

This is to verify that the Living City™ character

Obtained the following item in the event *See No Evil*

Accelerant Potion



This potion boosts the metabolism to dangerously high levels for 1d4+4 turns. It grants the imbiber (of any class) a strength of 20, as per the *potion of stone giant strength*. It also raises movement rates by a factor of 1.5, and temporarily grants 2d4+2 additional hit points. When the potion expires, the imbiber collapses and is too feeble to perform any significant action for a further 1d4+4 turns. The hit points are lost, which may prove fatal, and the imbiber must make a system shock roll. Failure means the user has permanently lost 1d4 Con points.

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Obtained the following item in the event *See No Evil*

Ash of Envisioning

[] [] [] []



This fine gray ash allows the user to experience the last 1d4 rounds of a deceased person's conscious memories. The user draws an eye on the victim's forehead using the ash. The victim must have died within the last 24 hours, have an intelligence of at least Animal, and the brain must be intact. The small glass vial contains enough ash for three applications.

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Obtained the following item in the event *See No Evil*

Amulet of Necromantic Divination



This bone amulet can detect undead, evil, necromantic magic, and creatures associated with the Shadow and Negative Material planes within a radius of twenty feet. The amulet must be clasped firmly between both hands to function, and drains 1 hp from the wielder per round of use.

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Speaking Stone

20% 40% 60% 80% 100%

This is a flattened circular stone of pale blue shale, about two inches in diameter. When it is placed on a rock surface (worked or natural) the owner may use a *stone tell* spell (P6). The speaking stone works a maximum of five times, and the DM must roll percentiles each time it is used. If the roll is less than the percentage listed by the charge used (and use them in order), the stone shatters and becomes useless.



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