

This is to verify that the Living City™ character

Obtained the following item in the event *In Those Days*

Jack Rabbit Crystal Sculpture

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

Each charge acts as a *haste* spell cast at 5th level but can only be used to flee combat. If so used, the enemy receives no "free" attack. This item is not rechargeable.



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Obtained the following item in the event *In Those Days*

Tortoise Shell Crystal Sculpture

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This grants +5 protection but only if no offensive action is taken. One round must be spent "coming out of the shell" with no offensive action allowed and no protective bonus before an offensive action can be taken. This lasts four a maximum of two turns per charge. This item is not rechargeable.



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Obtained the following item in the event *In Those Days*

Mountain Goat Crystal Sculpture

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Each charge may be burned to add +1 to a failed Dexterity check or proficiency based on Dexterity. A natural 20 always fails. Only one charge may be used per adventure. This item may not be used to improve chances to hit in combat. This item is not rechargeable.



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Ant Crystal Sculpture

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Each charge may be burned to add +1 to a failed Strength check or proficiency based on Strength, +1 to a failed open doors roll or +5% to a failed bend bars/lift gates roll. A natural 20 (or 100%) always fails. Only one charge may be used per adventure. This item may not improve hit or damage rolls. This item is not rechargeable.



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Owl Crystal Sculpture

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Each charge may be burned to add +1 to a failed Wisdom check or proficiency based on Wisdom. A natural 20 always fails. Only one charge may be used per adventure. This item is not rechargeable.



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Bear Crystal Sculpture

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Each charge may be burned to add +1 to a failed Constitution check or proficiency based on constitution. A natural 20 always fails. Only one charge may be used per adventure. This item is not rechargeable.



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