

STICK IN THE MUD

A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADAPTED ADVENTURE

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The theocracy of Elturgard was changed forever when army of plaguechanged monsters nearly destroyed the city of Elturel. All seemed lost, but heroes turned the tide and destroyed a terrible abomination of pure Spellplague energy. The forces unleashed during and after the battle transformed what had been a small local plagueland into the massive Chaos Scar. One of the city's most ardent defenders has recently discovered that uncontrolled magical energy is once again building up along the boundary of the plagueland. What will you find on the other side? A *Living Forgotten Realms* adapted adventure set in Elturgard for Adventure Level 2 (which allows character levels 1-5). This adventure is the beginning of the *Chaos Scar* Adventure Path, which encompasses multiple Major Quests.

You need a legal copy of the original published adventure to use this adaptation document. The adventure is found in issue 171 of *Dungeon* online, part of D&D Insider. *Dungeon* adventures may be downloaded by subscribers from the Wizards of the Coast website. At least one person at the table (either a player or the DM) must have an active subscription to D&D Insider.

This adaptation document does not present adjusted stat blocks for multiple tiers; you may only run this adventure at AL 2. However, we have updated all the stat blocks from the published adventure to MM3 damage expressions in this document. The DM may use either the original stat blocks or the updated stat blocks, bearing in mind that the goal is to give the players a challenging but fun experience. Any legal AL 2 table can play the adventure, but please bear in mind that the stat blocks were written for a party of level 1-2 characters. Tables of all level 4-5 characters might not find this adventure challenging. This adventure should easily be playable from start to finish in the span of a single four-hour LFR game session.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun!

Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule:

Make decisions and adjudications that enhance the fun of the adventure whenever possible.

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text

word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

The published adventure is specifically designed for five 1st-level characters. For LFR, that translates to Adventure Level 2, but it's on the easy side compared to a normal LFR AL 2 adventure. Any Heroic-tier character of levels 1-5 can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

This adventure may only be run at AL 2. As always, the DM is empowered to make changes as needed to create a challenging but fun experience for the players. As one option to increase the challenge level, we have updated the stat blocks from the original published adventure to the *Monster Manual 3* standard. Feel free to use either the original stat blocks or the powered-up stat blocks based on the experience of the players and the character level of the PCs.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component

cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.

- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For

example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

DCs BY ADVENTURE LEVEL

You should refer to the DCs provided in the published adventure for most purposes. Should you need to improvise a DC during the adventure, however, use the following table.

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20

ADAPTED ADVENTURES

This adventure has been adapted from a published product. You or one of the players must be a subscriber to D&D Insider and download a legal copy of the original adventure in order to run this adaptation.

You should be aware that this adventure varies from a standard *Living Forgotten Realms* adventure. It is specifically designed for a DM to pick up the adventure and introduce a group of new players (or at least new PCs) to LFR. Depending on everyone's skill and experience with 4th Edition D&D, this adventure may take from 3 to 5 hours to complete.

In this document, you'll find the information necessary to reward your *Living Forgotten Realms* characters upon completion of the adventure. Each encounter will have notes on the rewards for the characters, and a total will be given at the end of the adventure. The treasure section in each encounter and the rewards in this document replace the rewards listed in the adventure.

THE CHAOS SCAR IN LFR

In *Living Forgotten Realms*, the Chaos Scar is located in Elturgard. Not far from the city of Elturel, capital city of Elturgard, lies a small zone of plagueland, an area warped by the Spellplague. Several years ago (both in game and out of game) the Order of Blue Fire attempted to conquer Elturel using the power of the Spellplague. A group of heroes who had assembled to explore the plagueland instead found themselves defending the city and then going into the plagueland, where they destroyed a terrible abomination. At the same time, the city's defenders also converted an ancient artifact of Amaunator called the Companion to target Spellplague energy instead of undead.

Unlike the description in "Stick in the Mud" and the other *Dungeon* adventures set there, the Scar was not created by a falling meteorite. Rather, the energies unleashed by the battle transformed the plagueland into the Chaos Scar. (Full details of what happened may be found in the LFR Battle Interactive ADCP2-1 *The Paladins' Plague*. The entire series of six Year 3 LFR adventures set in Elturgard (ELTU3-X) also deal with the aftermath of the battle and the transformation of the Companion.)

For details on the Chaos Scar and its environs, read the Chaos Scar introduction and check out the map of the entire valley. Background information regarding the Chaos Scar can be found online, but note that each individual adventure adaptation for LFR may change some details.

The Chaos Scar hub on the Wizards website is here: <http://www.wizards.com/dnd/Print.aspx?x=dnd/duad/chaosscar>

DM'S INTRODUCTION

Run the adventure as presented, with the modifications listed in this document.

ADVENTURE HOOKS

These adventure hooks are designed to customize the adventure for use with *Living Forgotten Realms* play. You may use the hooks presented in the original adventure or use these additional hooks to customize the introduction and conclusion for your players.

If you have one or more characters at the table who are members of an Elturgard Meta-Organization then you should definitely give them the hook listed below for their particular organization (see the *LFR Meta-Organization Guide* on the campaign website at <http://livingforgottenrealms.com> for details on these organizations and their relationships to one another)

HOOK 4: FOR THE VAULTS

The Order of Torm is interested in an artifact that may be present within the ruins of Voran Earthmane's keep. They suspect it is tied to the plagueland in some way, but are not sure how. The PCs are asked to recover the artifact and return it to the Order for further research as well as for the general protection of the region.

HOOK 5: CLEAR THE ROADS

The ruined keep is close enough to the southern trade routes that several caravans have been lost. The Lion's Den wants the bullywugs eradicated in order to return safe travel to the area.

HOOK 6: FOLLOW THE LEADER

The Dusk Talons have tracked several members of the Zhentarim into the plagueland and suspect they may have holed up in ruins of Voran Earthmane's keep. The Talons have hired the PCs to investigate the ruins and bring back any information regarding Zhent agents operating out of the plagueland.

ENCOUNTER A1: THE RUINS

ENCOUNTER LEVEL 1 (526 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one Bullywug Mucker.

Six PCs: Add one Bullywug Mucker.

ENCOUNTER A2: THE STUDY

ENCOUNTER LEVEL 1 (550 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one Bullywug Mucker.

Six PCs: Add one Bullywug Mucker.

ENCOUNTER A3: CHAMBER OF THE FROG

ENCOUNTER LEVEL 2 (602 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one Giant Frog.

Six PCs: Add one Giant Frog.

ENCOUNTER A4: VAULT OF THE STAFF

ENCOUNTER LEVEL 3 (750 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one Mud Man.

Six PCs: Add one Mud Man.

CONCLUDING THE ADVENTURE

If the PCs close the portal, they can extract the staff of earthen might and bring it back to Elturel, where any of the city's power groups can study the artifact and convert it into a usable magic item. This grants the characters access to Treasure A. Note which power group (if any) the PCs allowed to study the artifact.

For their service, the PCs are paid 100 gold pieces each, and every character gains a favor of the Elturgard meta-organization he or she worked with (if any). The Story Award certificate for this adventure has four options; each PC should get the single most appropriate option and cross off the other three. All four options lead to the same Major Quest, which will be continued in further LFR adaptations of Chaos Scar adventures from *Dungeon* magazine. The meta-organization favors are useful even if the PCs do not continue with the Major Quest; see the *LFR Meta-Organization Guide* for more details on the Order of Torm, the Lion's Den, and the Dusk Talons.

If the players have not participated in the LFR Battle Interactive ADCP2-1 *The Paladins' Plague* (public play only) or the Year 3 or Year 4 Elturgard Story Area adventures (adventure code ELTU) then you should encourage them to seek those adventures out to learn more about Elturgard.

UPDATED MONSTER STATISTICS

Monsters Updated per the D&D Compendium and DMG 3

Bullywug Croaker	Level 3 Minion Brute
Medium natural humanoid (aquatic)	XP 38
HP 1; a missed attack never damages a minion.	Initiative +3 Perception +4
AC 15, Fortitude 15, Reflex 14, Will 13	
Speed 6 (swamp walk, swim 4)	
Resist 5 poison	
TRAITS	
O Rancid Air (poison) • Aura 2	
Each enemy that spends a healing surge within the aura is weakened until the end of its next turn	
Aquatic	
The bullywug can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
Nature's Release (healing)	
Any attacker that scores a critical hit against the bullywug regains 3 hit points.	
Swamp Walk	
The bullywug ignores difficult terrain that is mud or shallow water.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 7 damage.	
C Foul Croak (poison) • At-Will	
Attack: Close Blast 2 (one creature); +6 vs. Fortitude	
Hit: 4 poison damage.	
Skills Athletics +6	
Str 10 (+1)	Dex 14 (+3) Wis 10 (+1)
Con 14 (+3)	Int 6 (-1) Cha 5 (-2)
Alignment chaotic evil	Languages Primordial

Bullywug Mucker	Level 1 Brute
Medium natural humanoid (aquatic)	XP 100
HP 34; Bloodied 17	Initiative +2
AC 13, Fortitude 14, Reflex 13, Will 11	Perception +11
Speed 6 (swamp walk, swim 4)	
TRAITS	
O Rancid Air (poison) • Aura 2	
Each enemy that spends a healing surge within the aura is weakened until the end of its next turn	
Aquatic	
The bullywug can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
Nature's Release (healing)	
Any attacker that scores a critical hit against the bullywug regains 3 hit points.	
Swamp Walk	
The bullywug ignores difficult terrain that is mud or shallow water.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 2d6 + 4 damage, plus 1d6 extra damage against a prone target.	
M Bullywug Rush • Recharge (5-6)	
Requirement: The bullywug charges and makes the following attack instead of a melee basic attack.	
Attack: Melee 1 (one creature); +4 vs. Fortitude	
Hit: 3d6 + 2 damage and the target is knocked prone.	
Miss: The bullywug takes 3 damage and falls prone.	
Skills Athletics +8	
Str 16 (+3)	Dex 14 (+2) Wis 10 (+0)
Con 14 (+2)	Int 6 (-2) Cha 8 (-1)
Alignment chaotic evil	Languages Primordial
Equipment leather armor, spear	

Bullywug Twitcher		Level 2 Skirmisher
Medium natural humanoid (aquatic)		XP 125
HP 34; Bloodied 17		Initiative +7
AC 16, Fortitude 13, Reflex 14, Will 13		Perception +3
Speed 7 (swamp walk, swim 5)		
TRAITS		
O Rancid Air (poison) • Aura 2		
Each enemy that spends a healing surge within the aura is weakened until the end of its next turn		
Aquatic		
The bullywug can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
Nature's Release (healing)		
Any attacker that scores a critical hit against the bullywug regains 3 hit points.		
Swamp Walk		
The bullywug ignores difficult terrain that is mud or shallow water.		
STANDARD ACTIONS		
m Javelin (weapon) • At-Will		
Attack: +7 vs. AC		
Hit: 1d8 + 5 damage		
r Javelin (weapon) • At-Will		
Attack: Ranged 10/20; +7 vs. AC		
Hit: 1d8 + 5 damage		
M Spasmodic Hop (reliable, weapon) • Encounter		
Attack: Marks on the bullywug twitcher end, and it shifts 4 squares before the attack; +7 vs. AC		
Hit: 2d6 + 5 damage, and the target takes a -4 penalty to attack rolls against the twitcher until the end of the twitcher's next turn		
Skills Athletics +8		
Str 14 (+3)	Dex 18 (+5)	Wis 14 (+3)
Con 10 (+1)	Int 10 (+1)	Cha 8 (+0)
Alignment chaotic evil Languages Primordial		
Equipment javelin x5		

Bullywug Mud Lord		Level 3 Artillery
Medium natural humanoid (aquatic)		XP 150
HP 39; Bloodied 19		Initiative +2
AC 16, Fortitude 14, Reflex 14, Will 16		Perception +9
Speed 6 (swamp walk, swim 4)		
TRAITS		
O Rancid Air (poison) • Aura 2		
Each enemy that spends a healing surge within the aura is weakened until the end of its next turn		
Necessary Sacrifices		
If a bullywug mud lord includes at least one ally in the area of its area or close attacks, each of its rolls with that attack gains a +2 power bonus.		
Aquatic		
The bullywug can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
Nature's Release (healing)		
Any attacker that scores a critical hit against the bullywug regains 3 hit points.		
Swamp Walk		
The bullywug ignores difficult terrain that is mud or shallow water.		
STANDARD ACTIONS		
m Quartersstaff (weapon) • At-Will		
Attack: +10 vs. AC		
Hit: 1d8 + 6 damage		
C Electric Reflux (cold, lightning) • Recharge (6)		
Attack: +10 with necessary sacrifices; Close blast 3; +8 vs. Reflex		
Hit: 1d8 + 5 cold and lightning damage, and the target is dazed until the end of the bullywug mud lord's next turn.		
Miss: Half damage		
A Fiery Croak (fire, thunder) • At Will		
Attack: +10 with necessary sacrifices; Area burst 1 within 20; +8 vs. Reflex		
Hit: 1d6 + 5 fire and thunder damage		
Skills Arcana +6, Nature +9		
Str 12 (+2)	Dex 14 (+3)	Wis 16 (+4)
Con 15 (+3)	Int 11 (+1)	Cha 10 (+1)
Alignment chaotic evil Languages Primordial		
Equipment quarterstaff		

Giant Frog		Level 3 Controller
Medium natural beast		XP 150
HP 44; Bloodied 22		Initiative +5
AC 17, Fortitude 15, Reflex 16, Will 13		Perception +6
Speed 4, swim 6		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d8 + 6 damage, and if the target is Medium or smaller, it is swallowed. A swallowed target is stunned and takes ongoing 5 damage (save ends both), and no creature has line of sight or line of effect to the target.		
Special: The frog can swallow only one creature at a time and cannot bite while swallowing a creature		
MOVE ACTIONS		
Prodigious Leap • At-Will		
Effect: The frog jumps 4 squares. This movement does not provoke opportunity attacks		
MINOR ACTIONS		
r Grasping Tongue • At-Will 1/round		
Attack: Ranged 3 (one creature); +6 vs. Reflex		
Hit: The frog pulls the target 2 squares.		
Str 14 (+3)	Dex 17 (+4)	Wis 11 (+1)
Con 12 (+2)	Int 2 (-3)	Cha 6 (-1)
Alignment unaligned		Languages --

Mud Man		Level 2 Brute
Small elemental magical beast (earth, water)		XP 125
HP 43; Bloodied 21		Initiative +2
AC 14, Fortitude 15, Reflex 13, Will 13		Perception +7
Speed 5		
Immune disease, poison		
TRAITS		
Relentless Assault		
The mud man gains a _2 bonus to attack rolls against slowed or immobilized creatures.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: +7 vs. AC		
Hit: 1d12 + 5 damage		
R Mud Ball • At-Will		
Attack: Ranged 10; +6 vs. Reflex		
Hit: The target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends)		
TRIGGERED ACTIONS		
Amorphous Body • Encounter		
Trigger: when hit by a melee attack		
Effect (Immediate Reaction): The mud man shifts 3 squares		
Skills Stealth +7		
Str 16 (+4)	Dex 13 (+2)	Wis 13 (+2)
Con 13 (+2)	Int 6 (-1)	Cha 8 (+0)
Alignment unaligned		Languages Primordial

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC, regardless of whether there were 4, 5, or 6 PCs in the party.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective. No character can earn more than the listed maximum XP.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

ADVENTURE LEVEL 2

Minimum Possible XP: 225 XP per PC

Major Objective - Prevent or Complete the Ritual:
+125 XP

Maximum Possible XP: 485 XP per PC

Base Gold per PC: 100 gp

TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes two and only two selections for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to

spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Treasure A: *+1 staff of earthen might* (level 3 Uncommon, Dungeon 171)
Found in the Conclusion

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player's choice. The item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character's level +2 or less, or an Uncommon magic item of the character's level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.).

Treasure Y (Consumable plus Gold): The character finds an *herbal poultice* plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 2: *herbal poultice* (level 3) plus 0 gp

Treasure Z (More Gold): The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 2: 50 gp

STORY AWARDS

Each PC receives one (and only one) of the following four Story Awards at the conclusion of the adventure. If the character worked with one of the three Elturgardan Meta-Organizations, then that PC should get the corresponding Story Award. Those PCs who did not side with any organization receive SCAR04 instead. If you feel that a particular PC should be eligible for more than one award, the player can choose which one his or her character gets.

All of these awards are identical in terms of starting the PC on his or her first *Major Quest* in the Chaos Scar Adventure Path so there is no disadvantage or advantage to be gained from any of them (although future adventures may build on the relationships established in this one).

SCAR01 Commendation of the Order of Torm

You explored a ruined keep in the Chaos Scar at the behest of the Order of Torm and acquitted yourself with honor while dealing with a dangerous artifact. Whether you are a member of the Order, an aspirant, or simply a seeker of justice, your actions have been noted. This Story Award counts as a favor with the Order of Torm meta-organization.

SCAR02 Friend of the Lion's Den

You explored a ruined keep in the Chaos Scar at the behest of the Lion's Den and put a stop to a group of monsters who posed a serious threat to caravan traffic in southern Elturgard. Whether you are a paid-up member of the Lion's Den, an apprentice, or merely a temporary ally, your actions have been noted. This Story Award counts as a favor with the Lion's Den meta-organization.

SCAR03 Reputation with the Dusk Talons

You explored a ruined keep in the Chaos Scar at the behest of the Dusk Talons and discovered the truth or falsehood of rumors that the Zhentarim were using the area as a base of operations. Whether you have made your bones with the Talons, are still considering the benefits of joining the family, or were just smart enough to know which way the wind was blowing, your actions have been noted. This Story Award counts as a favor with the Dusk Talons meta-organization.

SCAR04 Edge of the Chaos Scar

You dealt with a threat that developed within the Chaos Scar and in so doing have made Elturgard a little bit safer. No matter your allegiance, that's worthy of respect. Perhaps you will have the opportunity to delve further into this mysterious plagueland in the future.

NEW MAGIC ITEM

Staff of Earthen Might	Level 3 Uncommon
<i>This staff channels the power of the earth to add strength to your limbs and weight to your blows.</i>	
Level 3	+1 680 gp
Implement: Staff	
Enhancement Bonus: +1 attack rolls and damage rolls	
Critical: +1d6 damage, and the target is knocked prone	
Property	
When you are standing on a surface of stone or earth, you gain a +2 item bonus to Athletics checks and Strength ability checks (but not Strength-based attacks).	
Power ♦ Daily (Free Action)	
<i>Trigger:</i> You hit with an attack using this implement.	
<i>Effect:</i> The target feels as if its weight has tripled, and it is slowed until the end of your next turn.	
Reference: <i>Dungeon Magazine</i> 171, page 14	

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

ADAP4~2 STICK IN THE MUD

Note: You may only earn one of the four Story Awards on this certificate. Cross off the other three. Each of these awards is also the beginning of a Major Quest.

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Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

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SESSION TRACKING

DUNGEON MASTER

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