

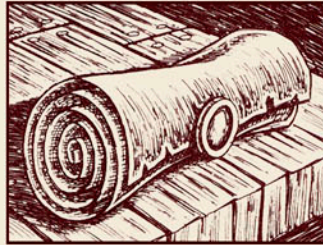
Fire Ring



Protects the wearer from any 2 Chaos fire spells. Ring disappears after the wearer has been protected from the second fire spell.

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Spell Scroll

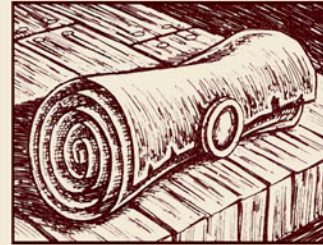


Ball of Flame

This spell may be cast on a Monster, enveloping it in a ball of fire. It will inflict 2 Body Points of damage. The Monster then rolls two Red Dice. For each 5 or 6 rolled, the damage is reduced by 1 Point. *May be used by any Hero. Scroll crumbles to dust after it is used.*

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Spell Scroll

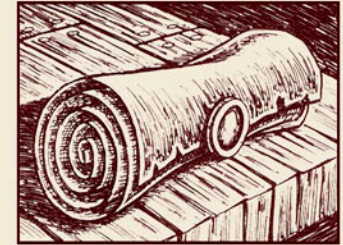


Fire of Wrath

This spell may be cast on a Monster, blasting it with flames. It will inflict 1 Body Point of damage, unless the Monster can immediately roll a 5 or 6 on one Red Die. *May be used by any Hero. Scroll crumbles to dust after it is used.*

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Spell Scroll



Heal Body

This spell may be cast on a Hero, including yourself. Its magical power will immediately restore up to 4 lost Body Points, but does not give a Hero more than their starting number. *May be used by any Hero. Scroll crumbles to dust after it is used.*

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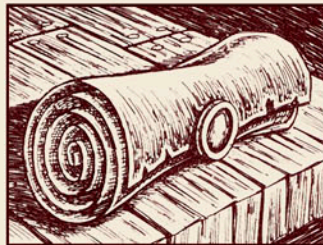
Magical Throwing Dagger



Always inflicts 1 Body Point of damage when thrown at a Monster a Hero can "see". Monster cannot defend. Dagger is lost once it is thrown.

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Spell Scroll

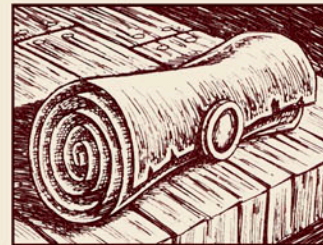


Courage

This spell may be cast on a Hero, including yourself. The next time that Hero attacks, they may roll 2 **extra** Combat Dice. The spell is broken the moment the Hero can no longer "see" a Monster. *May be used by any Hero. Scroll crumbles to dust after it is used.*

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Spell Scroll

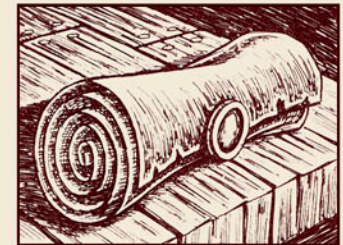


Genie

This spell conjures up a Genie who will do one of the following: open any door on the gameboard (revealing what lies beyond), OR use 5 Combat Dice to attack a Monster within your line of sight. *May be used by any Hero. Scroll crumbles to dust after it is used.*

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Spell Scroll

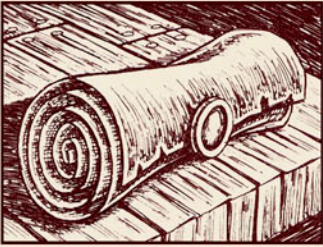


Rock Skin

This spell may be cast on a Hero, including yourself. That Hero may roll 1 **extra** Combat Die when defending. The spell is broken when the Hero suffers 1 Body Point of damage. *May be used by any Hero. Scroll crumbles to dust after it is used.*

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Spell Scroll

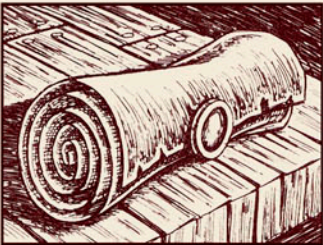


Sleep

This spell puts a Monster into a deep sleep so it cannot move, attack, or defend itself. The spell can be broken at once or on a future turn by a Monster rolling 1 Red Die for each of its Mind Points. If a 6 is rolled, the spell is broken. *May not be used against Mummies, Zombies, or Skeletons. May be used by any Hero. Scroll crumbles to dust after it is used.*

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Spell Scroll



Tempest

This spell may be cast on a Monster, surrounding it with a small whirlwind. That Monster will then miss its next turn. *May be used by any Hero. Scroll crumbles to dust after it is used.*

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Artifact



Artifact



Artifact



Artifact



Artifact



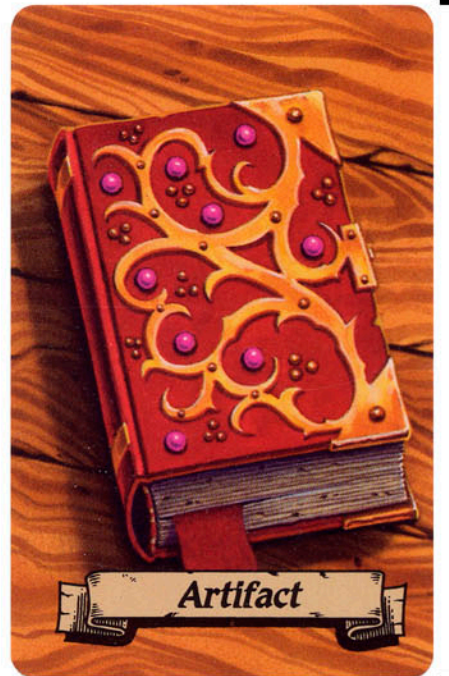
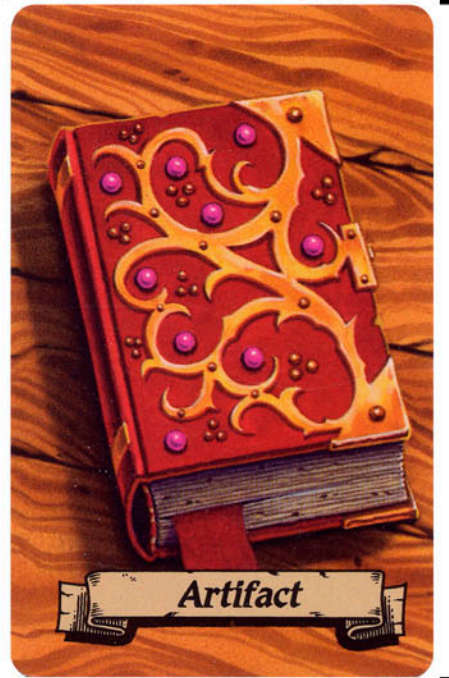
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