

<b><u>SIDE BAG TOKEN</u></b>	<b><u>DESCRIPTION</u></b>
Ale	Discard to Heal D6 Sanity damage.
Anti-Rad	Discard to remove D6 Corruption Points.
Bandages	Discard to Heal D6 Wounds.
Bomb	Discard to throw as a ranged attack. Range: Strength +3 If missed To Hit roll, bounced D3 times before exploding. Exploding Bomb: Models in the target space and adjacent spaces take D6 Wounds each, ignoring Defense. Roll the damage for each model separately.
Brimstone Ash	Free Attack (at any time): Discard at any time to do 1 Wound to every adjacent enemy, ignoring Defense.
Dark Stone Shiv	Free Attack: Discard to do D6 Wounds to an adjacent enemy, ignoring Defense. Performer only.
Dynamite	Discard to throw as a ranged attack. Range: Strength +3 If missed To Hit roll, bounced D3 times before exploding. Exploding Dynamite: Models in the target space and adjacent spaces take D6 Wounds each, ignoring Defense. Roll the damage for each model separately.
Exotic Herbs	Discard to remove D3 Corruption Points.
Fine Cigar	Discard to gain Armor 3+ until the end of the turn.
Fire Sake	Discard to gain D3 Fury Tokens. Samurai only.
Flash	Discard to make all enemies -2 Initiative until the end of the turn.
Hatchet	Discard to throw as a Free Attack. Range: Strength +3 Shots - 1 +2 damage Although this is a ranged attack, use your Combat To Hit for the roll.
Hellfire Sake	Discard to gain D6 Fury Tokens. Samurai only.
Herbs	Discard to Heal 2D6 Wounds.
Holy Water	Discard to throw as a ranged Free Attack targeting a single Undead or Demon enemy. Range: 5 D8 damage, ignoring Defense and Armor or; Heal 2D6 Wounds from a Holy Hero.
Javelin	Discard to throw as a Free Attack. Range: Strength +3 Shots: 1 +2 damage Although this is a ranged attack, use your Combat To Hit for the roll.
Junk Bomb	Discard to throw like Dynamite. All affected models suffer 2D6-5 Wounds, ignoring Defense.
Lantern Oil	Discard to re-roll one of the dice for a Hold Back the Darkness roll.
Magik Tonic	Discard to recover a Grit and, until the end of the turn, you may re-roll dice with Grit even if they have already been re-rolled. Limit 1 per turn.
Meat	Discard to Heal [P] Wounds.
Meat - Raw	Discard to Heal D3+1 Wounds but also take 1 Corruption Hit.
Nectar	Discard to recover D3 Grit.
Potion	Discard to add +2 to one of your Skills (Agility, Lore, etc.) until the end of the turn.
Rum	Discard to Heal D6 Sanity damage.
Sake	Discard to Heal D6 Sanity damage.
Salt	Discard to prevent D6 Wounds from a Ghost enemy's attack. Or; roll 2 extra dice on a skill test for a Ghost Encounter.
Shatter	Discard to throw as a ranged attack. Range: Strength +3 If missed To Hit roll, bounce D3 times before exploding. Models in the target space and adjacent spaces take D3 Wounds, ignoring Defense, and gain a Stunned Marker. Roll the damage for each model separately.
Spice	Discard to add D3 damage to a single Hit. You also take 1 Wound, ignoring Defense.
Stake	Discard to perform a Free Attack. Gets a critical hit on 5+. +1 damage vs. Beast or Undead enemy. +2 damage vs. Vampire enemy.
Strong Sake	Discard to Heal 2D6 Sanity damage.
Swamp Fungus	Discard to Heal D6 Wounds and D6 Sanity damage.
Tea	Discard to Heal D6 Health/Sanity (any mix) damage or recover an Ability Token. Limit 1 per turn.
Tequila	Discard to Heal 2D6 Sanity damage.

Throwing Axe	Discard to throw as a ranged Free Attack. Roll once To Hit using Combat To Hit value. Does 1 Hit with +2 damage. A Throwing Axe does NOT need to target adjacent models first (like normal ranged attacks do).
Tonic	Discard to recover 1 Grit.
Void Sake	Discard and take 1 Corruption Hit to remove D3 Status Effect markers.
Whiskey	Discard to Heal D6 Sanity damage.
Wine	Discard to Heal [P] Sanity damage.
<b><u>LARGE TOKEN</u></b>	<b><u>DESCRIPTION</u></b>
Amulet of Light	Discard to cancel a Darkness card, as well as all other Darkness cards currently in play.
Elixir of Fortitude	Discard to gain 1 Sanity or remove a Madness.
Elixir of Purity	Discard to gain 1 Corruption Resistance or to remove a Mutation or Curse.
Elixir of Vitality	Discard to gain 1 Health or to remove an Injury.
<b><u>STATUS TOKEN</u></b>	<b><u>DESCRIPTION</u></b>
Bleeding	A model is -3 Health for each Bleeding marker it has. Remove all Bleeding markers when KO'd, or at the end of the Adventure. Use 1 Grit to remove a Bleeding marker at any time. Undead are Immune to Bleeding.
Burning	When a model has one or more Burning markers at the start of its Activation, one of those Burning markers is removed and the model takes 2 Wounds, ignoring Defense.
Cooldown	When a model starts their Activation with a Cooldown marker by them, that model does not make an attack with its weapon. Instead, remove the Cooldown marker at the end of their Activation.
Death Mark	While a Hero has a Death Mark token, all enemies do +2 damage on all of their attacks against that Hero. A Death Mark is removed if a Hero is KO'd or at the end of the Adventure. A Hero may never have more than 1 Death Mark token at a time.
Energy Shield	A model with one or more Energy Shield markers is protected by a powerful forcefield. Whenever the model takes a Hit that does 1 or more Wounds to them, instead discard one of their Energy Shield markers and cancel all damage and effects from that Hit. Models with the Energy Shield ability enter play with a number of Energy Shield markers listed. At the start of each turn, roll a D6 for each Energy Shield marker the model has lost. On the roll of 5+, they regain that Energy Shield marker.
Ensnared	While a Hero has an Ensnared marker, he is -1 Defense (subtracting 1 from all of his Defense rolls) and cannot Move. At the start of the Hero's Activation, it may make a Strength 5+ test to remove the marker (or on the single D6 roll of 5 or 6 if the model has no Strength value). No Hero may have more than one Ensnared marker at a time, and the marker is automatically removed at the end of the Fight or if the Hero is KO'd.
Entangle	Stays on Hero until they Move Away. While Entangled, the Hero is -1 to Defense rolls and further Entangle Hits do 2D6 damage, ignoring Defense.
Exertion	Any time a Hero starts their Activation in an area of the board that is fully enclosed by Barriers - that is to say, an area that cannot draw a path to any Door without crossing a Barrier or Wall - gains an Exertion marker. If a Hero currently enclosed by Barriers has 3 or more Exertion markers at the start of their Activation (after gaining any for the current turn), they take D6 Wounds, ignoring Defense and Armor. A Hero no longer in an area enclosed by Barriers may remove 1 Exertion marker from themselves at the start of each of their Activations. Note that only Heroes gain Exertion markers, enemies do not.
Noise	When in a Fight with an enemy that uses Noise markers, Heroes gain 1 Noise marker any time they do each of the following: - Moving 3 or more spaces (unless Keyword Stealth) - Making an attack or casting a spell - Making a Free Attack - One extra if attacking with a Gun - Using a Side Bag Token - Making a Skill test or Scavenge roll Every Hero may remove D6 Noise markers at the start of their Activation, and an extra D6 any time an explosive, such as a Bomb, goes off.
Poison	At the start of a Hero's Activation, roll a D6 for each Poison marker they currently have: On 1 or 2, the Hero takes 1 Wound, ignoring Defense. On 6, discard the marker. Remove all Poison at the end of the Adventure or if KO'd.

Potent Poison	At the start of a Hero's Activation, roll a D6 for each Potent Poison marker they currently have: On 1, 2, or 3, the Hero takes that number of Wounds, ignoring Defense. On 6, discard the marker. Remove all Potent Poison at the end of the Adventure or if KO'd.
Shaken	A model is -1 Max Grit and -1 Max Ability Tokens (both minimum of 1) for each Shaken marker it currently has. Walk It Off - The Hero may spend 6 move all at once to remove one Shaken marker. Remove all Shaken markers from a Hero at the end of an Adventure or if they are KO'd.
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. Roll a D6 at the start of its Activations. On 4+, 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.
Unwanted Attention	While a Hero has 1 or more Unwanted Attention markers, any time they roll a 7 on a Location Event Chart, they must roll to see if they are attacked! Roll a D6. If the roll is equal to or less than the number of Unwanted Attention markers they have, the Hero is attacked from behind by a cowardly but dangerous individual, with murder on the mind! The Hero must immediately make a Luck 5+ test to move aside at the last minute. If successful, the would-be assassin runs off into a back alley. If failed, the Hero is shot in the back, taking D6 x Hero Level Wounds, ignoring Defense and Armor. If this KO's the Hero, they are killed! All Unwanted Attention Markers are removed at the end of a Hero's Town Stay.
Void Venom	A Hero with a Void Venom marker on them is -1 on all of their To Hit rolls during their next Activation. Natural To Hit rolls of 6+ may still count as Critical Hits (and activate abilities, etc). At the end of the Hero's Activation, all Void Venom markers are removed from the Hero.
Webbed	For each Webbed marker a model has, they are -1 Move (minimum 0) and take +1 damage from every enemy Hit they take. At the start of the Model's Activation, it may make a Strength 5+ test. For each 5+ rolled, remove 1 Webbed marker. Adjacent friendly models may give up an attack to make a Strength 5+ test like this to help remove markers from this model.