

Choke



The Warlock may cast this spell on any Hero in his line of sight. The Hero has great trouble breathing and may only attack with one combat die, until the Warlock is no longer in the Hero's room or passage. Discard after use.

Poison Globe



The Warlock may cast this spell in any room or passage he is in. The Globe is shattered, releasing a poisonous gas. All Heroes must roll 2 combat dice. They lose 1 body point for each skull. Does not affect Skaven. Discard after use.

Warped Gaze



The Sorcerer quickly consumes a handful of warpstone, making his eyes glow with an unnatural green light and striking terror in all Heroes in his line of sight. Those Heroes must roll combat dice equal to their Mind Points. If they fail to roll two skulls, they must move 2 red movement dice away from the caster.

Summon Giant Rats



Throw one red movement die. The Sorcerer calls forth a number of Giant Rats equal to the number rolled with the die. Place them as close to the Sorcerer as possible. They may immediately move and attack. Discard after use.

Summon Skaven



The Warlock may immediately take two Skaven figures from anywhere on or off the gameboard and place them anywhere within his line of sight. The Skaven may move and attack immediately unless they have already done so during this turn. Discard after use.

Spirit of Vengeance



This spell allows the Warlock to send an invisible spirit to attack any Hero in his line of sight. The spirit attacks the Hero once with 4 combat dice, which may be defended against in the normal way, and then vanishes. Discard after use.

Warpfire



The Sorcerer shoots a blast of magical fire from a chunk of warpstone at any Hero in his line of sight. The blast hits for 4 combat dice, which may be defended against normally. Discard after use.

Plague



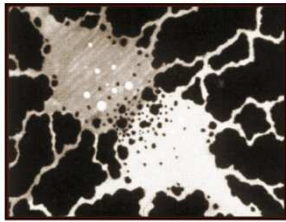
This spell causes a foul green cloud to fill the room. All Heroes in this room must roll a number of combat dice equal to their current Body Points. If they fail to roll two skulls, they suffer from the plague, causing them to lose 1 body point. Discard after use.

Skitterleap



The Sorcerer casts a pall of warpstone over himself, vanishing into the ether, then suddenly reappearing next to any Hero. The Sorcerer may immediately make a normal attack. Discard after use.

Resist Magic



This spell may be cast at any time, and prevents the effects of any magical spell, scroll or artifact used against the Sorcerer. Discard after use.

Sharpen Blades

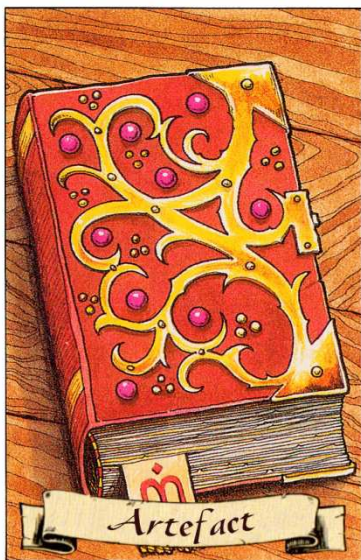


This spell allows all Skaven in the same room or passage as the Warlock to roll an extra die in attack for that turn only. Discard after use.

Shield of Protection



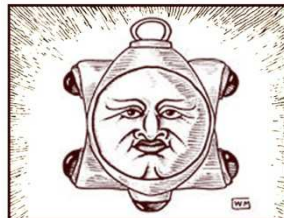
This spell allows the Warlock and all Skaven in the same room or passage to roll an extra die in defence until the beginning of the Warlock's next turn. Discard after use.



Cards remade by Sjeng of [Ye Olde Inn](http://www.yeoldeinn.com). Concept by Flint.

These cards may be used with the quest pack "Into the Sewers" by Sjeng, Mortis and guzzi.

Talisman of Pore



The Talisman of Pore helps Tax Gatherers to remember those who have noy paid their taxes to the Emperor.







Cards created by [Sjeng](#) of [Ye Olde Inn](#).

Concept by [Flint](#).

Converted into PDF by Sjeng

Print pages on A4 paper, cut out cards and glue front and back of cards together.

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