

◊◊◊◊◊◊ Fleetwing Boots ◊◊◊◊◊◊

Wondrous item, very rare (requires attunement)

Crafted from the finest materials, these supple boots are adorned with feathers and imbued with the magic of Hermes. When worn, they make almost no sound, and a gentle breeze seems to follow in the wearer's footsteps.

While wearing these boots, you gain the following benefits:
Your walking speed increases by 10 feet.

As a bonus action, you can click the boot's heels together. For the next 10 minutes, you have a flying speed of 40 feet and automatically succeed on all Strength and Dexterity saving throws. Once this property is used, it can't be used again until the next dawn.



◊◊◊◊◊◊ Potion of Ambrosia ◊◊◊◊◊◊

Potion, rare

When you drink this potion, you regain all spent Hit Dice, and your hit point maximum increases by an amount equal to three times your proficiency bonus. This increase lasts until you finish a long rest.

If you are a demigod, the *potion of ambrosia* grants you additional benefits. You gain a +1 bonus to AC and saving throws, which lasts until you finish a long rest.

Once you have consumed the *potion of ambrosia*, you can't benefit from its effects again until you have finished a long rest.