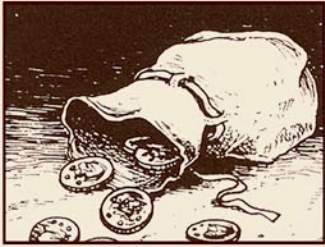


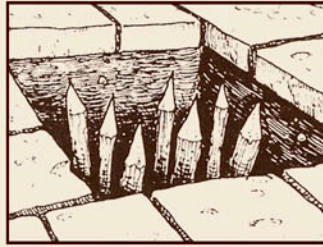
Gold!



You search and find small amounts of gold hidden in several places. But you lose track of time. Roll one Red Die and multiply the result by ten to see how many gold coins you find. You miss your next turn. Record the money on your sheet. Do *not* return this card to the deck.

©1989, 1990 M.B. Co.

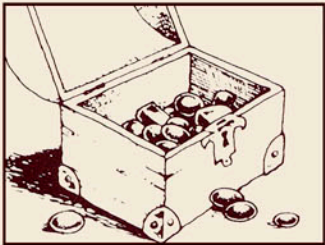
Hazard!



Suddenly, the stone beneath your feet gives way. You realise it is a trap, but all too late. You fall into a spike filled pit, losing 1 Body Point and ending your turn. You may climb out and move normally on your next turn. Return this card to the bottom of the deck.

©1989, 1990 M.B. Co.

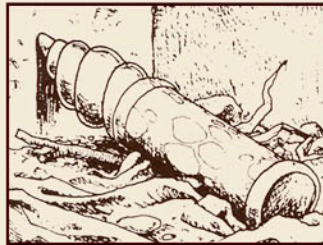
Gold!



Foolishly left unhidden lies a small box containing 25 gold coins. Record the money on your sheet. Do *not* return this card to the deck.

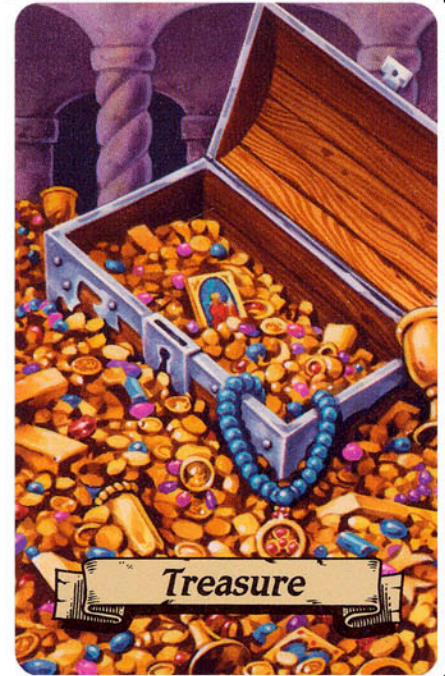
©1989, 1990 M.B. Co.

Holy Water



Discarded and forgotten in a corner of the room you find a vial of Holy Water. You may use this liquid instead of attacking to destroy one regular Skeleton, Zombie, or Mummy. Do *not* return this card to the deck.

©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.