

### *Orc Beserker*



The Sorcerer may choose one Orc within his line of sight to be filled with immense strength and vigour. That Orc may then move twice and attack twice during that turn only.  
Discard after use.

### *Sharpen Blades*



This spell allows all Orcs in the same room as the Sorcerer to roll an extra die in attack for that turn only. May only be cast in a room.  
Discard after use.

### *Shield of Protection*



This spell allows the Sorcerer and all Orcs in the same room to roll an extra die in defence until the beginning of the Sorcerer's next turn. May only be cast in a room.  
Discard after use.

### *Spirit of Vengeance*



This spell allows the Sorcerer to send an invisible spirit to attack any one figure on the board. The spirit attacks the figure once with four attack dice which may be defended against in the normal way and then vanishes. The spirit itself cannot be harmed.  
Discard after use.

### *Summon Goblins*



The Sorcerer may immediately take four Goblin figures from anywhere on or off the gameboard and place them anywhere within his line of sight. The Goblins may move and attack immediately unless they have already done so during this turn. Discard after use.

### *Summon Orcs*



The Sorcerer may immediately take two Orc figures from anywhere within his line of sight. The Orcs may move and attack immediately unless they have already done so during this turn.  
Discard after use.







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.