

### ***Ancient Staff***



This magical staff enables the Elf to reflect any monster's spell back at the spellcaster. The spellcaster and all other monsters in the same room suffer the full effects of the spell, while the Elf and his companions are immune to the effects. The staff works only 5 times, then it becomes useless.

©1992 Milton Bradley

### ***Elven Boots***



These boots grant the Elf an extra red die for movement. The Elf can roll 3 dice for movement either before or after taking an action. The boots wear out if the Elf rolls identical numbers on any 3 dice.

©1992 Milton Bradley

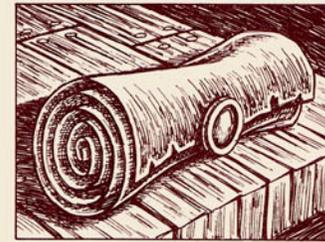
### ***Elven Bracers***



These metallic wrist bands have magical powers. When placed on the Elf's wrists, these glowing artifacts greatly enhance the Elf's physical and mental abilities. The bracers add 2 extra Body Points and 1 extra Mind Point to the Elf's total. They can be worn only by the Elf.

©1992 Milton Bradley

### ***Spell Scroll***



### ***Treasure Without Doom***

This spell scroll enables a Hero to pick cards from the treasure deck, ignoring all Wandering Monster and Hazard cards, until he picks a card showing gold, a potion, gems, or jewels. Or it can be used to open one chest without harm, disarming any trap on the chest.  
*Scroll crumbles to dust after it is used.*

©1992 Milton Bradley

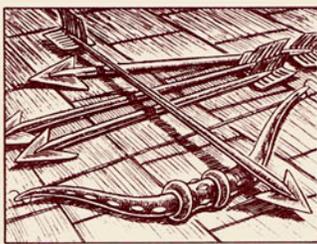
### ***Bone Wand***



This artifact enables any Hero to control all skeletons in one room for one turn. He can move them and make them attack during this turn. The Hero can make the skeletons attack each other or any other monsters in the room. The Bone Wand works only once per Quest.

©1992 Milton Bradley

### ***Elven Bow of Vindication***

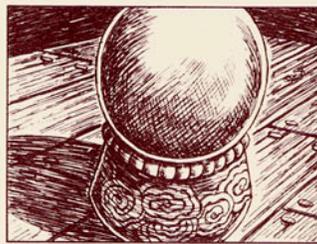


Only an Elf may use this bow. An arrow fired from this bow hits and instantly kills any one monster within the Elf's line of sight, unless the monster rolls a black shield on 1 combat die. There are only 4 arrows with this bow; the bow is useless once all of these arrows have been fired.

*This card can be used only in the Elf Quest Pack.*

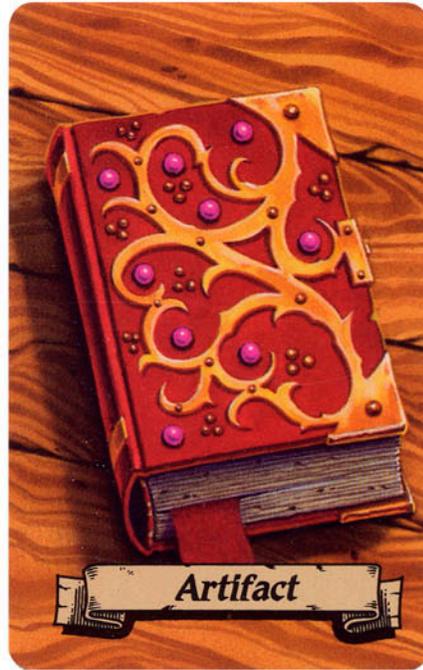
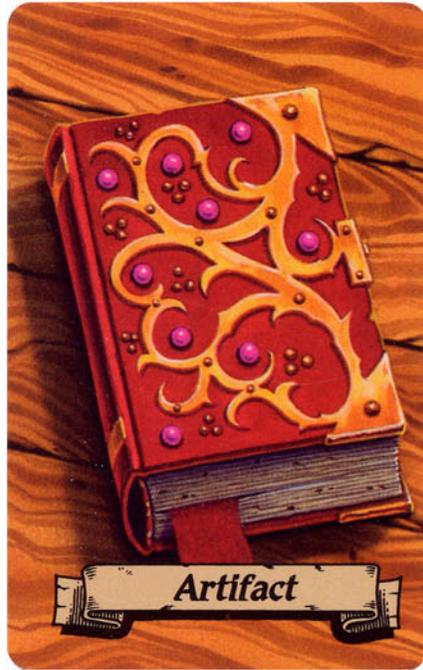
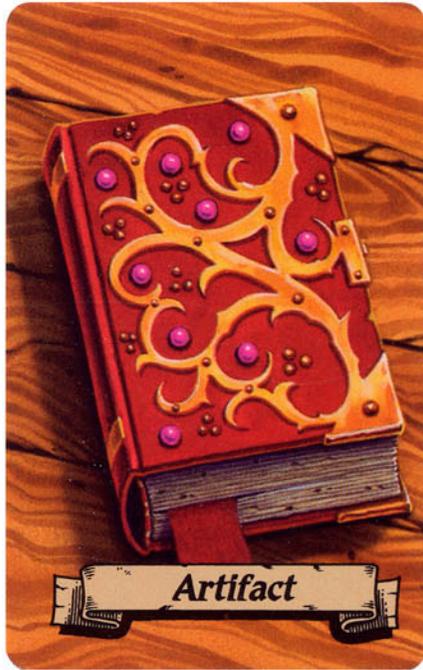
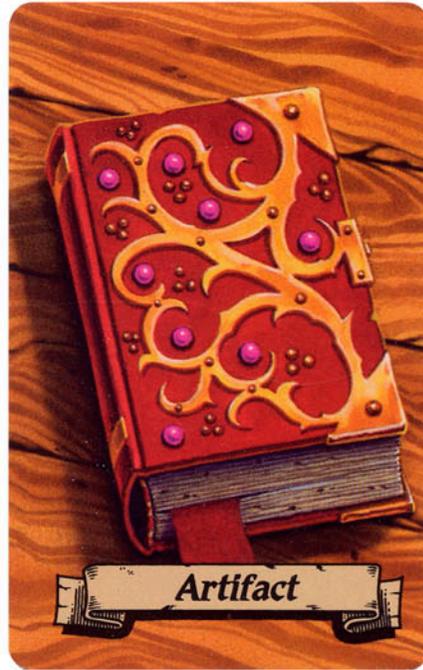
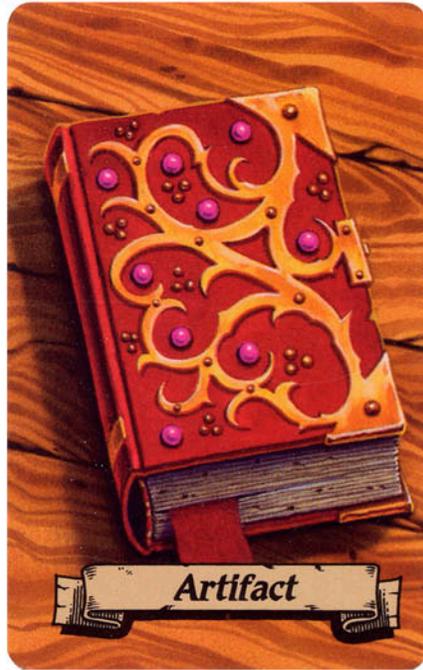
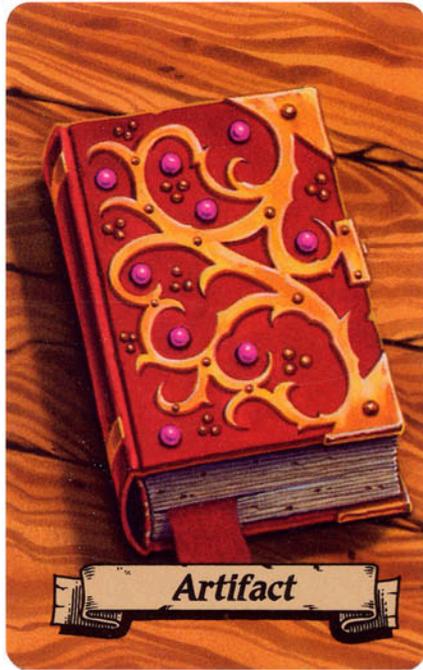
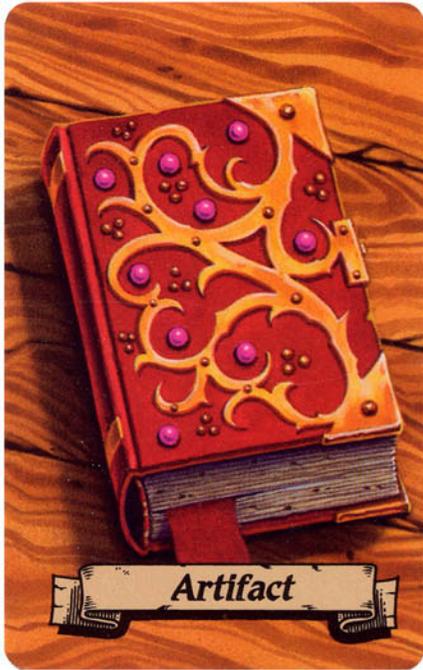
©1992 Milton Bradley

### ***Sky Orb***



The Hero who possesses this orb may use it to absorb a total of 4 Mind Points of damage. Each time the Hero would normally suffer the loss of 1 Mind Point, he instead hands Zargon one of the blue Sky Orb tokens and suffers no Mind Point damage. When all 4 tokens have been handed to Zargon, the Sky Orb is useless.

©1992 Milton Bradley





Converted into PDF format by [Drathe](#)

Scanned 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.