

LIVING JUNGLE™

Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event *Snake Time*.

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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Tablet of the Ancients

You found this tablet in a ruined dome of the ancients. Those who can read such things say that it is a list of things the ancients brought with them from the stars. It lists such things as wheellock pistols, caviar, and composite bows. You don't know what those things are, but you are certain any Blue Hand you meet would trade you many valuable items for such a tablet.

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Ceramic Dagger

This ancient dagger is made of the ceramic of the ancients. It is strangely twisted, giving the bearer a -1 roll to hit with it. It is very sharp, causing a +1 to damage and giving it the property of being *keen*, critical hits are threatened on a 17-20.

Properties:
-1 to hit
+1 to damage
Keen – critical threat range is 17-20.

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Arcane Spell Fetish – Hold Monster

This long bit of metal was called a ‘needle’ by the ancients. With it, you can meditate and cast the 5th level arcane spell call *Hold Monster*, causing almost anything to freeze in it’s 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.

This was gifted to you by Reesta, chief of the Saiyama. He was grateful for your aid in keeping the truce with the Snake People, and for your part in slaying the second of the Tamara. You suspect it came from the horde of Bengoukee, and hope he does not ask for it back if he returns.

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Arcane Spell Fetish – Dispel Magic

This is bit of ceramic with arcane symbols upon it It allows you to meditate and cast the 3rd level arcane spell – *dispel magic*. 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.

This was gifted to you by Reesta, chief of the Saiyama. He was grateful for your aid in keeping the truce with the Snake People, and for your part in slaying the second of the Tamara. You suspect it came from the horde of Bengoukee, and hope he does not ask for it back if he returns.

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Arcane Spell Fetish – Suspended Silence

This is a bit of tangled spider katanga web. With it, you can meditate and cast the 2th level arcane spell called *Suspended Silence*. It acts in all ways as the divine *Silence 15’ Radius* spell, with two differences. It can only be cast on an object (including an arrow), and the silence can be activated with a command word. Thus, you can cast it upon a rock, throw the rock, and then speak the word, activating the silence. In all other ways, duration, etc, it acts as a *silence 15’ radius*.

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Divine Spell Fetish – Flame Strike

This spell fetish allows you to once, as a scroll, cast a *flame strike* spell, at 14th level of use. Note that since there are no deities on Malatra, and ½ of the spell is holy damage, only the fire part of the spell works. Thus, it will call a strike that only does fire damage, for 7d6 points of damage.

This was gifted to you by Reesta, chief of the Saiyama. He was grateful for your aid in keeping the truce with the Snake People, and for your part in slaying the second of the Tamara. You suspect it came from the horde of Bengoukee, and hope he does not ask for it back if he returns.

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Divine Spell Fetish – Cure Critical Wounds

This spell fetish allows you to once, as a scroll, cast a *cure critical wounds* spell, at 14th level of use. The spell therefore heals 4d8+14 points of damage.

This was gifted to you by Reesta, chief of the Saiyama. He was grateful for your aid in keeping the truce with the Snake People, and for your part in slaying the second of the Tamara. You suspect it came from the horde of Bengoukee, and hope he does not ask for it back if he returns.

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Brew of Hastiness

This strange potion was discovered in the hut of Bengoukee, after he left. It has the effect of increasing your movements to by an amazing degree. It acts as though a *haste* spell had been cast upon the drinker for 6 rounds. There is enough for three uses in the crock.

Uses (3) { } { } { }

This was gifted to you by Reesta, chief of the Saiyama. He was grateful for your aid in keeping the truce with the Snake People, and for your part in slaying the second of the Tamara.

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Longspear of Reesta

This longspear was once carried by Reesta, chief of the Saiyama. He is chief now, and no longer moves through the jungle as he once did. So that it would see better use, he has gifted it to you. It is a masterwork spear, weighted to do an extra +2 on damage.

Properties:

Masterwork +1 to hit

Weighted +2 to damage

Requirement – Minimum of 14 strength to wield, 18 strength to throw.

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Raptor Hide Armor

This armor was a gift from Reesta, chief of the Saiyama. It provides armor bonus +5, with a check penalty of +3. You received it for your help in keeping the truce with the Snake People, and for your part in slaying the second of the Tamara.

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Ranger Spell Fetish – Hunter's Mercy

This fetish allows Rangers (and only rangers) to cast the spell *hunter's mercy*. This may be used as a one shot item, as a scroll, or if the ranger can cast 1st level spells, he may learn this as a regular spell.

Hunter's Mercy

Level: 1st

Casting Time: one action

Duration: next shot

Effect: The next arrow shot by the ranger that hit's automatically threatens a critical hit. The hunter must still confirm the critical. It is effective only for the next shot that hits, and this must be within three rounds of when the spell was cast.

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Necklace of the Saiyama

This was gifted to you by Reesta, chief of the Saiyama. He was grateful for your aid in keeping the truce with the Snake People, and for your part in slaying the second of the Tamara.

It confers full tribal membership in the Saiyama tribe, also known as the Tribe of the Former Big Chief Bagoomba.

Tribal benefit: +1 to barter, or diplomacy, or craft (one).

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Brew of Hiding

This arcane brew was found in Bengoukee's hut, after he disappeared. It allows the imbiber to turn *invisible* as the spell. There is enough brew here for two uses.

Uses (2) { } { }

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Brew of Tracking

This small crock contains two uses of a brew that sharpens the imbibers eyes, nose, and other senses. It has enough for two uses. When drunk, it adds the following benefits for four hours.

Track feat (or +5 to track, if the feat is already possessed)
+2 to spot
+2 to listen
+2 to search.

Uses (2) { } { }

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