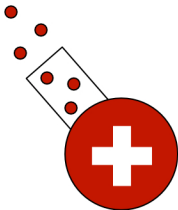


Potion

Common

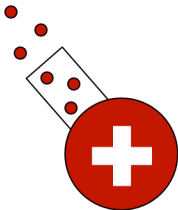


Heal a creature for 2 HP

UID #51

Potion

Common

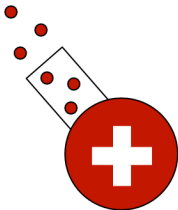


Heal a creature for 2 HP

UID #52

Potion

Common

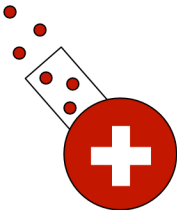


Heal a creature for 2 HP

UID #53

Potion

Common

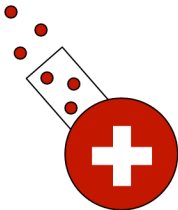


Heal a creature for 2 HP

UID #54

Potion

Common

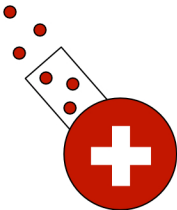


Heal a creature for 2 HP

UID #55

Potion

Common

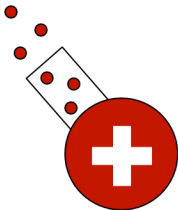


Heal a creature for 2 HP

UID #56

Potion

Common

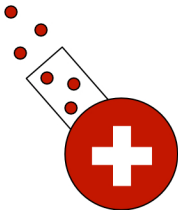


Heal a creature for 2 HP

UID #57

Potion

Uncommon

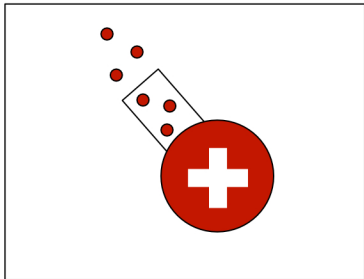


Heal a creature for 3 HP

UID #58

Potion

Uncommon

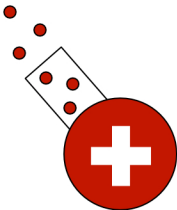


Heal a creature for 3 HP

UID #59

Potion

Uncommon

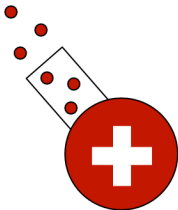


Heal a creature for 3 HP

UID #60

Potion

Uncommon

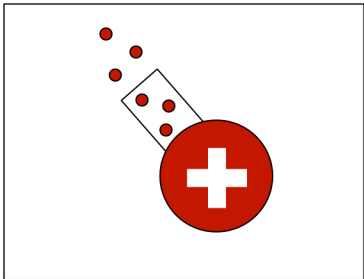


Heal a creature for 3 HP

UID #61

Potion

Rare

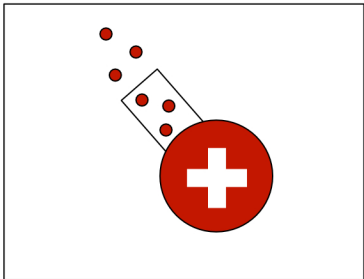


Heal a creature for 7 HP

UID #62

Potion

Rare

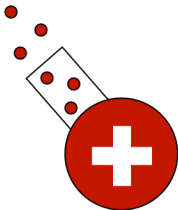


Heal a creature for 7 HP

UID #63

Potion

Epic

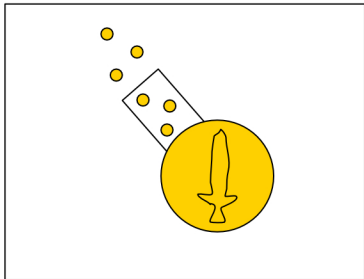


Heal a creature for 8 HP

UID #64

Elixir

Common

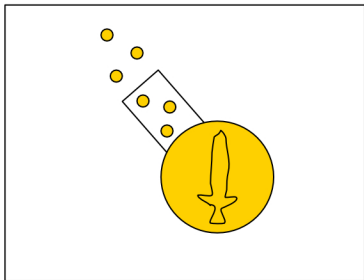


Raise attack power of a creature by 1

Lasts until end of battle

Elixir

Common

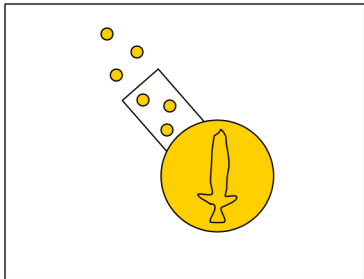


Raise attack power of a creature by 1

Lasts until end of battle

Elixir

Common

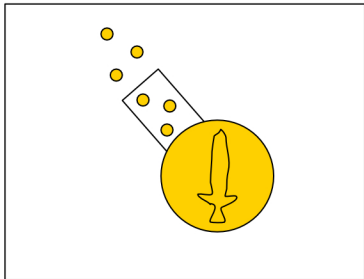


Raise attack power of a creature by 1

Lasts until end of battle

Elixir

Common

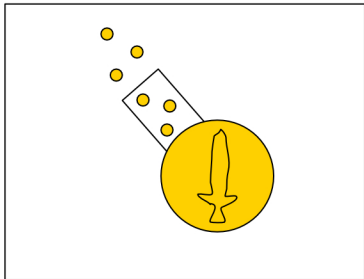


Raise attack power of a creature by 1

Lasts until end of battle

Elixir

Common

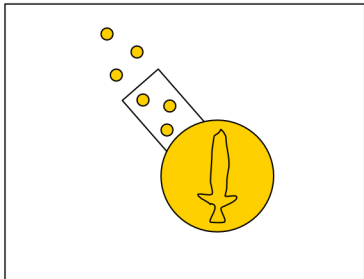


Raise attack power of a creature by 1

Lasts until end of battle

Elixir

Common



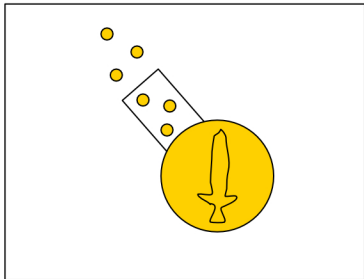
Raise attack power of a creature by 1

Lasts until end of battle

UID #70

Elixir

Common



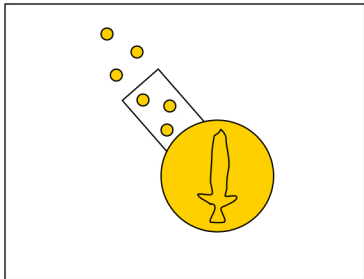
Raise attack power of a creature by 1

Lasts until end of battle

UID #71

Elixir

Common

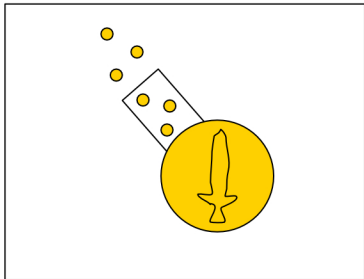


Raise attack power of a creature by 1

Lasts until end of battle

Elixir

Uncommon

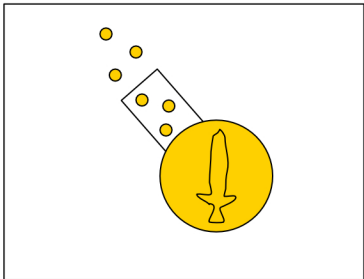


Raise attack power of a creature by 2

Lasts until end of battle

Elixir

Uncommon

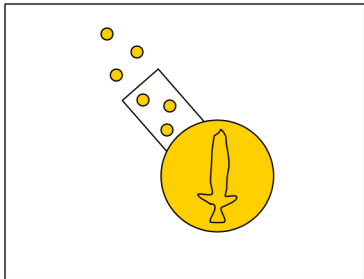


Raise attack power of a creature by 2

Lasts until end of battle

Elixir

Uncommon



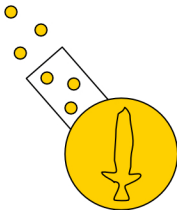
Raise attack power of a creature by 2

Lasts until end of battle

UID #75

Elixir

Uncommon

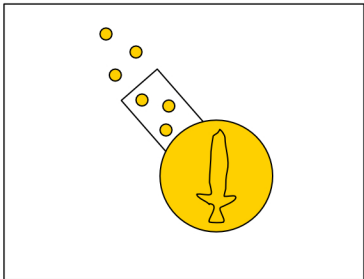


Raise attack power of a creature by 2

Lasts until end of battle

Elixir

Rare



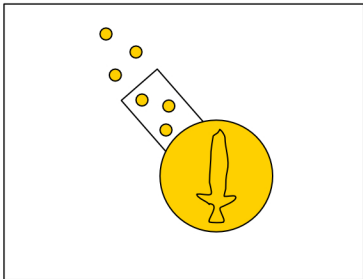
Raise attack power of a creature by 4

Lasts until end of battle

UID #77

Elixir

Rare



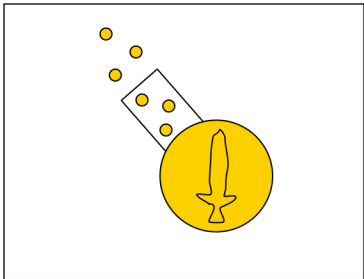
Raise attack power of a creature by 4

Lasts until end of battle

UID #78

Elixir

Epic

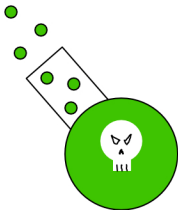


Raise attack power of a creature by 5

Lasts until end of battle

Poison

Common

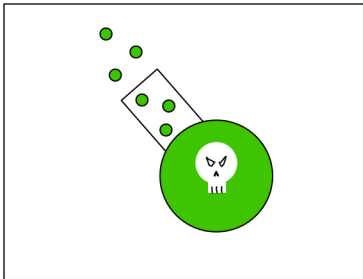


Damage a creature for -2
HP

Ignores defense

Poison

Common



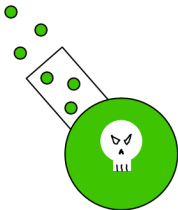
Damage a creature for -2
HP

Ignores defense

UID #81

Poison

Common

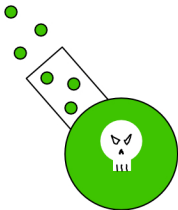


Damage a creature for -2
HP

Ignores defense

Poison

Common

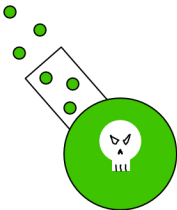


Damage a creature for -2
HP

Ignores defense

Poison

Uncommon

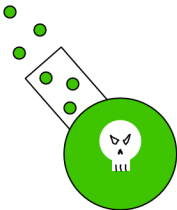


Damage a creature for -3
HP

Ignores defense

Poison

Uncommon

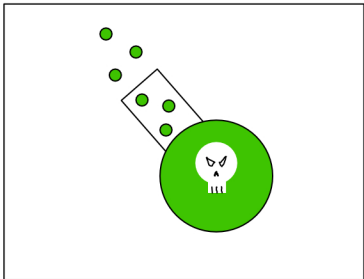


Damage a creature for -3
HP

Ignores defense

Poison

Rare

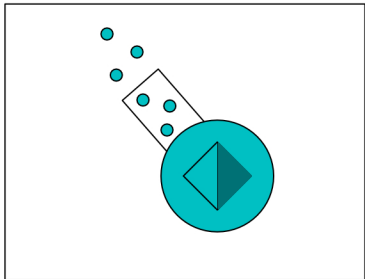


Damage a creature for -7
HP

Ignores defense

Revive

Common

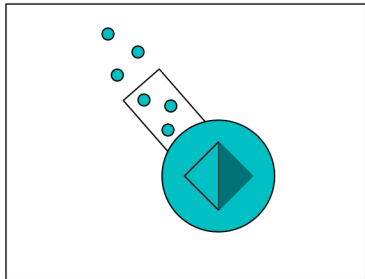


Revive a creature with 0
HP

UID #87

Revive

Common

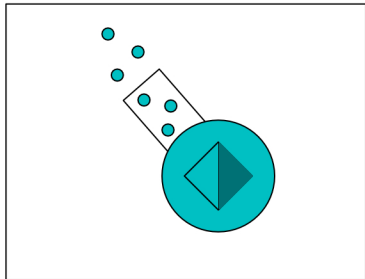


Revive a creature with 0
HP

UID #88

Revive

Common

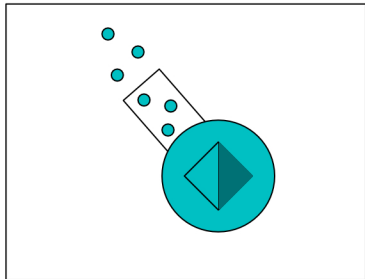


Revive a creature with 0
HP

UID #89

Revive

Common

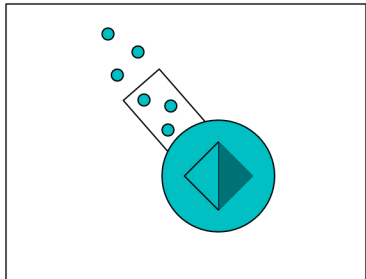


Revive a creature with 0
HP

UID #90

Revive

Uncommon

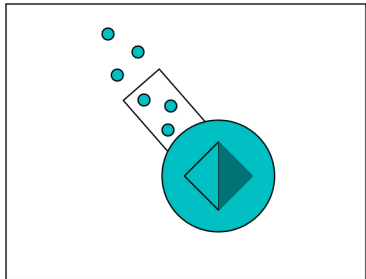


Revive a creature with 0
HP

UID #91

Revive

Uncommon

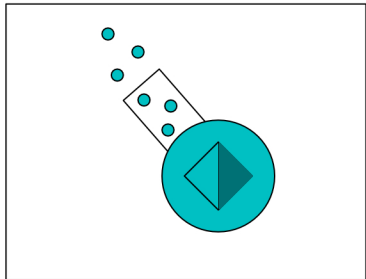


Revive a creature with 0
HP

UID #92

Revive

Rare



Revive a creature with 0
HP

UID #93

Bait

Common

Raise chances of catching
wild creature by 1

Lasts until end of battle

UID #94

Bait

Common

Raise chances of catching
wild creature by 1

Lasts until end of battle

UID #95

Bait

Common

Raise chances of catching
wild creature by 1

Lasts until end of battle

UID #96

Bait

Common

Raise chances of catching
wild creature by 1

Lasts until end of battle

UID #97

Bait

Uncommon

Raise chances of catching
wild creature by 2

Lasts until end of battle

UID #98

Bait

Uncommon

Raise chances of catching
wild creature by 2

Lasts until end of battle

UID #99

Bait

Rare

Raise chances of catching
wild creature by 4

Lasts until end of battle

UID #100