

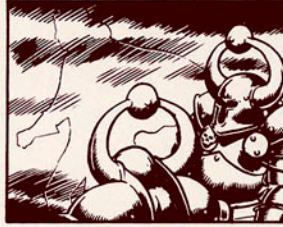
### Dispell



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.

Discard after use.

### 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 spells.

Discard after use.

### Wall of Stone



You may create a magical wall of stone which covers two squares. This wall has one Body point and rolls six defence dice. Keep this card to hand until the wall is destroyed, then discard it.





Converted into PDF format by [Drathe](#)

Scanned by [Drathe](#)

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.