## Blinding Sleet



The Sorcerer may fill a room with blinding sleet. No one in that room may move, make ranged attacks or cast spells until the beginning of the Evil Wizard's next turn. Figures may only attack or defend if they are adjacent to another figure. Discard after use.



The Sorcerer may split the ground assunder in a straight line of six squares. Lay the Earthquake card piece on the board to determine who is affected. All those caught will suffer one Body point of damage as if they had fallen into a pit trap. Discard after use.



wall, another figure, falls down a pit trap or triggers another trap.

Discard after use.



The Sorcerer may fire a lightning bolt in a straight line of six squares. Use the lightning bolt card piece to determine who is hit. Anyone hit is attacked with three combat dice which they may defend against in the normal way. Resolve each attack separately. Discard after use.



This spell must be targeted at one figure. The figure loses one equipment card chosen at random which is returned to the equipment card pile. Discard after use.



The Sorcerer creates a magical wall of ice which covers two squares. The wall has one Body point and six defence dice. Keep this card to hand until the wall is destroyed and 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.