Peat’s Bog is an adventure for a 5th level adventurer and DM to guide them. The PC finds themselves in the small farming thorp of Jakeston Rest at a roadside inn. While eating a meal they are approached by some local farmers reporting a Lizard infestation and will ask the ‘heroic’ PC if they can take a quick look. A small group of Lizard folk have wandered into the area. The swamp is home to two structures from the past that have been lost to time as well as spots of quicksand and sinkholes.

### A. Jakeston Rest
- A farming community with a roadside tavern where the PC will be stopping for a meal. It is at this location that they will be asked to “take a look” at the problem.

### B. Uncertain Footing
- These areas are sinkholes with poor footing. They are unrecognizable from other swampy areas. Hitting these spots will require a DC12 vs. Wisdom to avoid them. Failure to miss the hole will result in a 25% chance of losing an item that they possess.

### C. Quicksand
- These spots are patches of quicksand that will require a DC12 vs. Dexterity to avoid. Failure will require a series of three more DCs of growing difficulty (13, 14, and 15) without the PC or DM to guide them. The PC finds themselves in the small farming thorp of Jakeston Rest at a roadside inn. While eating a meal they are approached by some local farmers reporting a Lizard infestation and will ask the ‘heroic’ PC if they can take a quick look. A small group of Lizard folk have wandered into the area. The swamp is home to two structures from the past that have been lost to time as well as spots of quicksand and sinkholes.

### D. Ruins of Abor
- The old stone building is home to a Bone Naga that has ruled the swamp without the Jakeston residents knowing. The beast guards a cache of 800gp worth of gemstones (including a Gem of Seeing) and a Rod of Healing with 14 charges. Each charge can heal 2d8 +4 hit points.

### Bone Naga
- Armor Class 15 Hit Points 60 (9d10 +9)
- D +5 6D6 +3 <Bite> & 3d6 DC12 vs. Constitution poison DC12 (Wisdom)+4 Spell attacks
- Spells: Cantrips (at will): mending, sacred flame, Thaumaturgy
- 1st level (4 slots): command, shield of faith
- 2nd level (3 slots): calm emotions, hold person
- 3rd level (2 slots): bestow curse
- STR/DEX/CON/INT/WIS/CHA 15(+2) 16(+3) 12(+1) 15(+2) 15(+2) 16(+3)
- Challenge 4 (1100 XP)

### E. Statue of the Warrior
- This location has a 10’ dirty bronze statue covered in moss and bird droppings. Present at this location is the leader of the Lizard folk awaiting word from his warriors about the area. This leader carries a +2 Trident of Water Breathing and 500gp.

### Lizard folk King
- Armor Class 15 (natural armor) Hit Points 90 (12D8 +24)
- D +5 to hit 1D8 +5 +2 Trident x2
- STR DEX CON INT WIS CHA 17(+3) 12(+1) 15(+2) 11(+0) 11(+0) 15(+2)
- Challenge 4 (1100 XP)

### Challenge 4 (1100 XP)
- 4 Stiges
- Stiges: Armor Class 14 (natural armor) Hit Points 2 (1d4)
- D +5 1D4 +3 and blood loss
- STR DEX CON INT WIS CHA 4(−3) 16 (+3) 11 (+0) 2 (−4) 8 (−1) 6 (−2)
- Challenge 1/8 (25 XP)

### Challenge 2 (450 XP)
- 4 Bullywugs
- Bullywugs (4): Armor Class 15 (hide armor, shield)
- Hit Points 15 (2d8 +2)
- D +3 1Id4 +1 Bite & +3 1d6 +1 spear
- STR DEX CON INT WIS CHA 15 (+2) 14 (+2) 13 (+1) 8 (-1) 11 (-0) 9 (-1)
- Challenge ½ (50 XP) Treasure 15gp

### Challenge 1/2 (100 XP) 30gp
- 2 Lizard Folk
- Lizard folk (2): Armor Class 15 (natural armor) Hit Points 22 (4D8 +4)
- D +4 to hit 1D6 +2 Javelin, 1D6 +2 Bite
- STR DEX CON INT WIS CHA 15 (+2) 10 (+0) 13 (+1) 7 (-2) 12 (+1) 7 (-2)
- Challenge 1/2 (100 XP) 30gp

### Challenge 1/8 (25 XP)
- 4 Stirges
- Stirges: Armor Class 14 (natural armor) Hit Points 2 (1d4)
- D +5 1D4 +3 and blood loss
- STR DEX CON INT WIS CHA 4(−3) 16 (+3) 11 (+0) 2 (−4) 8 (−1) 6 (−2)
- Challenge 1/8 (25 XP)

### Challenge 7 (100 XP)
- 3 Giant Constrictor Snake
- Giant Constrictor Snake: Armor Class 12 (natural)
- Hit Points 50(8d12 +8)
- D +6 2d8 +4 and DC16 grapple to escape
- STR DEX CON INT WIS CHA 19 (+4) 14 (+2) 12 (+1) 1 (-5) 10 (+0) 3 (+4)
- Challenge 2 (450 XP)

### Challenge 1/2 (100 XP) 30gp
- 2 Lizard Folk
- Lizard folk (2): Armor Class 15 (natural armor) Hit Points 22 (4D8 +4)
- D +4 to hit 1D6 +2 Javelin, 1D6 +2 Bite
- STR DEX CON INT WIS CHA 15 (+2) 10 (+0) 13 (+1) 7 (-2) 12 (+1) 7 (-2)
- Challenge 1/2 (100 XP) 30gp

### Challenge 1/4 (50 XP)
- 4 Swarms of Insects
- Swarms of Insects (2): Armor Class 12 Hit Points 25 (5d8)
- D +3 4D4 bite (2d4 if swarm is half strength or lower)
- STR DEX CON INT WIS CHA 3(−4) 13 (+1) 10 (+0) 1 (−5) 7 (+2) 1 (−5)
- Challenge ½ (100 XP)