Talk about **out of the way**! What brings us all the way out here to hill country, Fred?
The people who live here! The Hatfields called us for help.
THE MYSTERY MACHINE
Like, what do the Hatfields need help with? A home make-over?
Hello? Anyone home?
KNOCK KNOCK
No, they said something about trouble with a 150-year-old witch.
R-ritch?
Not just **any** 150-year-old witch...
I'm Witch McCoy!
You won't prevent any trouble...

HEAD FOR THE HILLS
...because I already turned the Hatfields into frogs!
And you're next!
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Inspired by **The Scooby-Doo Show** episode "The Ozark Witch Switch"
Right!
There's only one thing we can say to that!
RUN!
Rou're relling me?

Huff... Running away is a lot >huff< easier when it's not up and >huff< down all these hills!
It's lucky that Scooby and I, like, get so much practice running away!
Maybe we can hide inside that general store!
GENERAL STORE
Good >huff< idea, Daphne. I hope Witch McCoy won't find us in here.
It looks like she won't find anyone in this store, Velma. There's nobody here.
Oh, customers! Sorry to keep y'all waiting.
I'm the owner, Aggie Wilkins. How can I help you?
You can, like, help us get away from Witch McCoy before she turns us into frogs!
Ri ron't ranna be a rog!
And some snacks would be nice too.
Witch McCoy is back?
You've heard of Witch McCoy?
Sure! Everybody 'round here knows the story of the feud between the Hatfields and McCoys...
...and the legend of Witch McCoy!

A couple hundred years back, Zeke Hatfield and Zeb McCoy were friends and business partners.
That is, until they fought over the money from the business and started feuding.
Pretty soon, their kinfolk joined in too. The feud between the Hatfields and McCoys went on for generations, with each side grabbing the money back from the other and hiding it, over and over.
Things kept up like that 'till no one could even remember what started the whole thing...or where they'd hidden the money!
But the scariest part of the feud was Witch McCoy! She used to cast hexes on the Hatfields, turning them into frogs!
In the end, Witch McCoy mysteriously disappeared, and the Hatfields drove off the last of the McCoys.
But if Witch McCoy's back, y'all should get out of town yourselves.
And whatever y'all do, you'd best stay away from Witch's Cavern, up on Haunted Hill!
R-ritch's Ravern?
Raunted Rill?
Sounds like we'd better get going right away!
Hear that, old buddy? It's about time somebody besides us said to get going.
GENERAL STORE

Soon...
What happened to, like, "get going"?
We did get going...straight to Witch's Cavern!
Like, how did I not see that one coming?
And she's not here! It's a perfect opportunity to search for clues!
Offhand, I'd say Aggie was right. This must be Witch McCoy's place!
Check out this book! It looks like a collection of magic spells. It's open to this one: "Follow fifteen nails from east to west. Knock twice on the knot to open."
I wonder what that means...
It means you can check out the book, Velma. Like, we'll check out what's cooking!
I'll tell you what's cooking!
You are!
I'll turn you into frog stew!
SPLASSSHH!

Jinkies! We can't let her turn Scooby and Shaggy into frogs ...or stew!
I have an idea!
Hey, Witch McCoy! Look what I've got!
My book! Give it back or I'll turn all of you into frogs!
Now's our chance, Scoob!
Well, Shaggy did think I needed more practice running away!
Let's put the kettle to the metal...
...and get out of this gruesome grotto!
Ruh-huh!

I think we're getting the hang of moving this cauldron, Scoob! We're on a roll!
BONK!
Rhoops!

Zoinks! But that bad bounce sent us on too much of a roll!

Rellllllllpppp!
Eh?
Oh no!

Ooooof!

Get this cauldron off me! Or I'll...
...Ro rizzy...
Turn us all into frogs? I don't think so...

...because I don't think you're really a witch!
Aggie Wilkins!

One call to the sheriff later...
So, like, if Aggie's not a real witch, how'd she turn the Hatfields into frogs?
She didn't! Those are real frogs.
Aggie **said** they were the Hatfields to scare us away. She must've scared the real Hatfields away too.
I bet she wanted everyone gone so that she could search for the lost Hatfield-McCoy money. The phony "magic spell" in her book sounds more like a clue than a spell.
"Follow fifteen nails from east to west. Knock twice on the knot to open."
Hey...this floorboard has a row of fifteen nails! And the one next to it is made of knotty wood!
Maybe if I...
KNOCK KNOCK
Gasp! A trap-door!
And, at the bottom, there's the lost Hatfield-McCoy money!
The Hatfields probably ran to their kinfolk in the next county. But they'll want to come back for this!
I'll try to track down the McCoys, so they can collect their half of the money too.
Thanks, Sheriff. It's pretty ironic that "Witch McCoy" led us to the real money...
...since that phony witch certainly wasn't the real McCoy!
THE END