

LIVING JUNGLE™

Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event *The Lonely Chief*.

Player's Name: _____

DM's Name: _____ Initials: _____



This certificate may be exchanged for a +2 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 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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+1 Hide Armor Of Silent Moves

A masterwork set of *magical* hide armor. It provides a +10 bonus to move silently checks. It is made from the hide of a lizardman. This is a present from Reesta, in gratitude for helping to rescue his mate, Mirmirani from the wild lizardmen of the Dokuba swamp.

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Healing Kit Of The Blue Hands

Healing kit (*potions of cure light, cure moderate, cure serious wounds, and a potion of delay poison*) one per hero.

This kit also includes a mysterious device of the ancients, a small ceramic device that fits over one finger. This tapping totem must be placed on the smallest finger (or appendage), and used to tap on wood three times before using any of the healing. This provides for maximum effect. (In reality, it is a ceramic thimble. It has no effect on the healing effects).

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Keen Longspear

This is a present from Reesta in gratitude for helping to rescue his mate, Mirmirani, from the wild lizardmen of the Dokuba swamp.

This longspear has double the threat range of a normal longspear: 19-20

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Spell Fetish

This spell fetish is a present from Reesta in gratitude for helping to rescue his mate, Mirmirani, from the wild lizardmen of the Dokuba swamp.

Choose one of the following: (DM initial by choice)

- ___ Invisibility
- ___ Haste
- ___ Polymorph Other

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Shaman Spell Fetish

This most potent spell fetish was a present from Reesta in gratitude for helping to rescue his mate, Mirmirani, from the wild lizardmen of the Dokuba swamp.

This spell allows a shaman to cast a *Heal* spell once, then the fetish is gone. It is a small statue of a female nubari, with two tiny gems set as the eyes.

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Ranger Spell Fetish *Branch To Branch*

This small bit of petrified vine is a present from Reesta in gratitude for helping to rescue his mate, Mirmirani, from the wild lizardmen of the Dokuba swamp.

This fetish allows a ranger or shaman with the plant domain to cast the spell *Branch to Branch*. The spell fetish must be possessed for a ranger or shaman to cast this spell. If a shaman does not have the plant domains as one of their selected domains, it is a one shot spell (acts as a scroll). If the possessor is a ranger or shaman with the plant domain as one of their selected domains, it may be added to their first level spell list.

Transmutation; Rgr 1, Plant 1; Comp: V; Cast Time - 1 action; Range & Area - Personal; Duration - 1 minute per level; Save: Will (Harmless); Spell Resistance: Yes (Harmless).

This spell either grants the user a +10 on climb rolls or allows use of the vine swinging skill as though the user were proficient with it. It adds +10 to the vine swinging roll as well.

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Coffee of Alertness

This bag of bitter brew was a present from Reesta in gratitude for helping to rescue his mate, Mirmirani, from the wild lizardmen of the Dokuba swamp. It contains eight uses of coffee. When brewed and drunk, it grants the drinker use of the Alertness feat for three hours. It also makes it very hard to sleep, the user can get no rest until FOUR hours have passed.

Uses: [] [] [] [] [] [] [] []

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Brew of Fast Movement

This brew was obtained in a trade with Abu, former lackey of Bengoukee. It allows the user to act as though she had the *expeditious retreat* spell cast upon her.

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Knife of Throwing

This well balanced knife was obtained in a trade with Abu, former lackey of Bengoukee. It is of masterwork quality, and is so well balanced that it provides an additional +1 to hit

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Necklace of the Red Bird

This necklace consists of fine copper wire with a red copper statue of an eagle attached. It was a present from Reesta in gratitude for rescuing his mate, Mirmirani, from the lizardmen of the Dokuba swamp. As long as you wear it, you will always be welcome in the tribe of the Saiyama (former tribe of Big Chief Bagoomba).

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Obsidian and Amber necklace

This necklace of small bits of obsidian with amber flecks was obtained in a trade with Abu, former lackey of Bengoukee.

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Pretty Rock (ruby)

This small pretty rock was obtained in trade from Abu, former lackey of Bengoukee. You gave far too much for it, but Abu as convinced he was a worthless trader and was despondent over Bengoukee's disappearance. Making a bad trade was the only way you could get his confidence back, and return a valuable trader to the life of the jungle. Or else, you just got out-traded.

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