground is considered difficult terrain.

**Sacred Scales.** Lizardfolk regard crocodiles and their kin as sacred and can coexist without risk.

**Spoiled Water.** All of the water in the mire is a potential hotbed of disease and potential infection. Any character that becomes completely submerged in



the water or drinks from it must succeed on a DC 15 Constitution saving throw or become infected with sight rot. A character that passes this saving throw becomes immune to the spoiled water for 24 hours.

**Fire-Resistant Vegetation.** While there are trees, bushes, and various other large pieces of vegetation across the swamp, they are all heavily affected by moss growth, making them wet to the touch and difficult to ignite.

## KRAOZZUSHK MIRE ENCOUNTERS

The character's journey will start with travel along the waterways of the mire where individuals have been going missing recently. The characters will journey for three hours before reaching the site of a recent attack that can lead them to the newly established lizardfolk village. During this time, they are exposed to many potential dangers. At the beginning of each hour, roll a d20. On a 15–20, the characters encounter something. Roll on the Kraozzushk Mire encounters table below to determine what challenge confronts the party.

### Kraozzushk Mire Encounters

d6	Encounter
1	Nature's Wrath
2	Disease Carrying Insects
3	Cloying Mud
4	Navigation Failure
5	Lizardfolk Hunters
6	Crocodile Ambush

#### Nature's Wrath

**Encounter: Awakened Vegetation.** The ancient dragon that once called this swampland home is long gone, but the lingering effects of the magic that leaked into the surrounding area are still present. One of the consequences of this magical effect is animated plant life which attacks anything that wanders too close to it. In this event, the characters stumble into a group of awakened vegetation. The

nature of this encounter depends on the level of the adventure, as shown in the table below.

### Nature's Wrath Encounter

Adventure Level	Encounter
5th	1 shambling mound
7th	1 shambling mound and 1 awakened tree
9th	2 shambling mounds
11th	2 shambling mounds and 2 awakened trees

### Disease Carrying Insects

**Hazard: Diseased Insects.** Swamps across the world are always filled with the ambient sound of buzzing insects of endless varieties. One thing most of these different species have in common is that they all carry diseases that can be easily transferred to humanoid through bites. In this encounter, the adventurers have drawn the attention of these pervasive bugs as they make their way through the mire. Each character must succeed on a DC 11 Constitution saving throw or become infected with the sewer plague disease.

### Cloying Mud

**Obstacle: Mud Pit.** The swamp contains many fetid pits of stinking mud that suck and pull at the feet and oars of those who are not careful to avoid them. In this encounter, the party has stumbled their way into an area of the mire where, unless they follow a very careful path, they will fall victim to one of these stinking mud traps. The characters must succeed on a group DC 15 Wisdom (Survival) check, or one of the characters, determined at random, sinks 1d4 + 1 feet into the mud pit and becomes restrained. At the start of each of that character's turns, it sinks another 1d4 feet. If the creature isn't completely submerged in the pit, it can escape by using its action and succeeding on a Strength check. A submerged character can be pulled to safety by another creature using rope or a nearby branch. In both scenarios, the DC is 10 plus the number of feet the creature has sunk into the mud. A creature that is completely submerged in mud can't breathe.

### Navigation Failure

**Obstacle: Obscuring Fog.** The mire is treacherous and can lead the unprepared astray with shifting landscapes and obscuring fog. Whether this results from lingering magic or a natural phenomenon is unknown. The characters have had their journey delayed by 1d4 hours, possibly causing them to arrive at the abduction site after darkness has descended on the mire. Rangers whose preferred terrain includes swampland ignore this obstacle (roll again).



### Lizardfolk Hunters

**Encounter: Lizardfolk Hunting Party.** While searching for a way to trace the danger in the mire back to its source, the characters open themselves to the risk of meeting the same fate as the villagers who have gone missing lately. A group of hunting lizardfolk come across the party and attempt to ambush them. The nature of this encounter depends on the level of the adventure, as shown in the table below. If none of the characters have a passive Perception higher than the Ambush DC listed in the table below, the characters are surprised. The lizardfolk are interested in capturing the characters alive to be fed to their captured hydra, and have no intention of fighting to the death. If one or more of the lizardfolk successfully escape, the characters can attempt a DC 15 Wisdom (Survival) check to skip investigating the abduction site and trace this hunting party back to the lizardfolk village. The lizardfolk druids use the **druid** stat block, but have a swimming speed of 30 feet and the **lizardfolk's** Hold Breath trait.

### Lizardfolk Hunters Encounter

Adventure Level	Encounter	Ambush DC
5th	4 lizardfolk, 2 giant lizards, and 2 giant toads	14
7th	4 lizardfolk and 4 giant toads	14
9th	5 lizardfolk, 2 lizardfolk druids, and 2 giant toads	16
11th	6 lizardfolk, 2 lizardfolk druids, and 4 giant toads	16

## Crocodile Ambush

**Encounter: *Croc Attack*.** One of the most dangerous predators of the mire are the crocodiles that lurk underneath the murky water; for them, nothing is off the menu, including the party. The nature of this encounter depends on the level of the adventure, as shown in the table below. If none of the characters have a passive Perception higher than the Ambush DC listed in the table below, the characters are surprised.

### *Crocodile Ambush Encounter*

Adventure Level	Encounter	Ambush DC
5th	1 <b>giant crocodile</b>	15
7th	1 <b>giant crocodile</b> and 2 <b>crocodiles</b>	15
9th	2 <b>giant crocodiles</b>	17
11th	2 <b>giant crocodiles</b> and 2 <b>crocodiles</b>	17

## ABDUCTION SITE

After their travel through the mire is complete, the characters encounter a destroyed coracle at the side of a river. After the three-hour journey through the mire, read or paraphrase the following.

As you proceed around the corner of the river, you see a coracle boat stuck in the mud, long grass, and roots of the river bank. The grass around the boat has been trampled down. Clear tracks show many clawed feet heading away from the river bank further into the mire. Long drag marks in the mud beside the footprints indicate the owners of the wrecked boat may have been taken prisoner.

The site of this destroyed boat marks one of the lizardfolk's most recent abductions, and the path the hunters used to return to their village can be followed easily. Following this trail, the characters will reach the lizardfolk village after 4 hours on foot.

## LIZARDFOLK VILLAGE

Located deep inside the Kraozzushk Mire, this village was an abandoned attempt to settle in the depths of the mire, where rare herbs and plants grow in large numbers. However, it wasn't long before the occupants were forced to leave due to illness, threats from the wildlife, and the danger from being in such close proximity to the mire's feuding lizardfolk tribes.

A tribe of lizardfolk has occupied this village. Emboldened by the recent capture of a hydra to serve as their guard and attack dog, this tribe is claiming more hunting grounds to expand their power over the mire. This recent expansion is the cause of the other village's troubles.

The characters find this village by following the trail either from the site of the abduction or by successfully tracing back the lizardfolk hunting party who attacked them. As the characters approach the village, read or paraphrase the following.

As you follow the tracks along the banks, you see the slow-flowing river split east and west. To the east, the river continues through the mire. A pool has formed on the western side of the divergence, over which stands a small village.

You see five wooden buildings standing atop wooden posts. One building, slightly larger than the others, stands on its own to the northern edge while an elevated pier connects the other four. The pier and houses all show signs of neglect, with slick moss-covered wood, missing boards, and sunken boats around the legs of the dock.

Despite this, there are recent signs of habitation: fresh torches, animal skins stretched out and left to dry, recent bone and blood decorations added to the buildings, and even humanoid figures moving around the village.

## GENERAL FEATURES

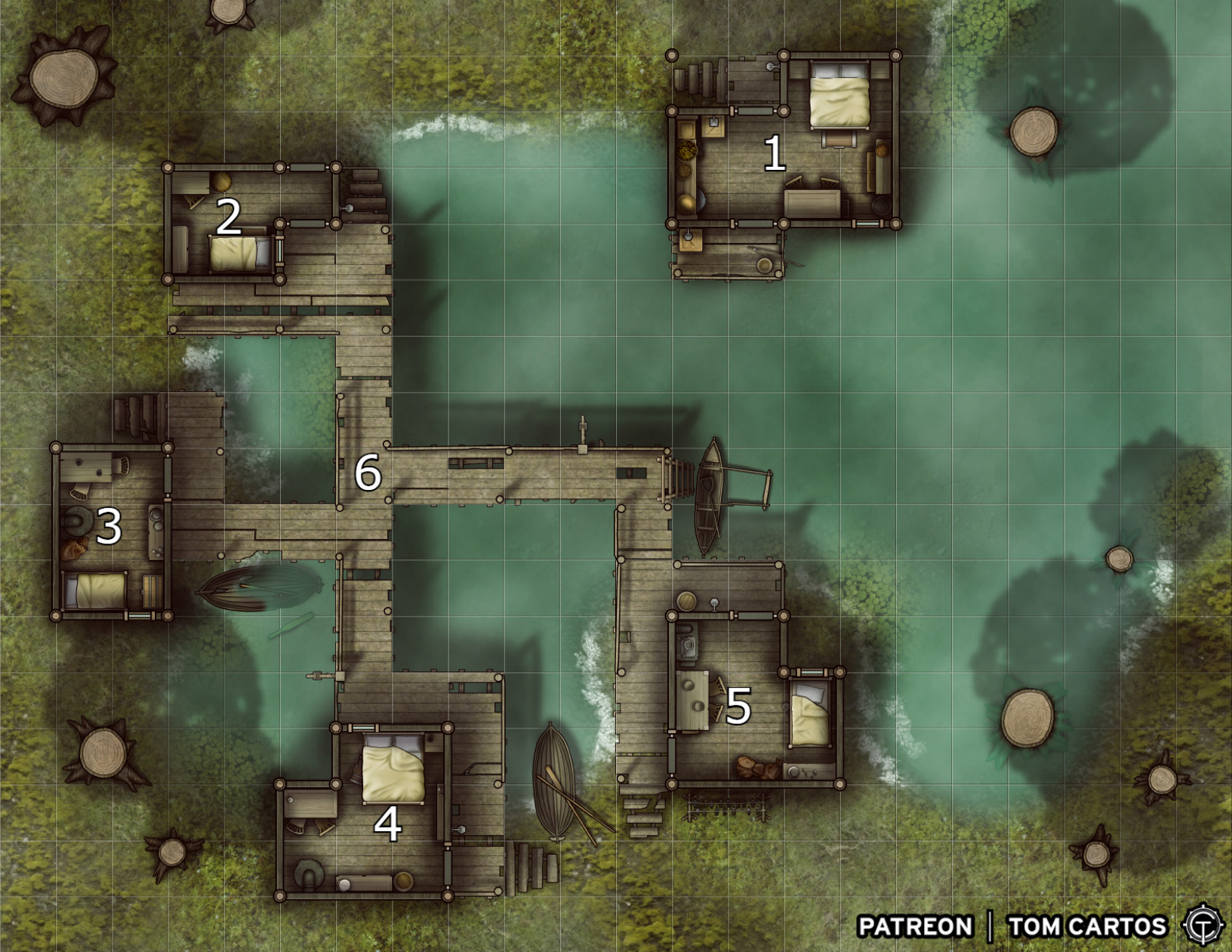
Unless stated otherwise, the lizardfolk village has the following features.

***Corroded Wood.*** The village has been left unmaintained for some time. As a result, the wood has become soaked and partially eroded. All wooden structures in the village are highly resistant to ignition, but the planks and boards are relatively easy to break free of their placement. A character can break a plank or board free from any part of the pier or buildings with a DC 15 Strength (Athletics) check.

***Lighting.*** During the day, the building interiors are lit by the sun's light through windows and gaps in the wall. At night all occupied buildings and the pier are lit by torches set at regular intervals leaving them in bright light.

***Spoiled Water.*** All of the water in the village is a potential hotbed of disease and possible infection. Any character that becomes completely submerged in the water or drinks it must succeed on a DC 15 Constitution saving throw or become infected with sight rot. A character that passes this saving throw becomes immune to the spoiled water for twenty-four hours.

***Visceral Decoration.*** The lizardfolk have left their mark on this village's buildings with skins, bones, and teeth decorations from hunted creatures and monsters from the mire. Notably absent from this collection are any remains of crocodiles. In contrast, humanoid bones are a common sight among the decorations.



PATREON | TOM CARTOS 

## KEYED LOCATIONS

The following locations are keyed to the swamp village map above.

### 1 – Hunt Master’s Hut

This standalone house has been claimed by the leader of the lizardfolk tribe that has claimed this village. The furniture remains from the previous occupants of the village, but it has become soiled with muck and scum from the swamp water tracked in by the hunt leader and his pet crocodile. Additionally, various hunting trophies are displayed around the single-room building.

**Encounter: Hunt Master.** During the day, the hunt master and his crocodile are out hunting. At night, the hunt master can be found in the hut, and his pet crocodile outside guarding the door. The nature of this encounter depends on the level of the adventure, as shown in the table below. The lizardfolk gladiators and veterans use the **gladiator** and **veteran** stat blocks, respectively, but have a swimming speed of 30 feet and the lizardfolk’s Hold Breath trait.

### Hunt Master Encounter

Adventure Level	Encounter
5th	1 lizardfolk <b>veteran</b> and 1 <b>crocodile</b>
7th	1 lizardfolk <b>gladiator</b> and 1 <b>crocodile</b>
9th	1 lizardfolk <b>veteran</b> and 1 <b>giant crocodile</b>
11th	1 lizardfolk <b>gladiator</b> and 1 <b>giant crocodile</b>

**Trap: Fanged Chest.** A locked wooden chest at the foot of the bed is decorated with various bones and teeth. Hidden among this decoration is a set of large snake fangs to harm the unwary. Attempting to open the chest without the proper key causes the fangs to spring out and deliver a dose of poison. The trap details depend on the level of the adventure, as outlined in the table on the following page.

**Treasure: Hunt Master’s Treasure.** The hunt mas-

## Fanged Chest

Adventure Level	Damage	Detection Check	Disarm Check
5th	1 piercing damage and 2d10 poison damage	DC 15 Intelligence (Investigation)	DC 10 Dexterity using thieves' tools
7th	1 piercing damage and 3d10 poison damage	DC 15 Intelligence (Investigation)	DC 10 Dexterity using thieves' tools
9th	1 piercing damage and 3d10 poison damage	DC 20 Intelligence (Investigation)	DC 15 Dexterity using thieves' tools
11th	1 piercing damage and 4d10 poison damage	DC 20 Intelligence (Investigation)	DC 15 Dexterity using thieves' tools

ter keeps the key to his chest on his person. Otherwise, the lock can be picked with a successful DC 15 Dexterity check using thieves' tools if the characters pass (or trigger) the trap. The inside of the chest mostly contains different leathers, some old soiled clothing, and some degraded parchment.

Included amongst these items is a painted sheet of leather. The painting is a map that shows directions for traveling between the village and a nearby pool. The pool is labeled "The Dragon Blood Pool." A short paragraph at the side of the map describes the pool as the den of the "beast of the blood," which the tribe intends to use to become the dominant power in the mire. All of the writing on the leather is in Draconic. A character can make a DC 15 Intelligence (Religion) check to determine that the creature in question is a hydra, a many-headed creature created from the blood droplets of a slain dragon god.

In addition to this map, the chest contains a collection of the most valuable items the hunting group has found recently. The contents of the chest depend on the level of the adventure, as outlined in the table below.

### Hunt Master's Treasure

Adventure Level	Treasure
5th	462 gp, and a porcelain amphora gilded and painted worth 500 gp
7th	1,004 gp, a jade miniature of a tower worth 400 gp, a silk brocade choker worth 500 gp, and a <i>spell scroll</i> of <i>mage armor</i>
9th	42 pp, 834 gp, an aquamarine worth 400 gp, a piece of jade worth 50 gp, a violet garnet worth 600 gp, and a <i>spell scroll</i> of <i>mage armor</i>
11th	69 pp, 1,032 gp, a black pearl worth 700 gp, a red spinel worth 270 gp, a Tourmaline worth 190 gp, a <i>spell scroll</i> of <i>mage armor</i> , and a <i>spell scroll</i> of <i>acid arrow</i>

## 2 – Druid's Hut

This hut is relatively well-kept compared to the others. While it still contains many animal parts, such as organs, bones, hides, and teeth, they are (for the most part) well organized and kept in labeled containers on the table. The wardrobe hangs with drying herbs and plants, and the drawers at the base contain alchemical equipment and a recipe written in draconic for a *potion of greater healing*.

**Encounter: Druid and Company** The encounter in this building varies depending on the time of day and the level of the adventure, as outlined in the table below.

### Druid and Company Encounter

Adventure Level	Day	Night
5th	1 druid and 1 giant poisonous snake	1 giant poisonous snake
7th	1 druid and 1 giant poisonous snake	1 giant constrictor snake
9th	1 druid and 1 giant constrictor snake	1 giant constrictor snake
11th	1 druid and 2 swarm of poisonous snakes	2 swarm of poisonous snakes

**Skill Challenge: Following The Recipe.** If the characters wish to attempt to craft a *potion of greater healing* by using all of the ingredients in the hut, have them perform a skill challenge. Achieving this requires two successful skill checks. The first is a DC 15 Intelligence (Nature) check to identify the right ingredients. The second is a DC 15 Intelligence check made using alchemist's supplies to mix all the ingredients successfully. Should the characters find the instructions for creating the potion and be able to understand them, the DC of both these checks is reduced by 5. If both of these checks are failed by 5 or more, the characters accidentally create a *potion of poison*.

## 3 – Food Hut

The lizardfolk have captured a hydra, a monstrosity famous for its insatiable appetite. In order to keep it



docile, they must collect as much food as possible every day to feed it, including abducted humans. This hut is always guarded by two **lizardfolk** to stop the live food from escaping.

**Encounter: Abducted Swamp Folk.** Two human women (**scouts** with no weapons or armor) dressed in common clothes are restrained inside the hut. They were captured from the boat the characters may have found earlier in the adventure and brought here to be held until feeding time. They are guarded by two **lizardfolk**.

#### 4 – Barracks

The majority of the hunters in this group call this building home. Most of the hut has been turned into a basic space for sleeping: the floor is covered in clumps of straw and animal skins.

**Encounter: The Hunters.** The encounter in this building varies depending on the time of day and the level of the adventure, as outlined in the table below. The lizardfolk spies use the **spy** stat block, but have a swimming speed of 30 feet and the **lizardfolk's** Hold Breath trait.

*The Hunters Encounter*

Adventure Level	Day	Night
5th	1 <b>pseudo-dragon</b>	5 <b>lizardfolk</b> and 1 <b>pseudodragon</b>
7th	1 <b>crocodile</b>	5 <b>lizardfolk</b> and 1 <b>crocodile</b>
9th	2 <b>crocodiles</b>	2 <b>lizardfolk spies</b> , 3 <b>lizardfolk</b> , and 1 <b>pseudodragon</b>
11th	1 <b>giant constrictor snake</b>	2 <b>lizardfolk spies</b> , 3 <b>lizardfolk</b> , and 1 <b>crocodile</b>

**Treasure: Personal Effects.** Searching through the rooms' beds and simple containers, the characters can find the hunters' personal effects: 150 sp, a dagger crafted from the tooth of a giant crocodile, a flute carved from bone, and a painted waterskin full of water from the swamp.

#### 5 – Abandoned Hut

The hunting group does not use this hut due to its advanced state of decay.

**Hazard: Corroded Floor.** Before a character enters the hut, they can determine the floor is unsafe with a successful DC 13 Wisdom (Perception) check. If a character steps into the hut, the floor collapses and drops them into the swamp water below.

#### 6 – The Pier

An elevated wooden pier connects the majority of the buildings in this village.

**Encounter: Crocodile Nest.** Crocodiles have started to congregate under the pier and build a nest. Grow-

ing fat off the scraps dropped by the hunters, the crocodiles attack anything dropped into the water. The number of crocodiles is determined by the level of the adventure, as outlined in the table below.

*Crocodile Nest*

Adventure Level	Encounter
5th	4 <b>crocodiles</b>
7th	6 <b>crocodiles</b>
9th	8 <b>crocodiles</b>
11th	10 <b>crocodiles</b>

## THE DRAGON BLOOD POOL

This pool is located one hour from the village by foot. This pool is where the tribe keeps the hydra until they are ready to use it against their enemies. The hydra is the threat empowering the lizardfolk tribe to expand aggressively. If it is destroyed or freed, the growing threat in the mire could be considered eliminated. As the characters approach the pool, read or paraphrase the following.

The sounds of overlapping growling and snarling punctuated by rattling chains is the first thing you notice as you reach your destination: a large pool of stagnant water punctuated by muddy rises.

On the largest central land mass, you see a many-headed reptilian beast with its long necks bound in chains. The ferocious heads seem engaged in squabbling with each other while humanoid figures on either end of the island look on impassively.

## GENERAL FEATURES

Unless stated otherwise, the dragon blood pool has the following features.

**Spoiled Water.** All of the water in the pool is a potential hotbed of disease and possible infection. Any character that becomes completely submerged in the water or drinks it must succeed on a DC 15 Constitution saving throw or become infected with sight rot. A character that passes this saving throw becomes immune to the spoiled water for twenty-four hours.

**Soft Ground.** Even outside the pools of water and mud pits that cover the swamp, the ground is soft and wet underfoot and difficult to traverse at speed. The swamp ground is considered difficult terrain. The hydra is not affected by this difficult terrain.

## KEYED LOCATIONS

The following locations are keyed to the dragon blood pool map, as shown on page 4.



### 1 – Hydra’s Prison

The hydra has been chained to a massive tree, though at some point it has been toppled by the straining of the ravenous monster.

**Chains: Beast’s Restraints.** Each of the hydra’s heads is chained to the tree and locked separately. A character can open a lock with a successful DC 15 Dexterity check made using thieves’ tools. Alternatively, a character can break a chain with a successful DC 20 Strength (Athletics) check. While the chains are intact, the hydra can only move up to 35 feet from the tree’s base.

**Encounter: Beast of the Blood.** The nature of this encounter depends on the level of the adventure, as shown in the table below. While the **hydra** is held by chains, it cannot move further than 35 feet from the tree’s base. Each of the hydra’s heads can use its bite attack to attempt a DC 15 Strength check to break any chain within range. The hydra regards everything as a valid target, including any lizardfolk that might be present.

#### *Beast of the Blood*

Adventure Level	Encounter
5th	1 <b>hydra</b>
7th	1 <b>hydra</b> with maximum hit points increased by 50
9th	1 <b>hydra</b> with maximum hit points increased by 50
11th	1 <b>hydra</b> with maximum hit points increased by 100 and starts the combat with 2 extra heads

### 2 – Eastern Bridge

The lizardfolk have placed a basic set of planks here as a simple bridge. Unlike the mud and water, the bridge is not difficult terrain.

**Encounter: East Guard.** A guard is posted here to watch for unwanted visitors to the pool and ensure the hydra doesn’t break free of its restraints. The nature of this encounter depends on the level of the adventure, as shown in the table below. The lizardfolk druids use the **druid** stat block, but have a swimming speed of 30 feet and the **lizardfolk’s** Hold Breath trait.

#### *East Guard*

Adventure Level	Encounter
5th	1 <b>lizardfolk</b>
7th	1 <b>lizardfolk</b>
9th	1 <b>lizardfolk druid</b>
11th	1 <b>lizardfolk druid</b> and 1 <b>lizardfolk</b>

### 3 – Western Bridge

The lizardfolk have placed a basic set of planks here as a simple bridge. Unlike the mud and water, the bridge is not difficult terrain. A single **lizardfolk** stands guard here to watch for unwanted visitors and ensure the hydra doesn’t break free of its restraints.

### 4 – Hydra’s Rest

At the furthest extent of the hydra’s chain, this depression in the ground is where the hydra often goes to eat and sleep. As a result, a deep pool of water has formed there, with broken bones and scraps from the hydra’s many meals.

**Treasure: One Hydra’s Trash.** There is very little left of value that makes it to the hydra after the lizardfolk have searched their prisoners, and even less manages to avoid the hydra’s ravenous jaws. However, with a DC 13 Intelligence (Investigation) check, a character can find a *ring of free action* that a previous prisoner had managed to smuggle past the lizardfolk.

## AFTERMATH

Ending the emerging threat of these expansionist lizardfolk depends on the destruction or the release of the tribe’s hydra. If the hydra is released, it begins attacking everything it can reach before heading deeper into the mire in search of more to eat. If it is destroyed, the lizardfolk immediately flee and abandon their expansion plan due to losing their secret weapon.

In either case, the immediate danger to the local swamp communities is ended, and the characters can claim their rewards.