

LIVING JUNGLE™

Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event *Eat, Drink & Be Merry*.

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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Necklace of Long Tooth Saru Teeth.

This necklace is made from the teeth of the Long Toothed Saru. It is a symbol of eternal gratitude of Chief Tolo and the Tokotatania tribe.

LIVING JUNGLE™ Treasure Certificate *Eat, Drink & Be Merry*

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Korobokuru War Axe

Treat this axe like a normal Dwarven Axe for wielding and proficiency necessities. This axe is finely crafted. Its head is made of obsidian and its handle is made of a mahogany wood. This axe is so well crafted that it gives the wielder a non-magical +1 to hit, and does an extra +1 point of damage. Since it is obsidian, it is fragile (on a natural roll of 1, another die must be rolled. On another natural 1, it shatters). It is a symbol of eternal gratitude of Chief Tolo and the Tokotatania tribe.

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Spell Fetish – Water Breathing

This crawfish shell was gifted to you by Tolo, chief of the Tokotatiana tribe, a korobokuru tribe located in the taboo lands south of Lake Koro. It allows you to breath under water for long periods of time.

DM – Initial Divine or Arcane version.

_____ Divine

_____ Arcane

Note: the divine version can be used only as a scroll, the arcane version can be used as a scroll or a fetish.

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Spell Fetish – Summon Monster IV

This small jade statue of a wolf allows you to summon monsters from the nature spirits of Malatra. It was a gift from chief Tolo of the Tokotatiana tribe for rescuing his son from the long tooth saru.

DM – Initial Divine or Arcane version.

_____ Divine

_____ Arcane

Note: the divine version can be used only as a scroll, the arcane version can be used as a scroll or a fetish.

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Arcane Spell Fetish – Fog Cloud

This is a bit of quartz. When you meditate upon it, you can use it to memorize the *Fog Cloud* spell. It can also be used as a scroll, but such use destroys the fetish. This fetish was a gift from chief Tolo of the Tokotatiana tribe. It was a reward for saving his daughter from the long tooth saru and the kretch.

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Armband of the Tokotatiana tribe

This armband is made of raw emerald. Carved in it is a crude picture of a long toothed saru. It is a symbol of eternal gratitude of Chief Tolo and the Tokotatania tribe.

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Healing Brew

This healing brew is especially potent. The potion does 3d8+10 points of curing. However, when taken the individual must make a Fortitude Saving Throw vs. DC 19 or become intoxicated. This results in a -2 to all rolls for an hour. The recipe is a secret of the Tokotatiana tribe, far to the south of Lake Koro.

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Longspear of the Simbara

You have won this finely crafted spear in "The Challenge of Aim" in the Simbara Tribe. This long spear is made of a beautiful white wood. On it is painted a scene of a lion pouncing on a tiger triumphantly. This spear imbues a +1 non-magical bonus to damage. The wood is very sturdy and allows the point to be pressed harder than normal.

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Shield of the Simbara

You have won this finely crafted wooden shield in "The Challenge of Strength and Balance" in the Simbara Tribe. This small wooden shield is painted with the image of a lion in a fierce battle with a tiger. This shield is made with a very strong white wood. This shield provides a +1 armor bonus, no armor check penalty and weighs only 2 ½ pounds.

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Leopard Skin Cloak

You have won this Leopard Skin Cloak in “The Challenge of Tracking Skill” in the Simbara Tribe.

This cloak is the skin from a Black Leopard Katanga. It is very large. If worn properly it allows the wearer a +2 Circumstance Bonus to Hide Checks when tracking in the Jungle and a +1 Circumstance Bonus to Hide Checks in any other area.

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Medallion of the Simbara Champion.

You have won this finely crafted medallion in “The Challenge of Strength and Mind” from Umbaak, champion of the Simbara Tribe.

This medallion is crafted from tiger's eye. On it is the image of a mighty lion raised on his hind legs. This medallion imbues the wearer with the privilege of saying that they defeated the great warrior of the Simbara Tribe. It gives the wearer a +2 circumstance bonus when dealing with any member of the Simbara Tribe. It also confers full membership in the Simbara tribe.

Note: Possession of this item means that the hero forsakes any other tribal membership, she is now and forever a member of the Simbara.

May not be traded for any reason.

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