LIVING JUNGLE™ Hero Point Certificate	
This document certifies that the character known as	
Acted with bravery, daring, and se JUNGLE event Quest for the Snak	
Player's Name:	
DM's Name:	Initials:
This certificate may be exchanged any 1d20 or 1d100 roll during a L exchanged before the roll of the exchanged for a +1 (+5%) bonus after the roll is made. Two Here exchanged to re-roll any failed 1d2 When this certificate has been ear this certificate in half, or write face.	IVING JUNGLE tournament if die. Alternately, it may be to the die roll if exchanged o Point certificates may be 20 or 1d100 de roll. n exchanged, the DM should
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sonder event guest for the shu	
Player's Name:	

LIVING JUNGLE[™] Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event Quest for the Snake Mother.

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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LIVING JUNGLE[™] Hero Point Certificate

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Acted with bravery, daring, and selflessness in the LIVING JUNGLE event Quest for the Snake Mother.

Player's Name:_____

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LIVING JUNGLE™ Hero Point Certificate	LIVING JUNGLE [™] Hero Point Certificate
This document certifies that the character known as	This document certifies that the character known as
Acted with bravery, daring, and selflessness in the LIVING JUNGLE event <i>Quest for the Snake Mother</i> .	Acted with bravery, daring, and selflessness in the LIVING JUNGLE event <i>Quest for the Snake Mother</i> .
Player's Name:	Player's Name:
DM's Name: Initials:	DM's Name: Initials:
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Neutralize poison Salve	Neutralize poison Salve
This salve cures any natural poison when applied to the wound within five rounds after the poison takes effect. It can even bring characters back to life, if they have died from the effects of the poison. The ointment must be applied within five rounds of the effect, and revived characters will have one hit point. There is enough for only one use.	This salve cures any natural poison when applied to the wound within five rounds after the poison takes effect. It can even bring characters back to life, if they have died from the effects of the poison. The ointment must be applied within five rounds of the effect, and revived characters will have one hit point. There is enough for only one use.
It was given to you by Bengoukee when you went to make peace with the evil Snake People.	It was given to you by Bengoukee when you went to make peace with the evil Snake People.
LIVING JUNGLE™ Treasure Certificate	LIVING JUNGLE™ Treasure Certificate
Quest for the Snake Mother Convention: DM's Name Date:	Quest for the Snake Mother Convention: DM's Name Date:

Vhen this certificate has been exchanged, the DM d tear this certificate in half, or write "VOID" in ink its face. M designate trademarks of TSR, Inc. © 1998 TSR, Inc. ALL RIGHTS VED. TSR, Inc is a subsidiary of Wizards of the Coast, Inc.

Neutralize poison Salve

/ING JUNGLE™ Treasure Certificate Quest for the Snake Mother

Brew of Healing

This bitter beer is steeped with many herbs and has a flat taste. It greatly promotes healing. Anyone who imbibes it will heal 1d8+4 points of damage, at the rate of one hit point per round.

It was given to you by Bengoukee when you went to make peace with the evil Snake People.

LIVING JUNGLE[™] Treasure Certificate Quest for the Snake Mother

Convention:

Date:

DM's Name

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Potion of Enhancement

This powerful mixture of hanna pollen and other secret herbs brings any spellcaster to the peak of his power. Anyone who imbibes the whole gourd (which tastes awful), is able to cast all spells at maximum effect for a period of one hour after imbibing. Thus, *magic missiles* all do five points of damage each, *fireballs* cause 6 points per level, and curing spells do maximum healing. It is usable only by spellcasters; anyone else gets violently nauseous after drinking only a sip.

It is a special brew known only to Bengoukee, who gave it to you when you went to negotiate a peace with the dreaded snake people.

LIVING JUNGLE[™] Treasure Certificate Quest for the Snake Mother

Convention:_____ Date: DM's Name

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LIVING JUNGLE[™] Treasure Certificate Quest for the Snake Mother

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Amulet of the Heron

Many moons ago, a group of heroes traveled across the Ash Plains to retrieve the Blue Heron for Bengoukee. In the process they discovered several new races of people, including the aarakocra and the butu. This amulet is the product of Bengoukee's research of that fabled artifact. The amulet of the heron allows a hero to change to heron form for one hour, as per the *polymorph self* spell. It only allows changing to a heron, and is usable only twice before it loses all power and becomes an intricate stone amulet of a heron.

This amulet was gifted to you by Bengoukee, who entrusted you with the mission to make peace with the evil snake people.

LIVING JUNGLE[™] Treasure Certificate Quest for the Snake Mother

Convention:

DM's Name

Date:

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Curse of the Snake Mother

You have been inflicted with the Curse of the Snake Mother. This has the following effects.

- 1. Permanent loss of one hit point.
- 2. A snake-shaped scar on your forearm, and scars on your hands.
- 3. The ability to have a 'vision', once per adventure.
- 4. Being recognized as an almost-person by the yuan-ti, and receiving a +3 to their reaction roll when encountered.

Notes to the DM: This vision should not 'blow' an adventure. It becomes effective when you choose, not when the player does. Also, should more than one hero have the curse, they all receive the same vision at the same time (no more than one vision, total, per adventure). Typical examples would be waking up a round before the party is attacked at night, getting a feeling of the direction to go if the heroes are hopelessly off track, something like that. In all cases, the vision is disturbing. Thus, if the party is about to be attacked at night by leopard katanga, the hero awakens from a dream where he was rent to pieces by leopard katanga. Any vision involves the heroes' death in some way. The hero can change the future by their actions. *Where you got it text*

LIVING JUNGLE[™] Treasure Certificate Quest for the Snake Mother

Convention:_ Date: DM's Name

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