

LIVING JUNGLE™ Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event *Necromancer's Stone*.

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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Slow Spell Fetish

This item is a carved turtle shell. When you meditate upon it, you are able to memorize the *slow* spell.

This was given you as a reward by Ffft, the sage of Malatra, as a reward for helping to recover and destroy the Necromancer's Stone, an evil artifact that bound Ngemba, spirit of storms to Malatra.

LIVING JUNGLE™ Treasure Certificate Necromancer's Stone

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Strength Spell Fetish

This item is a small carving of a saru. When you meditate upon it, you are able to grant someone the strength of a saru, by casting the 2nd level spell *strength*. Note that someone with a 19 Strength receives no benefit from this spell.

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Seeming Spell Fetish

This item is a ceramic egg. It is hollow, and inside is a small figure of a pangolin katanga, in biped form. When you meditate upon it you are able to memorize the 4th level spell *seeming*.

This was given you as a reward by Ffft, the sage of Malatra, as a reward for helping to recover and destroy the Necromancer's Stone, an evil artifact that bound Ngemba, spirit of storms to Malatra.

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Trident of the Ancients

This large trident is made of the ceramic of the Ancients. It is nearly unbreakable, receiving a +4 on all item saving throws. It causes 2d4/3d4 +2 points of damage. It is large and unwieldy. Only someone with a 16 Strength can wield it at all, with a -1 to hit. Large heroes, including saru, plantmen of 5th level and above, and oscray, or anyone over 6' 6" tall can wield it with no minus.

You took this weapon from the Lizard King who was guarding the Cave of Three Fingers in the Mountain that Cannot Be Seen..

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Healing Staff of the Ancients

This ceramic staff contains many intricate carvings and designs. It is usable in combat, as a normal staff. It is a bit fragile, on an attack roll of a natural one, the staff shatters.

It is particularly effective in the hands of a priest. A priest using this staff to focus her healing spells allows her to add +1 to each healing roll. This does not allow the priest to exceed the maximum healing for a spell. Thus, using this staff while casting a cure light wounds heals from 2-9 points of damage.

You recovered this staff from the Forgotten Father, an Ancient who threatened to release Ngemba, spirit of storms upon Malatra.

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Boon of Ngemba

You helped free Ngemba, spirit of storms and a powerful noble of the air, from his millennia long imprisonment. In gratitude, he has granted you one boon. This boon takes the form of an extra bit of luck. It may be used in one of two ways.

You may re-roll any ONE saving throw that has been failed.

You may use it to make ONE automatically successful ability check. This use must be declared before the roll is made, it cannot be used to recover from a failed ability check.

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