



## Ring of Fire

2500 Gold Coins  
*Magical Jewellery*

This unusual ring creates a roomful of fire that inflicts 3 Body Points of damage on all Heroes and Monsters in the same room with the wielder of the ring. The wearer is unaffected. All victims immediately roll 3d6. For each 5 or 6 rolled, the damage is reduced by 1 point. *Cannot be used in corridors. May only be used once per Quest. Also protects wearer from 1 Body Point of damage caused by any fire spells or traps.*



## Bracers

300 Gold Coins  
*Armor*

These armlets gives you 1 extra Combat Die in defense. **May only be used by the Wizard.**

## Boots of Speed

450 Gold Coins  
*Magical Clothing*

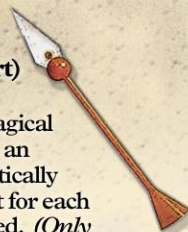
When wearing these boots you may double your Movement Dice roll, if you can successfully roll a Skull on 1 Combat Die.



## Spirit Darts

100 Gold Coins (per Dart)  
*Ammunition*

When one of these magical darts successfully hits an opponent, he automatically loses one Body Point for each Skull successfully rolled. *(Only works on regular Mummies, Zombies and Skeletons.) Requires a Blow Gun.*



## Blowgun

500 Gold Coins  
*Weapon*

This long-range weapon gives you the attack strength of 2 Combat Dice. You may fire at any Monster not adjacent to you and less than 12 squares away. You have an unlimited supply of normal darts. *You may also use Poison Darts and Spirit Darts for different effects.*



## Poison Darts

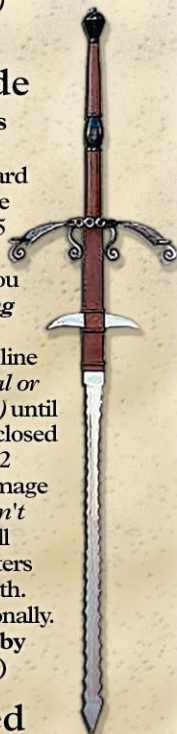
650 Gold Coins (10 Darts)  
*Ammunition*

When one of these successfully hits an opponent, he takes one Body Point of damage and his Defend Dice are automatically reduced to one. *(Does not work on Undead or Stone Monsters) Requires a Blow Gun.*

## Death Blade

2000 Gold Coins  
*Magical Weapon*

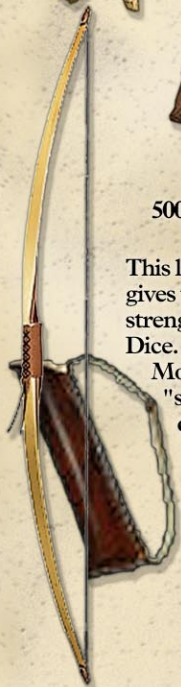
This magical bastard sword gives you the attack strength of 5 Combat Dice. *Once per Quest, you may cast Lightning Bolt. The bolt will travel in a straight line (horizontal, vertical or diagonal direction) until it strikes a wall or closed door. It will inflict 2 points of Body damage (for every 6 that isn't rolled on 2d6) to all Heroes and Monsters that stand in its path. May be used diagonally. (May not be used by the Elf or Wizard.)*



## Bow

500 Gold Coins  
*Weapon*

This long-range weapon gives you the attack strength of 4 Combat Dice. You may fire at any Monster that you can "see". However, you cannot fire at a Monster that is adjacent to you. You have an unlimited supply of arrows. **May not be used by the Wizard.**



## Dwarven Axe

1100 Gold Coins  
*Magical Weapon*

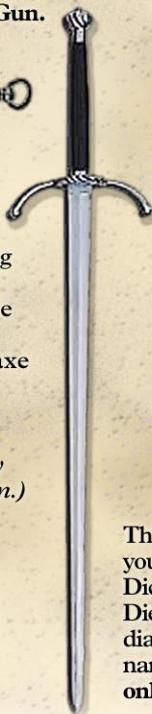
This light-weight throwing axe gives you the attack strength of 4 Combat Dice in hand-to-hand combat. You may also throw this axe up to 15 spaces away to strike a distant opponent with 2 Combat Dice *(axe will return automatically at the end of the next turn.) May only be used by the Dwarf.*



## Two-Handed Sword

1200 Gold Coins  
*Weapon*

This massive 2-handed sword gives you the attack strength of 4 Combat Dice and also gives you 1 Combat Die in defense. May be used diagonally. **Cannot be used in narrow passages or pit traps. May only be used by the Barbarian.**



HeroQuest Expansion Armory

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