

Credit goes to u/Taboobat on Reddit and @NevverMore on BGG for posting and taking pictures of the card pack's contents (respectively).

Source images here:

https://drive.google.com/drive/folders/1--qq8siTMCzSkcp4FtBRub_gerWGRzQ4

Item changes

Monster Grease

- **Nerf:** Cost increased from 1x organ to 2x organ
- Change: "Flammable" keyword added

Screaming Armor (Set bonus)

- **Nerf:** Set bonus armor reduced from 2 at all hit locations to 1 at all hit locations.

Screaming Horns

- **Nerf:** Deaf survivors no longer gain +1 insanity when activated.
 - (This fixes this item's infinite insanity loop)
- **Nerf:** Armor reduced from 3 to 2.

Screaming Skirt:

- **Nerf:** Armor reduced from 3 to 2.
- **Nerf:** Cost increased from 1x pelt to 1x pelt, 1x hide

Screaming Bracers:

- **Nerf:** Removed the "add an Acanthus if possible" rules text
 - (This moved to an ability gained from slaying a L3+ Antelope with Pottery innovated)
 - (Editor's note: Poots, stop, he's already dead)

Zanbato

- Change: Cost changed from 1x great cat bone, 2x hide to 1x perfect bone, 3x scrap, 1x hide
 - (Editor's note: At least it no longer requires hunting the White Lion!)
- **Nerf:** Crafting now requires Heat

Brain Mint

- Change: Now crafted at Stone Circle instead of Barber Surgeon

Elder Earrings

- Change: Now crafted at Stone Circle instead of Barber Surgeon
- Change: Cost changed from 1x scrap, 1x shank bone to 1x shank bone, 1x scrap
 - (Yes, it's the same cost, ordered differently!)

Speed Powder

- Change: Now crafted at Stone Circle instead of Barber Surgeon

Green Charm

- Change: Now crafted at Barber Surgeon instead of Stone Circle
- Change: Cost changed from 3x organ to 1x perfect hide
- **Nerf:** Crafting now requires Pottery

Red Charm

- Change: Now crafted at Barber Surgeon instead of Stone Circle
- Change: Cost changed from 3x organ to 1x perfect bone
- **Nerf:** Crafting now requires Pottery

Blue Charm

- Change: Now crafted at Barber Surgeon instead of Stone Circle
- Change: Cost changed from 3x organ to 1x perfect organ
- **Nerf:** Crafting now requires Pottery

First Aid Kit

- Change: Cost changed from 1x leather, 2x bone to 1x leather, 1x perfect bone

Scavenger Kit

- Change: Cost changed from 1x scrap, 1x pelt to 1x scrap, 1x perfect hide

Bug Trap

- Change: Cost changed from 1x muscly gums, 2x bone to 1x perfect organ, 2x bone

Counterweighted Axe

- **Nerf:** The perfect hit ability can only trigger once per attack.
 - (Editor's note: The ability still skips drawing hit locations.)

Scrap Sword

- Change: "Edge sharpens" ability text changed to **Barbed 4**

Scrap Dagger

- Change: "Edge sharpens" ability text changed to **Barbed 2**

Oxidized Lantern Glaive

- Change: "Edge sharpens" ability text changed to **Barbed 4**

Steel Sword

- Change: "Edge sharpens" ability text changed to **Barbed 1d10**

Skullcap Hammer

- Change: Cost changed from 2x bone, 1x scrap to 1x skull, 1x hide

Lantern Sword

- **Buff:** Cost decreased from 1x iron, 4x leather, 2x bone to 1x iron, 3x leather, 2x bone

Ring Whip

- **Buff:** Cost decreased from 1x iron, 3x organ, 3x bone to 1x iron, 2x organ, 3x bone

Dragon Slayer

- **Buff:** Crafting no longer requires Paint

Lantern Dagger

- **Buff:** Cost decreased from 1x iron, 5x bone, 3x hide to 1x iron, 4x bone, 3x hide

Blood Sheath

- Change: Now crafted at Plumery instead of Weapon Crafter

Rainbow Katana

- Change: Now crafted at Plumery instead of Weapon Crafter


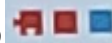
Finger of God

- Change: Now crafted at Plumery instead of Weapon Crafter

Hollow Sword

- Change: Speed reduced from 3 to 2
- Change: Lost the rules text "On a Perfect hit, make 1 additional attack roll."
- **Nerf:** Lost the "paired" ability
- **Buff:** Strength increased from 3 to 5
- **Buff:** Gained the "dagger" keyword
 - (Note: It still has the sword keyword!)
- **Buff:** Gained the rules text "This weapon gains strength equal to the monster's damage attribute."

Sonic Tomahawk

- **Buff:** Strength increased from 2 to 6.
- Change: Affinity ability requirements changed from  to 

Vespertine Bow

- **Nerf:** Strength reduced from 6 to 1.

Final Lantern

- Change: Added the lantern keyword
 - (was previously errata'd, is now printed)

Lantern Halberd

- Change: Added the “lantern” keyword
 - (was previously errata’d, corrected with this printing)

New items

Scrap Rebar

- Crafted at Weapon Crafter
- Cost: 2x Scrap, 1x Organ
- Keywords: item, metal, heavy
- Rules text: “The weapon to the left loses frail and gains unwieldy. If you attempt to wound a Super-dense location with the weapon, archive this at the end of the attack.”

Scrap Bone Spear

- Crafted at Weapon Crafter
- Cost: 4x bone, 1x scrap
- Requires: Heat
- Keywords: Weapon, melee, spear, bone, metal
 - (Not two-handed!)
- Speed: 2, Accuracy: 6+, Strength: 3
- Abilities: Reach 2, Frail
- Affinities: Left green, right red
- Affinity ability: (1 puzzle red) Barbed 4

Scrap Lantern

- Crafted at Weapon Crafter
- Cost: 1x scrap, 1x perfect organ
- Keywords: item, metal, lantern
- Rules text: When you depart, gain +1 survival
- Affinity: Right blue
- Affinity ability: (1 red, 1 blue) +1 accuracy

Polishing Lantern

- Crafted at Blacksmith
- Cost: 1x iron, 1x organ, 1x scrap
- Keywords: item, metal, lantern
- Affinity: Left red
- Rules text:
 - Ignore Early Iron.
 - Spend (Activation) to polish the edge of your or an adjacent survivor’s finesse weapon. It gains +4 strength for its next attack. Limit once per attack.