

## TOY SOLDIER

Personal



At the end of each Adventure, before *Traveling To Town*, you recover 2 Grit instead.

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## WHITTLING KNIFE

Personal ♦ Blade



When called to make a **Cunning** or **Lore** test by an Exploration event, you may roll 2 extra dice.

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## STONE ARROWHEAD

Personal ♦ Tribal ♦ Charm



### +1 MOVE

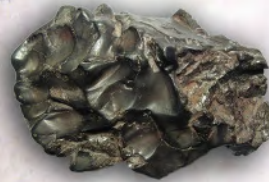
Once per Adventure, ignore all Damage from a single source.

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## FALLING STAR

Personal ♦ Meteorite

*At the moment of your birth a unique convergence of the heavens was focused on you.*



After all other save attempts, before taking Health or Sanity Damage from a **Spell** or **Magik** of any type, ignore the Hit on a D6 roll of 5+.

Void Enemies always target you first.

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## ROSE GOLD RING

Personal ♦ Ring

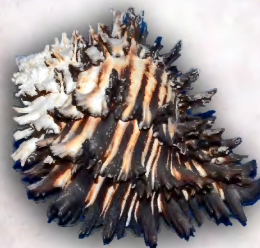


At the end of each Adventure, you may remove D2 **Corruption** from yourself and auto pass 1 *Dark Stone Corruption* roll.

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## SEASHELL

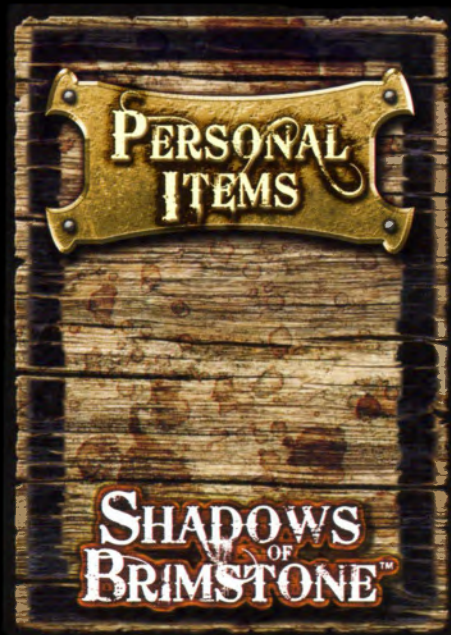
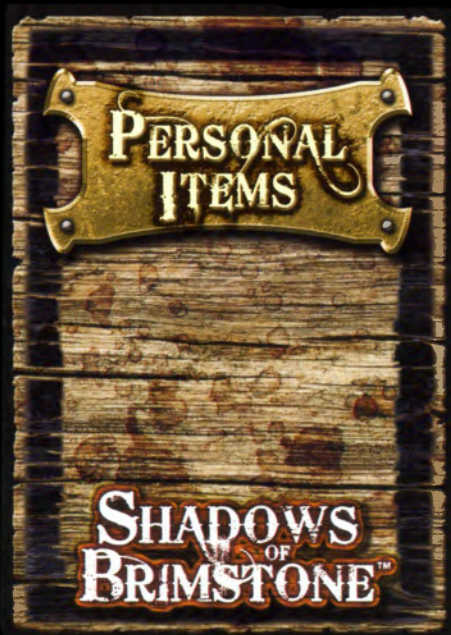
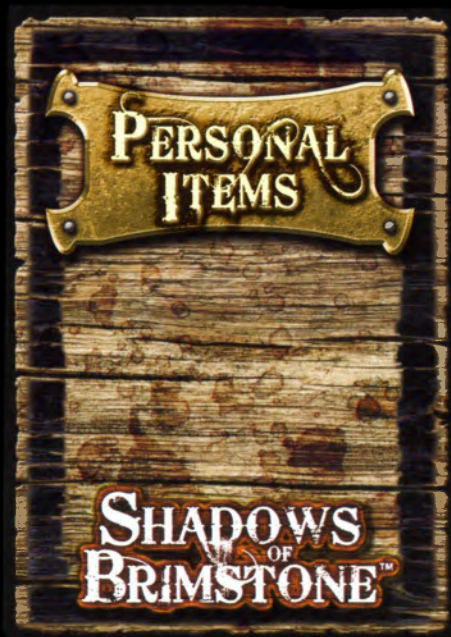
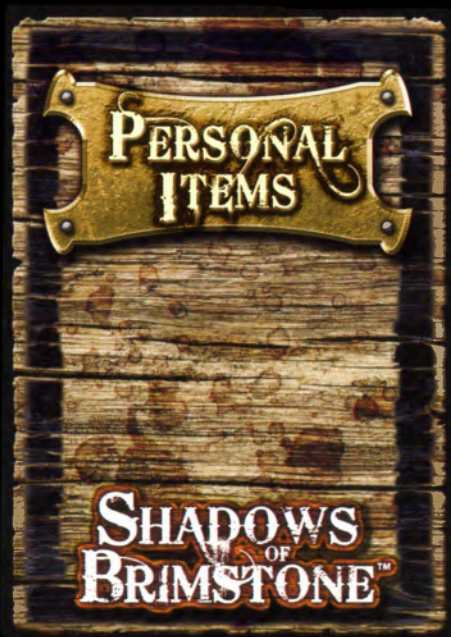
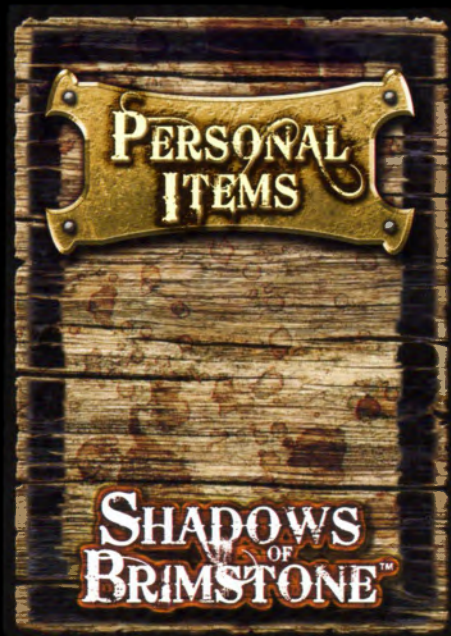
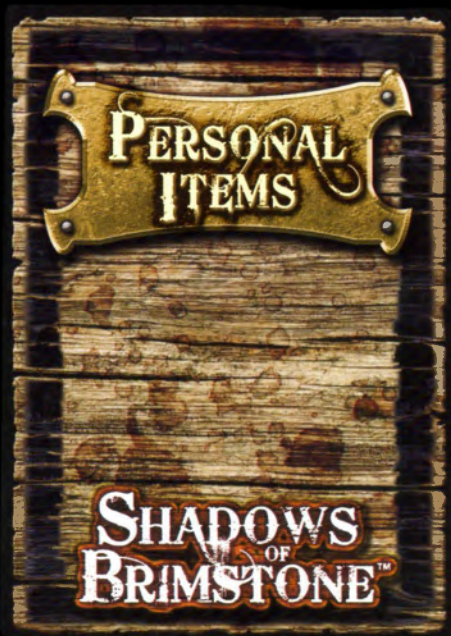
Personal



Once per Turn, may Re-roll a single Willpower roll.

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## TIN CUP

Personal



### +1 LUCK

+1 Grit for use in Town  
or when *Traveling To Town*.

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## GOLD MATCH BOX

Personal ♦ Fire



### +2 SANITY

Once per Adventure, at the start of a  
Fight make all enemies -1 Initiative.

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## SILVER PIN

Personal



### +1 STRENGTH

Once per Adventure, you are  
Armor 3+ for a single Turn.

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## PLATINUM BULLET

Personal

*Given to you as a child by a legendary  
figure, it is a stark reminder of what  
one man can do against the odds.*



### +1 MAX GRIT

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## OLD SIGNET RING

Personal



Once per Fight, add  
+1 Damage to one Attack.

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## LOCK OF HAIR

Personal

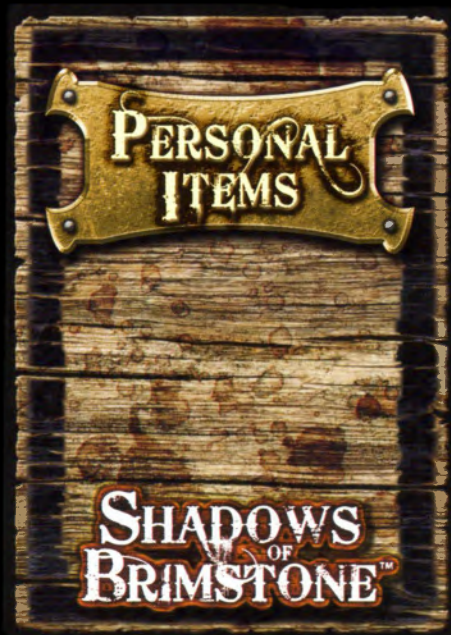
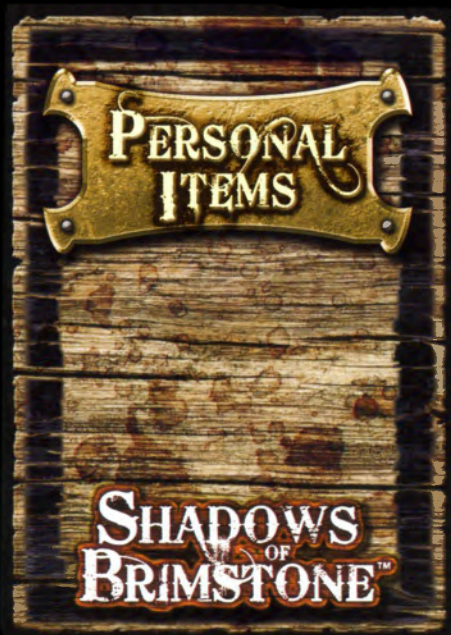
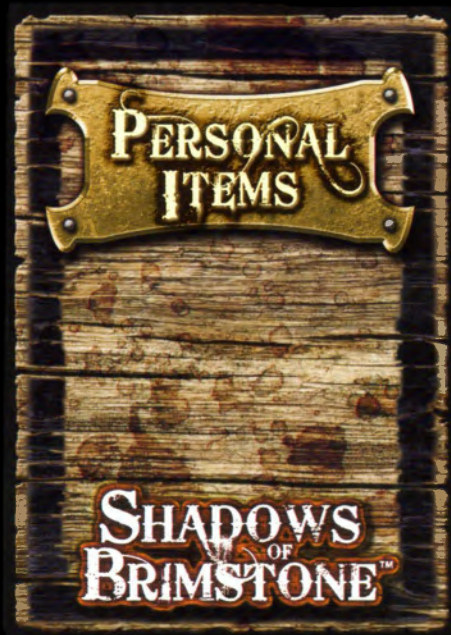
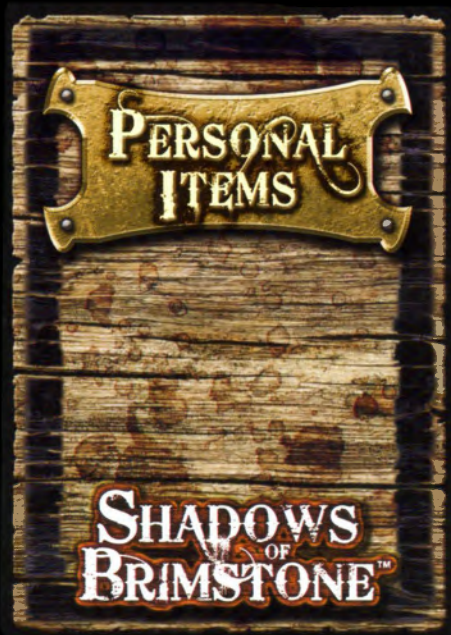
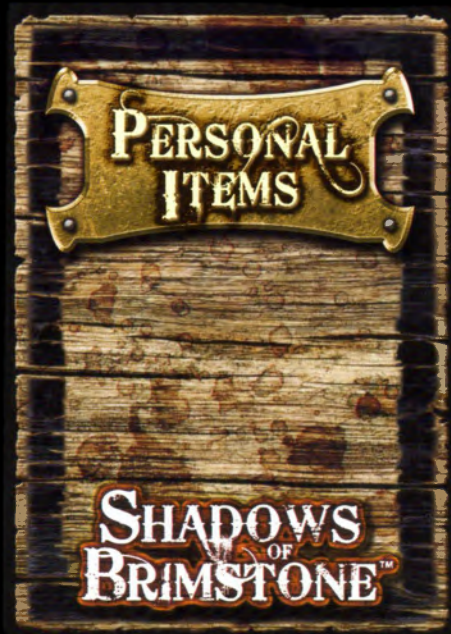
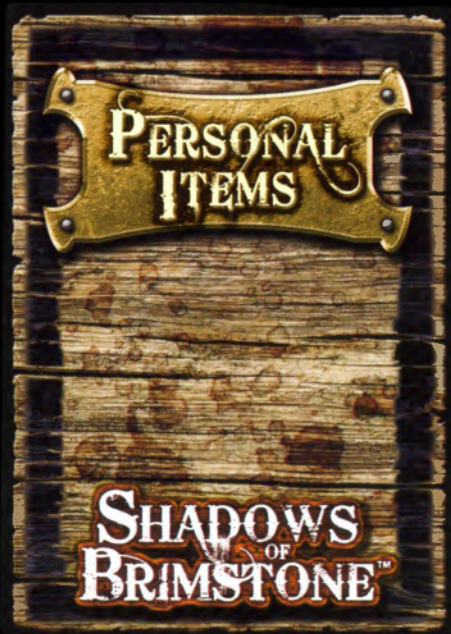


### +2 SANITY +2 HEALTH

Once per Adventure, you are  
Spirit Armor 3+ for a single Turn.

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## MUSIC BOX

Personal



Once per Adventure, you may move the Darkness marker back one step ignoring **Blood Spatter** and **Growing Dread** spaces.

Add +1 to all of your *Catch Your Breath* rolls.

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## OLD SKELETON KEY

Personal



You may Heal 1 **Wound** or **Sanity Damage** when you draw *Loot* or *Scavenge* cards.

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## CAT'S EYE MARBLE

Personal ♦ Glass



**+1 LUCK**

Once per Adventure, Fully Heal your Health.

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## FAMILY LEGACY

Personal ♦ Charm

*Back in the old country, one of your ancestors received a blessing from an old Gypsy woman.*



**+1 LORE**

*Undead, Vampires, and Werewolves always select you last as a target.*

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