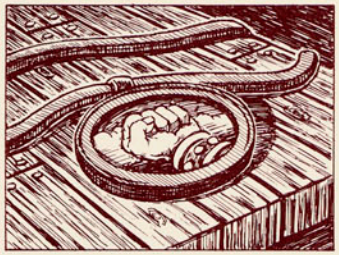
Amulet of the North



This ancient magical item was made for Barbarian kings centuries ago. It may be worn only by a Barbarian. While worn, it adds 2 Body Points and 1 Mind Point to the Barbarian's totals.

©1992 Milton Bradley

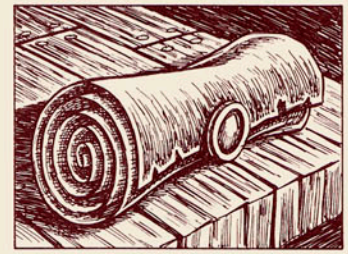
Ring of Warmth



This artifact grants its wearer immunity to the Chill spell, as well as to the effects of ice vaults and icy rivers.

©1992 Milton Bradley

Spell Scroll

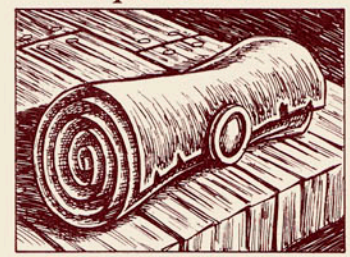


Chill

This spell causes 1 Body Point of damage to any monster adjacent to the spellcaster (though not diagonally adjacent). The victim cannot defend against the attack.
Scroll crumbles to dust once used.

©1992 Milton Bradley

Spell Scroll



Ice Storm

This spell creates a blizzard of ice that affects an area 2 squares wide by 2 squares long. Each monster and Hero in that area is attacked separately by the spellcaster with 3 combat dice. There is no chance to defend. Cannot be used in corridors.
Scroll crumbles to dust once used.

©1992 Milton Bradley

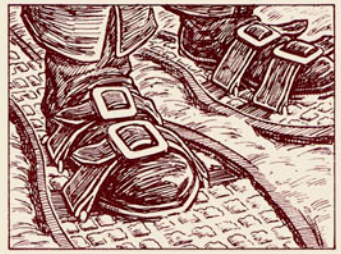
Armband of Ice



This powerful item grants its wearer immunity to Mind Freeze and Chill spells, plus immunity to damage from ice vaults and icy rivers for as long as it is worn. It also reduces the damage from an Ice Storm spell by 1 point, for the armband wearer only.

©1992 Milton Bradley

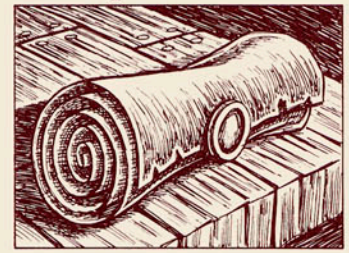
Snowshoes of Speed



These magical snowshoes add 2 squares to a Hero's movement, and they also negate the effects of slippery ice for as long as they are worn. These can be used only on Quests in cold, icy regions.

©1992 Milton Bradley

Spell Scroll

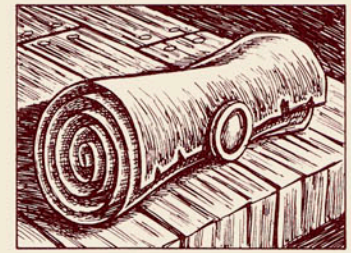


Ice Bridge

This spell creates a permanent bridge of Magic Ice tiles that enables Heroes to cross over any pit, trap, chasm, crevasse, or icy square.
Scroll crumbles to dust once used.

©1992 Milton Bradley

Spell Scroll

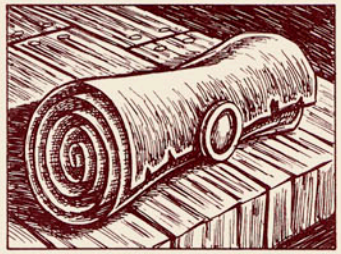


Psychic Recovery

This spell restores all lost Mind Points to the spellcaster or any one Hero the spellcaster chooses.
Scroll crumbles to dust once used.

©1992 Milton Bradley

Spell Scroll

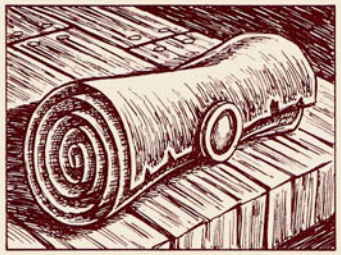


Skate

This spell enables the spellcaster to move quickly through icy caverns and corridors. The spellcaster adds 6 to his red dice movement roll and may pass through monsters and Heroes during movement. The spell lasts only one turn.
Scroll crumbles to dust once used.

©1992 Milton Bradley

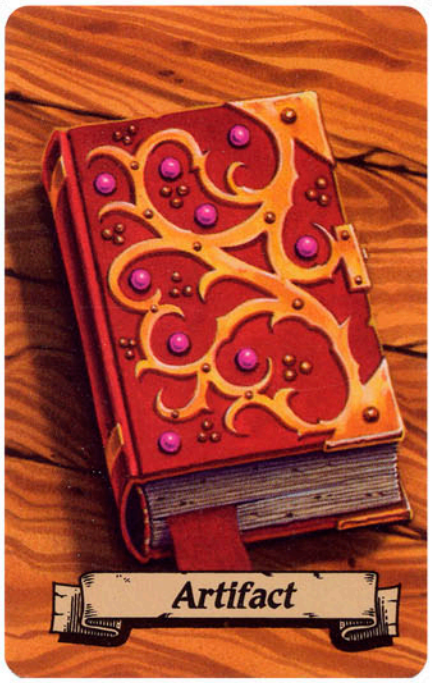
Spell Scroll

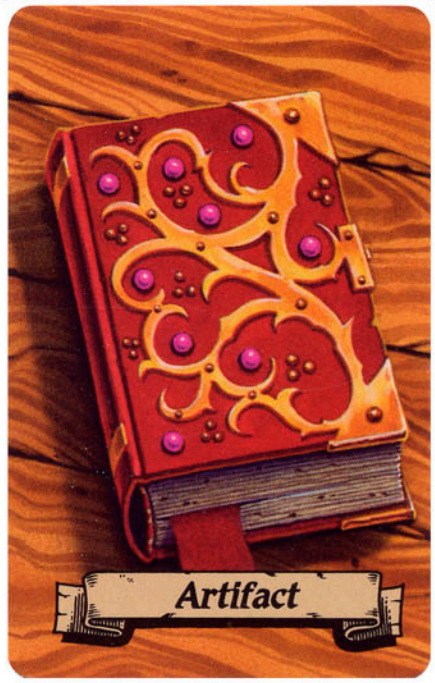


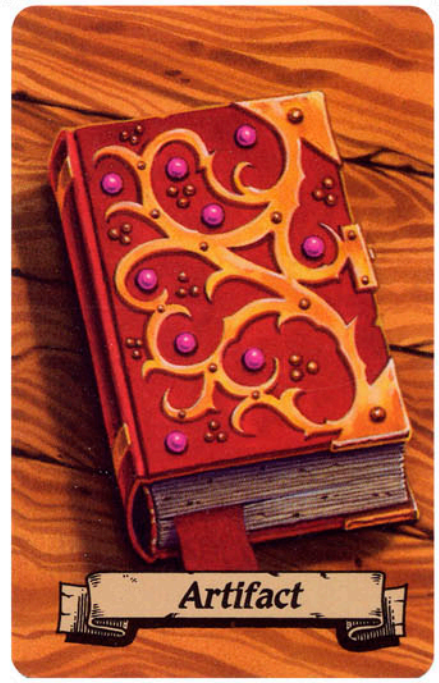
Warmth

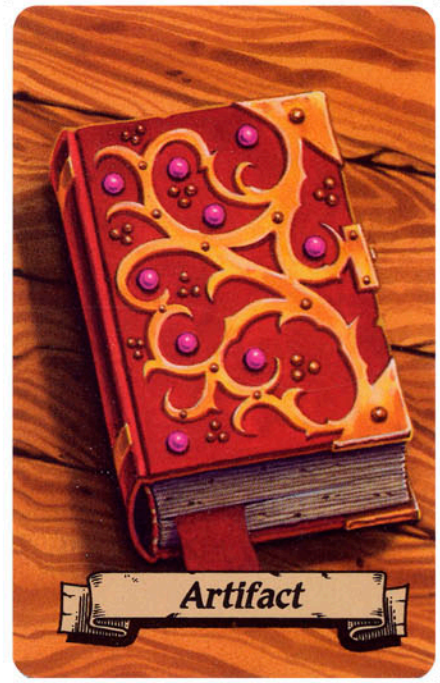
This spell bestows a healing warmth on the spellcaster or any one Hero the spellcaster chooses. The warmth restores up to 3 lost Body Points.
Scroll crumbles to dust once used.

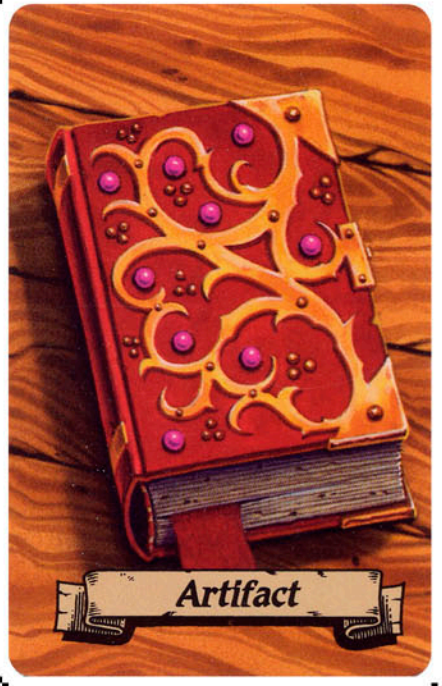
©1992 Milton Bradley

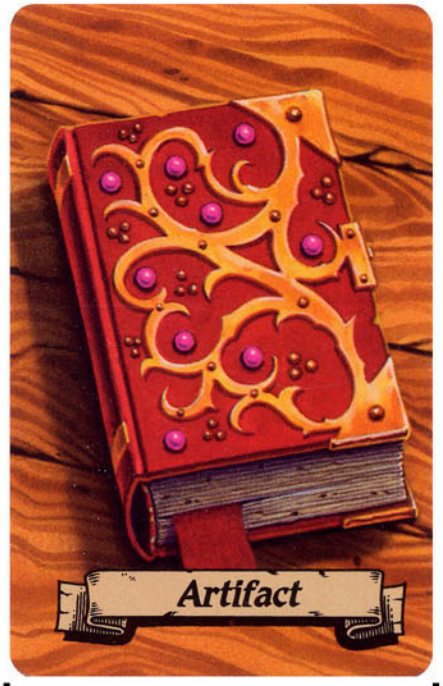

Artifact

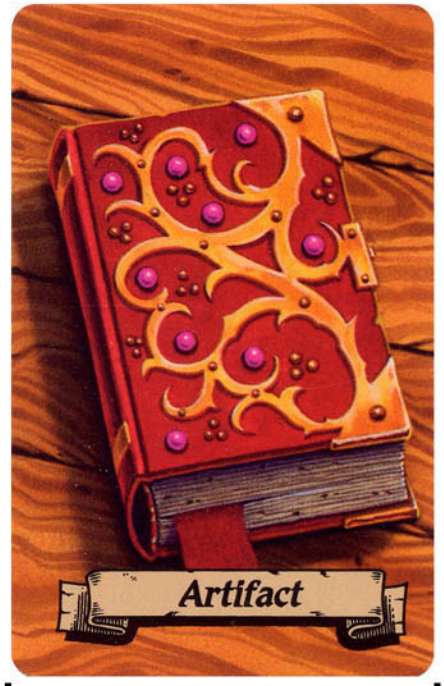

Artifact

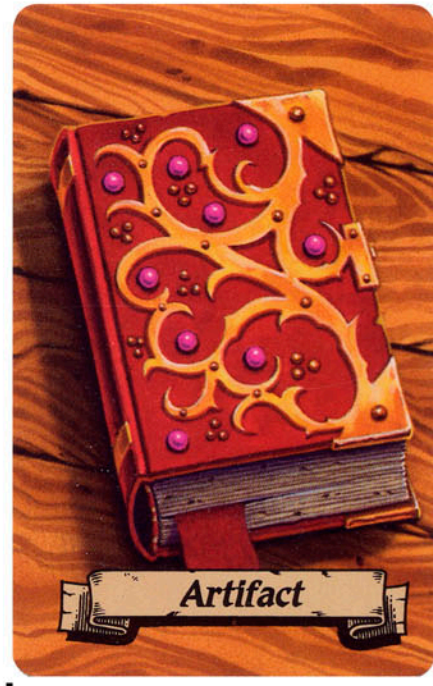

Artifact

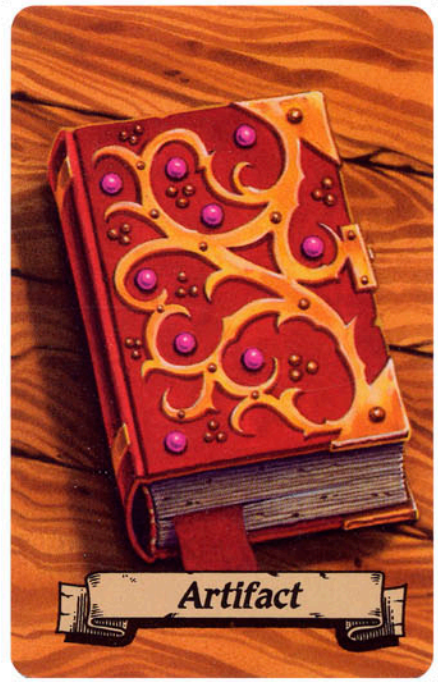

Artifact

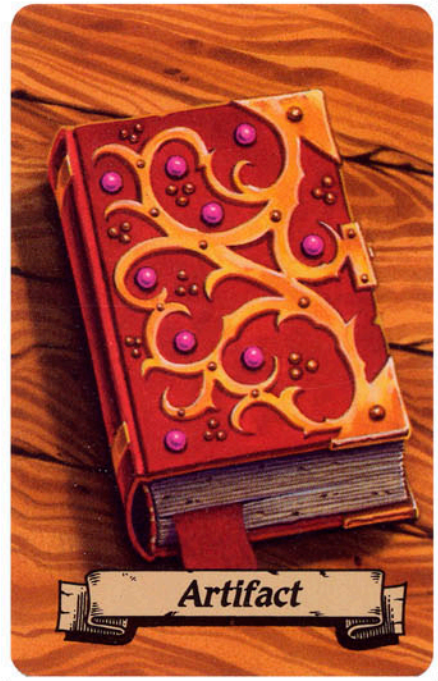

Artifact


Artifact


Artifact


Artifact


Artifact


Artifact



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.