

LIVING JUNGLE™ Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event *Shu Fly, Don't Bother Me*.

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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Large Club

This large club was crafted from a hard stone. The club causes 1d4+2 points of damage per successful hit.

This club was given to you for winning the boar riding contest in the festival for Bobbon the shu.

LIVING JUNGLE™ Treasure Certificate *Shu Fly, Don't Bother Me*

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Vine Rope

This thick vine rope is extremely strong and is longer than 15 Nubari laying head to toe (100 feet).

This vine rope was given to you for winning the hanging contest in the festival for Bobbon the shu.

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Large Jug

This exquisitely made jug has magnificent designs painted onto the side. Any cold liquid that is placed in the jug will be kept cool for one day.

This large jug was given to you for winning the boasting contest in the festival for Bobbon the shu.

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Obsidian Necklace

This necklace was crafted from obsidian and gives the wearer a movement rate of 15 while in the mountains. Its relative value is unknown but is quite mesmerizing.

This beautiful necklace was traded to you by Butta the butu (attach certificates of items traded away).

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Fly Spell Fetish

This fetish is a small bag with several hollow bones of an extremely small bird. By waving this bag in the air, the wizard is granted the power to cast *fly*.

This fetish was traded to you by Butta the butu (attach certificates of items traded away).

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Darts

[] [] [] [] [] [] [] [] [] []

These darts cause 1d4+1 points of damage per successful hit and are recoverable if the thrower missed his intended target.

These ten darts were given to you by Bobbon the shu for helping him return to his original form from that of a shu fly.

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Strange Brew

This colorful brew smells extremely foul but is quite tasty. It grants the imbiber with the power to raise one of their ability scores by one for one adventure.

This concoction was given to you by Ten the shu for helping Bobbon return to this original form from that of a shu fly.

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Large Gourd

This gourd is filled with some of the finest drink from anywhere in Malatra. Consumption of the contents of the entire gourd gives the hero enough food for one day.

This gourd was given to you by Big Chief Bagoomba for helping Bobbon return to his original form from that of a shu fly.

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Alter Self Spell Fetish

This fetish is made of two multi-colored feathers. By waving the feathers in the air, the wizard is granted the power to cast *alter self*.

This fetish was given you by Nicki-Nicki Tembel for helping Bobbon return to his original form from that of a shu fly.

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