

## Eagle Eye Elixir

For the next hour after drinking this elixir, you gain a +1 item bonus to Perception checks. This item bonus increases to +2 for Perception checks to find secret doors and traps.

## Bird Feather Token

When used, this token transforms into a small sparrow that waits on your finger for you to relay a message up to 1 minute in duration, along with the name and rough location of a recipient.

The recipient must be someone you have met, and the location must be somewhere you have visited.

## Jade Cat Trinket

A jade cat is typically worn as a pendant upon a suit of armor. When you activate the cat, for the next minute, you are not flatfooted when you Balance.

## Sleep Arrow

**Activation:** 1 action.

An activated sleep arrow deals no damage, but a living creature hit by it is subject to the effects of a sleep spell (DC 16).

*Success* -1 conditional penalty to Perception checks for 1 round.

*Critical Success* Unaffected.

*Failure* It falls asleep. If it's still asleep after 1 minute, it wakes up automatically.

*Critical Failure* It falls asleep. If it's still asleep after 1 hour, it wakes up automatically.

## Leaper's Elixir

For 1 minute after drinking this elixir, you can attempt High Jumps and Long Jumps with a single Leap action, rather than as a two-action activity requiring a Stride and a Leap.

## Invisibility Potion

pon drinking this potion, you're affected by a 2nd-level invisibility spell that lasts 1 minute.

*Invisible:* This makes target unseen to all creatures, though they can attempt to find the target, making it sensed by them instead. If the target acts in a hostile manner, the spell is dismissed after that hostile action, reaction, free action, or activity is completed.

## Minor Healing Potion

Heals 1d8 points.

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## Owlbear Claw

Something you can't use, as it requires expert proficiency with your weapon.

It looks vicious, and would make an excellent fashion statement!