













Potion of Healing	Potion of Initiative	Scroll of Misty Step	Scroll of Teleportation	Thunderous Horn	Vial of Poison		
							
Heal any character (not monster) to full health, on your turn only.	Take your Action Phase before the player holding the Initiative token.	Move any ally up to 2 lanes in any direction.	On your turn, instead of its usual movement, move an ally to any other lane.	For this turn, an effect that applies to an entire lane is removed.	Damage done to a single target becomes lethal.		
Antidote	Flimsy Shield	Gloves of the Adept	Keen Eyesight	Mirror Shield	Portable Stairs		
							
Lethal damage to a single target is treated as normal damage.	Halve the damage received by one target (rounding up).	One chosen ally may use any of its actions, no matter its HP.	Lethal damage done to a monster remains lethal, or add 1 to any lethal damage value.	A target's attacker also takes that amount of damage.	Increase the range (but not quantity of lanes affected) of an action by one lane.		