

It Came from The Sky

**A weapon has been uncovered that can be used to aid in the war against
Tiger.
Heroes are asked to go and find it. A Living jungle adventure for all levels.**

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold font. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

The Living Jungle Campaign

Players bring their own characters to Living Jungle events, and are responsible for keeping records of the characters experience, wealth, and possessions. Look over the characters that are brought to your table, both to familiarize yourself with them and to check for unusual magic items or discrepancies. Magic in the Living Jungle is very rare, with permanent magic items being very, very rare. Most Living Jungle possessions will be ornamental, symbolic, or items carried for barter. If a player has an unusual item or items, question them where they got it. If you are not satisfied with their answer, you may disallow the item for the round.

. DM's please note: The maximum experience points available for this tournament is 1000. This is attainable only if the heroes do everything correctly and make it through the entire scenario.

This scenario is designed for characters of all levels. As such, the opponents encountered in the scenario, their number and capabilities will vary with the tier.

At Death's Door Living adventures use a version of the Death's Door rule for the duration of the tournament. If a PC is reduced to zero or fewer hit points, he/she does not die immediately. Instead, the PC continues to lose one hit point at the end of each round until aided by another PC or NPC, or unless they stabilize naturally (10% chance per round). Heroes who are not stabilized die when they reach -11 hit points.

Module Synopsis

The spirits of Malatra alert the Lacerial leader to a coming calamity. A meteor falls to Toril, wiping out a section of Malatra. There is a great explosion, and a huge fire. Before too much of the jungle is destroyed, the Spirits of Malatra, stop the fires. The Meteor crashes into the earth, creating a large crater, and burning all the trees in a 1000 ft diameter. One tree did survive, but not in its original form. The meteor skimmed one tree, transmuting it into a new species of ironwood. The tree's upper branches, and leaves, however did not survive the fire, leaving the trunk standing 20ft tall.

Heroes congregate toward the Lacerial village of Lilac, for some unknown reason. Once there, they are met by other heroes, Starr the Shaman, and Trueblood the Witch-Doctor of the

Lacerials. The heroes are told of the vision that Starr, the Lacerial Shaman has had. He speaks of a great fireball that will lead the heroes to a weapon to fight Tiger with.

On the way, the heroes will have to make it across a mudslide. A rope bridge built by korobokuru is available for the crossing. Once past that, the heroes will encounter a Trader who is actually a thief. His job is to see what kind of weaponry the heroes are carrying, and gage their strengths and weaknesses. Finally the heroes will reach the "clearing", and discover the one lone tree. They will have to knock it down, and transport it back through the jungle. They must find a way of moving the tree over the mudslide area, and returning it back to the Lacerial Village.

Once back in the village, the heroes must decide what to use the "tree" for, and will be given options of things to make.

Introduction

It is the rainy season in Malatra. It rains almost every day, with no sign or letting up. Even more rare is to see the Sun in the sky. Today as you traveled through the jungle, your steps led you toward the River of Laughing Idols. Even though it was towards more water, you felt yourself drawn there.

As you get closer to the river of Laughing Idols, you see that you are not very far from the Lacerial village of Lilac. You feel that the Spirits of Malatra have been pulling you there.

You enter the strange village of the Lacerials. Huts lie scattered around clearing. Several huts have trees growing out of them. Some even have flowers growing out of the walls. Some appear to be not completed, having open sides of the huts, and half walls, surrounding large areas of plants. A few huts stretch up above the others, their floors ranging from 10 to 20 feet above the jungle floor. These huts seem to have been hurriedly constructed. Many have only single poles for walls, with large openings.

In the center of the village is a group of Lacerials. In the middle of them you recognize the form of the hornhead Trueblood, the Witch-Doctor, and Leader of the Lacerials. Next to him is the bladeback Starr, the Lacerial Shaman. They see you and motion for you to come forward.

As you draw forward, Trueblood motions for the surrounding Lacerials to part so you can enter. He begins using sign language as you draw near.

The Lacerial Shaman speaks; however, most of the Heroes cannot understand his language. So a Lacerial Flyer, named Klik, Klik, Whir translates for the Heroes. Most Lacerials refer to Klik, Klik, Whir as Wrong-way for some reason. Read or paraphrase the following:

Trueblood asks who you are, then says that the Spirits summoned you, and you must listen to what Starr has to tell you. Starr tells them about a vision he received from the spirits. The Spirits proclaimed that only a few heroes could help with the vision. "I looked up at the sky, dark as night, looking for our home. Then a loud roar sounded, greater than a Thunder Lizard. A flame lit the sky, as a great ball of fire screamed by. I watched it for a bit, then I saw a large flash, and a few moments later, a large boom filled the air. Then inside my head, I heard the Spirits speaking.... Seek out the fire from the sky, they said. A weapon will be found, that can be used to fight Tiger. The spirits told me that heroes would come, and we should be ready for them."

Q. Where do we have to go to find this weapon?

A. The vision was not clear of which way to go... the spirits will tell me, when they want.

Q. What Kind of Weapon?

A. The Spirits told me not.

If asked why the translating device isn't being used, Starr tells the Heroes that the finhead Strongarm, the Leader of the warriors, and the flyer Quickwing are away with a few warriors on a scouting mission with the translating device. If asked why he doesn't simply use a spell to speak to the heroes, Trueblood tells them that he has exhausted his spells trying to discover something about his vision.

Heroes are free to walk around the village, and converse with the Lacerials. Most don't know anything about the Shaman's vision. All the Lacerials bear either a white or black tattoo. They are all reluctant to speak of them.

Heroes can ask Trueblood to teach them spells. Also, if someone found the Runesticks from *The Sickness*, Trueblood will identify these as records of a lost lacerial. However, one of these allows you to cast the spell Leomund's Tiny Hut.

He will also teach the following spells (1 per hero) Note these will only be given out to Witch-Doctor Heroes, and not to ANY non-spell casting Heroes

2nd *Web*
3rd *Tongues, Haste*

Starr has the following fetishes that shamans may use like scrolls:

Searing Light
Summon Monster III

If only one shaman is present, Starr will give her both of the fetishes, since they are one shot items.

Other NPCs of Lilac

Strongarm Finhead Fighter 8
Quickwing Flyer Rogue 9

Netweaver- old male Bladeback,
Village Weaver
Garantu: young male finhead fighter
Newcomer: young male hornhead,
Apprentice to Trueblood
Fruitpicker: young female bladeback
Questor: young male finhead
Moongazer: young female hornhead

The lacerials are ecstatic. Metila, a young bladeback female, has laid a blue scale egg. Blue scale lacerials are very rare indeed. This announces the rehatchings. Only four things are needed for the rebirth. To be complete. The soul singer and dream speaker must still be hatched and the Warrior Chief, the Hearth Healer, and the magic worker to manifest themselves in living lacerials. The lacerials are all eager for any females to lay eggs, to prove this.

The heroes will either now go to sleep for the night, or stay awake. The following happens in the middle of the night. Read or paraphrase the following:

You are awakened during the night, to a nearly deafening roaring. Stumbling out of the hut you were staying in, you are surprised to see that it is daylight outside. No, it is still nighttime, but you look up, and see a giant ball of fire, streaking to the south,

toward the jungle of lost tribes. There are smaller bits of fire following it, but they seem to be heading straight toward Fire Mountain. Within moments, the fiery ball is gone, but the roaring continues, till it too fades.

The village is in a frenzy, scents mix into a jumble, and many lacerials appearing to be speaking all at once, creating a jumble of sounds as well. A few minutes later, there is a loud boom, and the ground begins to shake. You are thrown to the ground. This continues for a few moments, after which the ground shaking stops, and you are once again able to regain your feet once again.

Trueblood emerges from the crowd, and order is restored to the gathered Lacerials. Starr comes up to your group, and motions for you to follow him. You follow him back to his hut, where inside, the small Lacerial Flyer awaits you. Starr then begins signing to you.

Read or Paraphrase the following, using Klik, Klik, Whir to translate to nubari if necessary.

He says that the great ball of fire came, just as his vision proclaimed. "Supplies have been gathered for your journey. It might be best to wait till morning. The great ball of fire, traveled to the south. Travel south, oh heroes, and find the hope of Malatra. Find a weapon to use against Tiger." Starr pauses for a moment, and then gives each of you a piece of a small shell. "This shell will allow you to enter the taboo area of the Jungle of Lost Tribes. Do not lose it, it is your only protection from the Spirits of the jungle." Starr then begins muttering, you nose picks up the smells of sandalwood, and fresh mown hay. When he stops, he looks up at you and states "May the Spirits of Malatra and of the Lacerials watch over you."

Heroes can either set out now, during the night, or the wait until morning. If they set out during the night, go to encounter 2. If they wait for morning, go to encounter 3.

If heroes happen to lose or misplace their shells of protection, a Jungle Spirit assaults them.

Greater Taboo Spirit, Medium Fey

HD: 6d6 hp 30, Init: +4 (Dex), Speed: 30 ft, AC: 18 (Size, +4 Dex, +4 Supernatural), Attacks: +10/+5 (Spear d6+6), Face/Reach: 5ft x 5 ft/5 ft, SA: Spell-like abilities, SQ: SR 18, Saves: Fort+6 Ref +8 Will +8
Str 14, Dex 18, Con 10, Int 10, Wis 10, Cha 16, Skills: Bluff +8, Concentration +4, Knowledge (any) + 4, Listen +10, Move Silently +10, Search +11, Sense Motive +16, Spot +10.
Feats: Weapon Focus (Spear)
Spell-like Abilities: Confusion DC 16, Detect Evil, Invisibility (all at 6th level).

Heroes can attempt an Elemental turning of the spirit to get it to ignore the heroes. Make a turning check, modified by Charisma, as indicated in the Player's Handbook. If successful, roll damage dice. If it is more than the spirit's HD the Spirit leaves the heroes alone. If unsuccessful, the Spirit continues to plague the heroes until; the Spirit is killed, or they leave the Jungle of Lost Tribes. Note: Spirits cannot be permanently killed in either manner. They will simply reform in a few days.

Encounter Two: Darkness favors the Hunter.

Traveling south, the Heroes will run into Black Leopard Katanga, out on a hunt. They all have half-spears, and have a Hide of 20, and a Move Silently of 20. The Black Leopard Katanga most likely get to attack the heroes from surprise.

Black Leopard Katanga: (Low tier – 3, High Tier 7) Medium Shapeshifter Fighter 3, HP 20, Init +4 (dex), AC: 15 (+4 Dex, +1 natural); Speed: 40ft, Attacks, +5 Bite (d6+2), + 3 melee, Claws (d3+1), or +5 melee (spear d6+2) SA: Rake if both claws hit 2d3+1, Face/Reach 5' x 5' / 5', SA: Pounce, Improved Grab, Shape change 1/day/level, Scent, Saves: Fort, +6, Ref +5, Will +2
Abilities: Str 14, Dex 18, Con 15, Int 10, Wis 12, Cha 7, Skills: Hide +5* Move Silently, +5, Wilderness Lore +4, Balance +8, Climb +4, Spot +4, Feats, Listen +6, Weapon Finesse Bite, Dodge, Mobility, Power Attack
(*Racial +4 Hide in dark, +4 Balance)

Note: The Leopard Katanga aren't stupid, and will not fight to the end.

When the Heroes finish the Fight, continue on to encounter 3

Encounter Three: Downpour

You trek through the Jungle on the search for the mysterious weapon of the spirits. You move through the jungle for an hour, going in the direction that the Lacerials pointed out to you. Eventually, you come upon Taboo Marking poles. They indicate that the Jungle of lost tribes in a Taboo area. You press on, hoping that the spirits will not stop you, knowing that your search is for the good of Malatra. Light precipitation starts to fall from the sky, then it builds into a heavy rain. The trail begins to get slippery as the rain continues its downpour. You amble on, trying to stay upright. After another half hour, you come across a small valley that is filled with mud. As you watch, you see mud, branches, leaves, and even small trees slide across the valley, picking up speed, as they stream on.

Lacerial Flyers and Aarakocra find that flying is very difficult in the pouring rain, but not impossible. For every 5 minutes spent flying, the PC must make a Con Check, DC 10. For each additional 5 min, spent flying, the difficulty class is increased by 2. (At 10 min, DC 12, at 15 min DC 14, etc.)

The stream of mud is about 25 feet wide, and the ground is very slippery, making footing uncertain, and running impossible. The valley of mud has a gap of about 60 foot, devoid of trees, making vine swinging also, very uncertain.

If the heroes attempt to jump the mudslide, first a Balance check must be made, DC 15. If failed, by 5 or less, the PC falls onto the ground, missing falling into the stream of mud. If failed by 10 or more, the PC has slipped, and skidded into the stream of mud. See falling in. If the Balance check succeeds, then roll a Jump check, DC 30 to reach the other side.

If the heroes look around for some other means of crossing the stream of mud, have them make a spot check, DC 10. If they succeed, they see a rope bridge over the stream of mud. It is about 15 feet up, with one rope on the bottom to walk on, and one rope up about 3 foot higher than the bottom rope. Crossing on the bridge requires a Balance Check, DC 10. Heroes can move on the bridge at 3/4 speed, usually taking 2-3 rounds to cross. If the heroes fail, they must make a Strength Check, DC 15. The heroes can take 10, and make it across.

Falling In: If one or more of the heroes fall in, then are in danger of drowning. Those races that can breath water are also in danger of drowning, as it is a stream of MUD! Allow the heroes a swim check, DC 15, to try and swim to the bank, and a Climb check, DC 10 to grab a vine and pull himself out. If the heroes fail the Swim check, they take 1d3 subdual damage, and are swept down stream for 50ft, stopping abruptly by a tangle of branches, causing 1d6 damage. The branches do not cover the whole of the stream, so the Heroes cannot climb over the branches to the other side.

Swimming If heroes attempt to swim across, they must first hold their breath, or drown. Characters can hold their breath for a number of rounds equal to 2 times their Constitution score. After this time, the character must make a Con Check, DC 10. every round in order to continue to hold your breath. Each round, the DC increases by 1.

Heroes must make a swim check, DC 15, in order to cross the stream. However, they will be washed down stream about 100 yards.

The rain ends just before nightfall. Most everything the Heroes own will be soaked.

Encounter Four: Trader or Traitor?

The heroes meet a Nubari Trader who has several items for trade. The trader's purpose is to gauge how much magic/neat items that the heroes have. The Trader trades with the heroes and then follows them. He ambushes them when they make camp for the night. The Leopard Katanga have Hide and Move silently skills of 20 (15 for low tier). Make secret rolls for the heroes on watch.

Note: Remember that these leopard katanga do not wear their 'warrior face', they are not here to kill the heroes. They are here to steal stuff; they wear their 'raider face'. As such, if they are beating up on the party pretty badly, they just grab the traded items, and maybe one or two extra from each hero, and take off. At least one hero should be left in good enough shape to keep the other heroes from dying.

The next day, you gather your belongings, and travel onward, hoping that it won't rain again. About an hour after you start out, you come to a clearing. Before you, in the clearing, sits a nubari male wearing a loincloth. He sits near a fire, cooking what looks like some garuda meat. At his side, is a rather large backpack. "Greetings," he states, looking your group over. "Greetings, Heroes of Malatra. Come and sit at Abdulla's fire. Sit, eat, and maybe trade, no?"

Abdulla has the following to Trade:

- Bola-Barbed
- 2 brass daggers
- 2 Gourds of Healing (*cure moderate wounds*).
- 1 Gourd of Strength (*bull's strength*)

He is willing to take anything for trade (within reason), because he knows that he is planning on ambushing the party later and getting it all back. He offers to share his meal. After the meal, he wants to trade. When finished, Abdulla shoulders his backpack and asks the heroes what the trail is like ahead. After getting the information, he leaves the heroes be.

Low Tier: (3) Black Leopard Katanga

Mid Tier: (5) Black Leopard Katanga
+ Abdulla

High Tier (7) Black Leopard Katanga
+ Abdulla

Black Leopard Katanga Fighter 3

Medium Shapeshifter Fighter 3, HP 20, Init +4 (dex), AC: 15 (+4 Dex, +1 natural); Speed: 40ft, Attacks, +5 Bite (d6+2), + 3 melee, Claws (d3+1), or +5 melee (spear d6+2) SA: Rake if both claws hit 2d3+1, Face/Reach 5' x 5' / 5', SA: Pounce, Improved Grab, Shape change 1/day/level, Scent, Saves: Fort, +6, Ref +5, Will +2

Abilities: Str 14, Dex 18, Con 15, Int 10, Wis 12, Cha 7, Skills: Hide +5* Move Silently, +5, Wilderness Lore +4, Balance +8, Climb +4, Spot +4, Feats, Listen +6, Weapon Finesse Bite, Dodge, Mobility, Power Attack
(*Racial +4 Hide in dark, +4 Balance)

Abdulla Nubari Trader (Ranger 1, Rogue 4)

Medium Nubari HD: 5, (hp 28) Init: +3 (Dex) AC: 17 (+3 Dex, Brass Chain Shirt +4), Speed: 30ft, Attacks: +7 Long knife (obsidian) (d6+3), or +5 long knife (Obsidian) (D6+3), +5 long knife (Obsidian) (D6+1), Face/Reach: 5' x 5' / 5', SA: Sneak Attack +2d6, SQ: Evasion, Uncanny Dodge, Saves: Fort: +4, Ref: +7, Will: +1

Abilities: Str 17; Dex 16; Con 12; Int 10, Wis 10, Cha 14, Skills: Bluff +6, Balance +6, Spot +6, Hide: +9, Listen +8, Move Silent +9. Search +7, Tumble +8, Wilderness Lore +8,

Feats: Exotic Weapon – Long Knife; Weapon Focus: Long Knife, Blind-Fight (Track, Two-Weapon Fighting, Shield, Medium & Light Armor)

Tactics: The Leopard Katanga watch the heroes; attacking when one hero is looking the other way. Abdulla usually hides, and waits for a hero to move past him, before doing his sneak attack.

After the fight the heroes can travel on, or they can pause to rest. It takes two more days of traveling to reach the site of the fallen object. If the heroes traveled at night, they reach the "Clearing" in the middle of the night. Without some kind of light source, they cannot see the area very well.

Encounter Five: Devastated Area

Finally, you think you have reached your destination. Ahead of you the jungle opens up and you smell something burning ahead. As you look, you see a section of the jungle that is a burned out wreck. The area is huge, the width of a village (1000ft). In the area lie burned plants, trees, animals, and garuda.

You can see trees at the edge of the clearing that are completely untouched by the ravages of the fire.

Also of interest, in the center of the clearing, is a 20' diameter depression. Moving closer, you can see that it descends 10 feet down, and is cone shaped.

The strangest of all is that of all the clearing, one tree, standing about 6 nubari lengths from the center, is still standing. It looks almost untouched by the fire. Its upper branches, and leaves are missing, but the trunk does not look burned at all. Clearly this is the item that Starr was talking about.

The Tree is about 3 nubari lengths (18') tall from base to tip. The first step is to bring the tree down. The tree cannot be chopped down, as the meteorite transmuted the tree into a version of Ironwood. Even axes of metal will not chop down the tree. First the tree must have its roots dug up, which will take about 10 person hours. Then it takes a combined strength of 30 to push it over. Carrying it back, to Lilac, will take a combined strength of 40 to carry the tree.

A Knowledge Nature skill check DC 20 or Wilderness Lore DC 25 will reveal that this tree is like none known in Malatra. A Knowledge – Lore DC 25 or Knowledge – Ancients DC 20 reveals that there are rumors of such trees in the dim past.

If the heroes search the clearing, on a DC 20 search roll (DC 15 for low tier), they find a necklace with a green stone set in the ceramic of the ancients. There are markings in the ancient's language upon the necklace. A Decipher Script DC 30 can reveal that it says "Firebright". If the phrase is spoken, the green stone begins to burn with no heat or damage (It contains the *continual flame* spell, usable once per day)

Encounter Six: OGE Obligatory Garuda Encounter

Note: Ignore this encounter, if time is short.

This encounter takes place 2 days after leaving the Burnt Clearing.

You trek back towards Lilac. Your moods have improved greatly, as the sky remains clear. After hours of walking you enter a clearing. The clearing once empty, when you first passed through, now has a few occupants. A few sailback garuda have stopped in the clearing. They appear to be taking advantage of the nearly clear sky by sunning themselves on the ground.

The Sailbacks are dozing. If the heroes make a lot of noise, the sailbacks are startled awake. They believe that the heroes are enemies and attack. The numbers of Sailbacks depend on the heroes Tier.

Low Tier (1) Sailback

Mid Tier (2) Sailbacks

High Tier (3) Sailbacks

Sailback (Dimetrodon) Huge Animal: HD 5d10+25, hp 52, Init: +1 (Dex), Speed: 30ft, AC 14 (+1 Dex, -2 size, +5 natural), Atk: +11 Melee (3d8+3, bite), Face/Reach: 10ft X 20ft / 10ft: AL: N, SV: Fort: +9, Ref: +6, Will: +2

Str 19, Dex 11, Con 24, Int 2, Wis 13, Cha 9

Skills: Listen +9, Spot +4.

Encounter Seven: Back across the Stream of Mud

It will take the heroes 6 days to get back the stream of Mud. The heroes must rest frequently, because the tree is heavy. Heroes carrying the tree are moving at ½ normal movement. Four days after heading back, it begins to rain once again. Movement will be tricky in the mud.

For every day of movement, determine who is carrying the tree. Have them make 2 Balance checks, DC 10 for each day. Failure means that the Heroes have slipped in the mud, and take 1d4 damage, from the tree landing on them.

After endless days of travel with the Spirit Tree, you emerge from the jungle once more to the area with the stream of mud. Now you look at the stream, and it appears even wider than before. You spot the rope bridge over the stream. It is still intact. You hope you can cross safely, once again.

Heroes will have to now get the Spirit Tree over to the other side of the Stream of Mud.

There are a number of ways to accomplish this:

1) Throw it over. Several heroes can hold the tree and simply throw it over. One hero is the primary, and everyone else assists. A Strength Check DC 25 is required. Anything less and the Spirit Tree won't make it to the opposite bank. It falls back into the stream and is carried away.

2) Float it across. This method is not very good. The Tree will float, however, the stream is traveling with a speed of 30mph. If the tree gets away from the heroes, it will be completely lost to them.

Note: the logjam that is further down river does not stop the tree. Instead, it will smash through the jam and be carried very far down the stream.

3) Tie a rope to it, cross over the bridge, and pull it across. Whoever ties the rope to the tree must make a Use Rope Check DC 10. If failed, the tree will slip free when it is being pulled across. If heroes try to pull it across, one hero must succeed with 2 Strength checks at DC 20. Those heroes assisting must succeed at a Str check DC 10 to add +2 synergy bonus to the main heroes Strength check.

Encounter Eight: Back in Lilac

Finally, after what seems like weeks, you see the Lacerial village come into view. Exhaustedly, you trudge the final few hundred steps to the front gate. Lacerials gather to see what is going on. Scents are awhirl as you collapse onto the ground, thankful to be done with the will of the Spirits. You can smell the scents of Lemon, Apple pie, Brimstone, and even Vanilla.

With an air of importance, Starr and Trueblood step towards your group. Behind them, steps a slightly smaller figure of a Finhead, and an even smaller Lacerial Flyer.

Trueblood steps forward (to the lead PC), holding a small shell, which he mimes you to place on your ear. "Great heroes," he begins, "You have returned, and on the same day that Strong arm," he points to the Finhead," and Quickwing," he indicated the Lacerial Flyer, "have returned. It is most fortuitous, the spirits be praised. Tell me what has happened in your journey."

Pause for the heroes' tale.

If the heroes make it back with the Spirit Tree, read the following. If the heroes lost the Spirit Tree, skip to Failure.

"Ah," begins Trueblood, "Now that we have the Spirit Tree, what shall we do with this? We must think on this. First, we will have a feast prepared in your honor."

Trueblood turns to the assembled Lacerials, and they begin to move with great haste. Well, great haste to a lumbering peoples. An hour later, you are all seated at a table for the feast. Before you are many fruits, breads, and even cheeses. There are many different drinks, wine, fruity drinks, and even some Koshiva Date wine.

Skip Failure, and continue on to Creation

Failure: Bad, very bad

Trueblood looks at you, and the smell of Roses, mixed with burnt blood rises from his form. "It is good that you tried, we know that you have done your best. Now we have a food prepared for you, so you can rest, and recover.

A Day Later, several Lizard man, come to Lilac, carrying what looks like the Spirit Tree. They step forward into the village, and are not challenged. The leader goes into a hut and speaks with Trueblood. After a few minutes, Trueblood comes up to your group. He offers the shell earring to you.

"It appears that our Lizard man friends has found the Spirit Tree, and brought it here. Now, we must decide what to do with it."

Creation of the Weapon

"Now," begins Trueblood, "What shall we use this marvelous Spirit Tree for?"

Allow the Heroes to discuss this among themselves. If no one can think of any thing to use the Spirit Tree for, Trueblood will have a few suggestions:

Use it for Floods giant bow. (Just don't let Ffft fire the bolt.) – This is Strongarm's favorite choice.

Use it to make a powerful magic, that will weaken Tiger. A Totem Pole. (Starr's personal favorite).

Make several things from the Tree, Sling bullets, arrows, spears. Note: This will take a long time, and the heroes are not promised any of these items. The Lacerials and the Oscray, in conjunction, will decide how these can best be used.

Allow the heroes to decide upon these things, or anything they can come up with. There is no wrong answer to what weapon to make against Tiger.

When they have decided, read the following:

"That is a good idea, we will craft that which you have thought up. Now great heroes, eat, and relax. You have earned the thanks of all of Malatra.

Now, I have had another vision. But first, I must investigate to see if it is indeed tied to the ball of fire that fell from the sky. For now, you have earned a rest. If we need you, we shall summon you again.

Here Ends It Came from the Sky The tale of the objects that fell from the sky will be continued in the module Iron Will.

Special Note: Great minds think alike. Not that it has anything to do with this circumstance, but it is true. The module Iron Will, to be available in summer of 2002, also deals with the falling of a meteor from the sky. To avoid forcing either author to re-write an entire tournament, and to tie things together, Iron Will has been modified to be a continuation of "It Came From the Sky." You may wish to inform your players that the saga continues, and to look for that module

Experience:

The heroes are awarded full experience points if they completed the adventure. If they came close, award 50, 75, or even 90% of the experience points, depending on how far they got.

Adventure Experience 900 XP

Discretionary Role-playing XP 100 XP

Total Possible XP 1000 XP

Treasure Summary

From the Trader

- Bola-Barbed
- (2) Brass daggers
- (2) Gourds of Healing (*Cure Moderate Wounds*).
- (1) Gourd of Strength (*Bull's Strength*)

Off the Trader's Body

- Brass Chain Shirt
- (2) Obsidian long knives

From the burnt out clearing

- A necklace with a green stone with markings of the ancients upon it. (Contains a *continual flame*).

From Trueblood and Starr

Note: Spell fetishes will only be given out to Witch-Doctor heroes and Shaman heroes with the exception of spell fetish from *The Sickness*.

- *Haste* Spell Fetish
- *Web* Spell Fetish
- *Tongues* Spell Fetish
- *Leomund's Tiny Hut* Spell Fetish (Note this spell fetish is only given out to someone who has the cert for the runesticks from the module *The Sickness*. Staple the two certs together. If this cert is not stapled, then the cert is not valid. This fetish will work for any type of spell-caster, ranger, shaman or witch-doctor.
- *Searing Light* spell fetish (divine, may only be used as scroll)
- *Summon Monster III* spell fetish (divine, may only be used as a scroll).