

LIVING JUNGLE™ Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event *Curse of the Lizard King*.

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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Javelin of the Hunter

This masterwork javelin was given to you by Chief Sstaminusso of the Hissumach tribe of lizardmen. It is +1 to hit, non-magical.

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Gourd of Ssillith

This gourd is full of the strange but potent healing elixir of the Hissumach tribe of lizardmen. It will heal 4d8 points of damage, although a Constitution check (DC 10) must be made to consume the brew. Failure to make the check reduces the healing potency of the brew to 1d8+4.

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Black Scale Shield

This unusual shield comes from a strange, black-scaled garuda. It was prepared for you by the Hissumach tribe of lizardmen after you defeated it in battle. You may choose which size was made for you:

___ Small Wooden Shield, +1 Armor, -1 Armor Check Penalty

___ Large Wooden Shield, +2 Armor, -2 Armor Check Penalty

Either shield will provide +1 to Reflex saves versus acid attack.

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Gnasher Tooth Knife

This unusual knife is made from the strange black gnasher's teeth and is inscribed with the hero's name. This knife may be traded, however, the benefits. The Hissumach recognize the heroes whose identity is on the knife, conferring instant acceptance anytime they wish to visit the tribe. The knife also confers +1 circumstance bonus to Charisma-based checks when dealing with all lizardfolk. Stats as dagger.

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Snake Skin Armor

This armor was taken from the giant boa you help defeat. It was created by leather-workers in the Tribe of Big Chief Bagoomba. It will fit a shu or korobokuru. Stats as leather armor, Armor +2, Max Dex +6, Armor Check 0.

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Snake Skin Armor

This armor was taken from the giant boa you help defeat. It was created by leather-workers in the Tribe of Big Chief Bagoomba. It will fit any humanoid of medium size. Stats as leather armor, Armor +2, Max Dex +6, Armor Check 0.

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Stone with Symbol of Flowing Water

This stone was given to you by a nature spirit. While it is carried by the hero that gathered the stone in the mystical glade, the hero gains +1 hp to all healing he or she receives.

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