

LIVING JUNGLE™ Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event *Masks of the Dohi-ri*.

Player's Name: _____

DM's Name: _____ Initials: _____



This certificate may be exchanged for a +2 (+10%) 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 (+5%) 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 1d100 de 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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Healing Sap

Inside the trunk of a tree that had been killed by giant termites, you found this marvelous, medicinal sap. It must be applied to a wound to be effective, healing 1d8+8 points of damage. The sap has a drawback. It stinks—terribly.

You gained this during your Festival Walk during the Dohi-ri tribe's Festival of the Mask.

LIVING JUNGLE™ Treasure Certificate **MASKS OF THE DOHI-RI**

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Beaded Animal Necklace

This beaded necklace was found about an ancient wooden statue that was carved in the likeness of a Nubari warrior. The wooden beads are intricate and numerous, carved in the shapes of animals and carefully painted. The beasts are represented: great ape, wild piglet, cobra, lion, elephant, hippo, small garuda, deer, boar, fish, parrot, rhino, large garuda, panther, rat, tiger, eagle, caiman, toad, owl, constrictor, crocodile, monkey, sloth, curly-tailed lizard, bat, egret, leopard, jaguar, frog, meerkat, heron, and cheetah.

You gained the necklace by sacrificing one of your own necklaces to the statue. It was symbolic of the jungle. The jungle gives to you and the jungle takes from you. You gained this during your Festival Walk during the Dohi-ri tribe's Festival of the Mask.

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Carved Jade Bead Necklace

This beaded necklace was found about an ancient wooden statue that was carved in the likeness of a Nubari warrior. The beads are carved from a beautiful green stone, jade, the color of fern leaves after a light rain. They are carved in the shapes of birds in flight—parrots, eagles, herons, blackbirds, and more. The work is intricate, the beads delicate—a most wondrous treasure the likes of which you have never seen.

You gained the necklace by sacrificing one of your own necklaces to the statue. It was symbolic of the jungle. The jungle gives to you and the jungle takes from you. You gained this during your Festival Walk during the Dohi-ri tribe's Festival of the Mask.

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Gift of the Spirits of the Waters

You drank from the mystical stream protected by an elderly water naga. The magic of the water permeated you, though it cost you life experiences (a level of experience, as if you were drained by undead). The experience brought you closer to Malatra, to its plants and animals. Once a day you can speak with plants or speak with animals, as the appropriately named spells cast at 8th level. This ability only works within 50 feet of a water source at least 30 feet across, where animals would come to drink. The hero communes with the spirits of the water source, which translate the speech of either animals or plants for the hero. The number and type of beings spoken to is limited by the spell descriptions for an 8th level caster.

You gained this ability during your Festival Walk during the Dohi-ri tribe's Festival of the Mask.

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Winner of the Dohi-ri Festival of the Mask

You were named the Masked One, the winner of the Dohi-ri tribe's Festival of the Mask. Your victory came after you and your friends participated in the Dohi-ri tribe's annual Festival Walk. As the winner, your mask was enchanted. Four times, corresponding to the number of days in the Festival Walk, you can cast *pass without trace*, at the 8th level of ability, as the spirits of the Dohi-ri cover your path behind you.

[] [] [] []

Mark off a charge as it is used. The Mask still gives safe passage and lodging after the charges are used, provided you wear the mask on your face. Attaching the mask to a belt will not suffice.

In addition, the mask gives you safe passage through Dohi-ri lands always, and you gain a +2 reaction bonus from all Dohi-ri. You can always get food, drink and shelter from any Dohi-ri village upon request.

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