

SIDE BAG TOKENS



Ale - Heal D6 Sanity Damage.



Anti Rad - Remove D6 Corruption Points



Bandages - Heal D6 Wounds.



Bomb - (Attack) Discard to Throw/Bounce.
Range - Strength+3 All models in the same and adjacent spaces take D6 Wounds, ignoring Defense.



Brimstone Ash - (Free Attack) Discard at any time to do 1 Wound to every adjacent Enemy, ignoring Defense.



Dark Stone Shiv - (*Performer* Only) (Free Attack) Do D6 Wounds to an adjacent Enemy, ignoring Defense.



Dynamite - (Attack) Discard to Throw/Bounce.
Range - Strength+3 All models in the same and adjacent spaces take D6 Wounds, ignoring Defense.



Exotic Herbs - Remove D3 Corruption Points



Fine Cigar - Gain Armor 3+ until the end of the Turn.



Fire Sake - (*Samurai* Only) Gain D3 Fury Tokens.



Flash - All Enemies are -2 Initiative until the end of the Turn.



Hatchet - (Free Attack)
Range - Strength +3 Shots - 1
+2 Damage, Uses *Melee To Hit*



Hellfire Sake - (*Samurai* Only) Gain D6 Fury Tokens.



Herbs - Discard to Heal 2D6 Wounds.



Holy Water - (Free Attack) Range 5 Does D8 Wounds, ignoring Defense and Armor to a single *Undead* or *Demon* Enemy or Heal 2D6 Wounds if Keyword *Holy*



Junk Bomb - (Free Attack) Discard to Throw/Bounce like *Dynamite*. All models in the same and adjacent spaces take 2D6 -5 Wounds, ignoring Defense.



Javelin - (Free Attack)
Range - Strength +3 Shots - 1
+2 Damage, Uses *Melee To Hit*



Lantern Oil - Re-roll one of the dice for a *Hold Back the Darkness* roll.



Magik Tonic - Recover a Grit and until the end of the Turn, you may Re-roll dice even if they have already been Re-rolled. Limit 1 per Turn.



Meat (Cooked) - Heal  Wounds.



Meat (Raw) - Heal D3+1 Wounds and take 1 Corruption Hit.



Nectar - Recover D3 Grit.



Potion - Add +2 to one of your basic Skills (Lore, Agility, etc) until the end of the Turn.



Rum - Heal D6 Sanity Damage.



Sake - Heal D6 Sanity Damage.



Salt - Roll 2 extra dice on a Skill test during a Keyword *Ghost* Encounter or Prevent D6 Wounds from a *Ghost* Enemy's Attack.



Shatter - (Attack) Discard to Throw/Bounce like *Dynamite*. All models in the same and adjacent spaces take D3 Wounds, ignoring Defense and gain *Stunned*.



Spice - Add D3 Damage to a single Hit. You also take 1 Wound, ignoring Defense.



Stake - (Free Attack) Combat 1 Critical Hit on 5+
+1 Damage vs *Undead* or *Beast*
+2 Damage vs *Vampire*



Strong Sake - Heal 2D6 Sanity Damage.



Swamp Fungus - Heal D6 Wounds and D6 Sanity Damage.



Tea - Heal D6 Wounds/Sanity (any mix) or Recover 1 Ability Token. Limit 1 per Turn.



Tequila - Heal 2D6 Sanity Damage.



Throwing Axe - (Free Attack)
Range - Strength +3 Shots - 1
+2 Damage, Uses *Melee To Hit*



Tonic - Recover a Grit.



Void Sake - Take 1 Corruption Hit and remove D3 Status Effect markers.



Whiskey - Heal D6 Sanity Damage.



Wine - Heal Sanity Damage.

LARGE SIDE BAG TOKENS



Amulet of Light - Cancel a Darkness card as well as all other Darkness cards currently in play. Counts as 2 Side Bag Tokens.



Elixir of Fortitude - Gain 1 Sanity or remove a Madness. Counts as 2 Side Bag Tokens.



Elixir of Purity - Gain 1 Corruption Resistance or remove a Mutation or Curse. Counts as 2 Side Bag Tokens.



Elixir of Vitality - Gain 1 Health or remove an Injury. Counts as 2 Side Bag Tokens.

STATUS EFFECT TOKENS



Bleeding - -3 Health. A Hero may use a Grit to remove a Bleeding marker. *Undead* models are Immune to Bleeding markers.



Burning - At the start of the model's Activation, remove 1 Burning marker (even if they have multiple) and they take 2 Wounds, ignoring Defense.



Death Mark - All Enemies do +2 Damage to you on their Attacks. Limit 1 per Hero.



Ensnared - The model is -1 Defense and cannot Move. At the start of the model's Activation each Turn, they may make a Strength 5+ test to remove the marker (or on 5+ if they have no Strength value). Limit 1 Ensnared.



Noise - Noise markers are used for specific Enemies (such as *Bone Eaters*). Heroes gain Noise markers by doing any of the following:

- Moving 3 or more spaces (unless *Stealth*)
- Making an Attack/Casting a Spell
- Making a Free Attack
- 1 extra if Attacking with a *Gun*
- Using a Side Bag Token
- Making a Skill test or Scavenge roll

A Hero may remove D6 Noise markers at the start of their Activation, and an extra D6 whenever an Explosive goes off (like a *Bomb*).



Poison - At the start of your Activation, roll a D6. On 1 or 2, take 1 Wound, ignoring Defense and Armor. On 6+, discard this Poison marker.



Potent Poison - At the start of your Activation, roll a D6. On 1, 2, or 3, take that many Wounds, ignoring Defense and Armor. On 6+, discard this Potent Poison marker.



Shaken - A model is -1 Max Grit and -1 Max Ability Token (both min. 1) for each Shaken marker they have. A Hero may spend 6 Move (all at once) to remove a Shaken marker.



Stone - For each Stone marker a model has, they are -1 Move (minimum 1) and -1 Initiative. If a model's Initiative ever reaches 0 from the effects of Stone markers, that model is turned to stone (defeated/KO'd from Wounds).

A Hero may use 1 Grit at any time to remove D3 Stone markers (but not to interrupt being turned to Stone).



Stunned - A model with 1 or more Stunned markers is -1 Defense. At the start of the model's Activation, roll a D6. On 4+, may remove 1 Stunned marker.



Traumatized - -2 Sanity. A Hero may use a Grit to remove a Traumatized marker. Unless noted otherwise, this has no effect on Enemies.



Void Venom - You are -1 on your *To Hit* rolls. *To Hit* rolls of 6+ still count as Critical Hits. Discard all Void Venom at the end of your next Activation.



Webbed - For each Webbed marker a model has, they are -1 Move (min. 0) and take +1 Damage from Enemy Attacks. At the start of the model's Activation, make a Strength 5+ test, and remove 1 Webbed for each 5+ rolled. Adjacent friendly models may give up an Attack to make this Strength 5+ test as well, to help.