



# On a Wing and a Prayer

Round Two - Strangers in a Strange Land

**By Jay Fisher  
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A Two-Round Adventure for the *Legends of the Shining Jewel* Campaign

You certainly have a bone to pick with the League of Thaumaturgical Studies. While reporting back there to see if they had corrected the problem with the portal, the brave heroes were too close to the artifact and got pulled in to the jungle landscape when it was activated. Now they have to figure out how to get home or they won't be back to Amthydor for a very long time . . . For heroes of levels 3-8.

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## Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

## LSJGM Empowerment Clause

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the

combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

## Calculating ATL (Average Table Level)

Add up the levels of all characters at the table (plus ECL adjustments) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

## A Note About ATLs and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

Since this event has multiple undead encounters, special attention should be given to the ATL at which you run this event. If you have a party with no one capable of turning undead, you might need to lower the ATL by 1. If they have more than one PC capable of turning undead, you might need to raise the ATL by 1. Use your best judgment.

## Adventure Synopsis

NOTE – There is a chance that the eagle/Chuhotl did not return from Amthydor. That being the case, the PCs will have a slightly harder time in the upcoming encounters. There will be separate introduction and encounters for events that don't include Chuhotl.

Introduction – Braving the perils of the city, the heroes have managed to bring the eagle to one of the different factions. In visiting the League of Thaumaturgical Studies, the PCs are engulfed by the experimental portal and find themselves as Strangers in a Strange Land.

Encounter 1 – The PCs come upon what seems to be a primitive village. They are being overrun by hyenas as the PCs arrive.

Encounter 2 – After defeating the hyenas, the PCs are invited to see the village elders. While the PCs seem worthy in the eyes of the villagers, they have to pass four tests in order for their god Ska-ree to send the heroes home.

Encounter 3 – The PCs are brought to a clearing in which they see a damaged cart half-filled with picked bananas. The PCs will have to work together in order to get the cart beneath the trees and into the shade before the fruit spoils.

Encounter 4 – The PCs encounter a pride of lions. They are exactly in their path and the PCs must have the courage to approach and pass without combat.

Encounter 5 – A stubborn bear is in the middle of a narrow path that the PCs have to continue upon. It does not want to move and it is too big for the PCs to get around. The PCs need to use their wit to lure the bear away so that they may pass.

Encounter 6 – The PCs come to a very wide and fast-flowing river. Here they must put their faith in the one who has set them out on this test . . .

Ska-ree. With faith in Ska-ree, the PCs will cross the river and pass the final test.

Epilogue A-E – Five possible resolutions of the module with rewards and consequences depending upon the PCs' success or failure.

## Introduction

The League of Thaumaturgical Studies has managed to reverse the portal, but not without recreating the same “glitch” that had originally brought the eagle to Amthydor.

- If the PCs saved Chuhotl/the eagle in Round 1, **GOTO INTRODUCTION A**
- If the PCs did NOT save Chuhotl/the eagle in Round 1, **GOTO INTRODUCTION B**.

## Introduction A – (w/Chuhotl)

*With the events of the city behind you, you find yourselves back at the League of Thaumaturgical Studies Auditorium. The skylight above in which the eagle had burst through still hasn't been repaired. That was not the priority for the League at the present time.*

*“I think we've got it,” says Counselor Salindy as she busies herself with her texts and incantations.*

*Chuhotl turns to you and smiles. “You have been much help to bring me home. If you are ever in my lands, consider yourselves most welcome.”*

*But before all the goodbyes can be said, the Counselor continues with her preparations. “Got it. Okay, activate it.” The scenery of the lush jungle is once again on the huge rectangular ornate frame. Though the expression of being insufferably pleased with herself quickly changes to the one of worry. “No, no, no! You are too close! It is about to . . .”*

*Just then, the scenery reaches out for Chuhotl . . . just as it had done before. But instead of only taking him the portal encompasses*

*all of you as well. A rather nauseating feeling comes over you as you cannot tell up from down, left or right, or backwards or forwards. The transition only takes a second (though it seemed to last forever) and you find that you are now IN the jungle that was once on the Portal. The Portal . . . an object which is now nowhere to be seen.*

*Chuhotl blinks surprised as he sees you standing with him. "It appears that you will be acting upon my invitation much sooner than anticipated. No matter. You are most welcome. Follow me to my village. Perhaps the elders might have answers to your problem."*

So now the PCs are in Chuhotl's land with no way home. But not all hope is lost. Chuhotl has invited the PCs to his village. There they will meet with the village elders in hopes to find a way home.

If the players at the table didn't participate together for Round 1 (for some reason), take this opportunity for PC introductions and descriptions.

- When all is ready, **GOTO ENCOUNTER 1**

### Introduction B – (w/o Chuhotl)

*With the events of the city behind you, you find yourselves back at the League of Thaumaturgical Studies Auditorium. The skylight above in which the eagle had burst through still hasn't been repaired. That was not the priority for the League at the present time.*

*"I think we've got it," says Counselor Salindy as she busies herself with her texts and incantations. "Got it. Okay, activate it."*

*The scenery of the lush jungle is once again on the huge rectangular ornate frame. Though the expression of being insufferably pleased with herself quickly changes to the one of worry. "No, no, no! You are too close! It is about to . . ."*

*Just then, the scenery reaches out for you . . . just as it had done to the eagle. A rather nauseating feeling comes over you as you cannot tell up from down, left or right, or backwards or*

*forwards. The transition only takes a second (though it seemed to last forever) and you find that you are now IN the jungle that was once on the Portal. The Portal . . . an object which is now nowhere to be seen. Now you know how the eagle had felt as you realize you are now Strangers in a Strange Land . . .*

So now the PCs are in the land in which the eagle originated from. They are in an open area and a path leads into the jungle. Perhaps in that direction they can find a way home back to Amthydor.

If the players at the table didn't participate together for Round 1 (for some reason), take this opportunity for PC introductions and descriptions.

- When all is ready, **GOTO ENCOUNTER 1A**

### Encounter 1 – Home Sweet Home

*The path you take descends into lush, green jungles. The air is hot and humid, though Chuhotl appears quite comfortable. Every now and again his curved blade seems to magically appear in his hand as he clears overgrowth along the path. The sounds of chittering and squawks can easily be heard as you venture onward.*

If the PCs wish to try and identify the jungle sounds, allow them to roll either a *Survival* check (DC 15) or a *Knowledge: Nature* check (DC 10). The animals that can be heard are: monkeys, macaws, lions, hyenas, and other birds. If the PCs don't mention the hyenas, Chuhotl will make his own *Listen* check (DC 5) and hear them for himself. Upon hearing the hyenas, Chuhotl will grow both worried and angry at the same time.

*Chuhotl's blade appears in his hand once again, but he is no longer clearing brush away from the path. He looks to you with an expression that of worry and anger. "Come. There is trouble ahead. We must hurry."*

With the distance the PCs have already taken, it is not far to the village. With a quick sprint, the group will arrive there within 10 minutes.

*Exiting the foliage of the jungle, you see what appears to be a primitive village. In its center is a large covered structure. Before it appears what seems like a gathering point around a large fire pit. Surrounding the center landmarks are several smaller huts. The place would seem serene and peaceful if not for the fact the village is currently under siege! Villagers run in all directions in attempt to flee the jaws of the many hyenas overrunning the compound.*

*With a warrior's cry, Chuhotl chares into battle. "Begone, beasts! Ska-ree commands it!"*

### ATL 3

**Hyena Cleric**, Male Human Clr3: CR 3; Medium Humanoid ; HD 3d8+3(Cleric) ; hp 20; Init +6; Spd 20; AC:19 (Flatfooted:18 Touch:11); Atk +4 base melee, +4 base ranged; -6/-8 (1d8, Crossbow, light; 1d8+2, +2 Mace, heavy); AL CE; SV Fort +4, Ref +3, Will +6; STR 10, DEX 14, CON 12, INT 12, WIS 17, CHA 7.

*Skills:* Concentration +7, Diplomacy +1, Handle Animal +1, Heal +6, Knowledge (Religion) +7.

*Feats:* Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Flail.

*Spells Prepared (Clr 4/3/2):* 0 - Cure Minor Wounds, Detect Magic, Guidance, Light; 1st - Bless, Magic Weapon (d), Shield of Faith, Summon Monster I; 2nd - Hold Person, Restoration, Lesser, Spiritual Weapon (d).

*Possessions:* Weapons: +2 Mace, heavy (8312 gp); Crossbow, light (35 gp); Bolts, crossbow (10) (1 gp). Armor: Banded mail (250 gp). Shields: Shield, heavy steel (20 gp).

**Animal, Hyena (10):**CR1;Medium Animal ; HD 2d8+4 (Animal); hp13; Init +2; Spd 50; AC:14 (Flatfooted:12 Touch:12); Atk +3 base melee, +3 base ranged; +3 (1d6+3,Bite); SA: Trip (Ex) ; SQ: Low-light Vision (Ex), Scent (Ex); ALN; SV Fort

+5, Ref +5, Will +1; STR 14, DEX 15, CON 15, INT 2, WIS 13, CHA 6.

*Skills:* Hide +3, Jump +10, Listen +6, Spot +4. *Feats:* Alertness.

*Description:* Hyena's are pack hunters infamous for their cunning and their unnerving vocalizations.

**Combat:** A favorite tactic is to send a few individuals against a foe's front while the rest of the pack circles and attacks the flanks or rear

### ATL 5

**Hyena Cleric**, Male Human Clr5: CR 5; Medium Humanoid ; HD 5d8+5(Cleric) ; hp 37; Init +6; Spd 20; AC:19 (Flatfooted:18 Touch:11); Atk +5 base melee, +5 base ranged; -5/-7 (1d8, Crossbow, light; 1d8+2, +2 Mace, heavy); AL CE; SV Fort +5, Ref +3, Will +7; STR 10, DEX 14, CON 12, INT 12, WIS 17, CHA 7.

*Skills:* Concentration +7, Diplomacy +1, Handle Animal +1, Heal +8, Knowledge (Religion) +7, Spellcraft +7.

*Feats:* Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Flail.

*Spells Prepared (Clr 5/4/3/2):* 0 - Cure Minor Wounds, Detect Magic, Guidance, Light x2; 1st - Bless, Cause Fear, Magic Weapon (d), Shield of Faith, Summon Monster I; 2nd - Enthrall, Hold Person, Restoration, Lesser, Spiritual Weapon (d); 3rd - Blindness/Deafness, Contagion, Inflict Serious Wounds.

*Possessions:* Weapons: +2 Mace, heavy (8312 gp); Crossbow, light (35 gp); Bolts, crossbow (10) (1 gp). Armor: Banded mail (250 gp). Shields: Shield, heavy steel (20 gp).

**Animal, Hyena (15):**CR1;Medium Animal ; HD 2d8+4 (Animal); hp13; Init +2; Spd 50; AC:14 (Flatfooted:12 Touch:12); Atk +3 base melee, +3 base ranged; +3 (1d6+3,Bite); SA: Trip (Ex) ; SQ: Low-light Vision (Ex), Scent (Ex); ALN; SV Fort +5, Ref +5, Will +1; STR 14, DEX 15, CON 15, INT 2, WIS 13, CHA 6.

*Skills:* Hide +3, Jump +10, Listen +6, Spot +4. *Feats:* Alertness.

*Description:* Hyena's are pack hunters infamous for their cunning and their unnerving vocalizations.

Combat: A favorite tactic is to send a few individuals against a foe's front while the rest of the pack circles and attacks the flanks or rear

### ATL 7

**Hyena Cleric**, Male Human Clr7: CR 7; Medium Humanoid ; HD 7d8+7(Cleric) ; hp 52; Init +6; Spd 20; AC:19 (Flatfooted:18 Touch:11); Atk +7 base melee, +7 base ranged; -3/-5 (1d8, Crossbow, light; 1d8+2, +2 Mace, heavy); AL CE; SV Fort +6, Ref +4, Will +8; STR 10, DEX 14, CON 12, INT 12, WIS 17, CHA 7.

*Skills:* Concentration +7, Diplomacy +1, Handle Animal +3, Heal +8, Intimidate +2, Knowledge (Religion) +7, Ride +4, Spellcraft +7.

*Feats:* Animal Affinity, Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Flail.

*Spells Prepared (Clr 6/5/4/3/1):* 0 - Cure Minor Wounds, Detect Magic, Guidance, Inflict Minor Wounds, Light x2; 1st - Bless, Cause Fear, Command, Magic Weapon (d), Shield of Faith, Summon Monster I; 2nd - Darkness, Enthrall, Hold Person, Restoration, Lesser, Spiritual Weapon (d); 3rd - Blindness/Deafness, Contagion, Inflict Serious Wounds, Inflict Serious Wounds; 4th - Summon Monster IV.

*Possessions:* Weapons: +2 Mace, heavy (8312 gp); Crossbow, light (35 gp); Bolts, crossbow (10) (1 gp). Armor: Banded mail (250 gp). Shields: Shield, heavy steel (20 gp).

**Animal, Hyena (20):**CR1;Medium Animal ; HD 2d8+4 (Animal); hp13; Init +2; Spd 50; AC:14 (Flatfooted:12 Touch:12); Atk +3 base melee, +3 base ranged; +3 (1d6+3,Bite); SA: Trip (Ex) ; SQ: Low-light Vision (Ex), Scent (Ex); ALN; SV Fort +5, Ref +5, Will +1; STR 14, DEX 15, CON 15, INT 2, WIS 13, CHA 6.

*Skills:* Hide +3, Jump +10, Listen +6, Spot +4. *Feats:* Alertness.

*Description:* Hyena's are pack hunters infamous for their cunning and their unnerving vocalizations.

Combat: A favorite tactic is to send a few individuals against a foe's front while the rest of the pack circles and attacks the flanks or rear

### ATL 9

**Hyena Cleric**, Male Human Clr9: CR 9; Medium Humanoid ; HD 9d8+9(Cleric) ; hp 65; Init +6; Spd 20; AC:19 (Flatfooted:18 Touch:11); Atk +6/1 base melee, +8/3 base ranged; -2/-3/-4 (1d8, Crossbow, light; 1d8, Mace, heavy); AL CE; SV Fort +7, Ref +5, Will +9; STR 10, DEX 14, CON 12, INT 12, WIS 17, CHA 7.

*Skills:* Climb -6, Concentration +7, Diplomacy +1, Handle Animal +3, Heal +10, Intimidate +2, Knowledge (Religion) +7, Ride +4, Spellcraft +9, Swim -14, Tumble -4.

*Feats:* Animal Affinity, Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Athletic, Combat Casting, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Flail.

*Spells Prepared (Clr 6/5/5/4/2/1):* 0 - Cure Minor Wounds, Detect Magic, Guidance, Inflict Minor Wounds, Light x2; 1st - Bless, Cause Fear, Command, Magic Weapon (d), Shield of Faith, Summon Monster I; 2nd - Darkness, Enthrall, Hold Person x2, Restoration, Lesser, Spiritual Weapon (d); 3rd - Blindness/Deafness, Contagion, Inflict Serious Wounds, Magic Circle against Good; 4th - Inflict Critical Wounds, Summon Monster IV; 5th - Flame Strike.

*Possessions:* Weapons: +2 Mace, heavy (8312 gp); Crossbow, light (35 gp); Bolts, crossbow (10) (1 gp). Armor: Banded mail (250 gp). Shields: Shield, heavy steel (20 gp).

**Animal, Hyena (25):**CR1;Medium Animal ; HD 2d8+4 (Animal); hp13; Init +2; Spd 50; AC:14 (Flatfooted:12 Touch:12); Atk +3 base melee, +3 base ranged; +3 (1d6+3,Bite); SA: Trip (Ex) ; SQ: Low-light Vision (Ex), Scent (Ex); ALN; SV Fort

+5, Ref +5, Will +1; STR 14, DEX 15, CON 15, INT 2, WIS 13, CHA 6.

*Skills:* Hide +3, Jump +10, Listen +6, Spot +4. *Feats:* Alertness.

*Description:* Hyena's are pack hunters infamous for their cunning and their unnerving vocalizations.

**Combat:** A favorite tactic is to send a few individuals against a foe's front while the rest of the pack circles and attacks the flanks or rear

- If the PCs win the battle, **GOTO ENCOUNTER 2**
- If the PCs lose the battle, **GOTO EPILOGUE D**.

## Encounter 1A – Jungle Sounds

*The path you take descends into lush, green jungles. The air is hot and humid, as you start to sweat profusely. The sounds of chittering and squawks can easily be heard as you venture onward.*

If the PCs wish to try and identify the jungle sounds, allow them to roll either a *Survival* check (DC 15) or a *Knowledge: Nature* check (DC 10). The animals that can be heard are: monkeys, macaws, lions, hyenas, and other birds. After about 10 more minutes of travel, the sound of screams can be heard as well from an upcoming village. With the distance the PCs have already taken, it is not far to the village. With a quick sprint, the group will arrive there within 10 minutes.

*Exiting the foliage of the jungle, you see what appears to be a primitive village. In its center is a large covered structure. Before it appears what seems like a gathering point around a large fire pit. Surrounding the center landmarks are several smaller huts. The place would seem serene and peaceful if not for the fact the village is currently under siege! Villagers run in all*

*directions in attempt to flee the jaws of the many hyenas overrunning the compound.*

Use the combat statistics from **Encounter 1**.

- If the PCs win the battle, **GOTO ENCOUNTER 2A**
- If the PCs lose the battle, **GOTO EPILOGUE D**.

## Encounter 2 – Testament

*Chuhotl raises his curved blade in the air and screeches a victory cry. He lets go of his sword and it magically disappears into its sheath. He approaches you with a please expression on his face.*

*“That is twice now that you have come to my aid. My deepest thanks. You will always be welcome in my village.” Chuhotl clasps his hand on <fighter name>'s shoulder. “Come now. We go meet with the elders.”*

Villagers all around bow and reach out to the PCs as they pass on by.

*Within minutes, you are led to the large, covered area. Stone posts sprout from the ground from each of the four corners, connecting to a richly constructed roof. What once looked primitive, now appears to be a work of art. Leaves of all types have been thatched together to create pictures and scenes of a great eagle rising triumphant over its foes. There is an open square skylight at the apex of the roof, allowing the sun's rays to alight the area.*

*Seated on a platform are three men. They appear to be long in years from the obvious sparse white hair upon their heads. Their skin is a deep bronze in color and they have many wrinkles. Though on the thin side, the elders seem fit. The elder seated in the center gestures for you to sit before them. There are woven pillows upon the ground for your comfort. As you make yourselves comfortable, Chuhotl speaks to the elder in hushed tones. After a moment, the elder speaks.*

*“Chuhotl speaks highly of you and your deeds. You have shown much honor here as well as in your own village. Though we are in your debt, it is not our decision to send you home. It is up to Ska-ree, the Plumed One, to decide whether or not to help you. To know this, you must complete four tests. These tasks will test your courage, your faith, your strength, and your wit. Now there is no particular order in which these tests will present themselves. So you should be on your toes.”*

*“Will you be willing to take the tests of Ska-ree?”*

- If the PCs say no, **GOTO EPILOGUE E**
- If the PCs say yes, **CONTINUE BELOW**

*“Excellent! The tests will begin tomorrow. Rest now so you can be fresh in the morning. The women will take you to a place of sleep. I wish you luck and hope you will honor Ska-ree as you have honored us.”*

The meals prepared for the PCs and the rest overnight will heal the PCs to 80% of full health.

- When ready, **GOTO ENCOUNTER 3**

## Encounter 2A- Testament

*As the ruckus from the battle dies down, the villagers come out from hiding. They screech and shout your victory as they herd you to the direction of the covered area in the center of the compound.*

Villagers all around bow and reach out to the PCs as they pass on by.

*Within minutes, you are led to the large, covered area. Stone posts sprout from the ground from each of the four corners, connecting to a richly constructed roof. What once looked primitive, now appears to be a work of art. Leaves of all types have been thatched together to create pictures and scenes of a great eagle rising triumphant over its foes. There is an open square*

*skylight at the apex of the roof, allowing the sun’s rays to alight the area.*

*Seated on a platform are three men. They appear to be long in years from the obvious sparse white hair upon their heads. Their skin is a deep bronze in color and they have many wrinkles. Though on the thin side, the elders seem fit. The elder seated in the center gestures for you to sit before them. There are woven pillows upon the ground for your comfort. After a moment, the elder speaks.*

*“You have shown us great honor on this day by saving people that you do not know. Please, tell us what brings you here so we might aid you on your quest.*

Here is the opportunity for the PCs to tell the elders of their plight. If they don’t mention the idea of them needing to get home, the elders will figure out from the PC’s garments that they aren’t from around this area and ask where they are from. Once the idea of getting home has been brought up, continue on.

*“Though we are in your debt, it is not our decision to send you home. It is up to Ska-ree, the Plumed One, to decide whether or not to help you. To know this, you must complete four tests. These tasks will test your courage, your faith, your strength, and your wit. Now there is no particular order in which these tests will present themselves. So you should be on your toes.”*

*“Will you be willing to take the tests of Ska-ree?”*

- If the PCs say no, **GOTO EPILOGUE E**
- If the PCs say yes, **CONTINUE BELOW**

*“Excellent! The tests will begin tomorrow. Rest now so you can be fresh in the morning. The women will take you to a place of sleep. I wish you luck and hope you will honor Ska-ree as you have honored us.”*

The meals prepared for the PCs and the rest overnight will heal the PCs to 80% of full health.

- When ready, **GOTO ENCOUNTER 3**

## Encounter 3 – Stop Monkeying Around

*Leaving the village, you set upon the trail as the elders had directed. About an hour later, the trail opens up into a large clearing. On the opposite side of the clearing, you see the trail lead off out of your view.*

*In the middle of the clearing appears to be a large wagon.*

As the PCs approach the wagon, they will notice that one of the wheels is broken. While it appears that the wagon can be pulled by two horses, neither horse can be seen. The wagon itself is about half-loaded with bananas. Have those with *Knowledge: Nature* make a check to determine what they know about the bananas inside the wagon.

- DC 10** The bananas are ripe.
- DC 15** The hot sun isn't good for the bananas.
- DC 20** The bananas won't last much longer in the hot sun.

There is also a note left upon the driver's seat. If picked up, the PCs can read it.

*“Gone to get new wheel for wagon.  
I will be back by sundown.”*

The bananas won't last that long. Have the PCs roll a *Spot* or *Knowledge: Nature* check (DC 10) to figure out that the bananas should be moved to the shade. Near the northeast corner of the clearing there is an overhang of trees that give a lot of shade. The shade from these trees should protect the bananas until the wagon owner returns with a new wheel.

Now, should the PCs want to move the wagon to the shaded area, it will take a *Strength* check (DC 15) to lift the axle of the broken wheel to the proper height and an additional *Strength* check (DC 15) to move the wagon five feet.

Now the kicker is this: In the surrounding trees, there are lots and lots of monkeys (the exact number is unimportant). They think they are being helpful by tossing more bananas into the wagon while the PCs try to move it. The monkeys toss an additional amount of bananas into the wagon depending on the round it is:

1	=	1d6 bananas
2	=	2d6 bananas
3	=	3d6 bananas
4	=	4d6 bananas
5	=	5d6 bananas

Etc.

The first round, the PCs moving the wagon only need to make a strength check to move the wagon. Thereafter, the PCs will need to make a strength check not only to move the wagon, but to keep the axle level TO move the wagon as the load gets heavier and heavier. After the third round of bananas being tossed, the Strength check increases to DC 20. After the sixth round of bananas being tossed, the Strength check increases to DC 25. The PCs only need to move the wagon 30 feet to get it beneath the shade.

Now if the PCs make any type of aggressive move towards the monkeys or leave the wagon for the bananas to spoil, they fail the Test of Strength. (This Test of Strength is not to test the physical strength of the PCs moving the wagon, but the strength of character to know the monkeys' actions are funny (though hindering) and to disregard them.)

- When the PCs are ready, **GOTO ENCOUNTER 4**

## Encounter 4 – Quit Lion Around

*Leaving the monkeys behind, you continue down the path for about a couple hours. Again, the trail opens up into a large clearing. On the opposite side of the clearing, you see the trail lead off out of your view.*

*In the far area of the clearing, blocking your path, appears to be a pride of lions. As you notice them, they notice you . . .*

This is the test of courage. The PCs must approach the lions and try to make friends. They can do so by either having a druid make friends, feeding them (though no freshly killed meat is available unless a PC wants to offer an animal companion ☺), or simply approaching them lions unarmed and without fear. The lions are easily provoked if the PCs do something stupid. And if that is the case, or if the PCs draw weapons or try to intimidate, the lions will attack.

If battle ensues, the PCs fail the test of courage.

**Animal, Lion (10):**CR3;Large Animal ; HD 8d8+16 (Animal); hp51; Init +3; Spd 40; AC:15 (Flatfooted:12 Touch:12); Atk +10 base melee, +8 base ranged; +10/+5 (1d4+5,2 Claw; 1d8+2,Bite); SA: Pounce (Ex) , Improved Grab (Ex) , Rake (Ex) ; SQ: Scent (Ex), Low-light Vision (Ex); ALN; SV Fort +8, Ref +9, Will +3; STR 21, DEX 17, CON 15, INT 2, WIS 12, CHA 6.

*Skills:* Balance +7, Hide +3, Jump +9, Listen +5, Move Silently +11, Spot +5. *Feats:* Alertness, Run.

*Description:* The statistics presented here describe a male African lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller, but use the same statistics.

*Special Attacks:* Pounce (Ex): If a lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the lion must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A lion that gets a hold can make two rake attacks (+7 melee) with its hind legs for 1d4+2 damage each. If the lion pounces on an opponent, it can also rake.

- When the PCs are ready, **GOTO ENCOUNTER 5**

## Encounter 5 ~ Bear Necessities

*Leaving the lions behind, you continue down the path for about a few more hours. The trail narrows so that you can only travel single file. Shortly thereafter, you encounter something blocking your path. A huge bear. It lies lazily as you approach. The bear's huge maw opens wide as it yawns; it eyes you as you near . . .*

This is the test of wit. The PCs must somehow get the bear to move out of their way (lead it with food or something) or somehow figure away to get by the bear without provoking it. If the PCs try to intimidate or draw their weapons, the bear will attack.

If battle ensues, the PCs fail the test of wit.

**Lazy Bear:** CR 4; Large Animal ; HD 10d8+40 (Animal) ; hp 85; Init +1; Spd 40; AC:15 (Flatfooted:14 Touch:10); Atk +14 base melee, +7 base ranged; +14/+9 (1d8+8, 2 Claw; 2d6+4, Bite); SA: Improved Grab (Ex) ; SQ: Low-light Vision (Ex), Scent (Ex); AL N; SV Fort +11, Ref +8, Will +4; STR 27, DEX 13, CON 19, INT 2, WIS 12, CHA 6.

*Skills:* Jump +12, Swim +12.

*Description:* These massive carnivores weigh more than 1,800 pounds and stand nearly 12 feet tall when they rear up on their hind legs. They are bad-tempered and territorial. Brown bear statistics can be used for almost any big bear, including the North American grizzly.

- When the PCs are ready, **GOTO ENCOUNTER 6**

## Encounter 6 ~ River of Dreams

*Leaving the bear behind, you continue down the path a little longer. You realize you must be coming full circle as the path leads you in a round-about way back towards the village. With three tests down, you know this next one to be the fourth and final test. The sound of rushing water can be heard as you approach the end of this path.*

The path is test of faith. The path opens up to show a great riverbank. The river is about fifty feet wide and rages with great speed. Directly across from the path the PCs exited on the opposite riverbank is another trail, which leads back to the village.

The river rages at such speed that should a PC fall into the waters the other PCs will not be able to rescue him/her before the PC is carried out of sight (the PC is rescued by the villages downriver, and will be able to rejoin the group when the other PCs return to the village).

Allow the PCs to use their ingenuity to cross the river. But this isn't a test of wit. It is a test of faith. Directly in front of the trail they exited at the edge of the riverbank is an invisible 5-foot wide bridge. It leads directly to other side in front of the opposite trail. The PCs must cross this path in order to pass this test. Anything else will result in a failure.

Once all the PCs have crossed the river, go to the necessary epilogue.

- If the PCs PASS 3-4 Tests, **GOTO EPILOGUE A**
- If the PCs PASS 1-2 Tests, **GOTO EPILOGUE B**
- If the PCs FAIL ALL Tests, **GOTO EPILOGUE C**

## Epilogue A

Use this ending if the PCs PASSED 3-4 of the tests.

*Returning to the village, you are greeted by almost its entire population. You are in time for a celebration in your honor as you make your way to the gathering area. The elders raise their hands above the crowd in an attempt to quiet things down.*

*“Today marks a great day for all. The strangers have passed the tests of Ska-ree and they will be sent home to their own village upon the next sunrise. But tonight, we celebrate! We also have a few gifts for you to remember us by.*

*“A small token for you from your encounter with the monkeys . . .” the elder says as each of you is passed a banana. The villagers laugh, knowing of the test you had taken. “Also for each of you, we present you a vial of water from the River of Dreams.”*

If Chuhotl is present and the PCs passed **ALL FOUR** tests, he will give his weapon as a gift as a thank you for all the PCs have done. If Chuhotl is **NOT** present, then the sword is not given.

*You continue to celebrate the night away, enjoying in the festivities with a comfort you haven't felt since you arrived in this place. You will be going home. That in itself is something to celebrate. Now if only the people of Amthydor would believe your strange tales . . . But you indeed take comfort that you will no longer be strangers in a strange land.*

THUS ENDS PART TWO OF  
“ON A WING AND A PRAYER”

## Epilogue B

Use this ending if the PCs PASSED 1-2 of the tests.

*Returning to the village, you are greeted by almost its entire population. You are in time for a celebration in your honor as you make your way to the gathering area. The elders raise their hands above the crowd in an attempt to quiet things down.*

*“Today marks a great day for all. The strangers have passed a few of the tests of Ska-ree and they will be sent home to their own village upon the next sunrise. But tonight, we celebrate! We also have a few gifts for you to remember us by.*

*“A small token for you from your encounter with the monkeys . . .” the elder says as each of you is passed a banana. The villagers laugh, knowing of the test you had taken.*

*You continue to celebrate the night away, enjoying in the festivities with a comfort you*

*haven't felt since you arrived in this place. You will be going home. That in itself is something to celebrate. Now if only the people of Amthydor would believe your strange tales . . . But you indeed take comfort that you will no longer be strangers in a strange land.*

THUS ENDS PART TWO OF  
“ON A WING AND A PRAYER”

## Epilogue C

Use this ending if the PCs FAILED ALL of the tests.

*Returning to the village, you are greeted by elders. They knew that you were returning, and seem quite somber.*

*“My heart weeps for you. I prayed that you would pass the tests of Ska-ree, but it just was not meant to be. In any event, you will be sent home upon the next sunrise anyway. While you have honored us with your own deeds of the day before, it would not be good for you to stay in the village any longer than necessary. You have much to learn, and I pray you learn it soon.*

*“But I give you a small token for you from your encounter with the monkeys . . .” the elder says as each of you is passed a banana. “Remember your tests and allow your heart to speak instead of your head. Perhaps one day you will be allowed to return. But until then, I bid you farewell.*

*Though you didn't pass the tests, you feel a comfort you haven't felt since you arrived in this place. You will be going home. That in itself is something to celebrate. Now if only the people of Amthydor would believe your strange tales . . . But you indeed take comfort that you will no longer be strangers in a strange land.*

THUS ENDS PART TWO OF  
“ON A WING AND A PRAYER”

## Epilogue D

Use this ending if the PCs were defeated in the battle of Encounter 1.

*The battle is over. As the dust clears, the survivors tend to the wounded as well as the dead. The strangers that attempted to help the village of Ska-ree fought bravely, but was overcome by the forces of the Hyena. It is a sad day this day. And a great shame for the heroes to die as Strangers in a Strange Land.*

THUS ENDS PART TWO OF  
“ON A WING AND A PRAYER”

## Epilogue E

Use this ending if the PCs declined to take the Tests of Ska-ree in Encounter 2.

*The elder seems disappointed by your answer, but accepts it nonetheless. He bows to you as he replies.*

*“That is your choice and no one will force you to take Ska-ree's tests. But that means we will be unable to help you in your effort to get home. I wish you well and hope you have a safe journey.”*

If the PCs change their minds and accept the tests, go back to the encounter that they original came from (Encounter 2 or 2A). If not, continue onward.

*The three elders stand in unison and depart the platform. They leave you alone as you ponder your options. You are a long way from home and it will only get closer as soon as you take your first step. On the bright side . . . no one will know of your actions (or inaction) of this day. You hope that the contacts you had made back in Amthydor will remember you by the time you return. Until then, you remain Strangers in a Strange Land.*

THUS ENDS PART TWO OF  
“ON A WING AND A PRAYER”

**EXPERIENCE POINT SUMMARY**

Total the XP earned from the following:

**Encounter 1**

Save the village from the hyena attack 200 XP

**Encounter 3**

PCs pass the test of Strength 200 XP

**Encounter 4**

PCs pass the test of Courage 200 XP

**Encounter 5**

PCs pass the test of Wit 200 XP

**Encounter 6**

PCs pass the test of Faith 200 XP

**Discretionary Roleplaying XP** Up to 100 XP

Total Possible Experience:	1100 XP
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**Treasure Summary**

If it's not on this list, the PCs cannot keep it.

**Encounter 3**

- ***Mace of the Hyena +2*** - This +2 mace allows the wielder to laugh almost uncontrollably in an almost psychotic manner. The laughter heard by the wielder's enemies would incur a cumulative +1 bonus to any *Intimidate* checks per round the ability is active. After ten consecutive rounds of laughing, the wielder will have a -2 to all Fort and Will saves as well suffer the effects of being fatigued until the PC is able to rest for at least 8 hours.

**Epilogue A**

- ***Goodberry Banana (6)*** - The transmuted banana provides nourishment as if it were a normal meal for a Medium sized creature. The banana also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.
- ***Vial of the River of Dreams (6)*** - The vial contains water from the River of Dreams. Upon drinking the full contents of the vial, the following results will take effect:
  - *The PC will have been refreshed in such a manner that he/she is considered on having 8 hours of sleep.*
  - *Previously cast spells return to a spellcaster's list of prepared spells (spellcasters are unable to reselect spells).*
  - *All psionic points have been completely refreshed*
- ***Ska-ree Scimitar +3*** - This +3 scimitar, when used outdoors in a temperate climate, grants its wielder the use of the Cleave feat and deals an extra 1d6 points of damage. In addition, the scimitar may also appear in the wielder's hand (upon command) readied as a free combat action. ***(Note: this items should NOT be awarded if Chuhotl is not present, and should ONLY be awarded if the PCs pass all four tests.)***

### **Epilogue B**

- ***Goodberry Banana (6)*** - The transmuted banana provides nourishment as if it were a normal meal for a Medium sized creature. The banana also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

### **Epilogue C**

- ***Goodberry Banana (6)*** - The transmuted banana provides nourishment as if it were a normal meal for a Medium sized creature. The banana also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

### **Epilogue E**

- If the PCs declined to take the tests of Skaree, they will be on their own to get home. It will take the PCs 200 TUs to travel the necessary distance. Also, the PCs will suffer a -2 penalty to all Recognitions and Reputation checks for the next three calendar months (date & sign).



Please send completed form to: Joanne Clarke-Stein, 15 Manor Crescent, Bldg. 20, New Brunswick, NJ 08901-1680, or email to [lsi-roster@ucc-online.com](mailto:lsi-roster@ucc-online.com).



## Roster of Heroes: On a Wing and a Prayer (Round 2)

**Judge Name:** \_\_\_\_\_

**Convention:** \_\_\_\_\_

**Date:** \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

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