

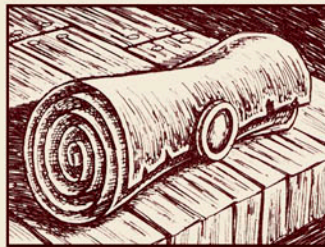
Mind's Eye



This medallion allows you to re-roll any attack, defend, movement, spell break, or any other die roll. If the choice is made to re-roll the dice, the first roll is negated and the second roll takes its place. You may not roll a third time. The Mind's Eye may be used multiple times throughout a quest with no limit. *May only be used by the Wizard.*

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Spell Scroll

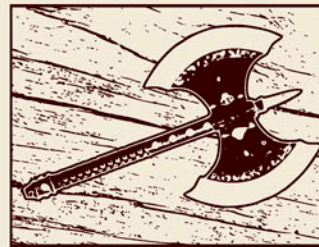


Command

This spell puts any one Monster under your control. The spell can be broken immediately or on a future turn by the Monster rolling one Red Die for each of its Mind Points. If a 6 is rolled, the spell is broken. However, until the spell is broken, you, on your turn, can move the Monster as a Hero and attack other Monsters. *May be used by any Hero. Scroll crumbles to dust after it is used.*

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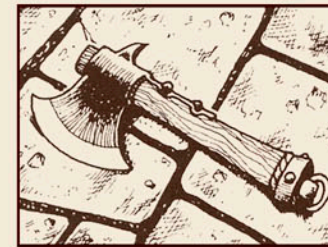
Runic Axe



This shimmering axe gives the attack strength of 4 Combat Dice to anyone who wields it. Dwarves however, can attack with 5 Combat Dice. A Dwarf who wields the Runic Axe must always re-roll any Black Shields during an attack. If any of the newly rolled Black Shields become Skulls, they count as extra hits. However, if any are Black Shields again, then the Dwarf goes into a Berserk Mode. *May not be used with a Shield. May not be used by the Wizard.*

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Throwing Axe



This lightweight-throwing axe gives you the attack strength of two Combat Dice. You may also throw it at any Monster that you can "see", but is lost once it is thrown.

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Trance's Rapier



This lightweight, hollow bladed rapier was a gift from Prince Magnus to his personal Wizard, Trance. It allows a Wizard the attack strength of 3 Combat Dice. *May only be used by the Wizard.*

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Spell Scroll

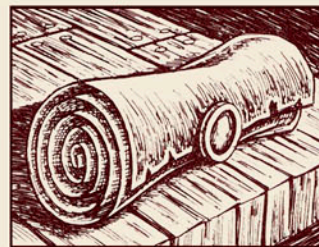


Lightning Bolt

This spell may be cast in a horizontal, vertical, or diagonal 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 on all Monsters or Heroes that stand in its path. *May be used by any Hero. Scroll crumbles to dust after it is used.*

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Spell Scroll

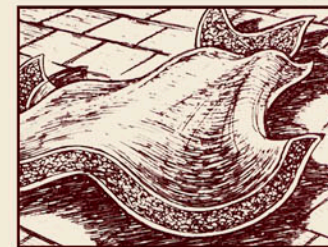


Blast

This spell creates a powerful burst that can force open any sealed door, or strike an enemy for 3 Body Points of damage. *May be used by any Hero. Scroll crumbles to dust after it is used.*

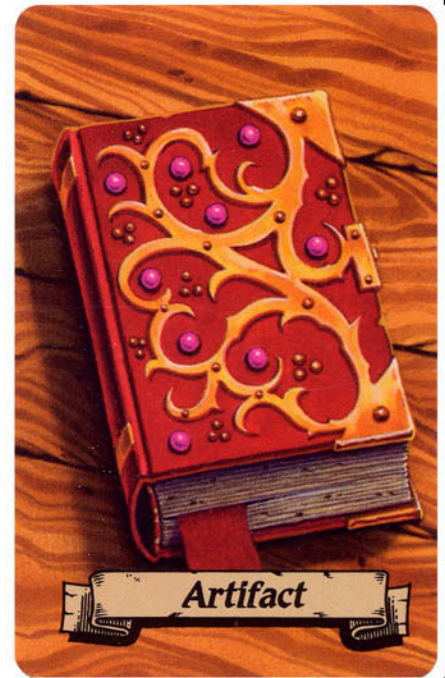
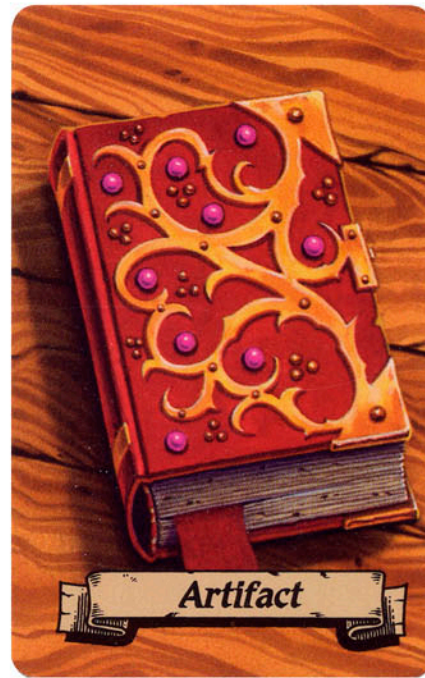
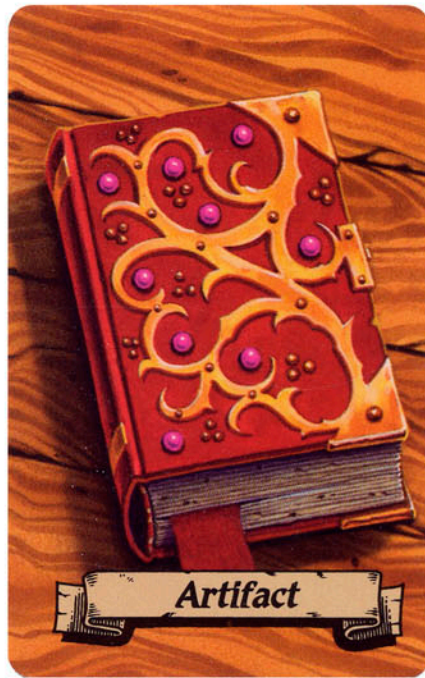
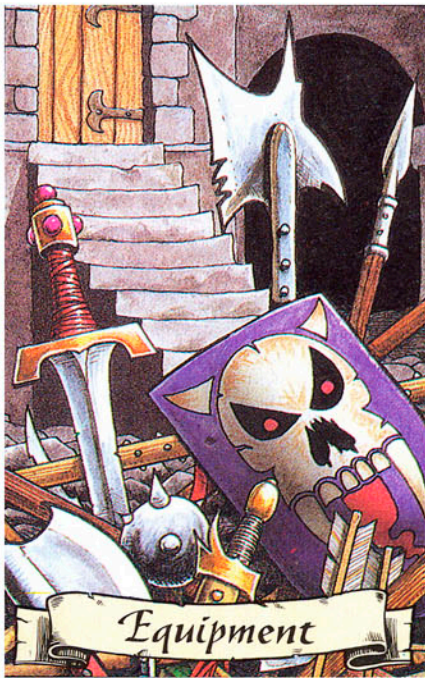
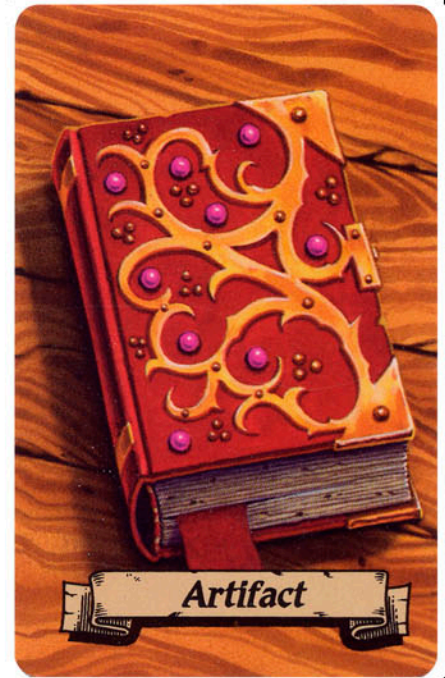
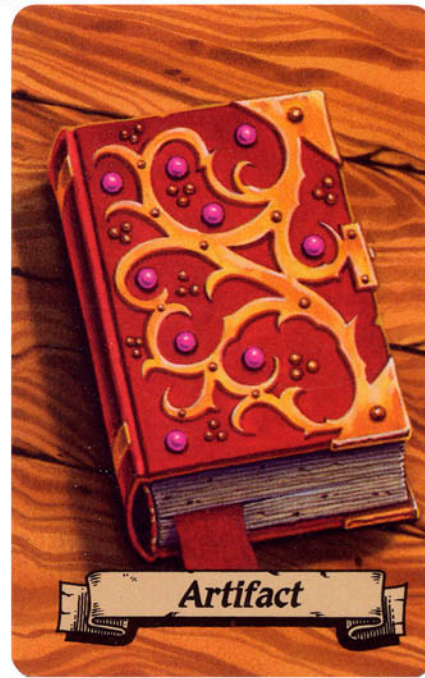
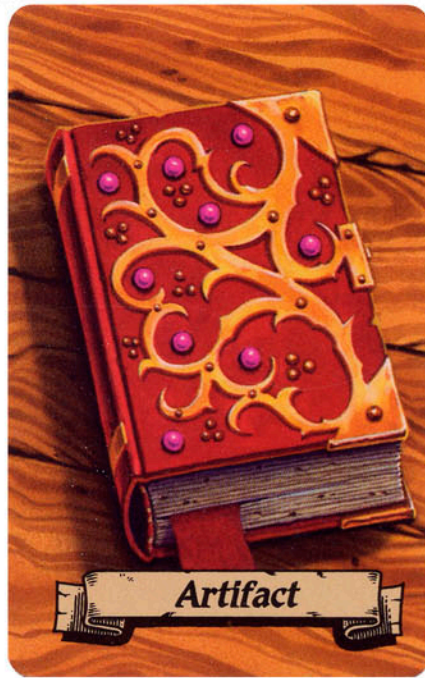
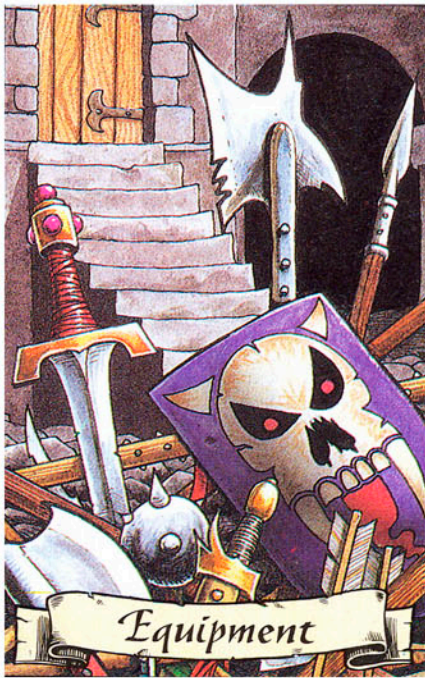
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Elven Cloak of Passage



This cloak enables the Elf to pass through walls without harm. Caution! There are shaded areas on each Quest Map that indicate solid rock. If the Elf ends their move in one of these areas, they are trapped forever! This cloak works only three times.

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