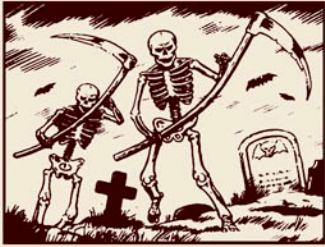


Call Skeleton



This spell summons 2 Skeletons, which appear immediately anywhere within sight of the Sorcerer. They may move and attack at once.

©1989, 1990 M.B. Co.

Fear



The target of this spell is filled with unreasonable terror and may not attack or cast spells on their next turn, although they may still move and defend.

©1989, 1990 M.B. Co.

Skulls of Doom



This spell allows a Sorcerer to hurl a magical skull at any figure in their line of sight. The skull explodes like a fireball and attacks the figure with 2 Combat Dice, which the figure may defend against normally.

©1989, 1990 M.B. Co.

Death Bolt



The Sorcerer may hurl this spell at one figure in sight. That figure then automatically loses 1 Body Point.

©1989, 1990 M.B. Co.

Raise the Dead



Cast this spell on another player's turn after a Monster has been killed. The Monster is then replaced with a Skeleton, which can move and attack immediately.

©1989, 1990 M.B. Co.

Summon Mummy



This spell summons a Mummy, which will appear on any square adjacent to the Sorcerer. The Mummy may move and attack at once.

©1989, 1990 M.B. Co.





Converted into PDF format by [Drathe](#)

Created 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.