## LIVING JUNGLE<sup>TM</sup> Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING
JUNGLE event An Army of 1000.

Player's Name:

DM's Name:

Initials:

This certificate may be exchanged for a +2 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

This certificate may be exchanged for a +2 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 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 die roll.

When this certificate has been exchanged, the DM should tear this certificate in half, or write "VOID" in ink across its face.

 ${\mathbb R}$  and  ${}^{T\!M}$  designate trademarks of Wizards of the Coast, Inc.  ${\mathbb G}$  2001 Wizards of the Coast, Inc. ALL RIGHTS RESERVED.

## LIVING JUNGLE™ Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event <i>An Army of 1000</i> .	
Player's Name:	
DM's Name:	_ Initials:

This certificate may be exchanged for a +2 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 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 die roll.

When this certificate has been exchanged, the DM should tear this certificate in half, or write "VOID" in ink across its face.

 ${\rm \rlap{R}}$  and  ${\rm ^{TM}}$  designate trademarks of Wizards of the Coast, Inc.  ${\rm \bigcirc }$  2001 Wizards of the Coast, Inc. ALL RIGHTS RESERVED.

## LIVING JUNGLE™ Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event *An Army of 1000*.

Player's Name:	
DM's Name.	Initials.

This certificate may be exchanged for a +2 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 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 die roll.

When this certificate has been exchanged, the DM should tear this certificate in half, or write "VOID" in ink across its face.

 $\circledR$  and  $^{TM}$  designate trademarks of Wizards of the Coast, Inc.  $\Complex$  2001 Wizards of the Coast, Inc. ALL RIGHTS RESERVED.

# LIVING JUNGLE™ Hero Point Certificate

This document certifies that the character known as

JUNGLE event An Army of 1000.	
Player's Name:	
DM's Name:	_ Initials:

Acted with bravery, daring, and selflessness in the LIVING

This certificate may be exchanged for a +2 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 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 die roll.

When this certificate has been exchanged, the DM should tear this certificate in half, or write "VOID" in ink across its face.

® and  $^{TM}$  designate trademarks of Wizards of the Coast, Inc. © 2001 Wizards of the Coast, Inc. ALL RIGHTS RESERVED.

## LIVING JUNGLE<sup>TM</sup> Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and JUNGLE event <i>An Army of 100</i>	
Player's Name:	
DM's Name:	Initials:
<b>**</b>	•

This certificate may be exchanged for a +2 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 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 die roll.

When this certificate has been exchanged, the DM should tear this certificate in half, or write "VOID" in ink across its face.

® and  $^{TM}$  designate trademarks of Wizards of the Coast, Inc. © 2001 Wizards of the Coast, Inc. ALL RIGHTS RESERVED.

## LIVING JUNGLE™ Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event <i>An Army of 1000</i> .	
Player's Name:	
DM's Name:	Initials:

This certificate may be exchanged for a +2 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 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 die roll.

When this certificate has been exchanged, the DM should tear this certificate in half, or write "VOID" in ink across its face.

 ${\rm \rlap{R}}$  and  ${\rm ^{TM}}$  designate trademarks of Wizards of the Coast, Inc.  ${\rm \Large C}$  2001 Wizards of the Coast, Inc. ALL RIGHTS RESERVED.

#### Gourd of Poison Antidote

This yellow gourd contains a brew that fights poison (a *potion of neutralize poison*, as if cast by an 8<sup>th</sup> level cleric.)

You were personally presented this gourd by Kovarka, chieftain and eldest shaman of the Wise Ones, when you undertook a mission against the vile spider katanga.

#### Gourd of Poison Antidote

This yellow gourd contains a brew that fights poison (a *potion of neutralize poison*, as if cast by an 8<sup>th</sup> level cleric.)

You were personally presented this gourd by Kovarka, chieftain and eldest shaman of the Wise Ones, when you undertook a mission against the vile spider katanga.

## LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:	DM's Name
Date:	

® and ™ designate trademarks of Wizards of the Coast, Inc. © 2000 Wizards of the Coast, Inc. ALL RIGHTS RESERVED.

## LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:	DM's Name
Date:	

 ${}^{\otimes}$  and  ${}^{TM}$  designate trademarks of Wizards of the Coast, Inc.  ${}^{\otimes}$  2000 Wizards of the Coast, Inc. ALL RIGHTS RESERVED..

#### **Gourd of Healing Brew**

The healing brew in this orange gourd acts as a *potion of cure* serious wounds, as if cast by an 8<sup>th</sup> level cleric.

You were personally presented this gourd by Kovarka, chieftain and eldest shaman of the Wise Ones, when you undertook a mission against the vile spider katanga.

#### Gourd of Healing Brew

The healing brew in this orange gourd acts as a *potion of cure* serious wounds, as if cast by an 8<sup>th</sup> level cleric.

You were personally presented this gourd by Kovarka, chieftain and eldest shaman of the Wise Ones, when you undertook a mission against the vile spider katanga.

### LIVING JUNGLE™ Treasure Certificate An Army of 1000

DM's Name
e Coast, Inc. © 2000 Wizards of the

## LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:	DM's Name
Date:	
® and TM designate trademarks of Wizards of the C Coast, Inc. ALL RIGHTS RESERVED.	oast, Inc. © 2000 Wizards of the

# True Strike Arcane Spell Fetish

This item is a rune-covered arrowhead. When you meditate upon this item, you gain insight into making your blows strike true.

You traded to get this spell fetish from Rowr, a tiger katanga you aided while fighting the vile spider katanga.

# Sound Burst Divine Spell Fetish

This item is a shard of cracked crystal. When you draw upon the power of this item, you can unleash a blast of sound energy. A divine spell fetish is used by a cleric or shaman like a scroll.

You traded to get this spell fetish from Rowr, a tiger katanga you aided while fighting the vile spider katanga

## LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:	DM's Name
Date:	
R) and TM designate trademarks of Wizards of the Coast	Inc. © 2000 Wizards of the

® and ™ designate trademarks of Wizards of the Coast, Inc. © 2000 Wizards of the Coast, Inc. ALL RIGHTS RESERVED..

## LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:	DM's Name
Date:	

® and ™ designate trademarks of Wizards of the Coast, Inc. © 2000 Wizards of the Coast, Inc. ALL RIGHTS RESERVED..

# Sound Burst Divine Spell Fetish

This item is a shard of cracked crystal. When you draw upon the power of this item, you can unleash a blast of sound energy. A divine spell fetish is used by a cleric or shaman like a scroll

You traded to get this spell fetish from Rowr, a tiger katanga you aided while fighting the vile spider katanga

## LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:	DM's Name
Date:	
® and TM designate trademarks of Wizards of the Coas	t, Inc. © 2000 Wizards of the
Coast, Inc. ALL RIGHTS RESERVED.	

#### **Herbal Healing Brew**

This gourd is filled with an herbal brew concocted to cure wounds (a *potion of cure moderate wounds*, as if cast by an 8<sup>th</sup> level cleric).

You traded to get this brew from Rowr, a tiger katanga you aided while fighting the vile spider katanga.

## LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:	DM's Name
Date:	
® and TM designate trademarks of Wizards of the Coa Coast, Inc. ALL RIGHTS RESERVED	st, Inc. © 2000 Wizards of the

#### **Herbal Curing Brew**

This gourd is filled with an herbal brew concocted to fight disease (a *potion of cure disease*, as if cast by an 8<sup>th</sup> level cleric).

You traded to get this brew from Rowr, a tiger katanga you aided while fighting the vile spider katanga.

### LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:	DM's Name
Date:	
® and <sup>™</sup> designate trademarks of Wizards of the Coas Coast, Inc. ALL RIGHTS RESERVED	t, Inc. © 2000 Wizards of the

#### Necklace of Gnasher Teeth

This necklace is strung with gnasher teeth. There is a red garnet set in one of the teeth.

You traded to get this necklace from Rowr, a tiger katanga you aided while fighting the vile spider katanga.

## LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:_	 DM's Name
Date:	 

 ${\rm \rlap{R}}$  and  ${\rm ^{TM}}$  designate trademarks of Wizards of the Coast, Inc.  ${\rm @\,2000}$  Wizards of the Coast, Inc. ALL RIGHTS RESERVED..

# Quality Obsidian-tipped Shortspear

This quality shortspear has an obsidian spearhead. Its quality and sharpness give the spear a nonmagical +1 enhancement bonus to hit and damage.

You traded to get this spear from Rowr, a tiger katanga you aided while fighting the vile spider katanga..

## LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:	DM's Name
Date:	
® and TM designate trademarks of Wizards of the Coa	ast, Inc. © 2000 Wizards of the
Coast, Inc. ALL RIGHTS RESERVED.	

#### **Mighty Shortbow**

This shortbow is crafted from layers of wood, creating a lightweight but strong bow which can be drawn back further. This increased pull allows the user to add his or her Strength bonus to the arrow damage, up to +2.

You took this shortbow from a fallen spider katanga foe as you fought the vile spider katanga.

## LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:	DM's Name
Date:	
® and TM designate trademarks of Wizards of the Coa Coast, Inc. ALL RIGHTS RESERVED	st, Inc. © 2000 Wizards of the

#### Serrated Obsidian Dagger

This jagged obsidian blade is remarkably sharp. It has a nonmagical +2 enhancement to damage, and inflicts triple damage on a critical hit, with a threat range of 19-20.

You took this unique dagger from a fallen spider katanga foe as you fought the vile spider katanga..

## LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:	DM's Name
Date:	·
® and TM designate trademarks of Wizards of the Coa	ast, Inc. © 2000 Wizards of the

## Large Garudahide Shield

This large wooden shield is strengthened with garuda bone ribs and covered with a thick layer of garudahide. The shield has a nonmagical +1 enhancement to the protection normally provided by a large shield. Its arcane spell failure percentage is unchanged. The shield is so heavy that only heroes with a 13 or higher Strength can wield it effectively.

Kovarka presented you this shield after you defeated a band of vile spider katanga.

## LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:	DM's Name
Date:	 

® and  $^{TM}$  designate trademarks of Wizards of the Coast, Inc. © 2000 Wizards of the Coast, Inc. ALL RIGHTS RESERVED..

#### **Herbal Healing Brew**

This gourd is filled with an mild herbal brew concocted to cure wounds (a *potion of cure light wounds*, as if cast by a 9<sup>th</sup> level cleric).

Kovarka presented you this brew after you defeated a band of vile spider katanga..

## LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:	DM's Name
Date:	
® and TM designate trademarks of Wizards of the Coast,	Inc. © 2000 Wizards of the
Coast, Inc. ALL RIGHTS RESERVED	

# **Protection from Arrows Arcane Spell Fetish**

This item is a dull arrowhead. When you meditate upon this item, you can make arrows shot at you ineffectual, like a blunt arrow.

Kovarka presented you this fetish after you defeated a band of vile spider katanga.

## LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:	DM's Name
Date:	
©	Ct I @ 2000 Witftl

#### ® and $^{\text{TM}}$ designate trademarks of Wizards of the Coast, Inc. © 2000 Wizards of the Coast, Inc. ALL RIGHTS RESERVED..

#### **Herbal Healing Brew**

This gourd is filled with a potent herbal brew concocted to cure wounds (a *potion of cure critical wounds*, as if cast by a 9<sup>th</sup> level cleric). It is best drunk before sleeping; due to the powerful herbs used in this brew, the imbiber suffers -2 to all physical actions for 6 hours after drinking it.

Kovarka presented you this brew after you defeated a band of vile spider katanga.

## LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:	DM's Name
Date:	
® and ™ designate trademarks of Wizards of the Coast, Inc. ALL RIGHTS RESERVED	st, Inc. © 2000 Wizards of the

# **Shadow Conjuration Arcane Spell Fetish**

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

Kovarka presented you this fetish after you defeated a band of vile spider katanga.

## LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:	DM's Name
Date:	 

® and ™ designate trademarks of Wizards of the Coast, Inc. © 2000 Wizards of the Coast, Inc. ALL RIGHTS RESERVED..

# Freedom of Movement Arcane Spell Fetish

This item is a black rock, polished smooth by the constant flow of the river. When you meditate upon this item, you can make yourself as slippery as this rock. A divine spell fetish is used by a cleric or shaman like a scroll.

Kovarka presented you this fetish after you defeated a band of vile spider katanga.

## LIVING JUNGLE™ Treasure Certificate An Army of 1000

Convention:	DM s Name
Date:	
® and TM designate trademarks of Wizards of the Coast	st, Inc. © 2000 Wizards of the

® and  $^{TM}$  designate trademarks of Wizards of the Coast, Inc. © 2000 Wizards of the Coast, Inc. ALL RIGHTS RESERVED..