

This is to verify that the Living City™ character

Obtained the following item in the event *Heroes of the Guild*
Digeridoo of Blowing Bubbles



This is playable by anyone who can play a musical instrument, this item blows varying shaped and colored bubbles depending on the tone being played. Roll a d20 several times to determine the sort of bubbles being blown:

1-5	normal rainbow bubbles	6-7	red hearts
8-9	purple dragons	10-11	white clouds
12-13	blue swords	14-15	green dogs
16-17	yellow flowers	18-19	black cats
20	Spells name of song/player		

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Obtained the following item in the event *Heroes of the Guild*
Incandescent Blue Ioun Stone



This stone adds +1 to Wisdom-related checks. It cannot aid a character who has an 18 or greater Wisdom.

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Obtained the following item in the event *Heroes of the Guild*
Robe of Cat Eyes



This robe gives 30' night vision from the eyes of varying sorts of cats all over it. Cancels out any minuses to tracking and other sight-based proficiencies when used in darkness. Is limited to use at night or darkness else there is a high risk of blindness. Bright flashes of light even at night cause the cloak to cease functioning for one day.

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Crystal Parakeet



Used by miners to detect for poison gas, this magical parakeet falls over on its cage's perch whenever it is in the presence of any deadly gas. The parakeet only is destroyed by direct blows that manage to reach through its cage. It has AC 2 and shatters if it suffers 6 hp of damage.

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Portable Hang Glider



Designed by Gondsmen, this canvas hang glider can be folded down to fit in a pocket. It holds a maximum weight of 250 lbs. It takes 2 rounds to open and 5 rounds to fold it, and it is impossible to open this while in the process of falling. Landing and other complex maneuvers will require Strength and Dexterity checks at DM's discretion. If the landing is rough, the hang glider must make a saving throw vs. crushing blow or be destroyed.

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Cards of Enlightenment



These tarot cards can be used to act as an *augury* spell cast at 5th level once per adventure. It takes 10 rounds to get a proper meaning as the user meditates on the spiritual meaning of each card.

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