



CARD & COMPONENT LISTS

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
-  **WHF07** Edge of Night
-  **WHF08** Signs of Faith

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 / ARCANES

- + Bewilder
- + Blade in the Dark
- + Burning Blood
- + Cantrip
- + Cauterise
- + Channel Power
- + Choking Shadows
- + Combustion
- + Counterspell
- + Curse
- + Doppelganger
- + 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
- + Honeyed 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

CAREER ABILITY CARDS (30 MINI)

- + Acolyte
- + Agent
- + Agitator
- + Apprentice Wizard
- + Barber-Surgeon
- + Boatman

- + Burgher
- + Coachman
- + Commoner
- + Dilettante
- + Disciple
- + Envoy
- + Flagellant
- + Gambler
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- + Roadwarden
- + Scout
- + Soldier
- + Student
- + Thief
- + Thug
- + Troll Slayer
- + Watchman
- + Waywatcher
- + Witch Hunter
- + Zealot

CONDITION CARDS (30 MINI)

- + 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 MINI)

- + 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 Cemetary
- + Audience Chamber
- + Crumbling Ruins
- + Dilapidated Shrine
- + Forest Glade
- + Forge
- + Marketstrasse
- + Old Dirt Road
- + River Ferry Station
- + Secret Passageway
- + Wizard's Tower
- + Wood Elf Cairn

MISCARD 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
- + Deductive Reasoning
- + Determined
- + I Seem to Recall...
- + I've Seen Worse...
- + Instinctive
- + Jack of All Trades
- + Keen Eyes
- + Quick Wits
- + Resolute
- + Shadow Stalker

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

TACTIC TALENTS (RED)

- + Catlike Reflexes
- + Charge
- + Combat Alertness
- + Coordinated Efforts
- + Exceptional Training
- + 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
- + 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
- + Traumatic Blow
- + Twisted Joint
- + Worrisome Blow
- + 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 (33 STANDARD)



MELEE

- + Aaah – Call Him Off!
- + Acrobatic Strike
- + Counterblow
- + Final Stroke of the Master
- + High King Gotrek's Justice
- + Insulting Blow
- + Leap from Stillness/Stooping Hawk Leap
- + Melee Strike
- + Orion's Gambol
- + Path of Falling Water
- + Path of the Autumn Wind
- + Path of the Summer Gale
- + Path of the Swooping Hawk
- + Riposte
- + Skalf's Anvil
- + Surprise Attack
- + Tempest's Fury
- + Tooth and Nail
- + Whirling Death
- + Wrath of Morgrim



RANGED

- + Flight of the Phoenix
- + Immobilising Shot
- + Ranged Shot
- + Sudden Knife
- + Trick Shot



SUPPORT

- + Assess the Situation
- + Berzerker 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
- + Traumatized 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
- + Up Close and Personal
- + Vigilant

TRICK TALENTS

- + Bite and Shake
- + Good Dog
- + Harrier
- + Man's Best Friend
- + Nip at the Heels
- + Warning Bark

WOUND CARDS (6 MINI)

- + Broken Rib
- + Constant Pain
- + Deep Wound
- + Disfiguring Scar
- + Mangled Limb x2

PARTY SHEETS (4)

- + Diplomatic Entourage
- + Oathbound
- + Glory Hounds
- + Defiant Scoundrels

PUNCHBOARD (1 SHEET)

- + 24 tracking tokens
- + 12 fatigue & stress tokens
- + 10 medium standups
- + 1 small standup
- + 1 stance ring
- + 1 activation token
- + 10 puzzle-fit stance pieces
- + 2 puzzle-fit centre pieces

WHFo4 THE GATHERING STORM



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 (10 STANDARD)

CONDITION CARDS (8 MINI)

INSANITY CARDS (3 MINI)

MISCAST CARDS (5 MINI)

TALENT CARDS (6 MINI)

WOUND CARDS (6 MINI)

WHFo5 GAME MASTER'S TOOLKIT



- + Standard Cards: 22
- + Sheets: 8

ITEM CARDS (10 STANDARD)

- + Biting Axe
- + Bow of Athel Loren
- + Dwarf Horn
- + Dwarf-forged Armour
- + Enchanted Shield
- + Forbidden Tome
- + Locked Chest
- + Mysterious Flask
- + Profane Artefact
- + Profane Weapon

LOCATION CARDS (12 STANDARD)

- + Abandoned Mine
- + Burning Building
- + City Gates
- + Festival Grounds
- + Fortified Entrance
- + Hidden Shrine
- + Merchant's Wagon
- + Mysterious Cave
- + Rural Settlement
- + Steep Cliff
- + Toll House
- + Treasure Vault

NEMESIS ORGANIZATION SHEETS (8)

- + Brotherhood of Blades
- + The Criminal Empire
- + The Eldritch Circle
- + The Knights Templar
- + The Lurking Threat
- + The Powermongers
- + The Savage Warband

- + The Unholy Crusade

PUNCHBOARD (1 SHEET)

- + 24 tracking tokens
- + 2 large standups
- + 14 medium standups
- + 4 small standups
- + 1 pre-built progress track

GAME MASTER'S SCREEN (1)

WHFo6 WINDS OF MAGIC



- + Standard Cards: 110
- + Mini Cards: 56
- + Sheets: 14

BEASTFORM CARDS (3 STANDARD)

- + Black Bear
- + Raven
- + Grey Wolf

LOCATION CARDS (5 STANDARD)

- + Broad Sewers
- + Clock Tower
- + Magic Laboratory
- + Scribe's Shoppe
- + Temple Hospice

ITEM CARDS (5 STANDARD)

- + Magic Scroll
- + Magic Wand
- + Wand of Feathers
- + Warpstone Nugget
- + Wizard's Staff

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
- + Death'sight
- + Doom & Darkness
- + Final Words
- + Not Yet Time
- + Rune of Shyish
- + Reaping Scythe
- + Steal 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 Arnzipal
- + 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
- + Ghyran, 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

WHFo7 EDGE OF NIGHT



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.

- + Standard Cards: 19
- + Mini Cards: 28
- + Sheets: 8

ACTION CARDS (7 STANDARD)



SPELLS / ARCANE

- + Aspect of the Horned Rat
- + Death Frenzy
- + Pestilent Breath
- + Skitterleap
- + Vermintide
- + Warp Lightning



SUPPORT

- + Fight-Fight!

LOCATION CARDS (8 STANDARD)

- + Back Ally
- + Busy Street
- + Dwarf Bridge
- + Magnus's Tower
- + Noble's Mansion
- + Rowdy Tavern
- + Sewer Entrance
- + Wharf District

ITEM CARDS (4 STANDARDS)

- + Smoke Bomb
- + Desolate Blade
- + Horned Rat Amulet
- + Arcane Orrery

CONDITION CARDS (2 MINI)

- + Frenzied x2

MUTATION CARDS (6 MINI)

- + Bestial Features
- + Cacophony
- + Hulking Frame
- + Inhuman Eyes
- + Pliable Limbs

- + Skull Face

TALENT CARDS (3 MINI)

FOCUS TALENT

- + Smarter Than He Looks

REPUTATION TALENT

- + More Money Than Sense

TACTIC TALENT

- + Diestro Training

NPC CARDS (17 MINI)

- + Captain Andrea Pfeffer
- + Ernst Maler
- + Captain Erwin Blucher
- + Margrave Reinhardt von Mackesen
- + Wolfgang von Falkenhayn
- + Alfred Karstat
- + Lord Heisman von Bruner
- + Ludmilla von Bruner
- + Fritz Langenhorn
- + Johan Brass
- + Olga von Jungfred
- + Cristoph Engel
- + Florian Pfeifraucher
- + Schadrach Burke
- + Gunther Emming
- + Marianne Hertzlich
- + Heinrich Gutenberg

HANDOUTS (5 SHEETS)

- + Masquerade Invitation
- + An Incriminating Note
- + Mansion Map
- + Lair Map
- + Map of Ubersreik

FAMILY SHEETS (3)

- + Von Holzenauer
- + Aschaffenberg
- + Von Saponatheim

PUNCHBOARD (1 PIECE)

- + 1 Pre-built progress tracker
- + 14 NPC and enemy standups
- + 27 favour tokens
- + 10 corruption tokens

WHFo8 SIGNS OF FAITH



- + Standard Cards: 107
- + Mini Cards: 51
- + Sheets: 15

ACTION CARDS (96 STANDARD)



BLESSINGS / DIVINE

MANANN

- + Chanty of the Still Sea / Chanty of the Wild Waves

- + Chanty of the Wind
- + Chanty of Toil
- + Chanty of Waterwalking
- + Dead Calm / Living Storm
- + Fish!
- + Great Wave
- + Homeward Bound / Outward Bound
- + Manann's Trident
- + Water Breathing
- + Watery Grave
- + Wave of Anger
- + Wind of Fortune

MORR

- + Beyond the Veil
- + Dream Weaver
- + The Sleep of Morr

MYRMIDIA

- + Blazing Sun
- + Bless Armour
- + Bless Weapon
- + Confounding Prayer
- + Dismay Foe
- + Divine Prowess
- + The Eagle's Stoop
- + Improved Bless Weapon
- + Inspire Comrades / Inspire Self
- + Rousing Prayer
- + Seize the Initiative
- + Tactical Mastery
- + Weapon Mastery

RANALD

- + All That Glitters...
- + Bamboozle
- + Cat's Reflexes
- + Divine Distraction
- + Empty Pockets
- + Eyes of the Night Prowler
- + Gut Instinct
- + Heads I Win... / ...Tails You Lose
- + Lock Breaker
- + Mask of the Deceiver
- + Thief's Fortune
- + Unremarkable Face
- + X Marks the Spot

TAAL

- + Beasts of Rhya / Beast of Taal
- + Call Beast
- + Commune With Beasts
- + Face of Rhya / Face of Taal
- + The Hunted / The Hunter
- + Mending Paw / Rending Claw
- + Mother's Comfort / Hunter's Menace
- + Mother's Mercy / Hunter's Fury
- + Rhya's Bastion / Taal's Talons
- + Shelter of Rhya / Wall of Taal
- + Sleep of Rhya / Wakefulness of Taal
- + Untangle / Tangle

- + Vigil of Nature

SHALLYA

- + Alleviate Symptoms
- + Benediction of Health
- + Benediction of Peace
- + Cure Critical Wound
- + Cure Disease

SIGMAR

- + Armour of Contempt
- + Hammer of God
- + Sigmar's Light

ULRIC

- + Battle Howl
- + Duty Before Dishonour
- + Endure Elements
- + Fury of the White Wolf
- + Fury of Ulric
- + Prey's Scent
- + Spectral Wolf
- + Sacred Flame of the White Wolf
- + Swiftmess of the Wolf
- + Ulric's Strength
- + Valour of Ulric
- + Wolf's Cunning
- + Winter's Chill

VERENA

- + Balanced Fortitude / Balanced Might
- + The Balanced Scales
- + Clear Judgement
- + Disillusionment
- + Eyes of the Owl
- + Owl of Judgement
- + Owl of Wisdom
- + The Past Revealed
- + Perceive Lies
- + Pierce Illusion
- + Rebuke the Deceitful
- + Stern Prayer
- + Sword of Justice



SPELLS / ARCANE

- + Could of Flies
- + Magnificent Buboos
- + Miasma of Pestilence
- + Nurgle's Touch
- + Rancid Visitation
- + Stench of Nurgle
- + Stream of Corruption

ITEM CARDS (4 STANDARD)

- + Blessed Weapon
- + Flask of Pesilent Vapours
- + Lucky Charm
- + Seal of Sigmar

LOCATION CARDS (7 STANDARD)

- + Ancestor Monument
- + Bandit Camp

- + Grand Temple
- + Hospice of Shallya
- + Mining Town
- + Temple of Manann
- + Temple of Sigmar

CONDITION CARDS (6 MINI)

- + Nurgle's Rot x2
- + Frenzied x2
- + Freezing x2

SPECIALTY CARDS (6 MINI)

- + Faith - Manann
- + Faith - Myrmidia
- + Faith - Ranald
- + Faith - Taal
- + Faith - Ulric
- + Faith - Verena

TALENT CARDS (5 MINI)

FOCUS TALENTS

- + Righteous Servant
- + Fervant Belief

REPUTATION TALENTS

- + Ascetic Upbringing
- + Pious
- + Power of Faith

DISEASE CARDS (25 MINI)

- + Blacklegge
- + Bog Lice
- + Boil Lurgy
- + Flea Buboes
- + Galloping Trots
- + Ghastly Vapours
- + Ghoulpox
- + Giddy Haunts
- + Green Pox
- + Grimdark Fever
- + Gutter Worms
- + Morley's Revenge
- + Oozing Eye
- + Purple Brain Fever
- + Rattlelung
- + Red Pox
- + Scarlet Ague
- + Skinflake
- + Slackjaw
- + Stenchfoot
- + The Grim Ague
- + The Plague
- + Tomb Rot

- + Weevil Cough
- + Yellow Skull Fever

MUTATION CARDS (6 MINI)

- + Festering Skin
- + Foetid Fog
- + Slavering Tongue
- + Faceted Eyes
- + Obscene Obesity
- + Rancid Bile

MARK OF NURGLE CARDS (3 MINI)

- + Mark of Nurgle

CAREER SHEETS (10)

- + Assassin
- + Chamberlain
- + Investigator
- + Mystic
- + Pedlar

- + Performer
- + Priest
- + Prophet of Doom
- + Seer
- + Witch Hunter Captain

GM HANDOUTS (3 SHEETS)

- + An Unusual Note
- + A Public Proclamation
- + Map of Hugaldal

PARTY SHEETS (2 SHEETS)

- + Righteous Paragons
- + Ne'er-Do-Wells

PUNCHBOARD (2 PIECES)

- + 42 NPC and enemy standups
- + 24 Tracking Tokens
- + 7 Stance Pieces



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WHFio CREATURE VAULT



- + Standard Cards: 236
- + Sheets: 14

ACTION CARDS (131 STANDARD)



BLESSINGS / DIVINE

- + Benediction
- + Curse of Decay
- + Nurgle's Blessing
- + Plague Mass
- + Sigmar's Healing Hand



MELEE

- + ...Braaaaaains!
- + A Bone to Pick
- + Aerial Assault
- + Agile Strike
- + Ambush
- + Assassin's Strike
- + Berzerker Slash
- + Bestial Frenzy
- + Boneripper
- + Bounce 'n' Chomp
- + Bubonic Assault
- + Brutal Assault
- + Capture and Contain
- + Carven Attack
- + Cheap Shot
- + Chompity Chomp Chomp!
- + Crush 'Em Good!
- + Chop!
- + Da' Big Smash!
- + Dangerous When Cornered
- + Daemonic Strike
- + Dazzling Display
- + Delicious Braaaaaains!
- + Devastating Swing
- + Dismissive Swipe
- + Drag Down
- + Eviscerator
- + Eye Gouger
- + Fatebreaker
- + Fearsome Charge
- + Feathered Frenzy
- + Feint
- + Festering Strike
- + For the Glory of Tzeentch!
- + Go for the Throat
- + Grave Blade
- + Haunting Visions
- + Headlong Charge
- + Horrific Assault
- + I am the Hammer
- + Inescapable Power

- + Infected Blades
- + Inhibiting Attack
- + Jeer 'n' Jab
- + Knee Biter
- + Leprous Blow
- + Make a Stand
- + Masters of Fate
- + Mob Justice
- + No Escape, No Hope
- + Overrun (Tzeentch version)
- + Overrun (Swarm version)
- + Overwhelming Horde
- + Profane Rites
- + Purulent Attack
- + Putrefying Strike
- + Rampaging Mutation
- + Reaving Strike
- + Rend the Flesh
- + Revel in Corruption
- + Ruinous Attack
- + Sadistic Blow
- + Savage Strike
- + Scything Death
- + Seized by Bloodlust
- + Slay the Unbeliever
- + Slobber!
- + Sorcerous Strike
- + Sneaky Git
- + Stick 'em Wif Da Pointy End
- + Strafing Talon Strike
- + Strangleroots
- + Subdue
- + Swarm 'Em!
- + Swarm of Filth
- + Tooth and Claw
- + Undying Ferocity
- + Unholy Invocation
- + Vicious Bite
- + Wheeling Strike
- + Whirlwind Onslaught



RANGED

- + Death's Head
- + Feather Dart
- + Flame Breath
- + Flying Debris
- + Ghostly Howl
- + Quick-Quick, Kill-Kill
- + Scorching Flames
- + Stream of Bile
- + Vomit
- + Warning Shot
- + Warpstone Throwing Stars
- + Whip Strike



SPELLS / ARCANE

- + Arcane Blast
- + Arcane Bolt

- + Arcane Explosion
- + Beguile
- + Blasphemous Litany
- + Breaking the Wheel
- + Grand Deception
- + Magic Rift
- + Nurgle's Kiss
- + Storm Shroud
- + Swarm of Whispers
- + Tzeentch's Favour
- + Unravel Reality
- + Veil of Trickery



SUPPORT

- + Bestial Howl
- + Chaos Incarnate
- + Come, Face Me!
- + Dark Experiment
- + Deathly Presence
- + Do You Know Who I Am?
- + Enchanting Visage
- + Grace Under Pressure
- + Imperious Manner
- + Induce Panic
- + Price of Knowledge
- + Pronouncements of Doom
- + Quality Work
- + Raise the Dead
- + Relentless Horde
- + Resist the Lure
- + Run-Run!
- + Tally of Pestilence
- + Tree Singing

CREATURE CARDS (105 STANDARD)

- + Assassin
- + Bat Swarm
- + Beast of Nurgle
- + Black Orc
- + Boar
- + Bobo
- + Broken Wheel Leader
- + Cairn Wraith
- + Chaos Spawn
- + Changeling
- + Chaos Fury
- + Chaos Sorcerer of Nurgle
- + Chaos Warrior
- + Clan Eshin Assassin
- + Clan Moulder Packmaster
- + Clan Pestilens Plague Monk
- + Clan Skryre Poison Wind Globadier
- + Clanrat
- + Cockatrice
- + Cold One
- + Coloured Fiend
- + Corsair
- + Crypt Ghoul

- + Cult Follower
- + Cult Leader
- + Cult Mutant
- + Da Sikboyz Goblins
- + Daemon Prince of Nurgle
- + Daemon Prince of Tzeentch
- + Disc of Tzeentch
- + Doktor Festus
- + Dragon
- + Dragon Ogre
- + Dryad
- + Eduardo Rodrigues
- + Epidemius
- + Exalted Champion of Nurgle
- + Feathered Fiend
- + Fenbeast
- + Flamer of Tzeentch
- + Flesh Hound
- + Foaldeath
- + Forsaken
- + Franz Bieber
- + Giant
- + Giant Spider
- + Giant Wolf
- + Goblin
- + Gobspite
- + Gor
- + Great Unclean One
- + Grey Seer Rasknitt
- + Griffin
- + Gristlegore
- + Gutter Runner
- + Harpy
- + Herald of Tzeentch
- + Horror of Tzeentch
- + Imp
- + Insect Swarm
- + Izka Madtooth
- + Lazarous Mourn
- + Lord of Change
- + Magnus Gottschalk
- + Manticore
- + Marauder
- + Merchant
- + Minotaur
- + Niklas Schulmann
- + Noble
- + Nurgling
- + Orc
- + Plaguebearer
- + Plague Leader Archbacillus
- + Priest
- + Rat Ogre
- + Rat Swarm
- + River Troll
- + Ruffian
- + Ungor
- + Screamer of Tzeentch
- + Shaggoth

- + Skavenslave
- + Skeleton
- + Snotling
- + Soldier
- + Sorcerer of Tzeentch
- + Sorcerer Lord of Tzeentch
- + Specialist
- + Spite
- + Spirit
- + Squig
- + Stichelhelm's Skeleton
- + Stone Troll
- + Stormvermin
- + Tomb Banshee
- + Townsfolk
- + Tree Kin
- + Treeman
- + Vampire
- + Wargor
- + Witch Elf
- + Wizard
- + Wyvern
- + Zombie

CREATURE CATEGORY SHEETS (14 SHEETS)

- + Beastmen
- + Beasts
- + Chaos
- + Clan Eshin Skaven
- + Clan Moulder Skaven
- + Clan Pestilens Skaven
- + Clan Skryre Skaven
- + Daemons
- + Dark Elves
- + Forest Spirits
- + Giants & Trolls
- + Greenskins
- + Swarms
- + Undead

PUNCHBOARD (6 PIECES)

- + 3 small standups
- + 42 medium standups
- + 13 large standups

WHF12 PLAYER'S VAULT

- + Standard Cards: 152
- + Mini Cards: 75
- + 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
- + 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
- + 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
- + Troll-Feller Strike



RANGED

- + Accurate Shot
- + Arrowstorm
- + Bullseye
- + Called Shot
- + Chink in the Armour
- + Close-Quarters Shot

- + Covering Shot
- + 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
- + Doppelganger
- + 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
- + Shadow Cloak
- + 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
- + Curry Favour
- + Dodge x3

- + Devious Manoeuvre
- + Exploit Opening
- + Fake Out
- + Find Weakness
- + Fluster
- + Formal Diplomacy
- + Guarded Position x3
- + Honeyed 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 & 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

CAREER ABILITY CARDS (30 MINI)

- + 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

- + Icy Stare
- + I Know a Guy...
- + Notorious
- + Resourceful
- + Shady
- + Shield Wall
- + Silver Tongue
- + Strong Willed

TACTIC TALENT

- + Catlike Reflexes
- + Charge
- + Combat Alertness
- + Coordinated Efforts
- + Exceptional Training
- + Flanking Manoeuvre
- + Girding Oneself
- + I'll Sleep When I'm Dead
- + Lead from the Front
- + Might Makes Right
- + Relentless Approach
- + Timely Surge

PARTY SHEETS

- + Swords for Hire
- + Gang of Thugs
- + Brash Young Fools
- + Intrepid Explorers
- + Servants of Justice

PUNCHBOARD (4 HALF-SHEETS)

- + 24 tracking tokens
- + 2 stance rings
- + 2 activation tokens
- + 36 character standups
- + 10 one-point stress & fatigue tokens
- + 3 three-point stress & fatigue tokens
- + 8 puzzle-fit stance pieces
- + 2 puzzle-fit centre pieces

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
- + Deductive Reasoning
- + Determined
- + I Seem to Recall...
- + I've Seen Worse...
- + Instinctive
- + Jack of All Trades
- + Keen Eyes
- + Quick Wits
- + Resolute
- + Shadow Stalker

REPUTATION TALENT

- + Better Lucky Than Good
- + Charismatic
- + Confident
- + Favoured by Fortune
- + Fearless
- + Gregarious

WHF14 GAME MASTER'S VAULT

- + Standard Cards: 37
- + Mini Cards: 149

ACTION CARDS (12 STANDARD)



MELEE

- + Melee Strike



RANGED

- + Ranged Strike



SUPPORT

- + Assess the Situation
- + Block
- + Dodge
- + Guarded Position
- + Improved Block
- + Improved Dodge

- + Improved Guarded Position
- + Improved Parry
- + Parry
- + Perform a Stunt

CONDITION CARDS (30 MINI)

- + 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 MINI)

- + 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 (24 STANDARD)

- + Abandoned Cemetary x2
- + Audience Chamber x2
- + Crumbling Ruins x2
- + Dilapidated Shrine x2

- + Forest Glade x2
- + Forge x2
- + Marketstrasse x2
- + Old Dirt Road x2
- + River Ferry Station x2
- + Secret Passageway x2
- + Wizard's Tower x2
- + Wood Elf Cairn x2

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

WOUND CARDS (70 MINI)

- + Aches and Pains x2
- + Aggravated Wound x2
- + Annoying Injury
- + Blow to the Head
- + Broken Nose
- + Broken Rib
- + Concussion x4
- + Constant Pain
- + 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
- + Minor Nuisance x6
- + Minor Trauma x6
- + Nagging Injury
- + Painful Blow
- + Painful Injury
- + Pulled Muscle 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
- + Traumatic Blow
- + Twisted Joint
- + Worrisome Blow
- + Wrenched Back

PUNCHBOARD (2 HALF-SHEETS)

- + 24 tracking tokens
- + 1 stance ring
- + 1 activation token
- + 7 NPC/creature standups
- + 9 one-point stress & fatigue tokens
- + 2 three-point stress & fatigue tokens
- + 2 five-point corruption tokens
- + 8 one-point corruption tokens
- + 6 puzzle-fit stance pieces
- + 2 puzzle-fit centre pieces
- + 1 pre-assembled progress track

WHFIs THE WITCH'S SONG

- + Standard Cards: 31
- + Mini Cards: 38
- + Sheets: 8

ACTION CARDS (12 STANDARD)



MELEE

- + Devouring Grasp
- + Shade Strike



RANGED

- + Volley of Death



SPELL

- + Blessing of the Witch/Curse of the Witch
- + Cool Metal/Heat Metal
- + Feral Fire
- + Make Whole/Unmake
- + Mask of Aramar/Breath of Aramar
- + Shemtek's Fortune
- + Quickgrowth/Quickblight
- + The Witch's Song
- + Wildsight

CAREER ABILITY CARDS (2 MINI)

- + Witch
- + Warlock

CAREER SHEETS (2)

- + Witch
- + Warlock

CONDITION CARDS (12 MINI)

- + Aura of Faith x2
- + Daemonic Possession x2
- + Damaged x2
- + Entangled x2
- + Frenzied x2
- + Queasy x2

CREATURE CARDS (8 STANDARD)

- + Corsair
- + Kreiger's Zealots
- + Krijn
- + Krijn's Fenbeast
- + Mathias Krieger
- + The Beast of Fauligmere
- + Voluria
- + Witch Elf

GM HANDOUTS (4 SHEETS)

- + Coomon Folk Faction Sheet
- + Von Stauffer Faction Sheet
- + Zealots Faction Sheet
- + Map of Fauligmere

INSANITY CARDS (3 MINI)

- + Crawling Skin
- + Misanthropy
- + Psychomania

ITEM CARDS (4 STANDARD)

- + Assassin's Blade
- + Blackpowder Charges
- + Blessed Round Shot
- + Toad Familiar

LOCATION CARDS (7 STANDARD)

- + Cursed Ruins
- + Dark Elf Skiff
- + Desolate Swamp
- + Eerie Mist
- + Homely Tavern
- + Quickmire
- + Underground River

MISCAST CARDS (8 MINI)

- + Colour Shift
- + Curdling Curse
- + Daemonic Possession
- + Malefic Burst
- + Minor Corruption
- + Nauseating Aura
- + Rain of Frogs
- + Surge of Vitality

MUTATION CARDS (6 MINI)

- + Aged Flesh
- + Extra Arm
- + Gills
- + Latent Spawn
- + Warty Flesh
- + Witchesight

PARTY SHEETS (2 SHEETS)

- + Hunting Party
- + Secret Coven

SPECIALTY CARDS (1 MINI)

- + Witchcraft

TALENT CARDS (3 MINI)

REPUTATION TALENT

- + Intimidating Presence

TACTIC TALENT

- + Lead by Example
- + Strength in Numbers

WOUND CARDS (3 MINI)

- + Fade to Black x3

PUNCHBOARD (1 SHEET)

- + 1 activation token
- + 22 NPC/creature standups
- + 2 character standups
- + 2 one-point stress & fatigue tokens
- + 1 three-point stress & fatigue tokens
- + 1 pre-assembled progress track