

LIVING JUNGLE™ Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event *Web of Destruction*.

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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Bone Ring of Tago

This enchanted bone ring acts as a *ring of protection +1*. However, it is also cursed, and the wearer of this ring becomes more susceptible to magic. Damaging magical effects do +1 per die damage to the wearer of the ring, or, if the damage is a flat amount, +1 per 5 points or fraction thereof. Once worn, the item may only be removed by a *remove curse* spell cast by a 9th level caster, or by a *dispel magic* spell which dispels at 12th level.

You found this ring on the body of Garalo, a noble jungle tam'hi slain by an unknown foe, while recovering the body of Jonga, a hero of the Tribe of Big Chief Bagoomba.

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Obsidian Dagger

This dagger, carved of volcanic glass, is exceptionally sharp, and cuts deeper than a normal dagger. It has a non-magical +1 to damage.

You took this dagger from a spider katanga foe while on a quest to destroy the evil Statue of K'lel'al.

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Sapphire Eye

This gem fits into the eye socket of the Saru necklace found in the adventure *Death from Above*.

You found this gem in the narrow tunnels of a spider katanga lair while on a quest to destroy the evil Statue of K'lel'al.

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Bagoomba's Spear

This is the spear Bagoomba says he used to slay the mighty beast when he won the leadership of the Saiyama tribe. It is poorly balanced, conferring a -1 to hit when used in melee combat, and -2 to hit when thrown. Whoever holds this spear is forbidden to enter the lands of the Tribe of Big Chief Bagoomba, and will never again be summoned by Bengoukee or anyone else from the tribe.

You ignored the request of Big Chief Bagoomba to burn this spear in honor of the hero Jonga, and chose to keep it instead. In doing so, you have brought dishonor upon yourself.

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Bengoukee's Spear

This spear is said to be carved from a branch chosen by the exalted witch doctor. It is well-balanced, conferring a non-magical +1 to hit when used in melee combat, and +2 to hit when thrown.

You received this spear when your group of heroes won the Great Race held to honor the 25th year of Big Chief Bagoomba's reign.

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Irritation Spell Fetish

This item is a leaf from the swamp shrub called poison sumac. When you meditate upon this item, you can cause another's skin to itch, or break out in a rash of red welts.

Bengoukee gave you this fetish after you destroyed the evil Statue of K'lel'al.

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Flame Arrow Spell Fetish

This item is a small arrowhead carved from volcanic glass. When you meditate upon this item, you can set arrows alight, or create a bolt of flame to send at an opponent.

Bengoukee gave you this fetish after you destroyed the evil Statue of K'lel'al.

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Demi-Shadow Monsters Spell Fetish

This item is a smoky crystal. Light shining through this crystal casts unusual, ever-changing shadows. When you meditate upon it, you can fashion the shadows into illusory creatures.

Bengoukee gave you this fetish after you destroyed the evil Statue of K'lel'al.

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Herbal Elixir of Healing

Drinking this potent elixir will either *cure disease, neutralize poison, cure blindness or deafness*, or heal 1d8+8 points of damage.

Bengoukee brewed this elixir for you after you destroyed the evil Statue of K'lel'al.

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