Deep Sleep



This spell may be cast on any monster within your line of sight, as long as the monster has 1 to 3 Mind points. The monster falls asleep immediately. It stays asleep until Morcar's next turn. The monster cannot defend against a Hero's attack while it's asleep.

Disappear



This spell may be cast on the spellcaster or on any one Hero he chooses. The Hero moves unseen as long as he rolls an 8 or lower on his red movement dice. Otherwise the spell ends. The Hero can only move and open doors. He cannot attack, search, disarm or spring traps, cast or be targeted by spells, or be attacked, unless he chooses to cancel the spell.

Double Image



This spell may be cast on the spellcaster or on any one Hero he chooses. It causes a life-like image of the Hero to appear. If an attack against the Hero is successful, he rolls 1 attack die. If a skull is rolled, the image was attacked and the Hero suffers no damage. The spell is broken as soon as the Hero can no longer see a monster.

Flashback



By casting this spell, the spell-caster or any one Hero he chooses can replay his entire turn. All results of the Hero's first turn are canceled. You can cast this after any Hero's turn.
Casting this spell does not count as your action for the turn.

Hypnotic Blaze



When this spell is cast, an illusion of a huge, animated flame appears. Every figure in the room or corridor (except for the spellcaster) must roll 1 red die. A figure that rolls equal to or less than its Mind points is unaffected by the illusion. Otherwise, the figure cannot attack, move or defend for 1 round.

Slow



This spell reduces any one monster's movement to 1 square per turn. The monster also rolls 1 less combat die when it attacks or defends. The monster's movement and combat dice cannot be less than 1. The spell lasts untill the monster is killed or out of your line of sight.

Timestop



This spell may be cast on the spellcaster or any one Hero he chooses. It temporarily stops time for everyone else on the gameboard, enabling the Hero to take another turn immediately after his current turn.

Twist Wood



This spell causes weapons to become warped and useless. If cast on a monster wielding a weapon of any kind, it can only attack with one less combat die than normal. This spell cannot be cast on monsters that don't use weapons.

Cards remade by Sjeng of Ye Olde Inn.

Converted into PDF by Sjeng

All contents are Copyrighted to the respective owners.

Milton Bradley Ltd. & Games Workshop, 1989 - 1993

FOR PERSONAL USE ONLY

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

HEROQUEST www.Ye Olde Inn.com COMMUNITY

















HEROQUEST
www.
Ye Olde Inn
.com
COMMUNITY



Cards remade by Sjeng of Ye Olde Inn.
Converted into PDF by Sjeng

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

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.