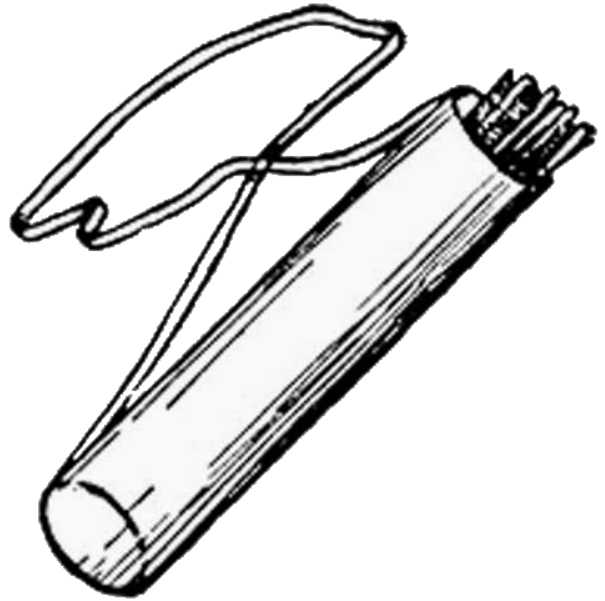


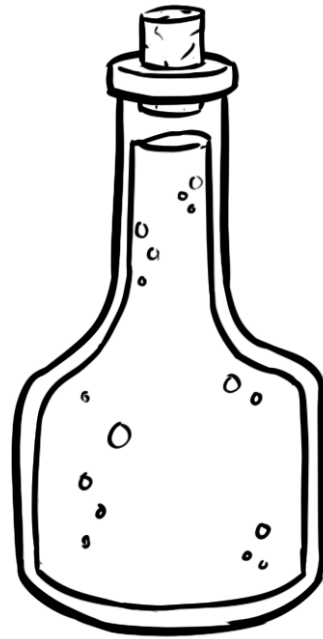
## Arrows of Sparrows

These six arrows are +2 magic weapons and deal an extra 2D8 piercing damage. The arrows' magic is for a single use only.



## Potion of Fire Giant Strength

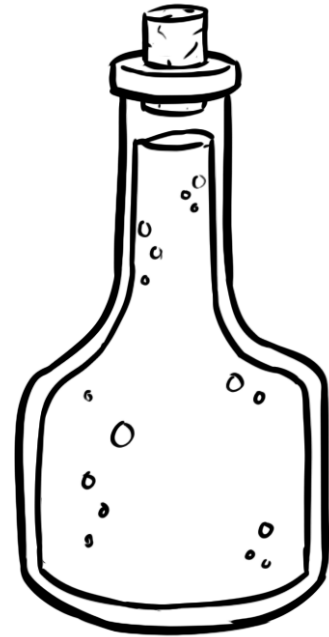
When you drink this potion, your Strength score changes to 25 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score.



## Potion of Heroism

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the Bless spell (no concentration required).

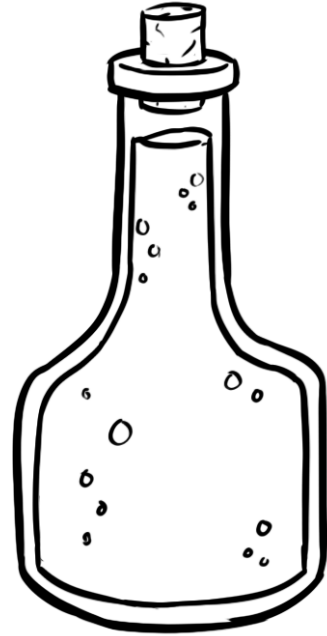
This blue potion bubbles and steams as if boiling.



## Potion of Superior Healing

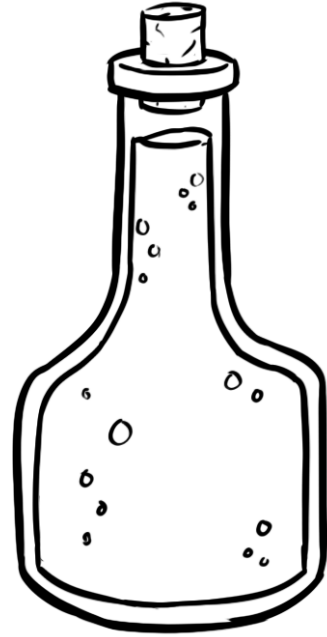
You regain 40 hit points when you consume this potion as an action, or  $8d4+8$  if it is consumed as a bonus action.

This potion's red liquid glimmers when agitated.



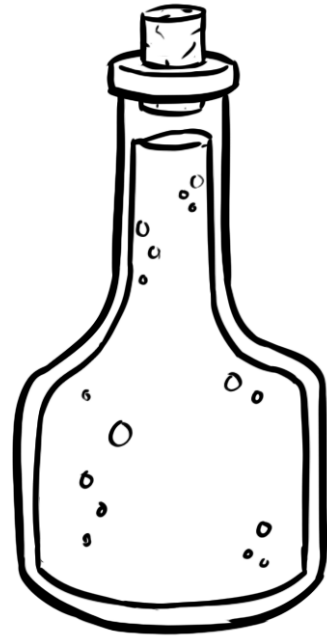
## Potion of Invulnerability

For 1 minute after you drink this potion, you have Resistance to all damage except psychic damage.



## Potion of Speed

When you drink this potion, you gain the Effect of the haste spell for 1 minute (no Concentration required.)



## **Javelin of Lightning**

This Javelin is a single-use Magic Weapon. When you hurl it and speak its Command Word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The Lightning Bolt turns back into a Javelin when it reaches the target. Make a ranged weapon Attack against the target. On a hit, the target takes damage from the Javelin plus 4d6 lightning damage.

The javelin's magic is expended after a single attack.

## Spell Scroll

Choose a spell of your choice of up to 3rd level that you can cast.

