

### Cola Bottle Lantern

*item, fragile, other*



+1 Accuracy

⚡ All survivors gain +1 Accuracy until the end of the round. Use once per round

### Piranha Helm

*armor, set, rawhide*

You may spend survival while Frenzied.

### Petal Lantern

*item, lantern, other*

After rolling on the severe injury table, you may spend any amount of survival to add that number to your roll result.

### Giant Stone Face

*weapon, melee, grand heavy, two-handed, stone*



**Devastating 1.**

If your attack roll result is a 1, archive this card and place a Giant Stone Face terrain tile in any adjacent space.

### Arm of the First Tree

*weapon, melee, club*



On a Perfect Hit, the monster gains -1 toughness token until the end of the round. A monster can only suffer this once per round.

### Aya's Sword

*weapon, melee, sword*

Pairs with Aya's Spear.

### Aya's Spear

*weapon, melee, spear*

Pairs with Aya's Sword.

### Scout's Tunic

*armor, set, leather*



Takes the place of the Leather Mask and Leather Cuirass for completing the Leather Armor set.

### Fairy Bottle

*item, fragile, other*



When you would die for any reason, instead restore all lost armor points and health levels, remove all bleeding tokens, and archive this card.

### Stone Arm

*item, stone, heavy*

**Block 1.**  
Ignore 1 dismembered arm permanent injury.



Challenge



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