

LIVING JUNGLE™

Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event *Spirit of Ash*.

Player's Name: _____

DM's Name: _____ Initials: _____



This certificate may be exchanged for a +2 (+10%) bonus to any 1d20 or 1d100 roll during a LIVING JUNGLE tournament if exchanged before the roll of the die. Alternately, it may be exchanged for a +1 (+5%) bonus to the die roll if exchanged after the roll is made. Two Hero Point certificates may be exchanged to re-roll any failed 1d20 or 1d100 de roll.

When this certificate has been exchanged, the DM should tear this certificate in half, or write "VOID" in ink across its face.

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Jukuri Blossom Elixir

This elixir draws out the potent healing properties of the jukuri flower. When drunk, it heals 4d6+9 damage. The elixir is shameo-based, and cannot be drunk by tam'hi and those who cannot drink alcohol.

You traded with Tu'ifu to get this elixir while seeking the Seed of Life.

LIVING JUNGLE™ Treasure Certificate

Spirit of Ash

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Obsidian Arrowheads

These are 6 obsidian arrowheads. A PC with the Bowyer/Fletcher skill can attach them to arrows. If any are destroyed, mark off the boxes below

[] [] [] [] [] []

You traded with Tu'ifu to get theses while seeking the Seed of Life.

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Seaweed Bandage

This wrap is prepared from seaweed from the Sleepy Lake and is treated with potent herbs. If applied within 1 round of a PC dropping to negative hit points (but still alive), it will stop bleeding and h.p. loss, and revive the PC for 4d6 rounds. If the PC is not healed to above 0 h.p. before the effect wears off, he or she again falls unconscious. If the hero dies, then he or she does not remain conscious.

You traded with Tu'ifu to get this while seeking the Seed of Life.

LIVING JUNGLE™ Treasure Certificate *Spirit of Ash*

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Tam'hi Spirit Band

This magical armband is made of garuda skin flecked with bits of obsidian. When worn by a tam'hi, it grants +2 to saving throws against the fear caused by fire, and +2 to the saving throw versus the fire's effects, and it reduces damage from fire attacks by 2 point per die. If worn by a plantman, it grants +1 to the saving throw against the fire's effects, and reduces damage from the fire by 1 per die. It has no effect if worn by a member of any other race.

You found this on the body of the dead tam'hi Joru while seeking the Seed of Life.

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Garuda-skin Cape

This cape is made from heavy garuda-skin leather. In addition to keeping the wearer drier in the rain, its thickness provides protection. A hero with no armor wearing this cape has a base AC of 9 from the back only.

You were given this by the Huroola tribe for finding the Seed of Life and ending the curse of the ash spirits.

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Jade Statuette

This statuette is carved in the likeness of Yilama, a great Huroola warrior of days past. The bearer of this statuette, if he or she obeys Huroola taboos, will be known as a friend to the Huroola people.

You were given this by the Huroola tribe for finding the Seed of Life and ending the curse of the ash spirits.

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Obsidian-tipped Spear

This obsidian-tipped spear is very sharp and very well balanced. It gives +1 to hit and to damage. It is carved with a symbol of the Huroola people, and Huroola will react very badly to a male wielding this spear.

You were given this by the Huroola tribe for finding the Seed of Life and ending the curse of the ash spirits.

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Sandals of Stability

These sandals are very well made, and are constructed of thick garuda leather. Whenever the wearer must make a check to keep his feet, that check is made with a +2 bonus. However, it reduces movement rate while running (not walking) by 1.

You were given this by the Huroola tribe for finding the Seed of Life and ending the curse of the ash spirits.

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Strength Bow

This incredibly strong short bow is difficult to pull, but can be pulled further by a mighty hero. Only heroes with at least 16 Strength can use this bow. Arrows fired from this bow gain the hero's Strength damage adjustment, up to 3 points.

You were given this by the Huroola tribe for finding the Seed of Life and ending the curse of the ash spirits.

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Fabricate Spell Fetish

This fetish is a miniature stone chisel, stone ax, and stone knife, tied together by a strand of thin vine. When you meditate upon this item, you can create items from raw materials that you have.

You were given this by Bengoukee for finding the Seed of Life and ending the curse of the ash spirits.

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Fumble Spell Fetish

This fetish is a small sphere of wax covered with oil. It is very hard to handle. When you meditate upon this item, you can make a targeted creature feel and act as unmanageable as this item.

You were given this by Bengoukee for finding the Seed of Life and ending the curse of the ash spirits.

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Water Breathing Spell Fetish

This item is a preserved lungfish. When you meditate upon this item, you can breathe in water as well as in air.

You were given this by Bengoukee for finding the Seed of Life and ending the curse of the ash spirits.

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