

Dispell



This spell may be cast on any spell-using figure. Choose any one of that figure's unused spells at random and discard it. That spell is then lost for the duration of the Quest.

©1989, 1990 M.B. Co.

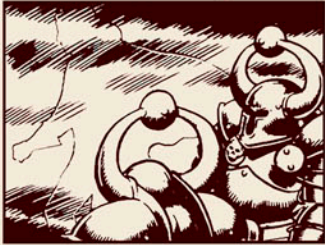
Wall of Stone



This spell creates a magical Wall of Stone, which covers two squares. This Wall has 2 Body Points and rolls 6 Combat Dice in Defence.

©1989, 1990 M.B. Co.

Invisibility



This spell may be cast on any one Hero, including yourself. That Hero may become invisible and move around unseen until the beginning of your (the spell caster's) next turn. While invisible, they may *not* attack, be attacked, or be affected by spells.

©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.