

LIVING JUNGLE™ Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event *The Sickness*.

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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Glowing Rock Necklace

You found this necklace while trying to cure the sickness that had overtaken a plantman village. It was beneath a pile of dead fish, dead lizards, and dead caimen. The necklace itself is made up of polished brown carved wood beads. Dangling from the center of it is a rock that lightly glows. It is most wondrous!

This was obtained during the adventure The Sickness.

LIVING JUNGLE™ Treasure Certificate *The Sickness*

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Pouch of Runesticks

You found this pouch while trying to cure the sickness that had overtaken a plantman village. It was beneath a pile of dead fish, dead lizards, and dead caimen. The pouch itself is made up of brown leather. Within is a cluster of arcane Runesticks. They are most mysterious!

This was obtained during the adventure The Sickness.

LIVING JUNGLE™ Treasure Certificate *The Sickness*

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Studded Hide Armor

While traveling with a tall blue-skinned man who you suspect was one of the Ancients, you came across the skeleton of a nubari. This armor was on him, and seeing as how he no longer needed it, you appropriated it. It is made of thick brown-green hide, possibly from a garuda, and it is studded all over with small garuda teeth. It looks most impressive. The armor is exceptionally well crafted and provides an AC of 6. This was obtained during the adventure *The Sickness*.

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LIVING JUNGLE™ Treasure Certificate *The Sickness*

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Crystal Spear

While traveling with a tall blue-skinned man who you suspect was one of the Ancients, you came across the skeleton of a nubari. Underneath the body was this beautiful spear carved of a crystalline rock. Even the spearhead is made of this crystal, and it is incredibly strong and sharp (glassteel). The spear, though only four feet long, is very well balanced. It is a most fine weapon indeed! It grants +2 to hit and damage, although it is not magical.

This was obtained during the adventure The Sickness.

LIVING JUNGLE™ Treasure Certificate *The Sickness*

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Medallion of Stone to Flesh

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The tall blue-skinned man who claimed to come from the sky gave you this medallion. It is covered with strange symbols. You were told that by placing it around the neck of something that had been turned to stone, you could make the thing flesh again. And you witnessed a horrible snake-creature with a gaze that could do just that--turn living people into statues. If you ever run across one of those snake-creatures again, this medallion will surely save you!

It takes a full turn to turn the victim from stone back to flesh, and he or she is weak and ill for a full day after. The victim has -3/-15% penalty to all actions for a full day. A system shock check is required to survive the change back from stone to flesh. The experience is not enjoyable, and a victim will come out of it with a firm desire NEVER to repeat the experience.

This was obtained during the adventure The Sickness.

LIVING JUNGLE™ Treasure Certificate *The Sickness*

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Vial of Remove Fear Salve

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The tall blue-skinned man who you believe to be an Ancient, took you to a tree that had glowing sap. The sap in this gourd is from that tree. By spreading it on your arms and face it will protect you from the effects of any fear attack. One application lasts for eight hours.

This was obtained during the adventure The Sickness.

LIVING JUNGLE™ Treasure Certificate *The Sickness*

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Vial of Cure Disease Mixture

[] []

A plantman shaman presented you with this gourd. It is filled with an herbal compound that when imbibed acts as the *cure disease* spell. There are two applications in this gourd. It was a thank-you gift for helping to save the plantman village from a horrible wasting illness.

This was obtained during the adventure The Sickness.

LIVING JUNGLE™ Treasure Certificate *The Sickness*

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Necklace of Cure Disease Berries

[] [] []

A plantman shaman presented you with this necklace. There are three berries on it. Eating a berry neutralizes poison from a plant, per the *neutralize poison* spell.

This was obtained during the adventure The Sickness.

LIVING JUNGLE™ Treasure Certificate *The Sickness*

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