

LIVING JUNGLE™ *Hero Point Certificate*

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event *Ten Times The Hero*.

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 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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Arms & Armor Of Darg

A masterwork battle axe, masterwork hand axe, masterwork brass chain mail, and brass helmet with a etching of a kretch on the right side. These items will only be given to a young hero, and may only be used until the hero reaches 5th level. At that time, they must be returned to Red Eye (Bob Lauderdale, E-mail Chididock@worldnet.att.net).

Used as a set: may not be permanently separated.

Masterwork Battle axe: +1 to hit.

Masterwork Hand axe: +1 to hit

Masterwork Brass Chain Mail: Armor check reduced by 1.

Brass Helmet: No bonus.

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Healing Kit of the Blue Hands

Healing kit contains one of each of these potions per hero on the adventure: *potions of cure light, cure moderate, cure serious wounds*, and a *potion of delay poison*.

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 Halfspear

This is a present from Jakra, mighty warrior of the Huroola. She gave it to you in return for helping her kill a tyrant lizard

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

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Masterwork Halfspear

This is a present from Moo-Lana, a hero of the Simbuki. She gifted it to you for your aid in her kill of a tyrant lizard

This halfspear has a non-magical +1 bonus to hit.

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Jade Statuette Of Kang

This statue of the mightiest of all saru was given to you by the grateful village of the Kangera, for your help in saving Kang, whom they worship. Possession of it means you are always welcome in the village of the Kangera, and in the Valley of Kang.

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Glass Vile Of Liquid Silver

This is actually a sealed glass (yes, glass) container of mercury. It comes from the time of the ancients. Marre, the librarian of the Kangera, said it would act as a charm against the Tamara.

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