Bark Skin



This spell may be cast on yourself or any other hero.
Their new bark armour will absorb all single points of damage in combat.
The spell is broken when they take a hit of two or more skulls.
The spell is then discarded.

Bioregenesis



This spell will restore body points to multiple characters.
You may split the result of a D6 roll between you and your allies.
The spell is then discarded.

Entwine



This spell summons enchanted roots which entangle all visible monsters for one turn.
They will not be able to move or attack heroes.
Their defence rolls will also be reduced by one combat dice.
The spell is then discarded.

Herne Strike



The mighty Herne lends his strength to your cause.
Every hero may double the number of skulls they roll during the next round.
The spell is then discarded.

Root Wall



This spell instantly grows a wall of roots in any three connecting squares adjacent to your hero.
The wall defends with two combat dice and has two body points, it must be hacked down to be passed.
The spell is then discarded.

Spirit of the Forest



This spell calls to the great spirit of the forest.
The spirit will attack once with eight combat dice, the result may be split between multiple opponents in the same room.
The spell is then discarded.


Forest Spells

Forest Spells

Forest Spells

Forest Spells

Forest Spells

Forest Spells



Created by: Ethica

Permission to be hosted at:

_____



HeroQuest is © 1989, 1991, 1992, 1993 Milton Bradley Company.
All Rights Reserved
A Division of Hasbro, Inc.
Developed with Games Workshop.

Use of the HeroQuest Logo, Theme and Images are not intended as a challenge or threat to their Copyrights. This document is made available for the sole purpose of private use and may not be otherwise altered or sold, in whole or in part, without the explicit permission of the Copyright holders.