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<p>Antidote</p>  <p>Lethal damage to a single target is treated as normal damage.</p>	<p>Flimsy Shield</p>  <p>Halve the damage received by one target (rounding up).</p>	<p>Gloves of the Adept</p>  <p>One chosen ally may use any of its actions, no matter its HP.</p>	<p>Keen Eyesight</p>  <p>Lethal damage done to a monster remains lethal, or add 1 to any lethal damage value.</p>	<p>Mirror Shield</p>  <p>A target's attacker also takes that amount of damage.</p>	<p>Portable Stairs</p>  <p>Increase the range (but not quantity of lanes affected) of an action by one lane.</p>

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