This document uses the following shorthand for book titles:

- WFRP – the Warhammer Fantasy Roleplay Rulebook
- ToA – Tome of Adventure
- ToB – Tome of Blessings
- ToM – Tome of Mysteries

This document includes references to cards and components from several sets. The set icon for the different products are:

- WHF01 Warhammer Fantasy Roleplay Core Set
- WHF02 Adventurer's Toolkit
- WHF04 The Gathering Storm
- WHF05 Game Master's Toolkit
- WHF06 Winds of Magic

**Card & Sheet Sizes**

In parentheses following the type of card is a descriptor indicating what size that component is, and what type of card sleeve is ideal for cards of that size.

**Standard:** Standard American Board Game Size. Dimensions: 2–1/4” x 3–1/2” (56 x 87 mm). FFG Supply code: Green

**Mini:** Mini American Board Game Size. Dimensions: 1–5/8” x 2–1/2” (41 x 63 mm). FFG Supply code: Yellow

**Sheet:** Reference sheet. Dimensions: 4” x 5” (102 x 127 mm).

**WHF01 Warhammer Fantasy Roleplay Core Set**

- Standard Cards: 165
- Mini Cards: 224
- Sheets: 35

**Action Cards (152 Standard)**

**Blessings / Divine**

- Battle’s Call
- Blessing of Health
- Blessing of Shallya
- Call for Aid
- Calming Touch
- Cure Insanity
- Cure Wounds
- Curry Favour
- Defy Undeath
- Destroy Undead
- Divine Assault
- Divine Perseverance
- Fearsome Visage
- Frailty
- Gritted Teeth
- Guiding Dream
- Healing Hand
- Hopeful Prayer
- Martyrdom
- Minor Blessing
- Minor Ward
- Morr’s Touch
- Penitent Zeal
- Righteous Strength
- Scent of the Black Rose
- Shallya’s Mercy
- Sigmar’s Hammer
- Sigmar’s Strength
- Sign of the Raven
- Soothing Voice
- Stay Morr’s Hand/Speed Morr’s Hand
- The Raven’s Eye
- Time of Need
- Twin-Tailed Comet

**Melee**

- Backstab
- Beat Back
- Coordinated Strike
- Cut & Run
- Disorienting Strike
- Double Strike
- Dramatic Flourish
- Duelist’s Strike
- Grapple
- Judgement of Vengeance
- Melee Strike x3
- Mighty Blow
- Nimble Strike
- Reckless Cleave
- Setup Strike
- Shield Slam
- Sword & Board
- Thunderous Blow
- Trollfeller Strike

**Ranged**

- Accurate Shot
- Arrowstorm
- Bullseye
- Called Shot
- Chink in the Armour
- Close Quarters Shot
- Covering Fire
- Execution Shot
- Extreme Shot
- Knockback Shot
- Powerful Throw
- Ranged Shot x3
- Rapid Fire
- Snap Shot
- Sniper Shot
- Threading the Needle
+ Thundering Shot
+ Twin Pistols

**Spells / Arcane**

+ Bewilder
+ Blade in the Dark
+ Burning Blood
+ Cantrip
+ Cauterise
+ Channel Power
+ Choking Shadows
+ Combustion
+ Counterspell
+ Curse
+ Doppleganger
+ Eye of the Beholder
+ Fair Warning
+ Fiery Passion
+ First Portent of Amul
+ Flameblast
+ Flaming Sword of Rhuin
+ Glamour of Fire
+ Glimpse Eternity
+ Great Fires of U’Zhul
+ Lightning
+ Magic Dart
+ Omen
+ Pool of Shadows
+ Pyrokinesis
+ Second Portent of Amul
+ Shadowcloak
+ Shielding Winds of Aqshy
+ Shooting Star
+ Shroud of Invisibility
+ Stormcall
+ Swiftwing
+ The Cerulean Shield
+ Veil of Fear

**Support**

+ Assess the Situation x3
+ Big City Bravado
+ Block x3
+ Call of the Wild
+ Combat Focus
+ Conundrum
+ Devious Manoeuvre
+ Dodge x3
+ Exploit Opening
+ Fake Out
+ Find Weakness
+ Fluster
+ Formal Diplomacy/Informal Carousing
+ Guarded Position x3
+ Honed Words
+ I Thought We Were Friends
+ Improved Block

+ Improved Dodge
+ Improved Guarded Position
+ Improved Parry
+ Inspiring Words
+ Parry x3
+ Perform a Stunt x3
+ Predator or Prey
+ Scrutinise
+ Shrug it Off
+ Splints and Bandages
+ Staring Contest
+ Steely Gaze
+ Twisting Words
+ Winning Smile

**Career Sheets (30)**

+ Acolyte
+ Agent
+ Agitator
+ Apprentice Wizard
+ Barber-Surgeon
+ Boatman
+ Burgher
+ Coachman
+ Commoner
+ Dilettante
+ Disciple
+ Envoy
+ Flagellant
+ Gambler
+ Giant Slayer
+ Hunter
+ Initiate
+ Mercenary
+ Messenger
+ Roadwarden
+ Scout
+ Soldier
+ Student
+ Thief
+ Thug
+ Troll Slayer
+ Watchman
+ Waywatcher
+ Witch Hunter
+ Zealot

**Condition Cards (30 min)**

+ Blinded x2
+ Cowed x2
+ Demoralised x2
+ Energised x2
+ Exposed x2
+ Frightened x2
+ Ill-Fortuned x2
+ Inspired x2
+ Invigorated x2
+ Overwhelmed x2
+ Perplexed x2
+ Rattled x2
+ Sluggish x2
+ Staggered x2
+ Weakened x2

**Insanity Cards (30 min)**

+ Agoraphobia
+ Breathless Anxiety
+ Catatonia
+ Delusions of Grandeur
+ Dizzying Delirium
+ Don’t Leave Me!
+ Dreadful Insight
+ Fading Memories
+ Faltering Steps
+ Fragile Nerves
+ Gibbering Terrors
+ Growing Apathy
+ Irrational Compulsion
+ Lethargy
+ Manic Fervour
+ Mounting Tension
+ Nagging Doubts
+ Omens of Doom
+ Oppressive Fear
+ Paranoia
+ Rotting Body
+ Straying Thoughts
+ Suspicious Mind
+ Terrifying Visions
+ The Dry Heaves
+ The Shakes
+ Trepidation
+ Unhinged
+ Unnatural Cravings

**ITEM CARDS (1 STANDARD)**
+ Korden’s Hammer

**LOCATION CARDS (12 STANDARD)**
+ Abandoned Cemetery
+ Audience Chamber
+ Crumbling Ruins
+ Dilapidated Shrine
+ Forest Glade
+ Forge
+ Marketstrasse
+ Old Dirt Road
+ River Ferry Station
+ Secret Passageway
+ Wizard’s Tower
+ Wood Elf Cairn

**MISCAST CARDS (19 MINI)**
+ Blinding Light
+ Chaotic Tremor
+ Coldsnap
+ Erratic Reflux
+ Hideous Vigour
+ Levitation
+ Magical Fury
+ Minor Disturbance
+ Nauseating Surge
+ Petrification
+ Power Drain
+ Reality Switch
+ Simulacrum
+ Strained Senses
+ Temporary Insanity
+ Time Distortion
+ Unnatural Lucidity
+ Violent Backlash
+ Wracking Agony

**SPECIALTY CARDS (6 MINI)**
+ Faith - Morr
+ Faith - Shallya
+ Faith - Sigmar
+ Order - Bright
+ Order - Celestial
+ Order - Grey

**TALENT CARDS (39 MINI)**

**FOCUS TALENTS**
+ Clear-Minded
+ Clever
+ Contemplative

**REPUTATION TALENTS**
+ Better Lucky Than Good
+ Charismatic
+ Confident
+ Favoured by Fortune
+ Fearless
+ Gregarious
+ I Know a Guy...
+ Icy Stare
+ Notorious
+ Resourceful
+ Shady
+ Silver Tongue
+ Strong Willed
+ Flanking Manoeuvre
+ Girding Oneself
+ I’ll Sleep When I’m Dead
+ Lead from the Front
+ Might Makes Right
+ Relentless Approach
+ Shield Wall
+ Timely Surge

**WOUND CARDS (70 MINI)**
+ Aches and Pains x2
+ Aggravated Wound x2
+ Annoying Injury
+ Blow to the Head
+ Broken Nose
+ Concussion x4
+ Crushing Blow
+ Dislocated Shoulder
+ Disoriented
+ Distracting Injury
+ Dizzying Blow
+ Exhausting Blow
+ Exposed Weakness x2
+ Festering Wound x2
+ Flesh Wound x4
+ Grievous Injury
+ Gruesome Bruise
+ Hideous Injury x2
+ Horrible Gash
+ Internal Bleeding
+ Low Blow

**TACTIC TALENTS (RED)**
+ Catlike Reflexes
+ Charge
+ Combat Alertness
+ Coordinated Efforts
+ Exceptional Training
Minor Nuisance x6
Minor Trauma x6
Nagging Injury
Painful Blow
Painful Injury
Pulled Muscle x2
Punch Drunk x2
Ringing Blow
Ringing Skull x3
Ruptured Spleen x2
Severe Sprain
Short of Breath x2
Sickening Blow x2
Smashed Limb
Spitting Teeth
Swimming Vision x2
Twisted Joint
Worrisome Blow x2
Wrenched Back

NOTE: Broken Rib and Constant Pain were mistakenly listed as WHF01 Core Set wound cards. The correct cards for those two slots are Low Blow and Painful Injury.

PARTY SHEETS
* Swords for Hire
* Gang of Thugs
* Brash Young Fools
* Intrepid Explorers
* Servants of Justice

PUNCHBOARD (3 SHEETS)
* 48 tracking tokens
* 6 stance rings
* 6 activation tokens
* 2 large standups
* 47 medium standups
* 39 stress & fatigue tokens
* 40 puzzle-fit stance pieces
* 5 puzzle-fit centre pieces

WHF02 ADVENTURER’S TOOLKIT
* Standard Cards: 55
* Mini Cards: 56
* Sheets: 15

ACTION CARDS (53 STANDARD)

MELEE
* Aaah – Call Him Off!
* Acrobatic Strike
* Counterblow
* Final Stroke of the Master
* High King Gotrek’s Justice
* Insulting Blow

RANGED
* Flight of the Phoenix
* Immobilising Shot
* Ranged Shot
* Sudden Knife
* Trick Shot

SUPPORT
* Assess the Situation
* Berserker Rage!
* Block
* Dirty Tricks
* Dodge
* Fear Me!
* Fetch, Boy!
* Guarded Position
* Herding Instinct
* Improved Block
* Improved Dodge
* Improved Guarded Position
* Improved Parry
* Man’s Best Friend
* My Life for Yours
* Old Dog, New Trick
* Parry
* Perform a Stunt
* Saga of Grimnir
* Saga of Grungni
* Saga of Valaya
* Shadow’s Coil
* Speed of Asuryan
* The Viper’s Dance
* Trivial Knowledge
* Wall of Steel
* Who’s Next?
* Woven Mist

CAREER SHEETS (10)
* Bailiff
* Bounty Hunter
* Dockhand
* Ironbreaker
* Pit Fighter

RATCATCHER
* Scribe
* Smuggler
* Swordmaster
* Wardancer

CAREER ABILITY CARDS (10 MINI)
* Bailiff
* Bounty Hunter
* Dockhand
* Ironbreaker
* Pit Fighter
* Ratcatcher
* Scribe
* Smuggler
* Swordmaster
* Wardancer

CONDITION CARDS (10 MINI)
* Damaged x2
* Entangled x2
* Intoxicated x2
* Shock x2
* Traumatised x2

FOLLOWER SHEET (1)
* Small But Vicious Dog

ITEM CARDS (2 STANDARD)
* Greatsword of Hoeth
* Gromril Armour

TALENT CARDS (30 MINI)

FOCUS TALENTS
* Adaptable
* Aethyric Attunement
* Air of Authority
* Devious
* Serene
* Skeptical
* Unshakable
* Well-Read

REPUTATION TALENTS
* Ambitious
* Connected
* Foul Mouthed
* Great Sense of Humour
* Outgoing
* Protective
* Social Butterfly
* Stiff Upper Lip

TACTIC TALENTS
* Cavalry Specialist
* Exploit a Weakness
* Made of Iron
* Roll With It
* Twist the Knife
* Untouchable
WARNING - The Card & Component List May Contain Some Spoilers! If you are going to participate in this adventure as a player, you may wish to skip this list.

A general list of cards and components is presented here, for a specific list, see the WFRP Support Page.

+ Standard Cards: 36
+ Small Cards: 28
+ Sheets: 8

ITEM CARDS (13 STANDARD)

LOCATION CARDS (13 STANDARD)

ACTION CARDS (16 STANDARD)

CONDITION CARDS (8 MINI)

INSANITY CARDS (3 MINI)

MISCARD CARDS (5 MINI)

TALENT CARDS (6 MINI)

WOUND CARDS (6 MINI)

WHF05 GAME MASTER’S TOOLKIT

WHF06 WINDS OF MAGIC

NEMESIS ORGANIZATION SHEETS (8)

PUNCHBOARD (1 SHEET)

PARTY SHEETS (4)

PUNCHBOARD (1 SHEET)

WHF04 THE GATHERING STORM
**Action Cards (97 Standard)**

**Spells / Arcane**

**Amber Order**
- Beast Speech
- Bestial Transformation
- Feral Howl
- Fangs of Fury
- Form of the Black Bear / Form of the Brown Bear
- Form of the Black Raven / Form of the Crow
- Form of the Grey Wolf / Form of the White Wolf
- Judgement of Beasts
- Keen Senses
- Primal Claw
- The Beast Made Well
- The Boar’s Vigor
- The Hunter’s Spear

**Amethyst Order**
- Acceptance of Fate
- Dark Hand of Death
- Death’s Door
- Death’s Messenger
- Death’s Release
- Deathsight
- Doom & Darkness
- Final Words
- Not Yet Time
- Rune of Shyish
- Reaping Scythe
- Steel Life
- Tide of Years

**Bright Order**
- Bolt of Aqshy
- Flamestorm
- Wings of Fire

**Celestial Order**
- Astral Projection
- Divination
- Wings of Heaven

**Dark Magic**
- Black Breath of Death
- Black Nimbus of Arnizipal
- Doombolt
- Dread Malaise
- Sadistic Glee
- Soul Drain

**Basic Cards**
- Cantrip
- Channel Power
- Counterspell
- Improved Counterspell
- Magic Dart
- Quickcasting

**Gold Order**
- Commandment of Brass
- Enchant Item
- Fault of Form
- Fool’s Gold
- Guard of Steel
- Law of Form
- Law of Logic
- Rule of Burning Iron
- Silver Arrows of Arha
- Transmutation of Lead
- Transformation of Metal
- Trail and Error / Dire Need

**Grey Order**
- Pit of Shades
- Traitor of Tarn
- Substance of Shadow

**Jade Order**
- Avalanche
- Curse of Thorns
- Gift of Life
- Growing Season
- Lance of Nature
- Leaf Fall
- Master the Seasons
- Rain of Life
- Shape Plants
- Summer’s Heat
- The Howler Wind
- The Whispering Wind
- Winter’s Frost

**Light Order**
- Body of Light
- Burning Gaze
- Clarity / Confidence
- Comforting Light
- Daemonbane
- Dazzling Light
- Exorcism
- Eyes of Truth
- Healing Energy
- Illumination
- Radiant Weapon
- The Power of Truth
- Ward Evil

**Tzeentch Cards**
- Bolt of Change
- Boon of Tzeentch
- Confusion of Tzeentch
- Destroy Magic
- Empathic Warp
- Flickering Fire of Tzeentch
- Gift of Chaos
- Mindfire
- Traitorous Flesh
- Treason of Tzeentch
- Warp Reality

**Mutation Cards (20 mini)**
- Abnormal Eye
- Ageless Form
- Beaked Face
- Brightly Coloured Skin
- Clawed Hands
- Cloven Hooves
- Dripping Pus
- Distended Limbs
- Exotic locomotion
- Extra Mouth
- Feathers
- Featureless
- Glowing Eyes
- Grotesque Features
- Horns
- Scaly Skin
- Soporific Musk
- Tail
- Tentacle
- Wings

**Miscast Cards (6 mini)**
- Major Corruption
- Minor Corruption
- Mutation
- Tainted Mind
- Time Dilation
- Unexpected Surge

**Mark of Tzeentch Cards (3 mini)**
- Mark of Tzeentch x3

**Insanity Cards (6 mini)**
- Gold Lust
- Khaine’s Spite
- Reclusion
- Temerity
- Unresolved Grudge
- Xenophobia

**Talent Cards (11 mini)**
- Aethyric Conduit
- Chamon, Lore of Metal, Gold Order
- Dark Magic
- Foresight
- Ghur, the Lore of Beasts, Amber Order
- Gyran, the Lore of Life, Jade Order
- Hysh, the Lore of Light, Light Order
- Magic Empathy
- Shyish, Lore of Death, Amethyst Order
- University Education
- Voice of Reason

**Career Ability Cards (10 mini)**
- Apothecary
- Charlatan
- Forger
- Grave Robber
+ Merchant
+ Navigator
+ Physician
+ Servant
+ Scholar
+ Wizard

**Career Sheets (10)**
+ Apothecary
+ Charlatan
+ Forger
+ Grave Robber
+ Merchant
+ Navigator
+ Physician
+ Servant
+ Scholar
+ Wizard

**GM Handouts and Tracking Sheets (4)**
+ Poster Handout
+ Adventure Map
+ The Clocktower
+ The Investigation

**Punchboard (2 sheets)**
+ 31 NPC and Enemy Standups
+ 36 Corruption Tokens
+ 24 Tracking Tokens
+ 9 Stance Tokens
+ 1 Hourglass Token