

### *Air Walk*



This potion enables any Hero to walk on a cushion of air for one turn. He does not spring traps during this turn. The Hero can walk over pit traps as long as he can reach an unoccupied space on the other side. This may be used only once. Do not return this card to the deck.

©1992 Milton Bradley

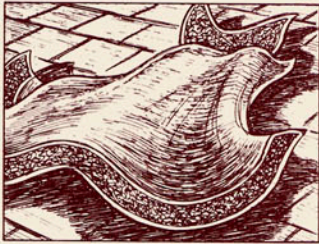
### *Treasure Hoard!*



Under a loose stone in the floor, you find a small chest. Inside are 300 gold coins! Record the money on your Character Sheet. Do not return this card to the deck.

©1992 Milton Bradley

### *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 his move in one of these areas, he is trapped forever! This cloak works only three times. Discard after the third use.

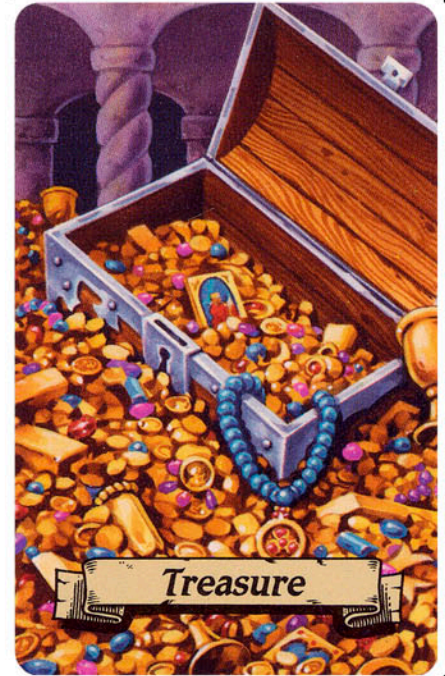
©1992 Milton Bradley

### *Wolfsbane Potion*



This may be used by any Hero suffering under the Werewolf's Curse. This potion cures the Hero of this curse. This may be used only once. Do not return this card to the deck.

©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.