

Potion of Healing



Heal any character (not monster) to full health, on your turn only.

Potion of Initiative



Take your Action Phase before the player holding the Initiative token. That player keeps the token for the next round.

Scroll of Misty Step



Move any ally up to 2 lanes in any direction.

Scroll of Teleportation



On your turn, instead of its usual movement, move an ally to any other lane.

Thunderous Horn



For this turn, an effect that applies to an entire lane is removed.

Vial of Poison



Damage done to a single target becomes lethal.

Antidote



Lethal damage to a single target is treated as normal damage.

Flimsy Shield



Halve the damage received by one target (rounding up).

Gloves of the Adept



One chosen ally may use any of its actions, no matter its HP.

Keen Eyesight



Lethal damage done to a monster remains lethal, or add 1 to any lethal damage value.

Mirror Shield



A target's attacker also takes that amount of damage.

Portable Stairs



Increase the range (but not quantity of lanes affected) of an action by one lane.