

# LIVING JUNGLE™ Hero Point Certificate

This document certifies that the character known as

---

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event *Once Broken*.

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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## Saru Warrior Club

A heavy wooden club, carefully balanced, tipped with bits of rocks and volcanic glass. This weapon inflicts 1d8+1 points of damage versus small and man-sized creatures and 1d6+1 points of damage versus large creatures. This is in addition to any Strength bonus the wielder possesses.

*You acquired this fine weapon in a saru village. The villagers, stricken by a strange ailment, sought your aid. This club previously belonged to one of the tribe's strongest and greatest warriors. He succumbed to the disease, and the village shaman wished the weapon to be passed into your capable hands.*

### LIVING JUNGLE™ Treasure Certificate *Once Broken*

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## Two Veoriti Petals

These rare, mystical flower petals must be used in pairs. When placed over each eye, the petals disappear, and the individual is granted the infravision ability at 60' for the following 24 hours. If the individual already possesses infravision, these petals double the range he or she would normally see.

*You acquired these two blooms after battling small, orange-skinned men who are called shan sao. The petals were tucked away in a pouch. The fight was a difficult ordeal, and the threat of tigers complicated matters. However, you managed to persevere.*

### LIVING JUNGLE™ Treasure Certificate *Once Broken*

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# Oil of the Eenoro Vine

This dark, oily green mixture is a curative balm. When spread over a wound, it heals 1d6 points of physical damage, neutralizes poisons and toxins, and cures disease. There are four doses in this specially-prepared gourd. Put a mark through the circles below when a dose is consumed.

○ ○ ○ ○

*You acquired this healing mixture after battling small, orange-skinned men who are called shan sao. The fight was a difficult ordeal, and the threat of tigers complicated matters. However, you managed to persevere.*

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# Shan-sao Barbed Darts

Here are one dozen fine darts. They are feathered, and the tips are made of sharp bone. Because they are so well made and balanced, they confer a +1 attack bonus. Each dart inflicts 1d3 points of damage, plus any applicable Strength bonus. However, because bone is sometimes brittle, each time a dart is thrown, there is a one-in-ten chance it will break. When this happens, cross off one of the darts, which are indicated with circles below.

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

*You acquired this set of darts after battling small, orange-skinned men who are called shan sao. They were tucked away in a specially-designed pouch. The fight was a difficult ordeal, and the threat of tigers complicated matters. However, you managed to persevere.*

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# Gourd of Shan Sao Fruit Stew

You own a gourd filled with a fruity-smelling stew. There are vegetables, fruit pieces, and chunks of meat swirling inside. It smells delicious, and it tastes wonderful. There are three meals in this gourd, and each meal is so filling that you won't have to eat anything else for the next 24 hours. Put a mark through the circles below when you consume one of the meals.

○ ○ ○

*You acquired the stew after battling small, orange-skinned men who are called shan sao. The stew is in a special gourd that will preserve it for a long time. The fight was a difficult ordeal, and the threat of tigers complicated matters. However, you managed to persevere.*

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# Magilla's Feather Healing Necklace

This leather corded necklace is adorned with five blue feathers from a large parrot. Each feather was especially enchanted by the old saru shaman, Magilla. The power of the feathers can be called on by a priest character of any race. To use a feather, the character simply pulls it free and touches it to the individual needing to be healed. Each feature cures 1d8 hit points of damage. Draw a line through the circles below to indicate when a feather has been used.

O O O O O

*You acquired the necklace from the old shaman after saving the saru village. The village was cursed by Ligela after a young saru broke a taboo.*

## LIVING JUNGLE™ Treasure Certificate Once Broken

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# Magilla's Stone Missile Necklace

This leather corded necklace is adorned with ten dark red stones. Each stone was especially enchanted by the old saru shaman, Magilla. The power of the stones can be called on by a wizard character of any race. To use a stone, the character simply pulls it free and hurls it toward a target. The stone automatically strikes, inflicting 1d4+1 points of damage. Only one stone can be used per round. Draw a line through the circles below to indicate when a stone has been used.

O O O O O O O O O O

*You acquired the necklace from the old shaman after saving the saru village. The village was cursed by Ligela after a young saru broke a taboo.*

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# Animal Lore Proficiency

By consuming a white egg from the rare reeos bird in the adventure *Once Broken*, you gained the Animal Lore nonweapon proficiency. If you already had this proficiency, your score increases by one.

## LIVING JUNGLE™ Treasure Certificate Once Broken

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