













Sword & Sorcery Immortal Pledge Component Checklist








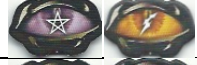

Total Main Game Parts (some tokens)

Ct	Item	Release	
1	Rulebook	Act I	
1	Storybook	Act I	
1	Book of Secrets	Act I	
1	Reference Sheet	Core	
1	Kickstarter Edition Components Sheet	KS	
2	Purple S&S Cloth Dice Bag	KS	
8	Red D10 Attack Dice	4 Core + 4 KS	
8	Blue D10 Attack/Defense Dice	4 Core + 4 KS	
13	Transparent Clips for Doors and Character Abilities	6 Core + 7 KS	
14	Black Soul Gem Clips (28 pieces)	Act I + KS + S + O&V	
14	Sturdy Hero Character Sheet Boards	KS	
1	Sturdy Bear Form Character Sheet Board	KS	
5	Hero Character Sheet Cards	Core	
1	Card Holding Tray	KS	
44	Double Sided Map Tiles (#1-#44)	Act I KS V.Lair	
4	Plastic Doors	KS	
4	Plastic Locked Doors	KS	
4	Plastic Chests	KS	
3	Door Tokens	Core	
3	Locked Door Tokens	Core	
3	Chest Tokens	Core	
3	Wall Tokens	Core	
60	+ Metal Crowns	KS	
15	Gold 50	KS	
20	Silver 10	KS	
25	Copper 5	KS	
14	Assembled Soul Gems	Core KS	
5	Hero Bookmarks	Core	

Total Tokens

Ct	Item	Release	
20	+ Soul Point Tokens		
5	Large 10		
5	Medium 5		
10	Small 1		
63	+ Crown Tokens		
18	Gold 50	3 V.Lair	
20	Silver 10		
25	Copper 5		
62	+ Wound Tokens		
18	Large 5/10		
21	Medium 3/4		
23	Small 1/2		
1	Menacing Hero Token		Red Jaws
18	+ Shadow Tokens		
6	Single Enemy		
6	Champion Enemy	2 KS	Celtic Knot
2	Double Enemy		
1	Male Citizen		
1	Female Citizen		
1	Blank Quest Scroll Objective		
1	Quest Scroll with Enemy Head		
15	+ Critical Tokens		
1	Blue Stun		
1	Blue Blind		
2	Blue K.O.		

2	Red -1 Hit		
2	Red -1 Wound		
1	Red -2 Wound		
2	Red -1 Armor		
1	Red -1 Bolt		
2	Green -1 Wound		
1	Green -2 Wound		
4	Spawn Gates		
6	Loots		
6	Waypoints		
2	Shrines		
1	Magic Key		
1	Magic Lock		
4	Search Areas		
6	Blinded		
7	Slowed	1 Samyria	
7	Stunned	1 Samyria	
6	Poisoned		
8	Bleeding	6 KS 2 Samyria	
6	Exhaust	6 KS	
14	Fire	4 O&V	
21	Artifact Charges	6 KS 2 O&V 4 V.Lair	
18	Magic Shields	6 KS 2 Samyria	
8	+1/-1 Hit	2 Samyria	
6	+1/-1 Shield		
8	+1/-1 Armor	2 Samyria	
6	Red -1 Armor	KS	
3	Blind Terrain Markers	KS	
3	Barrier Terrain Markers	KS	
3	Difficult Terrain Markers	KS	
3	Deadly Terrain Markers	KS	
2	Hiding (For Shae)	1 KS	
4	Illusory Images (For Auriel)	2 KS	
1	Offensive Rune (For Thorgar)	Core	
1	Defensive Rune (For Thorgar)	Core	
1	Hunting Trap (For Laegon)	Core	
1	Chosen (for Ryld)	KS	
1	Banner (For Tristan)	KS	
3	Tomb (For Onamor)	O&V	
2	Skeleton (For Onamor)	O&V	
1	Agony (for Onamor)	O&V	
1	Voodoo Doll (For Samyria)	Samyria	

3	Totems (For Samyria)	Samyria	
3	Octagonal Ruby Gems	KS	
12	Wings (Open-Spread)	6 V.Lair	
2	Wings (Closed-Parallel)	1 V.Lair	
6	Large Flame	V.Lair	
1	Red eyelid eye (star/bolt)	KS	
1	Bone eyelid eye (star/bolt)	KS	
1	Metal eyelid eye (star/bolt)	V.Lair	
1	Metal eyelid eye (shield/hit)	V.Lair	

104x Total Figures - 38x Heroes, 66x Monsters

Ct	Item	Release	
2	Auriel - Light Sorceress / Dark Enchantress	Core	
2	Ecarus - Knight of the White Rose / Knight Black Rose	Core	
2	Laegon - Ranger / Archer	Core	
2	Shae - Rogue / Assassin	Core	
2	Thorgar - Cleric / Runemaster	Core	
2	Fenrir - Wolf Companion	Core	
2	Tristan - Standard-Bearer / Warlord	KS	
2	Skeld - Berserker / Slayer	KS	
2	Ryld - Blademaster / Bard	KS	
2	Morrigan - Demon / Witch Huntress	KS	
2	Kroghan - Barbarian / Dreadlord	KS	
2	Victoria Kromi - Captain / Pirate	KS	
2	Lycanthrope Werewolf Cursed Hero Form	KS	
2	Samyria - Druid / Shaman	Samyria	
2	Björn - Bear Companion	Samyria	
2	Onamor - Necromancer / Summoner	O&V	
2	Volkor - Dragonheart / Dragonflame	O&V	
2	Nightwalker Companion	O&V	
2	Efreet Companion	O&V	
5	Gremlins - 2x Blue, 2x Green, 1x Red	Act I	
5	Raiders - 2x Blue, 2x Green, 1x Red	Act I	
5	Orc Warriors - 2x Blue, 2x Green, 1x Red	Act I	
5	Orc Shamans - 2x Blue, 2x Green, 1x Red	Act I	
1	Orc King - Master Enemy - Purple	Act I	
1	Troll - Master Enemy - Purple	Act I	
5	Succubus - 2x Blue, 2x Green, 1x Red	KS	Darkness Falls
5	Skeleton - 2x Blue, 2x Green, 1x Red	KS	Darkness Falls
5	Death Knight - 2x Blue, 2x Green, 1x Red	KS	Darkness Falls
5	Werewolf - 2x Blue, 2x Green, 1x Red	KS	Darkness Falls
1	Undead Lord - Master Enemy - Purple	KS	Darkness Falls
1	Count Dalv - Master Enemy - Purple	KS	Darkness Falls
5	Demonologist - 2x Blue, 2x Green, 1x Red	KS	Arcane Portal
5	Efreet - 2x Blue, 2x Green, 1x Red	KS	Arcane Portal
5	Nightwalker - 2x Blue, 2x Green, 1x Red	KS	Arcane Portal
1	Hellspawn - Master Enemy - Purple	KS	Arcane Portal
5	Drakonians - 2x Blue, 2x Green, 1x Red	V. Lair	Vastaryous Lair
1	Vastaryous - Master Enemy - Purple	V. Lair	Vastaryous Lair

Total Cards (2x really large, 23 tarot, 401 small)

Ct	Item	Release	
2	+ Really Large Cards (2x Act I)		
1	Troll – Master Enemy Scroll	Act I	
1	Orc King – Master Enemy Scroll	Act I	
23	+ Large Enemy Scrolls (14x Act I 9x GalDef)		
3	Gremlin Enemy Scrolls		
	Green Gremlin Enemy Scroll	Act I	
	Blue Gremlin Enemy Scroll	Act I	
	Red Gremlin Enemy Scroll	Act I	
3	Raider Enemy Scrolls		
	Green Raider Enemy Scroll	Act I	
	Blue Raider Enemy Scroll	Act I	
	Red Raider Enemy Scroll	Act I	
3	Orc Warrior Enemy Scrolls		
	Green Orc Warrior Enemy Scroll	Act I	
	Blue Orc Warrior Enemy Scroll	Act I	
	Red Orc Warrior Enemy Scroll	Act I	
3	Orc Shaman Enemy Scrolls		
	Green Orc Shaman Enemy Scroll	Act I	
	Blue Orc Shaman Enemy Scroll	Act I	
	Red Orc Shaman Enemy Scroll	Act I	
2	Gremlin Pack Enemy Scrolls		
	Green Gremlin Pack Enemy Scroll	Act I	
	Blue Gremlin Pack Enemy Scroll	Act I	
3	Spine Critter Enemy Scrolls		
	Green Spine Critter Enemy Scroll	GalDef	
	Blue Spine Critter Enemy Scroll	GalDef	
	Red Spine Critter Enemy Scroll	GalDef	
3	Aracnos Enemy Scrolls		
	Green Aracnos Enemy Scroll	GalDef	
	Blue Aracnos Enemy Scroll	GalDef	
	Red Aracnos Enemy Scroll	GalDef	
3	Xeno-Beast Enemy Scrolls		
	Green Xeno-Beast Enemy Scroll	GalDef	
	Blue Xeno-Beast Enemy Scroll	GalDef	
	Red Xeno-Beast Enemy Scroll	GalDef	
401	+ Small Cards		
28	+ Hero Cards (10 Core 12 KS 2 Samyria 4 O&V)		
2	Ecarus	Core	
2	Laegon	Core	
2	Thorgar	Core	
2	Auriel	Core	
2	Shae	Core	
2	Morrigan	KS	
2	Ryld	KS	
2	Skeld	KS	
2	Tristan	KS	
2	Kroghan	KS	
2	Victoria Kromi	KS	
2	Samyria	Samyria	
2	Onamor	O&V	
2	Volkor	O&V	
4	+ Companion Cards (1 Core 1 Samyria 2 O&V)		
1	Fenrir	Core	
1	Björn	Samyria	
1	Efreet	O&V	
1	Nightwalker	O&V	

164	+ Hero Power Cards (47x Core 77x KS 13x Sam 27 O&V)			
7	Talents (6x Core 1x KS)			
	Lucky	Core	Neutral	
	Merchant	Core	Neutral	
	Expert	Core	Neutral	
	Runner	Core	Neutral	
	Toughness	Core	Neutral	
	Camaraderie	Core	Neutral	
	Chosen by Gods	KS	Neutral	
8	Ecarus Powers			
	Rose Strike	Core	Law	
	Cruel Blow	Core	Chaos	
	Aggressive Stance	Core	Neutral	
	Mighty Presence	Core	Neutral	
	Battle Weapon Style	Core	Neutral	
	Cleave	Core	Neutral	
	Rose Shield	Core	Neutral	
	Shield Mastery	Core	Neutral	
7	Laegon Powers			
	Summon Fenrir (Companion)	Core	Neutral	
	Rain of Arrows	Core	Neutral	
	Backflip	Core	Neutral	
	First Aid	Core	Neutral	
	Precise Strike	Core	Neutral	
	Track Enemies	Core	Neutral	
	Trap	Core	Neutral	
8	Thorgar Powers			
	Command	Core	Law	
	Offensive Rune	Core	Chaos	
	Defensive Rune	Core	Neutral	
	Bless	Core	Neutral	
	Heal Wounds	Core	Neutral	
	Call Lightning (Arcane)	Core	Neutral	
	Purify	Core	Neutral	
	Protection Sphere	Core	Neutral	
10	Auriel Powers			
	Ice Manipulator (Arcane)	Core	Law	
	Illusory Images	Core	Law	
	Flame Master (Arcane)	Core	Chaos	
	Drain Life (Arcane)	Core	Chaos	
	Dancing Lights	Core	Neutral	
	Invisibility	Core	Neutral	
	Magic Bolt	Core	Neutral	
	Sleep	Core	Neutral	
	Stoneskin	Core	Neutral	
	Thunder Lord (Arcane)	Core	Neutral	
8	Shae Powers			
	Treasure Hunter	Core	Law	
	Sneak Attack	Core	Law	
	Backstab	Core	Chaos	
	Dagger Mastery	Core	Chaos	
	Thiefling	Core	Neutral	
	Hiding	Core	Neutral	
	Tumbling	Core	Neutral	
	Survival Instinct	Core	Neutral	
11	Morrigan Powers			
	Hero Of The People	KS	Neutral	
	Sacred Weapons	KS	Neutral	
	Hardened	KS	Neutral	
	Whip Master	KS	Neutral	
	Marksman	KS	Neutral	

		Banishing Strike (Arcane)	KS	Neutral
		Intense Training	KS	Neutral
		Twin Blows	KS	Neutral
		Banishing Prayer	KS	Neutral
		Whip Jump	KS	Neutral
		Primal Hunt	KS	Neutral
13		Ryld Powers		
		Duel	KS	Law
		Bodyguard	KS	Law
		Guard	KS	Law
		Exotic Fighter	KS	Law
		The Quickening	KS	Law
		The Bard's Tale	KS	Chaos
		The Bard Song	KS	Chaos
		Telekinesis	KS	Chaos
		Plane Shift	KS	Chaos
		Hypnotism	KS	Chaos
		Last Defense	KS	Neutral
		Master Strategist	KS	Neutral
		Training	KS	Neutral
12		Skeld Powers		
		Fury	KS	Law
		Ignore Pain	KS	Law
		Frenzy	KS	Chaos
		Rampage	KS	Chaos
		Mule	KS	Neutral
		War Paint	KS	Neutral
		Taunt	KS	Neutral
		Axe Mastery	KS	Neutral
		Charge	KS	Neutral
		Muscular Training	KS	Neutral
		Juggernaut	KS	Neutral
		Eye For An Eye	KS	Neutral
11		Tristan Powers		
		Banner	KS	Neutral
		Glory Banner	KS	Neutral
		Forced March	KS	Neutral
		Landlord	KS	Neutral
		All for One	KS	Neutral
		One for All	KS	Neutral
		Flanking Tactic	KS	Neutral
		Combined Action	KS	Neutral
		Honor Banner	KS	Neutral
		Combined Attack	KS	Neutral
		Immolation	KS	Neutral
14		Kroghan Powers		
		Whirlwind Blow	KS	Law
		Prince of Thieves	KS	Law
		Bare Knuckle (Blunt)	KS	Law
		Northwind Orison	KS	Law
		Thunderclap (Arcane)	KS	Law
		Death Dealer	KS	Chaos
		Lord of Pain	KS	Chaos
		Bloodlust	KS	Chaos
		Vampiric Aura	KS	Chaos
		Fatality	KS	Chaos
		Throwing Weapon	KS	Neutral
		Hardened	KS	Neutral
		Battle Weapon Style	KS	Neutral
		Mighty Presence	KS	Neutral
15		Victoria Kromi Powers		
		Recruitment	KS	Law

		Trader	KS	Law
		Sea Shield	KS	Law
		Dancing Lights	KS	Law
		Smuggler	KS	Chaos
		Corruption	KS	Chaos
		Sea Strike	KS	Chaos
		Enfeeblement	KS	Chaos
		Gift of the 7 Seas	KS	Neutral
		Sea Wind	KS	Neutral
		Ecstasy of Gold	KS	Neutral
		Ferryman of Souls	KS	Neutral
		SeaWolf's Blow	KS	Neutral
		Sea Breeze	KS	Neutral
		Fortune Hunter	KS	Neutral
13		Samyria Powers		
		Bear Form	Samyria	Law
		Magic Spines	Samyria	Law
		Roots	Samyria	Law
		Healing Breeze	Samyria	Law
		Wild Fury (Bear Form)	Samyria	Law
		Summon Bjorn (Companion)	Samyria	Chaos
		Eagle Totem (Totem)	Samyria	Chaos
		Bear Totem (Totem)	Samyria	Chaos
		Raven Totem (Totem)	Samyria	Chaos
		Voodoo Doll	Samyria	Chaos
		Thunderstorm (Arcane)	Samyria	Neutral
		Dancing Lights	Samyria	Neutral
		Track Enemies	Samyria	Neutral
14		Onamor Powers		
		Skeleton Guards	O&V	Chaos
		Reanimate Dead	O&V	Chaos
		Corpse Explosion	O&V	Chaos
		Drain Life (Arcane)	O&V	Chaos
		Soul Agony (Arcane)	O&V	Chaos
		Summon Efreet (Companion)	O&V	Law
		Flame Master (Arcane)	O&V	Law
		Wall of Fire	O&V	Law
		Dimensional Pit	O&V	Law
		Fire Storm	O&V	Law
		Summon Nightwalker (Companion)	O&V	Neutral
		Enfeeblement	O&V	Neutral
		Stoneskin	O&V	Neutral
		Arcane Bolt	O&V	Neutral
13		Volkor Powers		
		Aid	O&V	Law
		Healing Breath	O&V	Law
		Forcefield	O&V	Law
		Dragon's Shield	O&V	Law
		Dragon's Strike	O&V	Chaos
		Magic Missile	O&V	Chaos
		Fire Breath (Arcane)	O&V	Chaos
		Venom	O&V	Chaos
		Rising Dragon Force	O&V	Neutral
		Dragon's Legacy	O&V	Neutral
		Wings Spread	O&V	Neutral
		Wyrms' Regeneration	O&V	Neutral
		Wyrms' Bite (Pierce)	O&V	Neutral
10		+ Background Talents		
		Gambler	KS	
		Juggler	KS	
		Armorer	KS	

		Daredevil	KS	
		Nobleman	KS	
		Scholar	KS	
		Longshoreman	KS	
		Athlete	KS	
		Colossus	KS	
		Cheater	KS	
51		+ Emporium Cards (43x Act I 7 KS 1 Samyria)		
		Scale Armor (Heavy Armor)	Core	120
		Chainmail (Medium Armor)	Core	Stash
		Chainmail (Medium Armor)	Core	90
		Studded Leather (Medium Armor)	Core	Stash
		Studded Leather (Medium Armor)	Core	50
		Leather Vest (Light Armor)	Core	Stash
		Leather Vest (Light Armor)	Core	Stash
		Arcane Robe (Light Armor)	Core	Stash
		Healing Potion / Healing Elixir (Consumable)	Core	15 / 45
		Healing Potion / Healing Elixir (Consumable)	Core	15 / 45
*		Defence Potion / Elixir of Defense (Consumable)	Core	15 / 40
		Strength Potion / Elixir of Strength (Consumable)	Core	25 / 50
		Small Bandages / Bandages (Consumable)	Core	10 / 25
		Small Bandages / Bandages (Consumable)	Core	10 / 25
		Small Bandages / Bandages (Consumable)	Core	10 / 25
		Flaming Oil / Living Fire (Arcane – Consumable)	Core	15 / 45
		Flaming Oil / Living Fire (Arcane – Consumable)	Core	15 / 45
		Bag / Backpack (Permanent)	Core	40 / 70
		Knives / Elven Knives (Pierce – Projectiles)	Core	15 / 50
		Knives / Elven Knives (Pierce – Projectiles)	Core	15 / 50
		Elven Arrows / Orcish Arrows (Projectiles)	Core	30 / 50
		Small Caltrops / Caltrops (Consumable)	Core	25 / 50
		Enchanting Anvil / Rising Pony (Building- Forge/Tavern)	Core	50 / 5
		Sun Ray / Sun Strike (Arcane – Consumable)	Core	40 / 80
		Protection Shield / Protection Aura (Consumable)	Core	30 / 50
		Battle Sword (Slash – Sword)	Core	50
		Broadsword (Slash – Sword)	Core	Stash
		Longsword (Slash – Sword)	Core	25
		Scimitar (Slash – Exotic)	Core	Stash
		Scimitar (Slash – Exotic)	Core	30
		Cutlass (Pierce – Dagger)	Core	25
		Knife (Pierce – Dagger)	Core	Stash
		Dirk (Pierce – Dagger)	Core	Stash
		Battle Axe (Slash – Axe)	Core	35
		Axe (Slash – Axe)	Core	25
		Longbow (Pierce – Bow)	Core	35
		Shortbow (Pierce – Bow)	Core	Stash
		Battle Hammer (Blunt – Hammer)	Core	Stash
		Hammer (Blunt – Hammer)	Core	25
		Spiked Shield (Blunt – Shield)	Core	25
		Shield (Blunt – Shield)	Core	Stash
		Staff (Blunt – Staff)	Core	Stash
		Wand (Arcane – Wand)	Core	35
		Katana (Slash – Exotic)	KS	40
		Fighting Cape (Blunt – Cloak)	KS	30
		Elven Harp (Arcane – Instrument)	KS	25
		Tomahawk (Slash – Axe)	KS	25
		Hunt Whip (Slash – Whip)	KS	Stash
		Handbow (Pierce – Bow)	KS	55
		Spear (Pierce – Spear)	KS	Stash
		Mace (Blunt – Mace)	Samyria	30
42		+ Treasure Cards		
		Moonlight Mail (Medium Armor)	Act I	
		Shadows Vest (Light Armor)	Act I	

		Archmage Robe (Light Armor)	Act I	
		Elven Plate (Medium Armor)	Act I	
		The Barricade (Artifact)	Act I	
		Lucky Charm (Artifact)	Act I	
		Jade Earring (Artifact)	Act I	
		Elven Cloak (Artifact)	Act I	
		Troll's Ring (Artifact)	Act I	
		Town Portal (Artifact)	Act I	
		Fistful of Crowns (Coin)	Act I	
		Fistful of Crowns (Coin)	Act I	
		Fistful of Crowns (Coin)	Act I	
		Pouch of Crowns (Coin)	Act I	
		Pouch of Crowns (Coin)	Act I	
		Pouch of Crowns (Coin)	Act I	
		Bag of Crowns (Coin)	Act I	
		Bag of Crowns (Coin)	Act I	
		Emerald (Permanent - Gem)	Act I	
		Sapphire (Permanent - Gem)	Act I	
		Healing Elixir (Consumable)	Act I	
		Healing Elixir (Consumable)	Act I	
		Haste Potion (Consumable)	Act I	
		Invisibility Potion (Consumable)	Act I	
		Blue Relic (Consumable)	Act I	
		Vortex (Arcane - Consumable)	Act I	
		Phase Shifting	Act I	
		Magic Blast (Arcane - Consumable)	Act I	
		Hand of Fate (Consumable - Scroll)	Act I	
		Flaming Arrows (Projectiles)	Act I	
		Icy Knives (Arcane - Projectiles)	Act I	
		Soul Shard (Consumable)	Act I	
		Bag (Permanent)	Act I	
		Bandages (Consumable)	Act I	
		Flaming Sword (Slash - Sword)	Act I	
		Guardian (Slash - Exotic)	Act I	
		Greedy Sting (Pierce - Dagger)	Act I	
		Crystal Knife (Pierce - Dagger)	Act I	
		Whirlwind (Slash - Axe)	Act I	
		Eagle Wings (Pierce - Bow)	Act I	
		Defender (Blunt - Shield)	Act I	
		Flying Maul (Blunt - Hammer)	Act I	
1	+ Quest Card			
		Golden Idol	Act I	
3	+ Soul Weapon Cards			
		Golden Mirror (Blunt - Shield)	Act I	
		Mystic Scepter (Arcane - Wand)	Act I	
		Glacial Blade (Slash - Exotic)	Act I	
20	+ Event Cards			
		Story Event I	Act I	
		Story Event II	Act I	
		Story Event III	Act I	
		Day	Act I	
		Night	Act I	
		Anti-Magic Wind	Act I	
		Hidden Trap	Act I	
		Outnumbered	Act I	
		Carnage	Act I	
		Dark Champions	Act I	
		Counterattack	Act I	
		Close Quarters	Act I	
		Glacial Winds	Act I	
		Lost Treasure	Act I	
		Errant Vendor	Act I	

		Earthquake	Act I	
		Chaos Surge	Act I	
		Divine Gift	Act I	
		Ambush	Act I	
		Soul Recall	Act I	
15		+ Encounter Cards		
		Dark Tranquility	Act I	
		Troop Assault	Act I	
		Veteran Assault	Act I	
		Elite Assault	Act I	
		Master Assault	Act I	
		Scout	Act I	
		March	Act I	
		Fight	Act I	
		Fresh Meat	Act I	
		Bloodlust	Act I	
		Close Combat	Act I	
		Brute Force	Act I	
		Dirty Blow	Act I	
		Corrupted Will	Act I	
		Dark Ritual	Act I	
13		+ Trap Cards		
		Darts	Act I	
		Flames	Act I	
		Ice Spikes	Act I	
		Lightning	Act I	
		Poisonous Gas	Act I	
		Blindness	Act I	
		Forcefield	Act I	
		Pentacle	Act I	
		Alarm	Act I	
		Teleport	Act I	
		No Trap	Act I	
		No Trap	Act I	
		No Trap	Act I	
37		+ Enemy Cards (22x Act I 15x Galaxy Defenders)		
5		Gremlin		
		1 Green Wax Sigil	Act I	
		2 Green Wax Sigils	Act I	
		1 Blue Wax Sigil	Act I	
		2 Blue Wax Sigils	Act I	Power
		2 Red Wax Sigils	Act I	Power
5		Raider		
		1 Green Wax Sigil	Act I	
		2 Green Wax Sigils	Act I	Power
		1 Blue Wax Sigil	Act I	
		2 Blue Wax Sigils	Act I	Power
		2 Red Wax Sigils	Act I	Powers
5		Orc Warrior		
		1 Green Wax Sigil	Act I	
		2 Green Wax Sigils	Act I	Power
		1 Blue Wax Sigil	Act I	
		2 Blue Wax Sigils	Act I	Power
		2 Red Wax Sigils	Act I	Power
5		Orc Shaman		
		1 Green Wax Sigil	Act I	
		2 Green Wax Sigils	Act I	Power
		1 Blue Wax Sigil	Act I	
		2 Blue Wax Sigils	Act I	Power
		2 Red Wax Sigils	Act I	Powers
2		Gremlins Pack	Act I	
		2 Green Wax Sigils	Act I	

		2 Blue Wax Sigils	Act I	
5		Spine Critter		
		1 Green Wax Sigil	GalDef	
		2 Green Wax Sigils	GalDef	
		1 Blue Wax Sigil	GalDef	
		2 Blue Wax Sigils	GalDef	Power
		2 Red Wax Sigils	GalDef	Power
5		Aracnos		
		1 Green Wax Sigil	GalDef	
		2 Green Wax Sigils	GalDef	Power
		1 Blue Wax Sigil	GalDef	
		2 Blue Wax Sigils	GalDef	Power
		2 Red Wax Sigils	GalDef	Powers
5		Xeno-Beast		
		1 Green Wax Sigil	GalDef	
		2 Green Wax Sigils	GalDef	Power
		1 Blue Wax Sigil	GalDef	
		2 Blue Wax Sigils	GalDef	Power
		2 Red Wax Sigils	GalDef	Power
13		+ Enemy Power Cards		
		Flaming Weapon	Act I	Combat
		Shocking Weapon	Act I	Combat
		Poisonous Weapon	Act I	Combat
		Sonic Weapon	Act I	Combat
		Frenzy	Act I	Combat
		Life Drain	Act I	Combat
		Hard Skin	Act I	Reaction
		Vigorous	Act I	Passive
		Arcane Spines	Act I	Reaction
		Armored	Act I	Reaction
		Follower	Act I	Passive
		Regeneration	Act I	Passive
		Swiftness	Act I	Passive