

	MINOR HEALTH POTION		MINOR HEALTH POTION		MINOR HEALTH POTION		MINOR HEALTH POTION
Clear 1d4 HP.		Clear 1d4 HP.		Clear 1d4 HP.		Clear 1d4 HP.	
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Clear 1d4 HP.		Clear 1d4 HP.		Clear 1d4 HP.		Clear 1d4 HP.	
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	MINOR HEALTH POTION		MINOR HEALTH POTION		MINOR HEALTH POTION		MINOR HEALTH POTION
Clear 1d4 HP.		Clear 1d4 HP.		Clear 1d4 HP.		Clear 1d4 HP.	
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	MINOR HEALTH POTION		MINOR HEALTH POTION		MINOR HEALTH POTION		MINOR HEALTH POTION
Clear 1d4 HP.		Clear 1d4 HP.		Clear 1d4 HP.		Clear 1d4 HP.	
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	MINOR STAMINA POTION		MINOR STAMINA POTION		MINOR STAMINA POTION		MINOR STAMINA POTION
Clear 1d4 Stress.		Clear 1d4 Stress.		Clear 1d4 Stress.		Clear 1d4 Stress.	
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	HEALTH POTION		HEALTH POTION		HEALTH POTION		HEALTH POTION
Clear 1d4+1 HP.		Clear 1d4+1 HP.		Clear 1d4+1 HP.		Clear 1d4+1 HP.	
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	HEALTH POTION		HEALTH POTION		HEALTH POTION		HEALTH POTION
Clear 1d4+1 HP.		Clear 1d4+1 HP.		Clear 1d4+1 HP.		Clear 1d4+1 HP.	
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	HEALTH POTION		HEALTH POTION		HEALTH POTION		HEALTH POTION
Clear 1d4+1 HP.		Clear 1d4+1 HP.		Clear 1d4+1 HP.		Clear 1d4+1 HP.	
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	HEALTH POTION		HEALTH POTION		HEALTH POTION		HEALTH POTION
Clear 1d4+1 HP.		Clear 1d4+1 HP.		Clear 1d4+1 HP.		Clear 1d4+1 HP.	
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	STAMINA POTION		STAMINA POTION		STAMINA POTION		STAMINA POTION
Clear 1d4+1 Stress.		Clear 1d4+1 Stress.		Clear 1d4+1 Stress.		Clear 1d4+1 Stress.	
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**BOLSTER
POTION**

+1 to next Strength roll.

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**BOLSTER
POTION**

+1 to next Strength roll.

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**STRIDE
POTION**

+1 to next Agility roll.

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**STRIDE
POTION**

+1 to next Agility roll.

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**MINOR
STAMINA
POTION**

Clear 1d4 Stress.

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**MINOR
STAMINA
POTION**

Clear 1d4 Stress.

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**MINOR
STAMINA
POTION**

Clear 1d4 Stress.

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**MINOR
STAMINA
POTION**

Clear 1d4 Stress.

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**MINOR
STAMINA
POTION**

Clear 1d4 Stress.

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**MINOR
STAMINA
POTION**

Clear 1d4 Stress.

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**MINOR
STAMINA
POTION**

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STAMINA
POTION**

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STAMINA
POTION**

Clear 1d4 Stress.

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**MINOR
STAMINA
POTION**

Clear 1d4 Stress.

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	ATTUNE POTION		ATTUNE POTION		CONTROL POTION		CONTROL POTION
+1 to next Instinct roll.		+1 to next Instinct roll.		+1 to next Finesse roll.		+1 to next Finesse roll.	
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	VARIK LEAVES		GRINDLE TOOTH VENOM		ENLIGHTEN POTION		ENLIGHTEN POTION
Consume to gain 2 Hope.		Apply to a weapon that does physical damage. Add a d6 to next damage roll.		+1 to next Knowledge roll.		+1 to next Knowledge roll.	
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	Impr. Grindle Tooth Venom		POTION OF STABILITY		UNSTABLE ARCANE SHARD		VIAL OF MOONDRIP
Apply to a weapon that does physical damage. Add a d8 to next damage roll.		Choose one additional downtime move during current rest.		Make a Finesse roll to target group at Far range. Targets you succeed against take 1d20 magic.		See in total darkness until next rest.	
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	ARMOR STITCHER		SNAP POWDER		JUMPING ROOT		VIAL OF DARKSMOKE
Spend any number of Hope and clear that many Armor Slots.		Mark a Stress and clear a HP.		Leap up to Far range once without making a roll.		When attacked, roll a number of d6s equal to Agility. Add the highest result to your Evasion.	
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	GILL SALVE		IMPROVED ARCANE SHARD		CHARM POTION		CHARM POTION
Apply to neck to breathe underwater for number of minutes equal to level.		Make a Finesse roll to target group at Far range. Targets you succeed against take 2d20 magic.		+1 to next Presence roll.		+1 to next Presence roll.	
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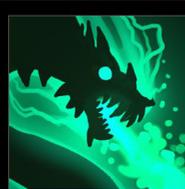
	MAJOR ATTUNE POTION		MAJOR ATTUNE POTION		MAJOR CONTROL POTION		MAJOR CONTROL POTION
+1 to Instinct until your next rest.		+1 to Instinct until your next rest.		+1 to Finesse until your next rest.		+1 to Finesse until your next rest.	
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	MAJOR ENLIGHTEN POTION		MAJOR ENLIGHTEN POTION		MAJOR CHARM POTION		MAJOR CHARM POTION
+1 to Knowledge until your next rest.		+1 to Knowledge until your next rest.		+1 to Presence until your next rest.		+1 to Presence until your next rest.	
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	MAJOR BOLSTER POTION		MAJOR BOLSTER POTION		MAJOR STRIDE POTION		MAJOR STRIDE POTION
+1 to Strength until your next rest.		+1 to Strength until your next rest.		+1 to Agility until your next rest.		+1 to Agility until your next rest.	
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	BLOOD OF THE YORGI		HOMET'S SECRET POTION		REDTHORN SALIVA		CHANNEL STONE
Teleport to a point you can see within Very Far range.		Your next attack critically succeeds.		Apply to a weapon that does physical damage. Add a d12 to next damage roll.		Take a spell or grimoire from your vault, use it once, and return to vault.	
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	MYTHIC DUST		ACIDPASTE		HOPEHOLD FLARE		MAJOR ARCANES SHARD
Apply to a weapon that does magic damage. Add a d12 to next damage roll.		This paste eats away walls the other surfaces in bright flashes.		Allies in Close range roll a d6 when they spend a Hope. On a 6, they gain effect without spending hope. Lasts until end of scene.		Make a Finesse roll to target group at Far range. Targets you succeed against take 4d20 magic.	
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	<p>FEATHER BONE</p>		<p>CIRCLE OF THE VOID</p>		<p>SUN TREE SAP</p>		<p>DRIPFANG POISON</p>
<p>Control your falling speed for a number of minutes equal to your level.</p>		<p>Mark a Stress to create a void up to Far range. No magic can be cast in the void. Creatures in the void are immune to magic damage.</p>		<p>Roll a d6. On 5-6, clear 2 HP. On 2-4, clear 3 Stress. On a 1, see through the veil of death, gain 1 scar.</p>		<p>Consuming this poison deals 8d10 direct magic damage.</p>	
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	<p>MAJOR HEALTH POTION</p>		<p>MAJOR HEALTH POTION</p>		<p>MAJOR HEALTH POTION</p>		<p>MAJOR HEALTH POTION</p>
<p>Clear 1d4+2 HP</p>		<p>Clear 1d4+2 HP</p>		<p>Clear 1d4+2 HP</p>		<p>Clear 1d4+2 HP</p>	
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	<p>MAJOR STAMINA POTION</p>		<p>MAJOR STAMINA POTION</p>		<p>MAJOR STAMINA POTION</p>		<p>MAJOR STAMINA POTION</p>
<p>Clear 1d4+2 Stress</p>		<p>Clear 1d4+2 Stress</p>		<p>Clear 1d4+2 Stress</p>		<p>Clear 1d4+2 Stress</p>	
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	<p>OGRE MUSK</p>		<p>WING SPROUT</p>		<p>JAR OF LOST VOICES</p>		<p>DRAGON BLOOM TEA</p>
<p>Prevent anyone from tracking you by mundane or magical means until your next rest.</p>		<p>Gain magical wings that allow you to fly for a number of minutes equal to your level.</p>		<p>Release a deafening echo of voices for number of minutes equal to Instinct. Unprepared creatures within Far range take 6d8 magic damage.</p>		<p>Unleash a fiery breath attack. Make Instinct roll against all adversaries in front of you within Close range, dealing d20 physical damage using your Proficiency.</p>	
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	<p>BRIDGE SEED</p>		<p>SLEEPING SAP</p>		<p>FEAST OF XURIA</p>		<p>BONDING HONEY</p>
<p>Thick vines from from your location to a point of your choice within Far range until your next short rest.</p>		<p>Instantly fall asleep for a full night's rest. You clear all Stress upon waking.</p>		<p>Eating this meal clears all HP and Stress and gain 1d4 Hope.</p>		<p>Glue two objects together permanently.</p>	
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	<p>SHRINKING POTION</p>		<p>GROWING POTION</p>		<p>KNOWLEDGE STONE</p>		<p>SWEET MOSS</p>
<p>Halve your size until you choose to drop the effect or until your next rest. +2 to Agility and -1 to Proficiency.</p>		<p>Double your size until you choose to drop the effect or until your next rest. +2 to Strength and +1 to Proficiency.</p>		<p>If you die while holding the stone, an ally can take a card from your loadout to place in their loadout or vault.</p>		<p>Consume during a rest to clear 1d10 HP or 1d10 Stress.</p>	
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	<p>BLINDING ORB</p>		<p>DEATH TEA</p>		<p>MIRROR OF MARIGOLD</p>		<p>STARDROP</p>
<p>Create a flash of bright light. All targets within Close range become Vulnerable until they mark an HP.</p>		<p>After drinking, you instantly kill your target when you critically succeed on an attack. If you don't critically succeed on an attack before your next long rest, you die.</p>		<p>When you take damage, you can spend a Hope to negate that damage. The mirror shatters after use.</p>		<p>Summon a hailstorm of comets that deals 8d20 physical damage to all targets within Very Far range.</p>	
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	<p>MAJOR HEALTH POTION</p>		<p>MAJOR HEALTH POTION</p>		<p>MAJOR HEALTH POTION</p>		<p>MAJOR HEALTH POTION</p>
<p>Clear 1d4+2 HP</p>		<p>Clear 1d4+2 HP</p>		<p>Clear 1d4+2 HP</p>		<p>Clear 1d4+2 HP</p>	
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<p>Clear 1d4+2 HP</p>		<p>Clear 1d4+2 HP</p>		<p>Clear 1d4+2 HP</p>		<p>Clear 1d4+2 HP</p>	
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	<p>MAJOR STAMINA POTION</p>		<p>MAJOR STAMINA POTION</p>		<p>MAJOR STAMINA POTION</p>		<p>MAJOR STAMINA POTION</p>
<p>Clear 1d4+2 Stress</p>		<p>Clear 1d4+2 Stress</p>		<p>Clear 1d4+2 Stress</p>		<p>Clear 1d4+2 Stress</p>	
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