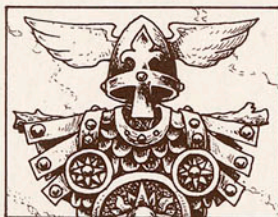


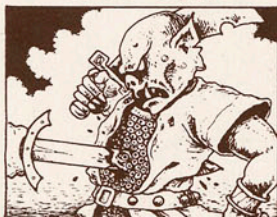
Borin's Armour



Borin's Armour allows you to roll four combat dice in defence.

ARMOUR

Orcs Bane



The sword, Orcs Bane allows you to roll two combat dice in attack. You may attack TWICE if you are fighting Orcs.

WEAPON

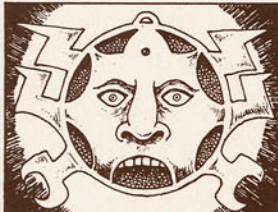
Spirit Blade



Spirit Blade allows you to roll three combat dice in attack
OR
four dice in attack against undead creatures: Skeletons, Zombies and Mummies.

WEAPON

Talisman of Lore

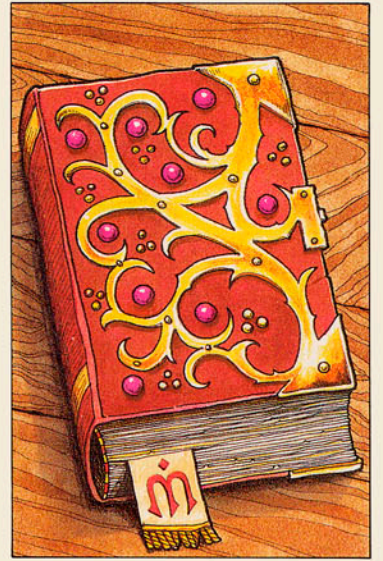
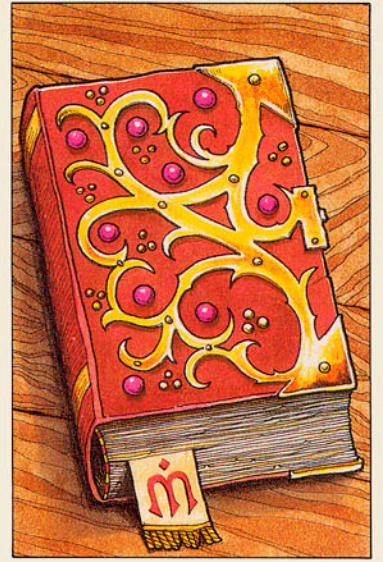


The Talisman allows you to increase your Mind points by two as long as you have the Talisman in your possession.

Wand of Recall



The Wand of Recall allows you to cast two spells instead of one during your turn.





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.