Potion

Common

Heal a creature for 2 HP

Potion

Common

Heal a creature for 2 HP

Potion

Common

Heal a creature for 2 HP

Potion

Common

Heal a creature for 2 HP
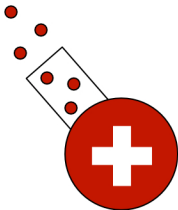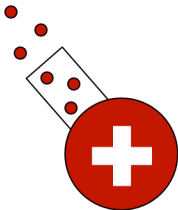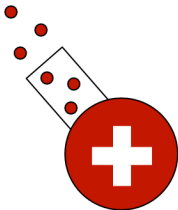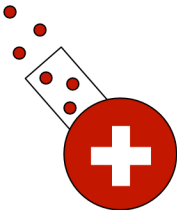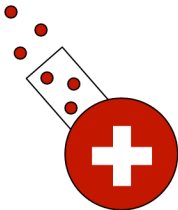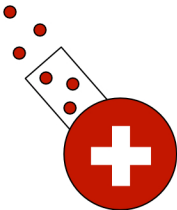
Potion

Common

Heal a creature for 2 HP

Potion

Common
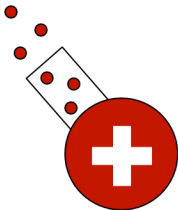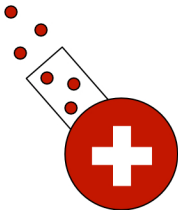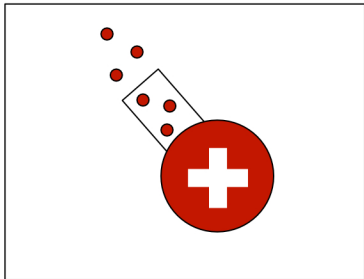

Heal a creature for 2 HP

Potion

Common

Heal a creature for 2 HP

UID #57

Potion

Uncommon

Heal a creature for 3 HP

Potion

Uncommon
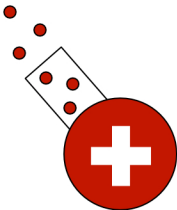

Heal a creature for 3 HP

Potion

Uncommon
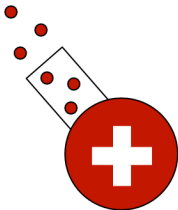

Heal a creature for 3 HP

Potion

Uncommon
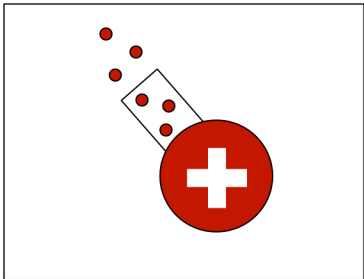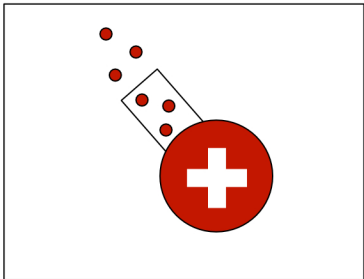

Heal a creature for 3 HP

Potion

Rare

Heal a creature for 7 HP

Potion

Rare
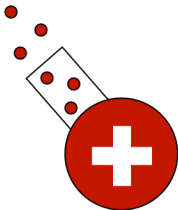

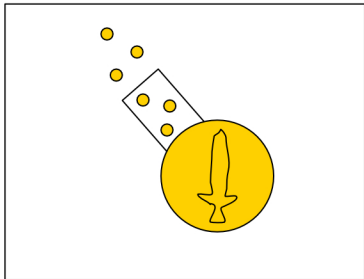Heal a creature for 7 HP

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

UID #67

Elixir

Common
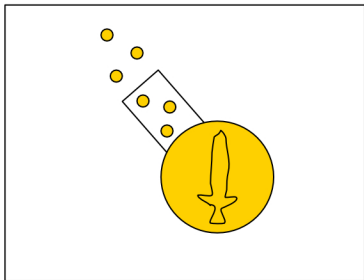

Raise attack power of a
creature by 1

Lasts until end of battle

Elixir

Common

Raise attack power of a
creature by 1

Lasts until end of battle

UID #69

Elixir

Common

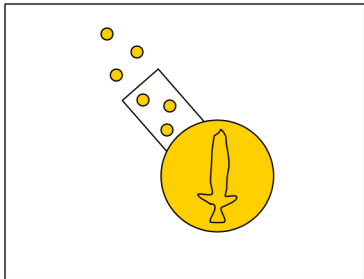Raise attack power of a creature by 1

Lasts until end of battle

Elixir

Common

Raise attack power of a
creature by 1

Lasts until end of battle
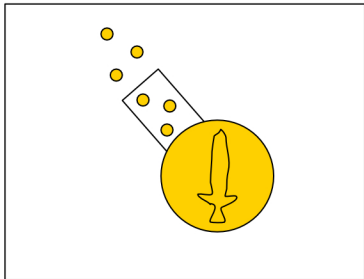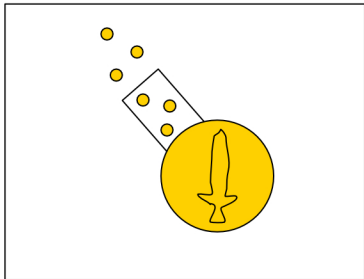
UID #71

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
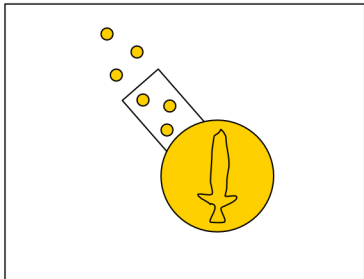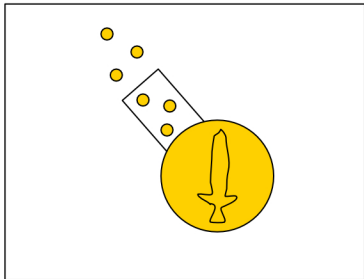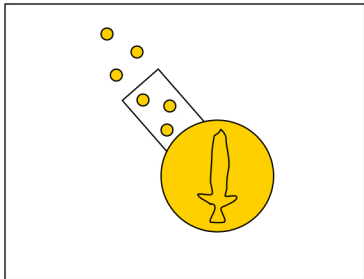
Lasts until end of battle

Elixir

Uncommon
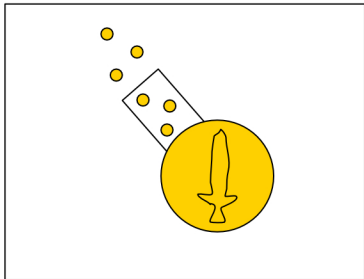

Raise attack power of a
creature by 2

Lasts until end of battle

Elixir

Uncommon
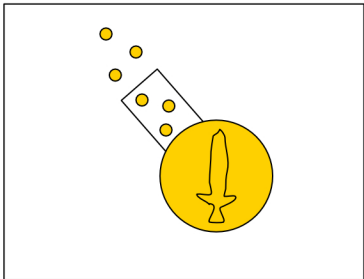

Raise attack power of a
creature by 2

Lasts until end of battle

Elixir

Uncommon

Raise attack power of a
creature by 2

Lasts until end of battle

Elixir
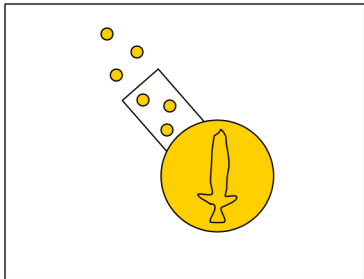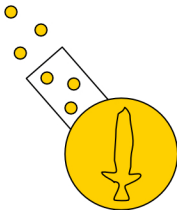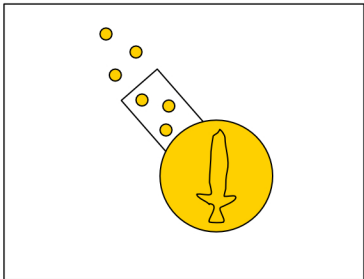
Rare
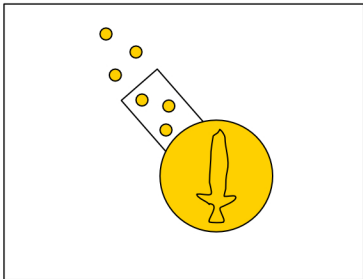

Raise attack power of a
creature by 4

Lasts until end of battle

Elixir

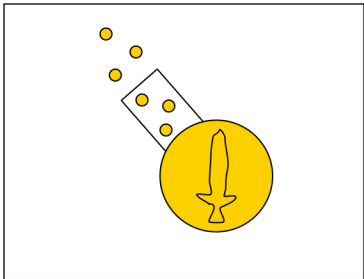Rare

Raise attack power of a
creature by 4

Lasts until end of battle

Elixir

Epic

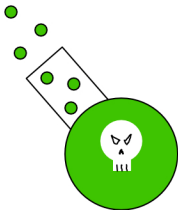Raise attack power of a
creature by 5

Lasts until end of battle

UID #79

Poison

Common

Damage a creature for -2 HP
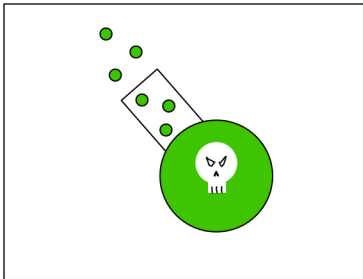
Ignores defense

UID #80

Poison

Common
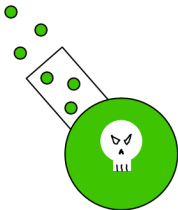

Damage a creature for -2
HP

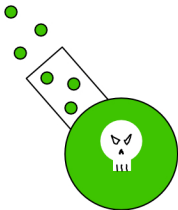Ignores defense

Poison

Common

Damage a creature for -2
HP

Ignores defense
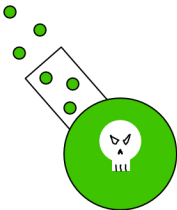
Poison

Common

Damage a creature for -2 HP

Ignores defense
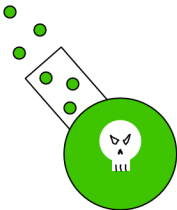
Poison

Uncommon

Damage a creature for -3 HP

Ignores defense

Poison

Uncommon

Damage a creature for -3
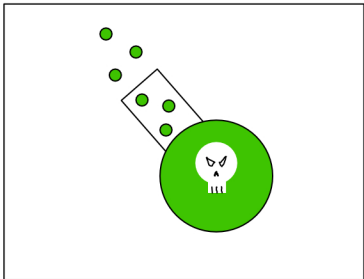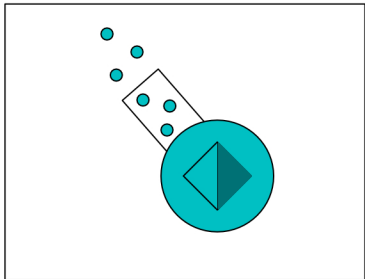HP

Ignores defense

Poison

Rare

Damage a creature for -7
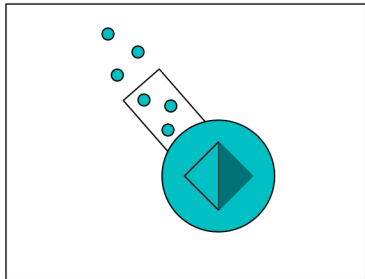HP

Ignores defense

UID #86

Revive

Common

Revive a creature with 0 HP

Revive

Common
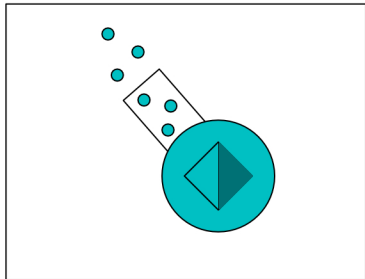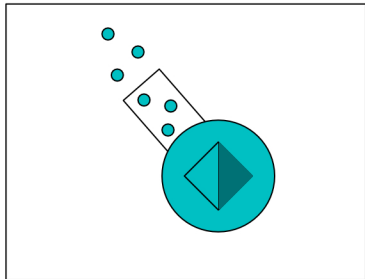

Revive a creature with 0 HP

Revive

Common

Revive a creature with 0 HP

Revive

Common
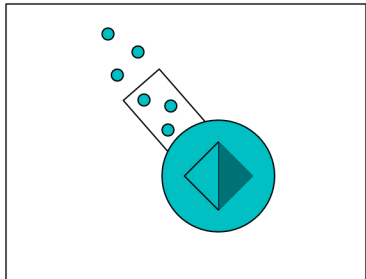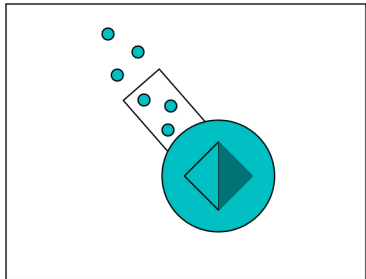

Revive a creature with 0 HP

Revive

Uncommon

Revive a creature with 0
HP

Revive

Uncommon
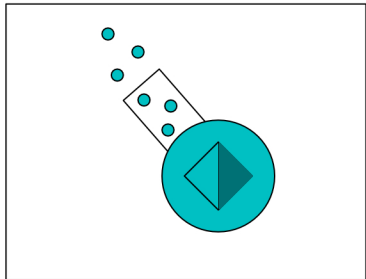

Revive a creature with 0 HP

Revive

Rare

Revive a creature with 0 HP

Bait

Common

Raise chances of catching
wild creature by 1

Lasts until end of battle

Bait

Common

Raise chances of catching
wild creature by 1

Lasts until end of battle

Bait

Common

Raise chances of catching wild creature by 1

Lasts until end of battle

Bait

Common

Raise chances of catching
wild creature by 1

Lasts until end of battle

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

Bait

Rare

Raise chances of catching
wild creature by 4

Lasts until end of battle