

Arrows of the Night



You may fire these magical bolts at any target within your line of sight. You may then attack the target with 2 Combat Dice and the target defends with as many dice as they have Mind Points.

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Cloak of Shadows



You may summon up a patch of darkness and place a Cloak of Shadows tile on the gameboard. Any figures in the shadows may not attack, be attacked or cast spells while they are there. This piece may not be moved and lasts until the end of the Quest.

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Chains of Darkness



You may cast this spell on one figure. That figure may not move or fight until the beginning of your next turn, although they may defend or cast spells.

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Dark Connection



This spell may be cast on any two targets that are within the line of sight of the Wizard. Once cast the targets Body Points are linked. Damage inflicted upon one unit will be divided between the two. In the case of inflicting 1 Body Point of damage, the initial target is affected only. This spell expires at the beginning of the Wizard's next turn.

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Clairvoyance



You may ask Zargon to lay out the contents of one room anywhere on the board at once. If that room is empty, you may not try again.

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Future Sight



Play this card at the end of your turn. You may re-roll any attack, defense or movement die rolls once until the end of your next turn.

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Treasure Hoard



When you are searching a room for treasure, you may draw three Treasure Cards at once. You must take all three cards, whatever they are.

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Unfailing Sight



The Wizard immediately knows of all undetected traps and secret doors within a 6 square radius from his current position. Secret doors are placed on the board (but not yet open). Traps and other hazards will be indicated.

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Recreated HeroQuest Spell Cards

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(I.E., "Do not return this card to the deck," as opposed to "Discard after Use.")

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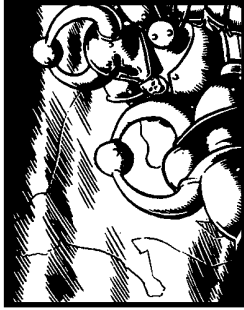
Dispell



You may pick one spell-using figure and force him to discard one of his unused spell cards at random. That spell is then lost for the duration of the Quest.

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Invisibility



You may become invisible and move around unseen until the beginning of your next turn. While you are invisible, you cannot attack anyone, but neither will you be attacked or be affected by any spells.

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Wall of Stone



You may create a magical wall of stone which covers two squares. This wall has one Body Point and rolls 6 Combat Dice in defense.

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Enchanted Armor



When cast, the target may defend with 1 extra Combat Die for the remainder of the Quest. This spell may be cast on any Hero or Mercenary. The spell is broken once the Wizard receives 1 Body Point of damage.

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Fleet Foot



This spell increases the movement rate of any one figure by 5 squares the next time it moves and by 1 square permanently for the duration of the Quest.

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Bolt



This spell may be cast in a horizontal, vertical or diagonal direction. The bolt will travel in a straight line until it strikes a wall or closed door. It will inflict 1 Body Point of damage to all Monsters and Heroes in its path.

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Luck



The recipient of this spell may re-roll, once, any number of dice from a hand that was just rolled. This may be done once at anytime during the duration of the Quest

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Firestorm



This spell creates a roomful of fire that inflicts 3 Body Points of damage to all Heroes and monsters in the same room with the spellcaster. The spellcaster is unaffected. All victims immediately roll 2d6. For each 5 or 6 rolled, the damage is reduced by 1 point. Cannot be used in corridors. May be used by any Hero. *Scroll crumbles to dust after it is used.*

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Knight

Knight

Knight

AOH



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Flashback



By casting this spell, the spellcaster or any one Hero the spellcaster chooses can replay his entire turn. All results of the Hero's first turn are cancelled. You can cast this after any Hero's turn.

Casting this spell does not count as your action for this turn.

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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 spell caster) must roll 1d6. A figure that rolls equal to or less than its Mind Points is unaffected by the illusion. Rolling a number greater than its Mind Points means that the figure is paralyzed for 3 turns - unable to move, attack or defend.

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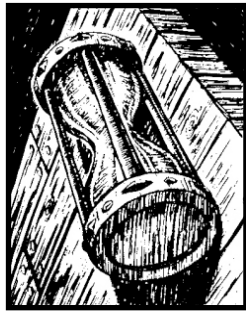
Slow



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. These effects last until the monster is killed or is out of your line of sight.

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Time Stop



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

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Deep Sleep



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

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Disappear



This spell may be cast on the spellcaster or any one Hero he chooses. The Hero moves unseen as long as he rolls an 8 or lower on his Movement Dice. If a 9 or higher is rolled, the spell ends. The Hero can only move and open doors. He cannot attack, search, disarm, cast spells, spring traps or be affected by attacks or spells, unless he chooses to cancel the spell.

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Double Image



This spell may be cast on the spellcaster or any one Hero the spellcaster chooses. It causes a life-like image of the Hero to appear. If an attack against the Hero is successful, he rolls 1d6. On 3 or less, the image was attacked and the Hero suffers no damage. The spell is broken the moment the Hero can no longer see a monster.

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Twist Wood



This spell causes any wooded weapon, such as a staff, bow or crossbow, to become warped into uselessness.

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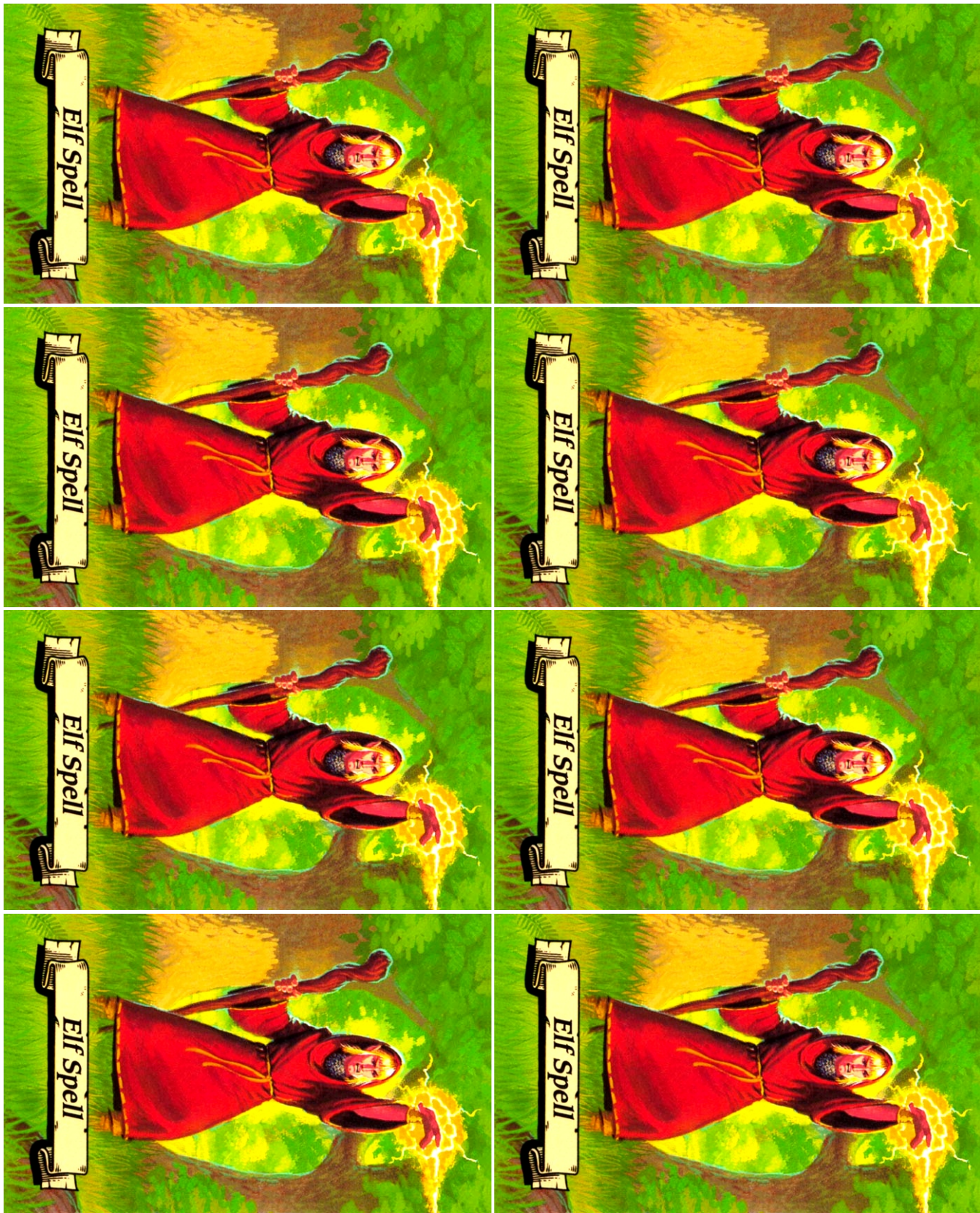


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Ball of Flame



This spell may be cast on any one monster, enveloping it in a ball of fire. It will inflict 2 Body Points of damage. The monster then rolls 2d6. For each 5 or 6 rolled, the damage is reduced by 1 point. May be used by any Hero.
Scroll crumbles to dust after it is used.

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KK

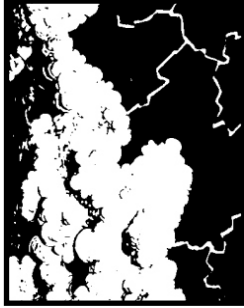
Fire of Wrath



This spell may be cast on any one monster, blasting it with flames. It will inflict 1 Body Point of damage, unless the monster can immediately roll a 5 or 6 on 1d6. May be used by any Hero.
Scroll crumbles to dust after it is used.

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Tempest



This spell may be cast on a monster, surrounding it with a small whirlwind. That monster will then miss its next turn. May be used by any Hero.
Scroll crumbles to dust after it is used.

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KK

Sleep



This spell puts a monster into a deep sleep so it cannot move, attack or defend itself. The spell can be broken at once or on a future turn by a monster rolling 1d6 for each of its Mind Points. If a 6 is rolled, the spell is broken. *May not be used against Mummies, Zombies or Skeletons.*
May be used by any Hero.
Scroll crumbles to dust after it is used.

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KK

Heal Body



This spell may be cast on any Hero, including yourself. Its magical power will immediately restore up to 4 lost Body Points, but does not give a Hero more than his starting number. May be used by any Hero.
Scroll crumbles to dust after it is used.

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KK

Rock Skin



This spell may be cast on any Hero, including yourself. That Hero may roll one extra Combat Die when defending. The spell is broken when the Hero suffers 1 Body Point of damage. May be used by any Hero.
Scroll crumbles to dust after it is used.

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KK

Genie



This spell conjures up a Genie who will do one of the following:
open any door on the gameboard (revealing what lies beyond)
OR
use 5 Combat Dice to attack a monster within your line of sight. May be used by any Hero.
Scroll crumbles to dust after it is used.

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KK

Courage



This spell may be cast on any Hero, including yourself. The next time that Hero attacks, he may roll 2 extra Combat Dice. The spell is broken the moment the Hero can no longer "see" a monster. May be used by any Hero.
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Heal Body

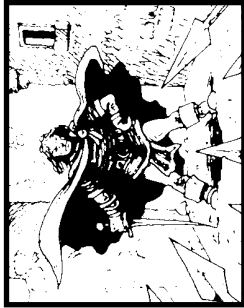


This spell may be cast on any Hero, including yourself. Its magical power will immediately restore up to 4 lost Body Points, but does not give a Hero more than his starting number.
May be used by any Hero.
Scroll crumbles to dust after it is used.

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RotWL

Courage



This spell may be cast on any Hero, including yourself. The next time that Hero attacks, he may roll 2 extra Combat Dice. The spell is broken the moment the Hero can no longer "see" a monster.
May be used by any Hero.
Scroll crumbles to dust after it is used.

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RotWL

Fire of Wrath



This spell may be cast on any one monster, blasting it with flames. It will inflict 1 Body Point of damage, unless the monster can immediately roll a 5 or 6 on 1d6.
May be used by any Hero.
Scroll crumbles to dust after it is used.

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RotWL

Ball of Flame



This spell may be cast on any one monster, enveloping it in a ball of fire. It will inflict 2 Body Points of damage. The monster then rolls 2d6. For each 5 or 6 rolled, the damage is reduced by 1 point.
May be used by any Hero.
Scroll crumbles to dust after it is used.

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RotWL

Pass Through Rock



This spell may be cast on any one Hero, including yourself. That Hero may then move through walls on his next move. He may move through as many walls as his dice roll allows. Caution! There are shaded areas on each Quest map which indicate solid rock. If a Hero ends his move in one of these areas, he is trapped forever!
May be used by any Hero.
Scroll crumbles to dust after it is used.

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RotWL

Chill

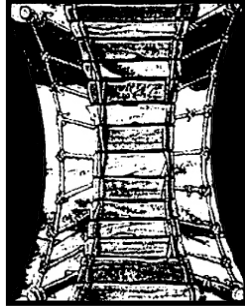


This spell causes 1 Body Point of damage to any monster adjacent to the spell caster (though not diagonally adjacent). The victim cannot defend against this attack.
May be used by any Hero.
Scroll crumbles to dust after it is used.

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BQP

Ice Bridge



This spell creates a permanent bridge of Magic Ice tiles that enable Heroes to cross over any pit, trap, chasm, crevasse or icy square.
May be used by any Hero.
Scroll crumbles to dust after it is used.

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BQP

Ice Storm



This spell creates a blizzard of ice that affects an area 2 squares wide by 2 squares long. Each monster and Hero in that area is attacked separately by the spellcaster with 3 Combat Dice. There is no chance to defend. Cannot be used in corridors.
May be used by any Hero.
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Psychic Recovery



This spell restores all lost Mind Points to the spellcaster or any one Hero the spellcaster chooses. May be used by any Hero.
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Skate



This spell enables the spellcaster to move quickly through icy caverns and corridors. The spellcaster adds 6 to his Movement Roll and may pass through monsters and Heroes during movement. This spell lasts only one turn.
May be used by any Hero.
Scroll crumbles to dust after it is used.

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Warmth



This spell bestows a healing warmth on the spellcaster or any one Hero the spellcaster chooses. The warmth restores up to 3 lost Body Points. May be used by any Hero.
Scroll crumbles to dust after it is used.

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Treasure Without Doom



This spell scroll enables the Hero to pick cards from the Treasure Deck, ignoring all Wandering Monster and Hazard cards, until he picks a card showing Gold, a potion, gems or jewels. Or it can be used to open One chest without harm, disarming any trap on the chest.

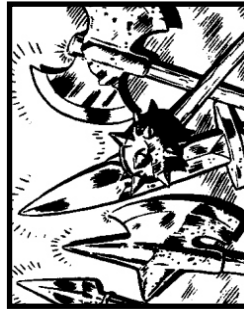
May be used by any Hero.

Scroll crumbles to dust after it is

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EQP

Enchantment



This spell will add an enchantment on any non-magical melee weapon or armor. Roll 1d6 and compare:

- Weapon/Armor
- 1) -1 AD/-1 DD
 - 2) +1 AD/+1 DD
 - 3) +1 vs. Green/+1 vs. Missile
 - 4) +1 vs. Undead/+1 vs. Melee
 - 5) +1 vs. C.Warriors & Gargoyles/+1 vs. Magic
 - 6) +2 vs. C.Sorcerers/+2 DD

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Eve

Clarity



This spell allows a Hero to see all secret doors and regular traps (coded in Gold on the Quest Map) within his line of sight. This effect lasts until the Hero suffers at least 1 Body Point of damage.
May be used by any Hero.
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Deep Sleep



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EQP

Disappear



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Special thanks to Dirk Rombauts for transcription of Spells

Special thanks to Nicodemus for use of original & scanned images

Extra Special thanks to Malechi for use of Cards Backs and "re-created" images

Printing Notes: This Printbook is setup for printing double-sided cards. The card front images should be printed first, then the paper is turned over and reloaded and the back is printed to each sheet (when the machine sorts and prints double-sided the paper shifts too much). The size of the print area should be compatible for US and A4 sizes. Be sure that the preferences in Adobe Acrobat are set not to shrink and /or enlarge the image. Cut out the cards using the backs as a cutting guide.

Many of the cards contained in this packet have been altered to read like US HeroQuest standard. The actual effect of any cards has not been changed in any way, I.E.; the phrase from the UK version cards, "Discard after use." Has been replaced with the US version, "Do not return this card to the deck." This was done for consistency and uniformity throughout the cards.

All of the cards contained in this packet are not scan (well some of them are), but instead are full recreations of the originals with only the card art being scanned and duplicated. This was done in an effort to create the cleanest possible copies when printed. In this way the cards are aligned, the type is straight and unsmudged and there are no defects due to age.

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