

Healing gauntlets



If your Body Points fall to or under 0, these magical gauntlets restore immediately 2 B.P. After this effect you roll 1d6. A roll of 5 or 6 results in the exhaustion of the magic the gauntlets then only have the normal protection (+1 W.D)

Value: 400 Gold (when still magical)

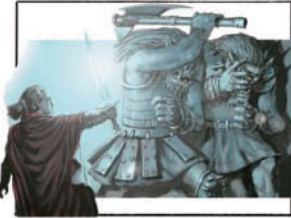
Deer staff



Truncheon, only suited for "men of the church". The staff holds one miracle which is chosen at the beginning of every adventure. As long as you wield this staff you can make use of the miracle. When you find the staff, draw a Minor miracle card from the stack.

Value: 350 Gold

Orc Bane



The Orc Bane is a short sword with a special quality. When you attack orcs you may attack twice.

Value: 210 Gold

Rock biter



This magical axe will cleave through armor with remarkable ease. The axe has the characteristic "armor penetrating" -3

Value: 380 Gold

Chackra



This chackra can be used as a short sword in close combat. If thrown it damages the opponent with 2 B.D (black dice) and will always be found by the thrower.

Value: 380 Gold

Seven-league boots



Each time you use the power of these boots your movement is +7 squares. Your speed is so great, you can pass traps, set them off and not be damaged by them. You can use this ability 7 times, keep track of your use on your character sheet. After the special use, the boots are treated as normal.

Value: 420 Gold

Dagger of accuracy



This dagger hits automatically, causes 1 point of damage and is "armor penetrating -2". After the throw the dagger has lost its special abilities and is from now on a normal throwing dagger. Value: 90 Gold before, and 30 Gold after the throw.

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Arrows of death



You find 3 arrows that find their target unerringly and hit with the power fitting to the bow. Against undead and daemons these arrows are not special. once shot the arrows loses its special ability.

Value: 25 Gold per arrow

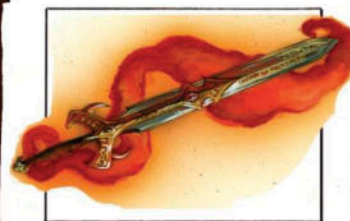
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Value: 25 Gold per arrow

Dominance



With this two-handed wielded sword you always attack as if in favorable position.

Value: 750 Gold

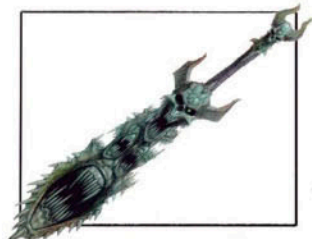
Pain



This treacherous axe consumes the blood of its wielder. For every Body point Pain causes roll 1W'D. Every monster shield costs the warrior 1B'P. Pain attacks with 4B'D.

Value: 600 Gold

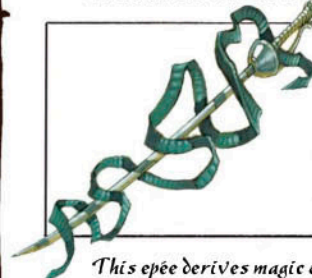
Daemon killer



This broad sword causes 1B'D extra damage against daemons in addition it has armor penetrating -1.

Value: 300 Gold

Wizards sword



This epée derives magic out of the blood of slain enemies. It attacks with 2W'D. Every 2B'P you take from a monster gives you enough power to do an extra spell in the next turn, after that the magic dissipates.

Value: 250 Gold

Guile



If a monster loses body points caused by this dagger, it is poisoned by a mild venom. The dagger causes 2B'D damage.

Value: 180 Gold

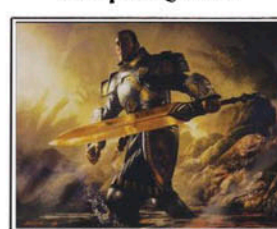
Elvenbow



This bow can only be used by an elf. The attack has a reach of 16 squares and inflicts 4W'D damage.

Value: 450 Gold

Coup de grace



This powerful broadsword attacks with 3 Green Dice. Every monstershield counts as an undefendable attack. Each skull as a normal attack.

Value: 400 Gold

Ring of dauntlessness



As long as wear this ring you have the characteristic "fearless". If you remove or lose the ring the fear (for certain monsters and situations) returns immediately.

Value: 180 Gold

Ring of Spells



This ring offers a possibility to magicians to use 2 spells in one turn. After usage the ring gets exhausted if you roll 5+ on 1d6. Between adventures the ring can be charged at the Witches cart on the bazaar (for 50 Gold).

Value: 350 Gold

Pendant of Reusage



A magician wearing this pendant may select an already used spell from the discard stack. This ability may be used only once per adventure.

Value: 500 Gold

Arm of Sigmar



This mace gives you an attack against undead with 3 Purple Dice. It is only in the hands of a man of the church that the true power of this mace is revealed: Undead are hit with "displacement".

Value: 300 Gold

Boots of Swiftness



These boots offer you the possibility of extra movement. You may add 1 point of movement to each die you roll. After each adventure roll 1d6. If the result is a 6 the boots have lost their special ability.

Value: 300 Gold

Assassin's Knife



This knife causes 2 W/D damage. In the hands of an assassin (or any other warrior with the ability assassination) the knife causes 2 Purple Dice damage.

Value: 150 Gold

Magical armor



This armor offers the defense of plate armor, but not its cumbersome. Defense: 4 W/D
Cumbersome: -1 move.

Tenability: 48

Mending: 100 Gold

Value: 750 Gold

Magical Leather Armor



As long as you wear this leather armor, your defense is +1 W/D. In addition this suit fits like a glove, you get a bonus of +1 on all tests for skill.

Tenability: 28

Mending: 40 Gold

Value: 300 Gold

Cloak of Runes



Wearing this cloak of Runes strengthens your magical abilities. The spells you use sort double the effect. This usage depletes the cloak. Roll a d6, if this results in a 6 the magical tenability sinks with 1 point.

Tenability: 8

Mending (witch's cart): 150 Gold

Value: 1000 Gold

Magical Cloth Armor



This magical armor automatically negates the loss of 1BP per attack. This, however, immediately costs 1 point tenability.
Tenability: 24
Mending (Witch's cart): 40 Gold
Value: 240 Gold

Tunic of Wisdom



As long as you wear the tunic of wisdom, your intelligence is enhanced with 2 points.
Tenability: 16
Mending (Witch's cart): 40 Gold
Value: 300 Gold

Hauberk of Moonsteel



This shirt of mail armor, made of moonsteel deflects automatically the loss of 1BP per attack. This costs 1 point of tenability.
Tenability: 36
Mending (Witch's Cart): 80 Gold
Value: 600 Gold

Luck Stone



You can use this luck stone to cancel an unlucky roll with the dice, it can also concern a roll of the Evil player against your warrior. The second roll stands. After every application the special powers of the stone dissipate on a roll of 6+ on a d6

Value: 200 Gold

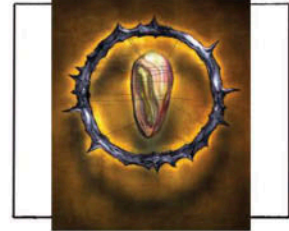
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Value: 200 Gold

Amulet of Knowledge



Wearing this amulet increases your intelligence with 1 point.

Value: 300 Gold

Belt of Strength



As long as you wear this belt, you may roll 1 extra Green Die in every combat, in addition you may reroll 1W/D when testing for strength. After each adventure the belt loses its power if you roll 5+ on a d6.

Value: 500 Gold

Shield of Light



The Shield of Light offers 1 Green Die extra in defense. If fighting undead it actually offers 2G/D extra.

Value: 320 Gold

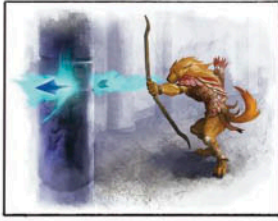
Arcanium



When you find this Arcanium you get 1 set of spells (extra). You can use these spells normally, as if you have magical powers. At the start of the next adventure you get the same set again. You can only use the spells if you hold the folio in both hands (and therefore no weapon or shield)

Value: 350 Gold

Cleavers



You find 5 arrows that enhance the power of your bow. The use of a cleaver allows 2 W·D extra when you shoot it. In addition they have the ability "penetrating -1".

Each arrow represents the value of 30 Gold.

Rings of Fire



These rings protect you against normal and magical fire. In addition you can unleash a fireball instead of attacking. Every use of the rings wears them out. The power lasts 5 times. The value of the rings drops from 300 Gold to 0.

Cowskin Armor



This armor prevents the loss of 1BP, until it is worn down.

Every deflection of a damage point reduces the tenability with 1 point.

Tenability: 12

Value: 320 Gold

Dragon's Helmet



The Dragon's Helmet enhances your defense with 1 Green Die, in addition it gives a displacement protection of 2.

Value: 500 Gold

Dwarves Crossbow



If you use the Dwarves crossbow, the bolts attack with 4 W·D. In the hands of a dwarf the attack is 4 Black Dice.

Value: 500 Gold

Amulet of Healing



You can apply this amulet to restore your BP or that of a warrior adjacent to you with 1d6. This ability can be deployed once per adventure. After each adventure the amulet loses its power on a roll of 6 on 1d6.

Value: 300 Gold

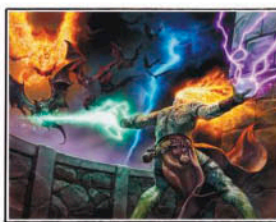
Mithril Wrist-guards



These Mithril Wrist-guards offer an extra Green Die defense. Mithril is not liable to rust or deterioration.

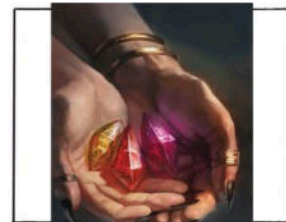
Value: 420 Gold

Protection by Runes



After studying a stone slab with runes these enigmatic symbols magically appear on your skin. The power of the runes enhances your defense with 1 W·D. Entering the city will cost you the double amount of gold to soothe the suspicion of the guards. You are no longer welcome in church.

Ring of Abundance



When looking for treasure the Evil One takes the 3 top cards from the stack and reads the aloud. You have to accept 2 of them, the third will be discarded.

Value: 120 Gold

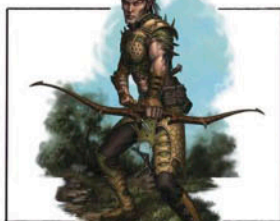
Elixir of Life



This elixir has the power to restore a warrior to full wounds and intelligence, even if that hero has perished earlier in this adventure.

Value: 750 Gold

Dragon's sinew



This short bow, equipped with a dragon's sinew, will cause 2'B'D of damage.

Value: 250 Gold

Wrath



This mace causes 2'B'D damage to your opponent.

Value: 320 Gold

Crystal Staff



This staff causes 2'B'D damage. It may also be used diagonally.

Value: 380 Gold

Sunrise



If you wield this sword you attack with 3'B'D. You may attack diagonally

Value: 400 Gold

Spirit Blade



This legendary blade causes 3'W'D damage against most opponents and 4'W'D against undead. It is the only known weapon powerful enough to vanquish the Witch Lord (and other stronger undead)

Value: 750 Gold

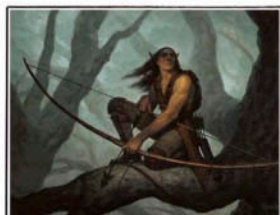
Chaos Bow



Use of the chaos bow will damage your opponent with 6'B'D. If you fail to do damage, the bow will rob you of 1, non-defendable B'P.

Value: 450 Gold

Bow of Light



Arrows you shoot with this bow always seem to find a weak spot in your enemy's defense. You roll 2'Purple Dice and the arrows are "penetrating".

Value: 500 Gold

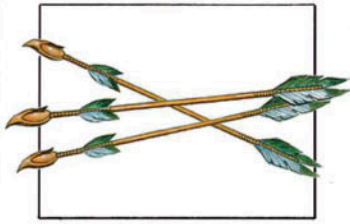
Repeating Crossbow



This crossbow is enchanted with a spell of swiftness and can therefore shoot 3 times per attack. Mind you, it costs 3 bolts as well.

Value: 550 Gold

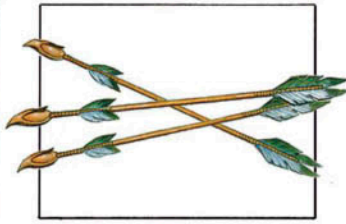
Arrows of the Steady Hand



These arrows are enchanted with a spell of dexterity. If you shoot one of these, you may shoot again in this turn, the second arrow may be an ordinary one.

Value: 15 Gold per arrow

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These arrows are enchanted with a spell of dexterity. If you shoot one of these, you may shoot again in this turn, the second arrow may be an ordinary one.

Value: 15 Gold per arrow

Bewitched Bolts



These bolts (10 in number) seem to find their aim automatically. All dice that do not result in a skull when attacking may be rolled once more.

Value: 20 Gold per arrow.

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Value: 20 Gold per arrow

Javelin of Thunder



When thrown this javelin unleashes his power upon impact. In addition to the strength of the throw the enemy is also struck by 2B+D extra damage.

Once thrown the weapon loses its power until it is reloaded in the city n (100 gold at the witch's cart).

Value: 750 Gold

Forbidden Wisdom



With the spells in this book you can resurrect an already slain warrior. Afterwards you must roll 6B+D. Each rolled skull costs you 1 Intelligence. Whenever your total sinks to 0 the Book will devour your soul and you are lost for eternity
Value: 0 (whoever would want to buy this monstrum)

Ring of Vitality



If you wear the Ring of Vitality you can grant a warrior adjacent to your own hero 1B+P back. After every use the power of the ring dissipates on a roll of 6 on d6.

Value: 250 Gold

Ring of Wisdom



While wearing the Ring of Wisdom you can restore 1IP to a warrior on an adjacent square. After every use the power of the ring dissipates on a roll of 6 on d6.

Value: 250 Gold

Ring of Teleportation

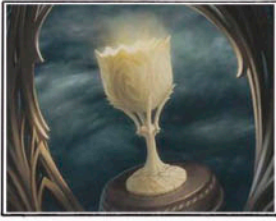


Instead of walking you can make use of this ring to arrive at a random spot on the board. Roll 1d6.

1. The ring loses its power
2. The ring is dormant
3. The Evil One chooses where you land
4. You arrive at your destiny, but a turn later
- 5+. You can choose your destination.

Value: 350 Gold

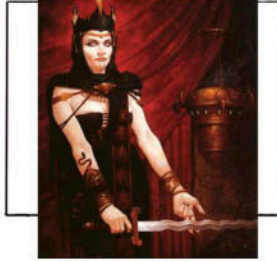
Sacred Chalice



This Sacred Chalice is a remarkable relic and its special power will only surface in the hands of a "Man of the Church". If this man performs a healing the chalice will grant that warrior 1 extra 'B'P of recovery. If the chalice is corroded by rust this special ability wears off.

Value: 300 Gold

Chaos Sword



This baneful sword attacks with 6 'B'D. In the unlikely event of not succeeding to do damage, the sword robs you of 1 'B'P.

Value: 450 Gold

Gloves of Virtuosity



While wearing these gloves you may reroll 1 die per attack. In addition there are no locks or treasure chests that can withstand your lock picking ability.

Value: 500 Gold

Amulet of Protection



This amulet offers protection the moment your 'B'P sink to 0. Roll 1 'W'D. If you roll a white shield the amulet saves your butt and you recover 1 'B'P. After every use the magic of the amulet dissipates on a roll of 6 on 1d6. The amulet has become worthless.

Value: 450 Gold (0 if the power is gone)

Bone Crusher



With this warhammer your attack is 30 'D (Orange Dice)

Value: 600 Gold

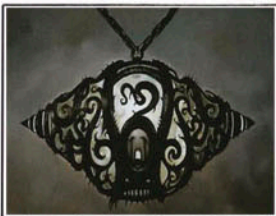
Magical Cloak



This cloak protects against chaos wizardry. If you roll 6 on 1d6 the cloak deflects the spell. The magic used against you can be used to cast one of your spells without discarding it.

Value: 450 Gold

Amulet of Battle



Wearing this amulet grants you 1 extra 'W'D in every engagement. After every adventure roll 1d6. On the roll of a 6 the amulet loses its power.

Value: 450 Gold

Cloak of Battle



This cloak offers 1 'W'D extra defense. Because of the magical quality you don't roll for tenability.

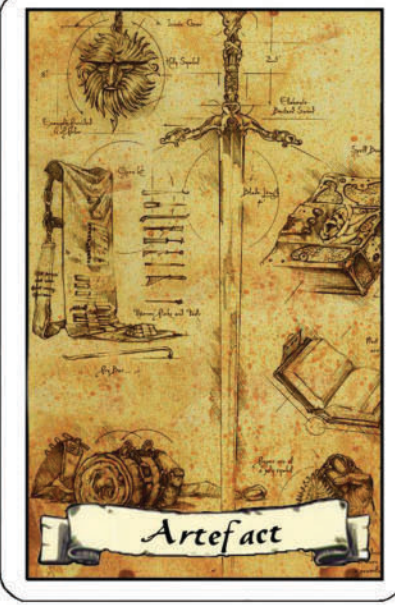
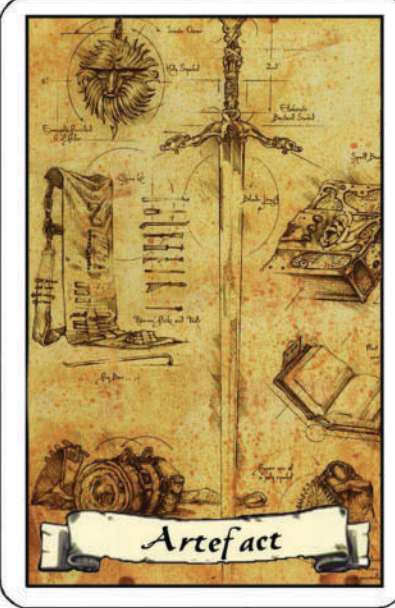
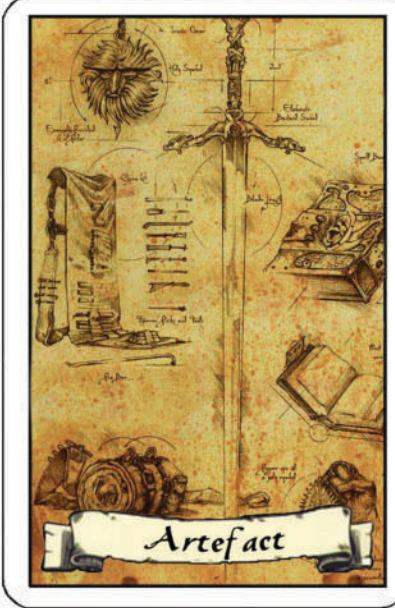
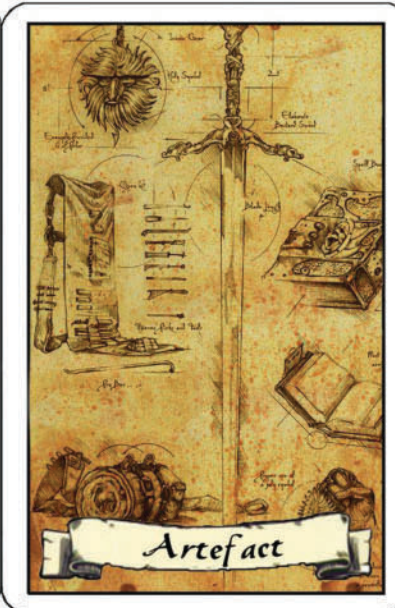
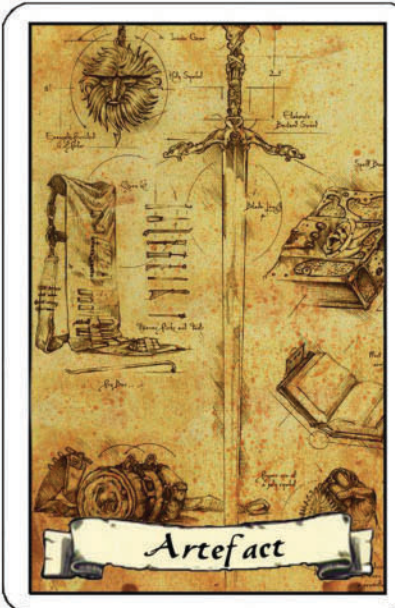
Value: 350 Gold

Archaic Elixir



This elixir is thus ancient its origins are untraceable. The maturing has enhanced the magical force. If you give this to a warrior he gets all his 'B'P back even several turns after his demise.

Value: Unfathomable.



Abbreviations:

BP: Body Points

IP: Intelligence Points

WD: White Dice

GD: Green Dice

BD: Black Dice

BLD: Blue Dice

OD: Orange Dice

PD: Purple Dice

More info about the dice:

<http://www.hq-cooperation.de/forum/viewtopic.php?f=1&t=427>

I am busy rewriting the rules Xarres has made into Dutch and at the same time slimming it down a bit to keep up the speed in the game. If I am finished I will make a translation into English. The cards I have posted thus far can be used without the rules but some concepts are not explained so far (ie special weapon abilities)

I hope you have some patience, I must combine this work with my fulltime job (the one that gets the food on the table and the mortgage payed)

Greetings,

Dock



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