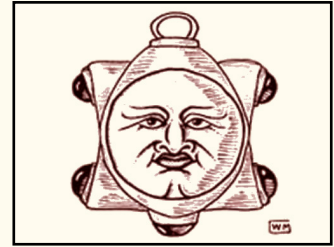


### *Talisman of Pore*



The Talisman helps Tax Gatherer to remember those who have not paid their taxes to the Emperor.

### *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.

### *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.

### *Choke*



The Warlock may cast this spell on any Hero in his line of sight. The Hero has a 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 chattered, 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.

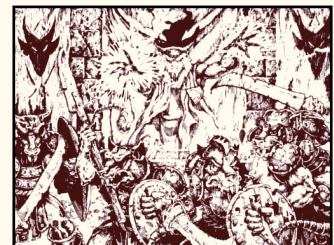
### *Sharpen Blades*



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.

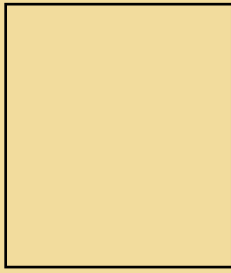
Discard after use.







## Mr. Groat



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
1d6	0	1	4	1



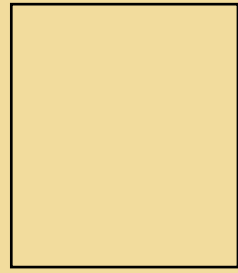
## Skaven Warrior



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	2	2	1	1



## Skaven Warlock



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	4	1

**Notes:** The Skaven Warlock can cast any of the Skaven Warlock Spells included in this Quest.



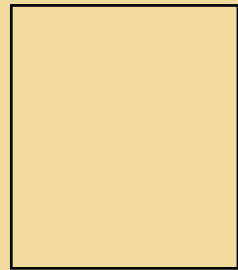
## Rat Ogre



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	4	3	2	1



## Giant Rat



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	1	2	1	1

