

### Shelter for bale



*This miracle may be used even if it is not your turn. If a chaos sorcerer attacks, you can parry the damage.*

*You will have to skip your next turn.*

### Holy wrath



*Sigmar bestows you with a mighty lightning, you can aim at a demon or undead in your sight. This monster will be attacked with 5 B/D against which it can defend normally, with the exception of your armor roll. You can also attack a warrior, who restores 1 B/P per skull.*

### Atonement



*With a gesture of authority and a stern look you command your adversary to fall to his knees to do penance for his sins. The enemy immediately starts to moan and has to skip his next turn. As he is considering his sins he is too preoccupied to defend himself against attacks this turn. If the attack fails he will come to his senses.*

### Reincarnation



*This is a true miracle, it is powerful enough to raise a warrior from the dead. You will have to stand on a square adjacent to the one the warrior died on to be able to resurrect him or her. The warrior comes to life with 1 B/P and may continue the adventure. If this isn't done in the adventure the warrior was killed in, it will be too late, even for this miracle.*

### Healing of the mind



*You put your hand on your forehead or that of a warrior on an adjacent square in order to restore him up to 4 mind points.*

### Greater Healing



*You offer Sigmar a quick prayer to give yourself or a warrior on an adjacent square up to 6 B/P back. If a warrior has to come to from unconsciousness, it will only restore 4 B/P.*

### Aura of greater retribution



*As long as you can maintain this aura, you and all warriors within a range of 2 squares may attack with an additional 2 W/D. In order to preserve the aura, you have to roll a skull with 1 B/D.*

### Aura of greater sanctity



*As long as this aura is active all undead and demons within a radius of 2 squares will be attacked with 1 W/D, no defensive roll allowed. The aura will evaporate if you do not roll a skull with 1 B/D at the beginning of your turn.*

### Aura of greater shelter



*For the duration of this aura the defense of all warriors within 2 squares radius will increase with 2 W/D. The aura loses its power if you do not roll a skull with 1 B/D.*

## *Greater Healing*



*You offer Sigmar a quick prayer to give yourself or a warrior on an adjacent square up to 6BP back. If a warrior has to come to from unconsciousness, it will only restore 4BP.*







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