

LIVING JUNGLE™

Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event *Iron Will*.

Player's Name: _____

DM's Name: _____ Initials: _____



This certificate may be exchanged for a +2 bonus to any 1d20 roll during a LIVING JUNGLE tournament if exchanged before the roll of the die. Alternately, it may be exchanged for a +1 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 die 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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Cold Iron Weapon

You received this weapon from One-Arm, the master smith of the Oscray. Against the Undead from the Valley of Spirits, it did double damage. It is also very effective against any creatures, doing more damage than a weapon of its normal type. This is also a masterwork weapon, providing a +1 to hit.

Weapon Type (DM initial)

- ____ Iron banded club – damage 1d8.
____ Iron spear head for halfspear – damage 1d8
____ Iron dagger – damage 1d6
____ Other (specify) _____

If other weapon is specified, it increases to the next dice of damage (1d6 becomes 1d8, etc.)

Due to rust and humidity, this weapon only retains its special properties for eight (8) adventures, or until 2 years after the date awarded (date below).

Uses [] [] [] [] [] [] [] [] [] []

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Iron Will

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Arcane Spell Fetish – Hold Person

This long bit of metal was called a ‘needle’ by the ancients. With it, you can meditate and cast the 3rd level arcane spell called *Hold Person*, causing almost anyone (humanoid) to freeze in its tracks. It can also be used as a one shot item, allowing even those sorcerers who do not have the power to learn this spell to cast it once, as a scroll.

Starr, the shaman of the lacerials, gifted this to you. You received it for your part in defeating the not-dead creatures that came from the Valley of Spirits.

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Arcane Spell Fetish – Polymorph Other

This is bit of ceramic with arcane symbols upon it allows you to turn almost any creature into a small innocuous creature. It allows you to meditate and use the 4th level arcane spell, *polymorph other*. It can also be used as a one shot item, just as a scroll.

Starr, the shaman of the lacerials, gifted this to you. You received it for your part in defeating the not-dead creatures that came from the Valley of Spirits.

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Fire Starting Crystal

This small clear crystal allows you to focus sunlight to easily set fire to tinder or kindling. It requires sunlight to be effective, but in sunny conditions, it greatly enhances the speed of fire-starting (+10 bonus to wilderness lore check to start fires on sunny days).

Bentfang,, the chief of the oscray, gifted this to you. You received it for your part in defeating the not-dead creatures that came from the Valley of Spirits.

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Divine Spell Fetish – Hold Person

This spell fetish allows you to once, as a scroll, cast a *hold person* spell, at 10th level of use.

Starr, the shaman of the lacerials, gifted this to you. You received it for your part in defeating the not-dead creatures that came from the Valley of Spirits.

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Wooden Whistle

This small item allows you to create a loud noise merely by blowing into it. Its sound can be heard for up to eight arrowshots (1/2 mile) away. The volume can be controlled by lowering the force that is used to blow into it. It is very painful for lacerials to hear.

This was gifted to you by Bentfang, chief of the Oscray. It was a reward for your part in defeating the not-dead that came from the Valley of Spirits.

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Bronze Half-Spear

This spear is tipped with a new substance, that the oscray call bronze. It is harder than anything you have ever seen, short of the ceramic of the ancients. The spear was made by One-Arm, master smith of the oscray, using copper and something he calls 'tin'.

It is very sharp, and of the highest quality. It was a reward for defeating the not-dead that came from the Valley of the Spirits.

Properties: Masterwork +1 to hit.
Very sharp - +1 to damage.

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Tattoo of the Hero

This tattoo was done by a visiting shu from the Jengi tribe, at the request of Bentfang, the chief of the oscray. The subject is your choice, but it is ringed with a symbol of the sun, to represent your heroic status within the tribe of the oscray. Anyone bearing this tattoo is always welcome in the tribe of Bentfang.

This confers honorary membership if the hero is already a member of another tribe, full membership if they were without a tribe. It also provides a +2 circumstance bonus on any check made for diplomacy, boasting, or bluff that involves the oscray.

Subject _____

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Feather Cloak

This fine cloak was fashioned by Starr, shaman of the lacerials. It was made with many colored feathers, mostly from toucans, and parrots. It provides a +1 circumstance bonus on diplomacy checks made with tribal officials. It also has a penalty of -5 to all hide checks. If reversed, the cloak is green and brown, and provides a +5 bonus to hide checks made in jungle or savannah surroundings.

This cloak was a reward for defeating the not-dead that came from the Valley of the Spirits.

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Favor from a Smith

The oscray smith One-Arm has acknowledged that he owes you a favor. This favor may be redeemed to repair any weapon, or suit of armor that the bearer chooses. It may not be used to improve existing items, or for the creation of new items. This is a reward for finding a rare metal that One-Arm called 'tin', a substance that enables him to make bronze.

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