



CONSUMABLE

DEADWEIGHT DRAUGHT

Until the next time you take damage, you cannot be moved against your will.



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DWARVEN STOUT

Gain advantage on Strength Rolls until your next rest.



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ECLIPSE EXTRACT

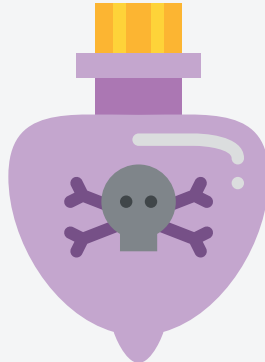
For the rest of the Scene, whenever you roll with Fear, you can treat it as a roll with Hope. Mark a HP each time you do.



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FUNGAL FLUSH

You can drink this to clear any Condition that is currently affecting you.



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GRAVEDIGGER'S GULP

Undead ignore you until you take or deal any damage.



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HAIL MARY MEAD

Lose 1 Hope. Your next successful attack is a critical hit.



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HULDER'S KISS

Gain advantage on Presence Rolls until your next rest.



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KINDLING DRAUGHT

You can drink this to gain 1d4 Hope.



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LAST BREATH POTION

The next time you would reach 0 HP in this scene, remain at 1 HP instead.

