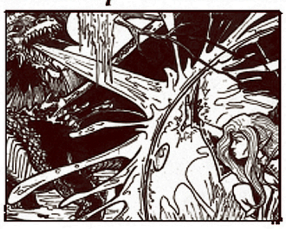
Circle of Protection



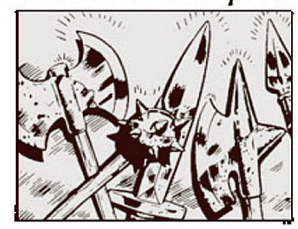
This spell will create an impenetrable field around you or your surrounding eight squares. The field can be maintained until you choose to dissolve it. But for each additional turn you will lose one mind point.
The spell is then discarded.

Counterspell



This spell card may be played at any time to nullify to effects of another magic user's spell.
The spell is then discarded.

Enchant Weapons



This spell affects every hero. Once cast, the spell becomes active only when all heroes are standing on adjacent squares. While the spell is active each hero may roll an additional combat dice in attack.
The enchantment is broken if any of the heroes are killed.

Fire Elemental



This spell will summon a fire elemental into any unoccupied square of your choice.
The elemental will attack every adjacent monster or hero with two combat dice every turn until it has claimed three lives.
The spell is then discarded.

Obliterate Foes

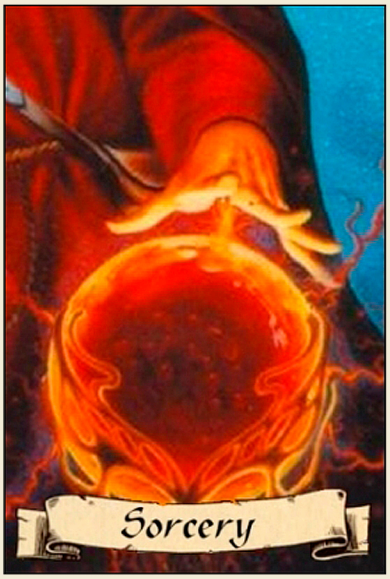


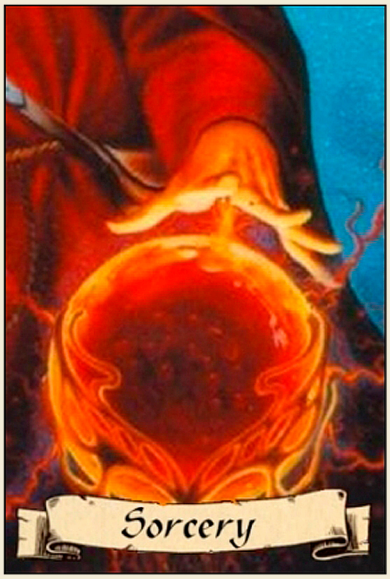
Roll a number of comabt dice equal to the number of visible opponents. If a black shield is rolled then the weakest monster (by body points) is obliterated. Repeat this process until no black shields are rolled.
The spell is then discarded.

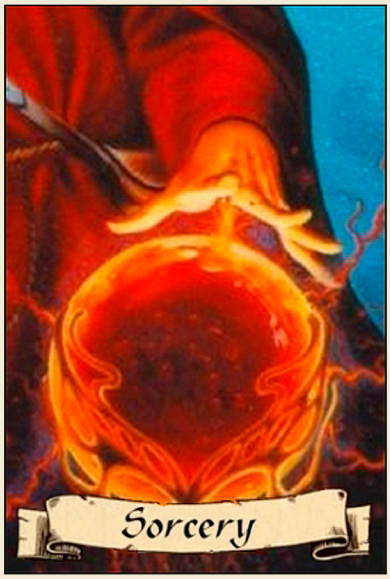
Shockwave

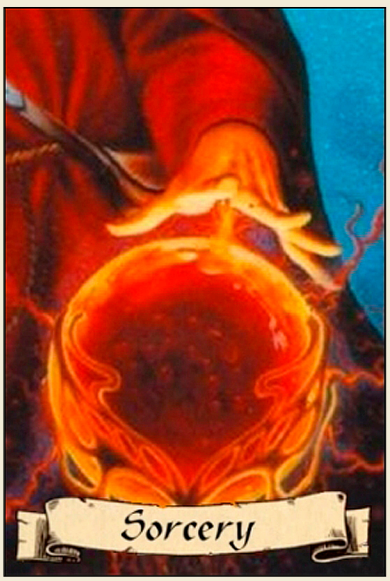


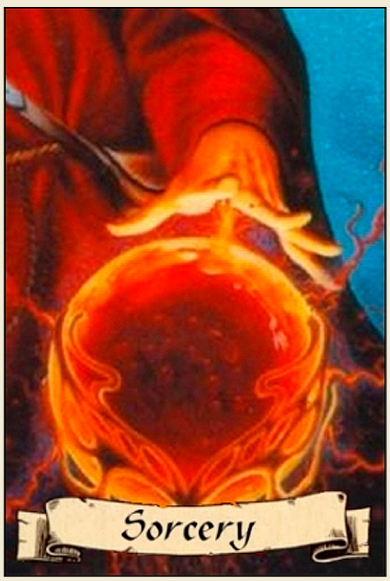
This spell affects the entire dungeon.
Every monster is knocked to the ground and will miss the next turn. If attacked they will be able to defend as normal.
The spell is then discarded.

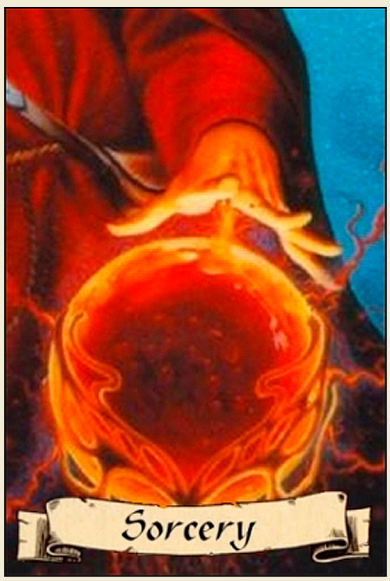

Sorcery


Sorcery


Sorcery


Sorcery


Sorcery


Sorcery



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.