

LIVING JUNGLE™

Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event *Recipe for Disaster*.

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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Ceramic Disc of the Ancients

This disc contains the markings that the ancients used to communicate. It is a notation from an ancient called Jarlheesa. It states that he is releasing the Great White Apes into the east, in hopes that they can survive the coming cataclysm.

The disc also has a small hole in both sides. When you blow through the smaller hole, it emits a loud piercing whistle. This whistle causes no damage, but due to a deeply buried racial memory, grants a +2 equipment bonus on intimidate checks against saru, great white saru, monkey katanga, or any simian creature.

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Ceramic Trident

This trident was found in a dome of the ancients. It is slightly longer than tridents you are used to seeing, but not enough to affect its use as a weapon. This item is of masterwork quality, and the tines are extremely sharp. It therefore has an inherent +1 to hit for masterwork quality, and a +1 to damage for sharpness.

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Ceramic Spell Fetish – Continual Flame

This small replica of a torch was found in a dome of the ancients. It can be used as a fetish to allow a witch doctor to cast the *continual flame* spell, or it can be used like a scroll, to allow those without the spell to cast it. Use as a scroll consumes the fetish.

SPELL CHANGE: Unlike the book version of the *Continual Flame* spell, this version is NOT permanent. Instead, the flame lasts only until the next full moon, or the end of the adventure, whichever comes first.

Note: Possession of a *continual flame* does not constitute flashy magic for the purposes of saru fear. Seeing the spell cast does count as flashy magic, as the flame seems to appear from nowhere.

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Ceramic Spell Fetish – Keen Edge

This small miniature knife allows a witch doctor to cast the arcane spell *keen edge*. It can also be used as a scroll, allowing a witch doctor without knowledge of this spell to cast it once. Use as a scroll consumes the fetish.

This spell fetish was found in a dome of the ancients, three days travel from the chief village of the Saiyama.

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Tarnished Silver Bell

This bell was found in a dome of the ancients. Even though badly tarnished, it still rings with a clear tone. From ancient writings in the dome, it seems as though this bell was used to call the Great White Saru to feed, when it was time. It came from the possessions of Jarlheesa, an ancient who was responsible for the training of the Great White Saru.

Note: While not magical, this bell was used when the Great White Saru were first given intelligence. As a result, through a deeply inlaid racial memory, it always gets their attention. Any sleeping Saru (regular or great white), even if magically slept, will awaken instantly when this bell is rung. And, they'll be hungry.

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Brass Carving Knife

This knife was won for your participation in a cooking contest. Your team faced some of the best cooks in all Malatra, and emerged victorious. The knife is a thing of beauty, as the handle is carved with a scene of oscray cooking a sailback over a fire. The blade is very sharp, adding a non-magical +1 to damage. The knife is long enough to be used as a dagger in combat. However, since it is only sharp on one side, it does slashing damage, not piercing.

Benefits: +1 to damage – slashing damage.

Badly balanced for throwing, -1 to hit when thrown

This knife also grants a +1 equipment bonus to perform checks where the knife can be used as part of the performance.

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Silver Ring with Blue Stone

This tarnished silver ring was found in a dome of the ancients. Jarlhessa, an ancient who was responsible for the training of the Great White Saru, wore it.

As a ring of the ancients, this ring, while not magical, is recognizable. It confers a +4 circumstance bonus on all charisma checks dealing with Great White Saru, and a +2 circumstance bonus on Charisma checks for dealing with taboo spirits.

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Bronze Cooking Utensils

You won this finely crafted cooking gear in a cooking contest. You faced some of the finest cooks in all Malatra. You had help, Mirmirani and other heroes and a recipe created by the ancients themselves. But it was still your hand that performed the actual cooking.

First Prize (DM Initial)
_____ Bronze Cooking Pot & Stirring Spoon.
Or
Second Prize (DM Initial and circle item selected)
_____ Bronze Cooking Pot or Bronze Stirring Spoon

The cookware confers a +2 circumstance bonus to all cooking checks. Also, any poisoned or unclean food set in the pot or stirred with the spoon will be purified (*as purify food & water*). Once it has performed this function four times, it loses that enchantment, but still confers the cooking bonus. Purify function – [] [] [] []

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Brass Cup

This brass cup was your reward for participating in a winning effort in a cooking contest against some of the finest cooks in all Malatra. It has been empowered by the elementals. For a total of four (4) uses, it can enchant up to 10 berries placed within it as though a *goodberry* spell had been cast upon them. The berries must be placed in the cup for an entire night (dusk to dawn). The berries function as though the *goodberry* spell had been cast by a 10th level castor. After the four uses are gone, it still remains a beautiful brass cup, with scenes of a sail back roasting over a cook fire carved into the sides.

Goodberry uses [] [] [] []

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Brass Cooking dish

You received this dish as a prize for participating in a winning effort in a cooking contest against some of the best cooks in Malatra. The spirits have enchanted it. With this dish in your possession, once per adventure, you may cast a free *create food & water* - caster level 5. This does not count against your total of divine spells for the day. If used more than once an adventure, the magic is consumed, and the dish disappears with the second casting.

Heroes who are unable to cast divine spells may use this once for a *Create Food & Water*, but such use consumes the dish.

The dish is a thing of beauty all by itself, carved with scenes of oscray roasting a sailback over a deep pit fire.

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