

Potion of Climbing

Potion, common

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks made to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

Potion of Heroism

Potion, rare

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.

Scroll of Locate Object

Scroll, uncommon

You sense the direction to an object known to you within 1,000 feet, provided you have seen it up close (within 30 feet). The spell lasts up to 10 minutes and requires concentration.

Scroll of Create or Destroy Water

Scroll, uncommon

You can create or destroy up to 10 gallons of water in containers or as rain. Alternatively, you can destroy fog in a 30-foot cube. The spell lasts instantly upon casting and does not require concentration.

Scroll of Shield of Faith

Scroll, common

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration. The effect lasts up to 10 minutes with concentration.

Potion of Greater Healing

Potion, uncommon

When you drink this potion, you regain $4d4 + 4$ hit points. The potion's red liquid glimmers when agitated.

Scroll of Spiritual Weapon

Scroll, uncommon

You create a floating, spectral weapon that lasts for the duration (1 minute). When you cast the spell, you make a melee spell attack as a bonus action, dealing 1d8 + your spellcasting ability modifier in force damage. No concentration required.

Scroll of Sanctuary

Scroll, common

You ward a creature within range against attack. Until the spell ends (1 minute), any creature who targets the warded creature with an attack or harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. The effect ends if the warded creature attacks or casts a spell that affects an enemy.

Scroll of Protection from Evil and Good

Scroll, uncommon

Until the spell ends (10 minutes), one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.