



MIKE MACDEE'S CUSTOM HEROQUEST SPELLS

Please credit if used.

Email [mike macdee at yahoo dot com](mailto:mike.macdee@yahoo.com)

AIR



Swift Wind

This spell may be cast on any one hero, including yourself. Its powerful burst of energy doubles his next movement.

©1989, 1990 M.B. Co.

AIR



Genie

This spell conjures up a genie who will do one of the following: open any one door on the board (revealing what lies beyond); OR activate any one device on the board (switches, traps, etc); OR use 5 combat dice to attack a target of your choice (he attacks once and vanishes).

©1989, 1990 M.B. Co.

AIR



Tempest

This spell creates a whirlwind that envelops a target of your choice. That target will miss its next turn.

©1989, 1990 M.B. Co.

EARTH

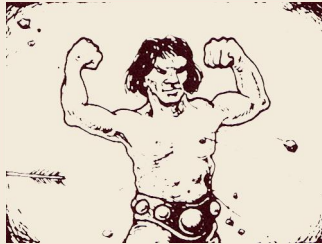


Heal Body

This spell may be cast on any one hero, including yourself. Its soothing powers will restore up to 4 lost body points, but will not give a hero more than his starting number.

©1989, 1990 M.B. Co.

EARTH



Rock Skin

This spell may be cast on any one hero, including yourself. That hero may throw 1 extra combat die when defending. The spell is broken when that hero suffers at least 1 body point of damage.

©1989, 1990 M.B. Co.

EARTH



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. If you end your movement in solid rock (gray areas on the quest map), you perish!

©1989, 1990 M.B. Co.

FIRE



Fire of Wrath

This spell may be cast on any one target, blasting it with flames and dealing 2 body points of damage. The target rolls a red die for each of its mind points, reducing the damage by 1 for each 6 rolled.

©1989, 1990 M.B. Co.

FIRE



Courage

This spell may be cast on any one hero in sight, including yourself. The next time that hero attacks, he rolls 2 extra combat dice. The spell remains in effect so long as the affected hero is able to "see" or slay a monster by the end of his turn.

©1989, 1990 M.B. Co.

FIRE



Ball of Flame

This spell may be cast on any one target, enveloping it and all adjacent characters in a ball of fire for damage equal to 1/2 the caster's mind points. Each target rolls a red die for each of its mind points and reduces the damage by 1 for each 6 rolled.

©1989, 1990 M.B. Co.

WATER



Water of Healing

This spell may be cast on any one hero, including yourself. Contact with this revitalizing water will restore up to 4 lost body points, but will not give a hero more than his starting number.

©1989, 1990 M.B. Co.

WATER



Veil of Mist

This spell may be cast on any one hero, including yourself. On the hero's next turn, he may move unseen through spaces occupied by monsters.

©1989, 1990 M.B. Co.

WATER



Sleep

This spell puts the target 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 rolling a red die for each mind point. If it rolls a 5 or 6, the spell is broken. Does not affect undead monsters.

©1989, 1990 M.B. Co.

DARKNESS



Cloak of Shadows

You summon a cloud of darkness to blind and confuse your enemies. Place the Cloak of Shadows on the board: it remains there for the rest of the quest. No one within the Cloak of Shadows can attack, cast spells, or be "seen" by other characters.

©1989, 1990 M.B. Co.

DARKNESS



Chains of Darkness

You may cast this spell on any one target on the board, enchaining them with tentacles of shadow. That target loses its next turn.

©1989, 1990 M.B. Co.

DARKNESS



Arrows of the Night

You fire 3 bolts of darkness which seek any targets you can "see." Each bolt carries the strength of 2 combat dice, and the target must roll a red die for each of his mind points: each 6 blocks a single hit. You may fire all three at one target or disperse them among multiple targets.

©1989, 1990 M.B. Co.

DETECTION



Reveal Treasure

Cast before searching a room for treasure. All treasure items in the room are revealed and added to your inventory, without triggering any traps.

©1989, 1990 M.B. Co.

DETECTION



Future Sight

Cast this spell at the end of your turn. Between now and the end of your next turn, you may re-roll any one attack, defense, or movement, or cancel the negative effects of a search.

©1989, 1990 M.B. Co.

DETECTION



Clairvoyance

You may ask Zargon to lay out the contents of any one room on the board. If that room is empty, the spell is wasted.

©1989, 1990 M.B. Co.

PROTECTION



Barrier

You may create a magical wall of stone which covers up to 2 squares. The wall has 1 body point and rolls 6 defend dice.

©1989, 1990 M.B. Co.

PROTECTION



Shield of Defense

The caster and all heroes in the same room or corridor are enveloped in an ethereal barrier. All afflicted heroes receive 1 extra defend die until the start of the caster's next turn.

©1989, 1990 M.B. Co.

PROTECTION



Dispel

This spell does one of the following to a target you can "see": cancel a spell or magical effect that was cast on someone; force a spellcaster to discard an unused spell; or automatically disarm a trap.

©1989, 1990 M.B. Co.

ILLUSION



Double Image

This spell may be cast on any one hero, including yourself. It causes a lifelike double of the hero to appear. If an attack against the hero is successful, he rolls a red die and subtracts the attacker's mind points: if the result is 3 or greater, the image was attacked and the hero suffers no damage. The spell is broken when the hero can no longer see a monster.

©1989, 1990 M.B. Co.

ILLUSION



Invisibility

This spell may be cast on any one hero, including yourself. The affected hero moves about unseen for a number of turns equal to his mind points. While invisible he can only move and open doors, but also cannot be attacked or directly affected by spells. He can break the spell himself at any time.

©1989, 1990 M.B. Co.

ILLUSION



Hypnotic Blaze

This spell summons an illusion of a huge, crackling flame. Everyone in the room or corridor (except the spellcaster) must roll 1 red die. Anyone who rolls equal to or less than its mind points is unaffected; otherwise they are paralyzed for 3 turns and cannot move, attack, or defend.

©1989, 1990 M.B. Co.

TIME

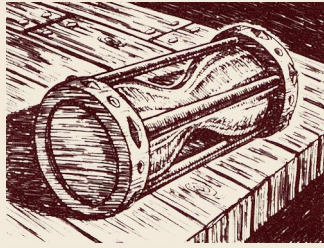


Flashback

This spell may be cast on any one hero, including yourself, at the end of that hero's turn. All results of his first turn are canceled, and he takes another turn.

©1989, 1990 M.B. Co.

TIME



Time Stop

This spell may be cast on any one hero, including yourself. At the end of that hero's turn, time briefly stops for everyone but him: he may immediately take another turn.

©1989, 1990 M.B. Co.

TIME



Slow

This spell reduces one monster's movement to 1 square per turn. The monster also rolls 1 less combat die when attacking and defending (to minimum of 1). These effects last until the monster is killed or leaves your line of sight.

©1989, 1990 M.B. Co.

DEATH



Resurrect

Cast this spell on one hero slain in the your line of sight. He/she returns to life fully healed, with -1 body and mind points (to minimum of 1).

©1989, 1990 M.B. Co.

DEATH



Lightning Bolt

Can be cast in any direction. The bolt will travel in a straight line until it strikes a wall or closed door. It will inflict 2 body points of damage to all heroes and monsters that stand in its path.

©1989, 1990 M.B. Co.

DEATH



Undead Servant

This spell summons a mummy next to the caster, which immediately moves and attacks an enemy of your choice. You may command him like another hero until he is slain.

©1989, 1990 M.B. Co.

CHAOS



Summon Undead

Summons a group of undead to surround the spellcaster or 1 target in sight. Roll 1 red die:

- 1-3 = 4 skeletons
- 4-5 = 3 skeletons, 2 zombies
- 6 = 2 zombies, 2 mummies

©1989, 1990 M.B. Co.

CHAOS



Summon Orcs

Summons a group of orcs to surround the spellcaster or 1 target in sight. Roll 1 red die:

- 1-3 = 4 orcs
- 4-5 = 5 orcs
- 6 = 6 orcs

©1989, 1990 M.B. Co.

CHAOS



Sleep

This spell puts the target 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 rolling a red die for each mind point. If it rolls a 5 or 6, the spell is broken. Does not affect undead monsters.

©1989, 1990 M.B. Co.

CHAOS



Rust

Causes 1 metal piece of equipment to decay into uselessness. That item cannot be used for the rest of the quest, and must be repaired between quests by paying 1/2 list price.

©1989, 1990 M.B. Co.

CHAOS



Lightning Bolt

Can be cast in any direction. The bolt will travel in a straight line until it strikes a wall or closed door. It will inflict 2 body points of damage to all heroes and monsters that stand in its path.

©1989, 1990 M.B. Co.

CHAOS



Tempest

This spell creates a whirlwind that envelops a target of your choice. That target will miss its next turn.

©1989, 1990 M.B. Co.

CHAOS



Firestorm

The room or corridor erupts into flame, inflicting damage equal to 1/2 the caster's mind points. Each target rolls a red die for each of its mind points and reduces the damage by 1 for each 5 or 6 rolled.

©1989, 1990 M.B. Co.

CHAOS



Fear

This spell causes 1 hero in sight of the caster to become so fearful their attacks are reduced to 1 combat die. At the start of the hero's turn he rolls dice equal to his mind points: on a 6 the spell is broken.

©1989, 1990 M.B. Co.

CHAOS



Escape

The caster instantly teleports to a location known only to Zargon (varies depending on the quest).

©1989, 1990 M.B. Co.

CHAOS



Command

This spell puts any hero in sight under Zargon's control. At the start of the hero's turn he rolls dice equal to his mind points: on a 6 the spell is broken. Until then, Zargon commands that hero like another monster.

©1989, 1990 M.B. Co.

CHAOS

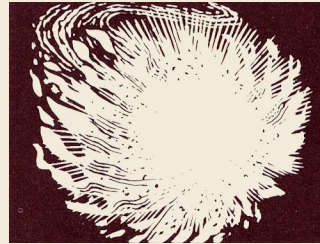


Cloud of Chaos

All heroes in the room or corridor become paralyzed and cannot move or attack. At the start of the hero's turn he rolls dice equal to his mind points: on a 5 or 6 the spell is broken.

©1989, 1990 M.B. Co.

CHAOS



Ball of Flame

This spell may be cast on any one target, enveloping it and all adjacent characters in a ball of fire for damage equal to 1/2 the caster's mind points. Each target rolls a red die for each of its mind points and reduces the damage by 1 for each 6 rolled.

©1989, 1990 M.B. Co.

CHAOS



Swift Wind

This spell may be cast on any one target, including yourself. Its powerful burst of energy doubles his next movement.

©1989, 1990 M.B. Co.

CHAOS



Psionic Blast

Cast on any target in sight: the victim's mind is assaulted with a powerful mental blast. The target rolls 1 red die for every mind point: for each die that fails to roll a 5 or 6, he loses 1 mind point.

©1989, 1990 M.B. Co.

CHAOS



Ice Block

Summons an ice block for each mind point the caster has. Each block is big enough to fill a single space, and has 1 body point and 4 defend dice. The ice blocks do not block line of sight, only movement.

©1989, 1990 M.B. Co.

CHAOS



Ice Storm

All characters in the same room or corridor (except the caster) are hit with a freezing blizzard: the caster rolls 1 combat die against each character, dealing 1 bp of damage on a skull. The affected targets are unable to move on their next turn.

©1989, 1990 M.B. Co.

CHAOS



Chill Touch

The caster may cast this spell on an adjacent target: the target takes 1 body point of damage and is unable to move on his next turn.

©1989, 1990 M.B. Co.

CHAOS



Courage

This spell may be cast on one target in sight, including yourself. The next time the target attacks, he rolls 2 extra combat dice. The spell remains in effect so long as he is able to "see" or slay a hero by the end of his turn.

©1989, 1990 M.B. Co.

CHAOS



Restore

Can be cast on any 1 monster you can see (or on the caster) to heal up to 4 body points.

©1989, 1990 M.B. Co.

CHAOS



Reanimate

When cast, all monsters slain in the caster's room reanimate as skeletons. Place skeletons in the appropriate places and command them on Zargon's turn.

©1989, 1990 M.B. Co.

CHAOS



Mirror Magic

The spellcaster may instantly cast this spell if a hero's spell would affect him. The effects of that spell are deflected back at the hero instead.

©1989, 1990 M.B. Co.

CHAOS

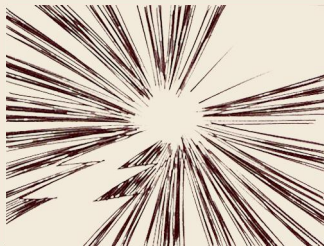


Mind Blast

Any 1 target in sight is instantly paralyzed with pain and terror. He cannot move or attack, and defends with 1 die. At the start of the hero's turn he rolls dice equal to his mind points: on a 6 the spell is broken.

©1989, 1990 M.B. Co.

CHAOS



Dispel

This spell does one of the following to a target you can "see": cancel a spell or magical effect that was cast on someone; force a spellcaster to discard an unused spell; or automatically disarm a trap.

©1989, 1990 M.B. Co.

CHAOS



Curse of the Beast

1 hero in sight is plagued by a were-beast curse. At the start of each turn he rolls 2 red dice: on 2-9 he retains his normal form and continues his turn as normal. On 10-12 he transforms into a beast, and is controlled by Zargon. At the start of his next turn he changes back to normal. This can only be cured by casting Dispel or using other magical means.

©1989, 1990 M.B. Co.

CHAOS



Summon Wolves

Summons a pack of giant wolves to surround the spellcaster or 1 target in sight. Roll 1 red die:

1-3 = 1 wolf

4-5 = 2 wolves

6 = 3 wolves

©1989, 1990 M.B. Co.

CHAOS



Skulls of Doom

Summons a skull which harries the targeted hero, attacking and defending with 2 dice. It has 1 body point and can be attacked by any hero.

©1989, 1990 M.B. Co.

CHAOS



Raise the Dead

Cast on one monster slain in the caster's line of sight. It returns to life fully healed, with -1 body and mind points (to minimum of 1).

©1989, 1990 M.B. Co.

CHAOS



Mass Panic

This spell causes all heroes in sight of the caster to become so fearful their attacks are reduced to 1 combat die. At the start of the hero's turn he rolls dice equal to his mind points: on a 6 the spell is broken.

©1989, 1990 M.B. Co.

CHAOS



Death Bolt

1 targeted hero in sight of the caster is hit with a bolt of life-draining energy for 3 body points of damage. He rolls red dice equal to his mind points and reduces the damage by 1 for each 6 rolled. If he takes any damage, the caster heals himself for that amount.

©1989, 1990 M.B. Co.

CHAOS



Undead Servant

This spell summons a mummy next to the caster, which immediately moves and attacks.

©1989, 1990 M.B. Co.

CHAOS



Berserker Rage

Choose a greenskin monster in the caster's sight: that monster is filled with bestial vigor. It moves and attacks *twice* on its next turn.

©1989, 1990 M.B. Co.

CHAOS



Sharpen Blades

All monsters in the same room as the caster get an extra attack die until the end of the round.

©1989, 1990 M.B. Co.

CHAOS



Rally Goblins

The caster may summon 4 goblins to his location from anywhere on the board. If there aren't enough goblins on the board, he summons the rest out of thin air. The goblins immediately move and attack, unless they have already done so this round.

©1989, 1990 M.B. Co.

CHAOS



Spirit of Vengeance

The caster summons a spectral monster to attack any 1 character on the board. It attacks with 4 combat dice, which can be defended against normally. Then the spirit vanishes.

©1989, 1990 M.B. Co.

CHAOS



Shield of Defense

The caster and all monsters in the same room or corridor are enveloped in an ethereal barrier. All afflicted monsters receive 1 extra defend die until the start of Zargon's next turn.

©1989, 1990 M.B. Co.

CHAOS



Summon Monster

This spell summons a Wandering Monster next to 1 hero in the caster's sight, as if that hero drew one from the treasure deck. The monster immediately attacks.

©1989, 1990 M.B. Co.

CHAOS



Thieving Wind

The caster targets 1 hero in sight: a mischievous air elemental steals an item of the caster's choice from that hero's inventory, which he cannot retrieve until the end of his next turn.

©1989, 1990 M.B. Co.

CHAOS



Gale

This spell must be cast on a figure aligned with the caster in a straight line. That figure is pushed backward in a straight line by a gale force wind, until they hit a wall or another figure, or trigger a pit trap.

©1989, 1990 M.B. Co.

CHAOS

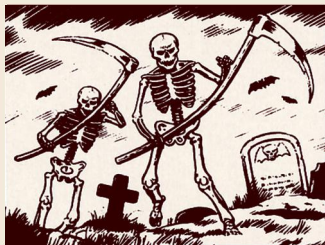


Barrier

You may create a magical wall of ice which covers up to 2 squares. The wall has 1 body point and rolls 6 defend dice.

©1989, 1990 M.B. Co.

CHAOS



Call Skeleton

Summons 2 skeletons adjacent to the caster, which both move and attack immediately.

©1989, 1990 M.B. Co.

CHAOS



Earthquake

The ground opens like a yawning mouth! All heroes in the caster's sight fall into a pit trap.

©1989, 1990 M.B. Co.

CHAOS

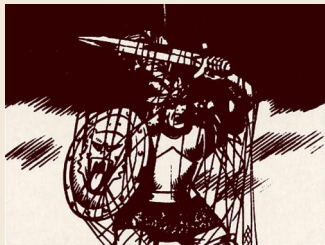


Blinding Sleet

The room or corridor fills with a blinding sleetstorm. No one may move, make ranged attacks, or cast spells until the start of the caster's next turn.

©1989, 1990 M.B. Co.

CHAOS

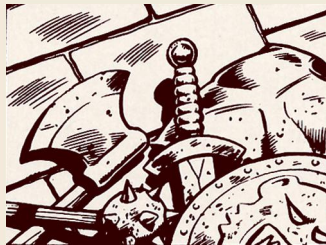


Strands of Binding

1 hero in the caster's sight is ensnared by threads of darkness and rendered unable to move until he breaks free. The threads have 1 body point and 2 defend dice.

©1989, 1990 M.B. Co.

CHAOS



Enfeeblement

Target 1 hero in the caster's sight: that hero suddenly drops everything in his hands, be it weapon or armor, leaving him defenseless until he re-equips on his next turn.

©1989, 1990 M.B. Co.

CHAOS

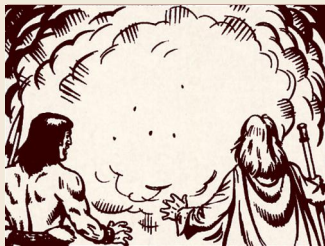


Madness

Cast this spell on a hero in sight of the caster: that hero falls into a gibbering madness. Zargon may move him on his turn, but the hero cannot attack or cast spells. At the start of the hero's turn he rolls dice equal to his mind points: on a 5 or 6 the spell is broken.

©1989, 1990 M.B. Co.

CHAOS



Hasty Retreat

The room or corridor fills with a choking veil of smoke, allowing the caster to escape. Once the spell is cast, he moves twice, and may even move through spaces occupied by heroes.

©1989, 1990 M.B. Co.

CHAOS



Flash

1 hero in sight of the caster is blinded with a terrific flash of light. He loses his next turn.

©1989, 1990 M.B. Co.

CHAOS



Wall of Flame

This spell summons a wall of flame up to 2 squares wide, which blocks line of sight and damages anyone who steps through it. The wall extinguishes itself at the end of Zargon's next turn.

©1989, 1990 M.B. Co.