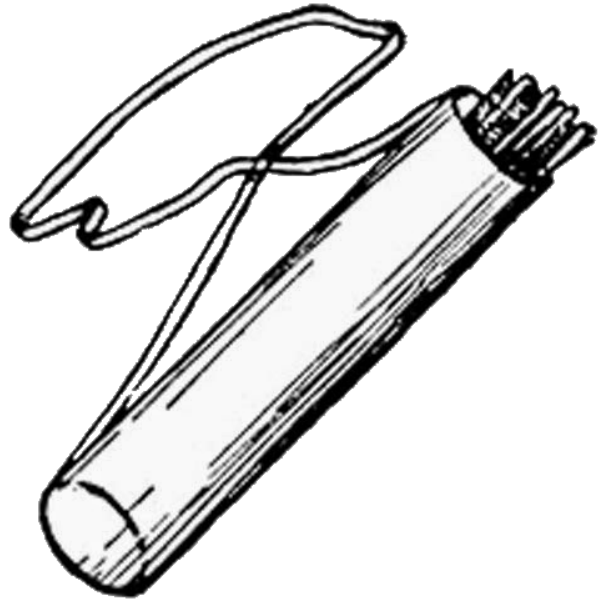


Arrows of Sparrows

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



Necklace of Fireballs

These disposable flame weapons were created by the Embers street gang in Vice to threaten guards with overwhelming force.

This necklace has three (3) beads hanging from it. You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level Fireball spell (save DC 15).

You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the level of the Fireball by 1 for each bead beyond the first.

Potion of Fire Resistance

When you drink this potion, you gain resistance to fire damage for 1 hour.



Potion of Acid Resistance

When you drink this potion, you gain resistance to acid damage for 1 hour.



Potion of Lightning Resistance

When you drink this potion,
you gain resistance to
lightning damage for 1 hour.



Potion of Cold Resistance

When you drink this potion, you gain resistance to cold damage for 1 hour.



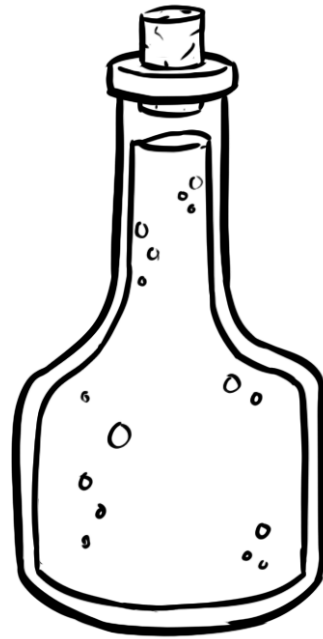
Potion of Invisibility

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.



Potion of Storm Giant Strength

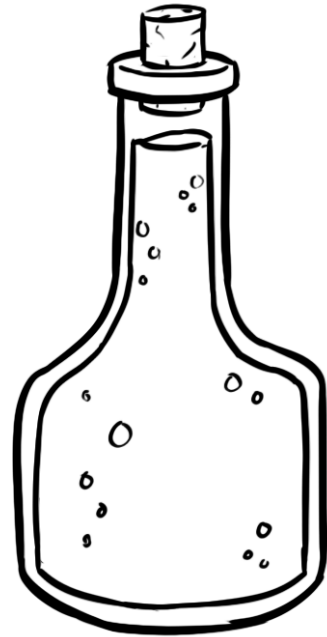
When you drink this potion, your Strength score changes to 29 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score.



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).

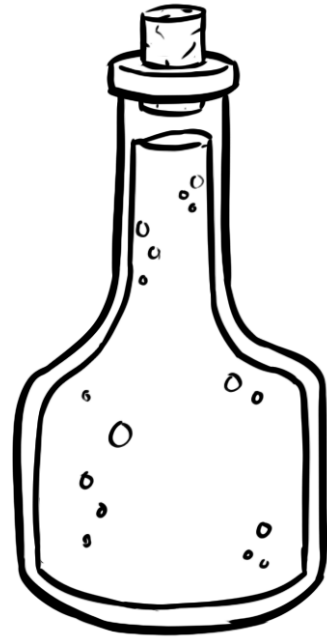
This blue potion bubbles and steams as if boiling.



Potion of Superior Healing

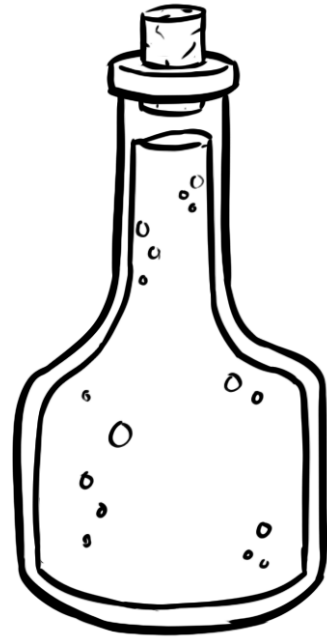
You regain 40 hit points when you consume this potion as an action, or $8d4+8$ if it is consumed as a bonus action.

This potion's red liquid glimmers when agitated.



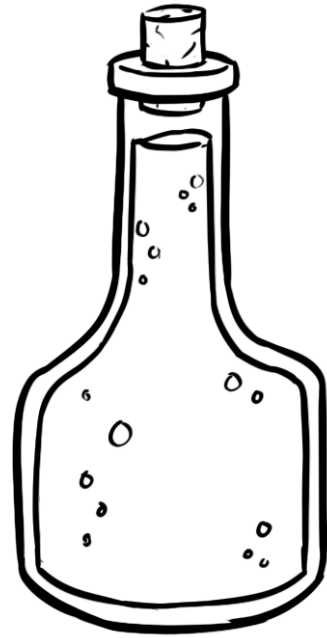
Potion of Invulnerability

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 5th level that you can cast.

