

This is to verify that the Living City™ character

Obtained the following item in the event *A Shot in the Dark (Part 1)*

# Tome of Comprehend Languages



The permanent *comprehend language* spell does take hold, but initially there is an unfortunate side affect. For the next three months (real time) or for the next six events the PC plays (which ever is longer) the only way the PC can communicate is via the *comprehend languages* spell. The reader is able to understand the spoken words of a creature or read an otherwise incomprehensible written message (such as writing in another language). In either case, the wizard must touch the creature or the writing. Note that the ability to read does not necessarily impart understanding of the material, nor does the spell enable the caster to speak or write an unknown language.

Date of being able to speak again (three months from con, or six adventures): \_\_\_\_\_

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# Spell Book



This book contains the following spells: *enlarge, shield, feather fall, protection from good, comprehend languages, identify, read magic, unseen servant, vocalize, invisibility, improved phantasmal force, clairvoyance, haste and improved invisibility*

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# Mirror of Reminiscence



This large delicate mirror stands 6 ½' tall and almost 3' wide (any required saving throw is made at -8). However, once per day an individual can stand in front of the mirror and concentrate on an event he witnessed. The mirror will replay the event in real time. Anyone looking at the mirror can see the event from the individual's point of view. The effect is otherwise similar to the *memory read* spell.

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## *Earring of Hearing*



This earring, when worn by a thief (not a bard), will improve his/her Detect Noise ability by 20%. (650 gp value if not detected).

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