

### Potion of Defense

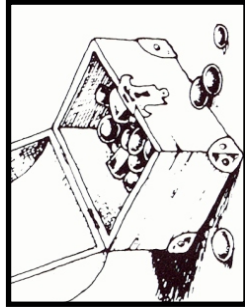


Amidst a collection of old bottles, you find a small vial containing a clear liquid. You can drink this potion at any time, giving you 2 extra Combat Dice the next time you defend. This may only be used once.

Do *not* return this card to the deck.

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### Jewels!

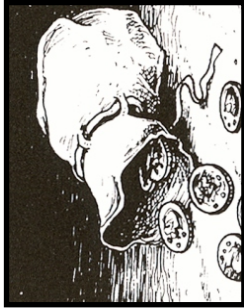


You find a small wooden box. It is simple looking and very old. Within, you discover that it is lined with velvet and contains very small jewels worth 50 Gold Coins. Record the money on your sheet.

Do *not* return this card to the deck.

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### Gold!



You search and find small amounts of gold hidden in several places. But you lose track of time. Roll 1d6 and multiply the result by ten to see how many Gold Coins you find. You then miss your next turn. Record the money on your sheet.

Do *not* return this card to the deck.

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### Gem!



Tucked into the toe of an old boot, you find a small gem worth 35 Gold Coins. Record the money on your sheet.

Do *not* return this card to the deck.

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### Gold!



You find a loose stone and tear it from the wall. Behind it you discover a small leather pouch wrapped in an old rag. Peering inside, you find 25 Gold Coins. Record the money on your sheet.

Do *not* return this card to the deck.

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### Potion of Healing



In a small bundle of rags, you find a small bottle of bluish liquid. You can drink this healing potion at any time, restoring the number of Body Points equal to 1d6. You cannot, however, exceed your starting number of Body Points. This may only be used once. Do *not* return this card to the deck.

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### Hazard!



Suddenly, the stone beneath your feet gives way. You fall into a shallow hole, losing 1 Body Point and ending your turn. You may climb out and move normally on your next turn.

Return this card to the bottom of the deck.

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### Wandering Monster



As you are searching, a monster stalks you and attacks! Zargon places the wandering monster (listed in the Quest Book) on any square next to you. The monster attacks immediately!

Return this card to the bottom of the deck.

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## The Imperial Academy



Recreated HeroQuest Spell Cards

These cards have been reformatted to the US version of HeroQuest standard, some wording has been changed.

(I.E., "Do not return this card to the deck," as opposed to "Discard after Use.")

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### Wandering Monster



As you are searching, a monster stalks you and attacks! Zargon places the wandering monster (listed in the Quest Book) on any square next to you. The monster attacks immediately!

*Return this card to the bottom of the deck.*

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### Gold!



A rummage through several items of clothing reveals 20 Gold Coins. Record this money on your sheet.

Do *not* return this card to the deck.

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### Slip & Fall



In your haste to search for treasure, you slip on some loose gravel and hit your head, losing 1 Body Point of damage, if not wearing a helmet. Being dazed and confused, you will miss your next turn and defend with 2 fewer Combat Dice until you return to normal.

*Return this card to the bottom of the deck.*

©2008 by Phoenix 1

### Gold!



You find a loose stone behind which is hidden a small leather pouch wrapped in an old rag. You look inside the pouch and find 50 Gold Coins. Record the money on your sheet.

Do *not* return this card to the deck.

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### Magical Throwing Dagger



Hidden among some rat droppings is a Magical Throwing Dagger!

Add this weapon to your character sheet. Dagger is lost once thrown.

Do *not* return this card to the deck.

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### Hazard!



Suddenly, the stone beneath your feet gives way. You fall into a shallow hole, losing 1 Body Point and ending your turn. You may climb out and move normally on your next turn.

*Return this card to the bottom of the deck.*

©2008 by Phoenix 2

### Gem!

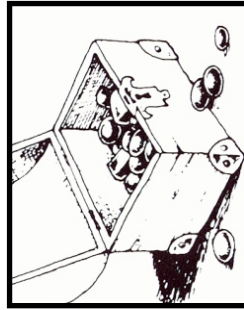


Tucked into the toe of an old boot, you find a small gem worth 35 Gold Coins. Record the money on your sheet.

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©2008 by Phoenix 2

### Jewels!



You find a small wooden box. It is simple looking and very old. Within, you discover that it is lined with velvet and contains very small jewels worth 50 Gold Coins. Record the money on your sheet.

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### Potion of Defense



Amidst a collection of old bottles, you find a small vial containing a clear liquid. You can drink this potion at any time, giving you 2 extra Combat Dice the next time you defend. This may only be used once.  
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2  
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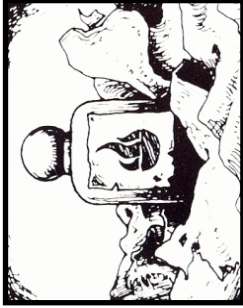
### Small Gem!



Hidden among some rags is a small precious gem. Roll 1d6 and multiply the result by five to determine it's worth.  
Do *not* return this card to the deck.

2  
©2008 by Phoenix

### Potion of Healing



In a small bundle of rags, you find a small bottle of bluish liquid. You can drink this healing potion at any time, restoring the number of Body Points equal to 1d6. You cannot, however, exceed your starting number of Body Points. This may only be used once.  
Do *not* return this card to the deck.

2  
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### Ambush!



Entranced by your greed, you are ambushed by wandering monsters! Zargon will place twice the number of wandering monsters (listed in the Quest Book) on any squares next to you. The monsters attack immediately!  
Return this card to the bottom of the deck.

2  
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### Wandering Monster

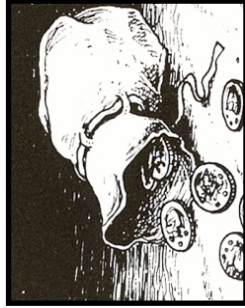


As you are searching, a monster stalks you and attacks! Zargon places the wandering monster (listed in the Quest Book) on any square next to you. The monster attacks immediately!

Return this card to the bottom of the deck.

2  
©2008 by Phoenix

### Gold!



A meager haul of just 10 Gold Coins is found in the pocket of a small, worn jerkin. Record the money on your sheet.

Do *not* return this card to the deck.

3  
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### Wandering Monster

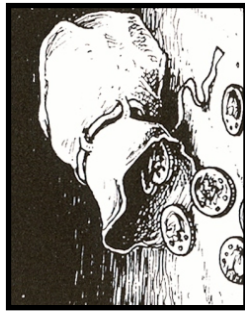


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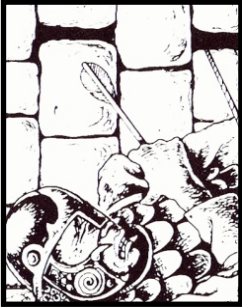
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### **Hazard!**



While searching, a hidden arrow shoots from the wall striking you. You lose 1 Body Point and your turn is over.

*Return this card to the bottom of the deck.*

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### **Hazard!**

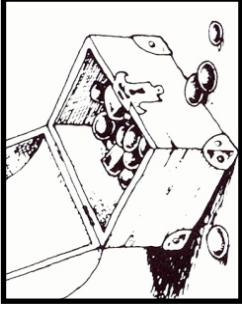


Suddenly, the stone beneath your feet gives way. You fall into a shallow hole, losing 1 Body Point and ending your turn. You may climb out and move normally on your next turn.

*Return this card to the bottom of the deck.*

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### **Jewels!**



You find a small wooden box. It is simple looking and very old. Within, you discover that it is lined with velvet and contains very small jewels worth 50 Gold Coins. Record the money on your sheet.

*Do not return this card to the*

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### **Potion of Healing**



In a small bundle of rags, you find a small bottle of bluish liquid. You can drink this healing potion at any time, restoring the number of Body Points equal to 1d6. You cannot, however, exceed your starting number of Body Points. This may only be used once. *Do not return this card to the deck.*

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### **Potion of Speed**



Standing on a shelf, you see a dusty bottle. As you wipe it clean, you realize it is a Potion of Speed. You may drink the potion at any time. It will allow you to roll twice as many dice as usual the next time you move. This may only be used once. *Do not return this card to the deck.*

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### **Wandering Monster**



As you are searching, a monster stalks you and attacks! Zargon places the wandering monster (listed in the Quest Book) on any square next to you. The monster attacks immediately!

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### **Wandering Monster**

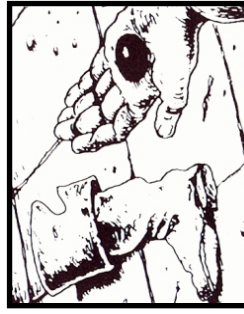


As you are searching, a monster stalks you and attacks! Zargon places the wandering monster (listed in the Quest Book) on any square next to you. The monster attacks immediately!

*Return this card to the bottom of the deck.*

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### **Precious Gem!**



Hidden inside an old discarded boot is a precious gem. Roll 1d6 and multiply the result by 10 to determine it's worth.

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## **The Imperial Academy**



*Recreated HeroQuest Spell Cards*

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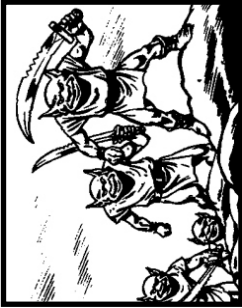
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### Ambush!



Entranced by your greed, you are ambushed by wandering monsters! Zargon will place twice the number of wandering monsters (listed in the Quest Book) on any squares next to you. The monsters attack immediately!

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### Heroic Brew

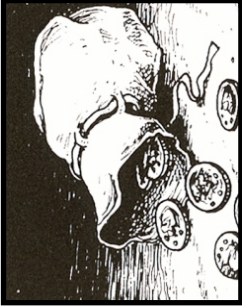


You are surprised to find a leather bag hanging on the wall. If you drink its contents before you attack, you can make two attacks instead of one. This may be only used once.

*Do not return this card to the deck.*

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### Gold!

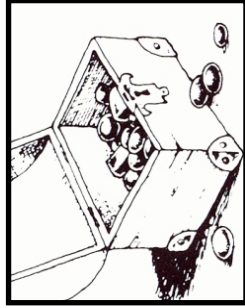


A meager haul of just 10 Gold Coins is found in the pocket of a small, worn jerkin. Record the money on your sheet.

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### Jewels!



You find a small wooden box. It is simple looking and very old. Within, you discover that it is lined with velvet and contains very small jewels worth 50 Gold Coins. Record the money on your sheet.

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### Gold!



You find a loose stone and tear it from the wall. Behind it you discover a small leather pouch wrapped in an old rag. Peering inside, you find 25 Gold Coins. Record the money on your sheet.

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### Potion of Healing



In a small bundle of rags, you find a small bottle of bluish liquid. You can drink this healing potion at any time, restoring the number of Body Points equal to 1d6. You cannot, however, exceed your starting number of Body Points.

This may only be used once. *Do not return this card to the deck.*

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### Hazard!



While searching, a hidden arrow shoots from the wall striking you. You lose 1 Body Point and your turn is over.

*Return this card to the bottom of the deck.*

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### Potion of Strength



You find a small purple flask. You can drink this strange smelling liquid at any time, enabling you to roll 2 extra Combat Dice the next time you attack. This may be only used once.

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## The Imperial Academy



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### Wandering Monster



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*Return this card to the bottom of the deck.*

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### Gold!



Amidst old rags, tattered fur robes and soiled blankets, you find a collection of 15 Gold Coins. Record the money on your sheet.

Do *not* return this card to the deck.

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### Wandering Monster



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### Gold!



You find a loose stone and tear it from the wall. Behind it you discover a small leather pouch wrapped in an old rag. Peering inside, you find 25 Gold Coins. Record the money on your sheet.

Do *not* return this card to the deck.

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### Sapphire!



Wrapped in an old leather pouch is a large sapphire. Roll 1d6 and multiply the result by twenty to determine it's worth.

Do *not* return this card to the deck.

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### Hazard!



While searching, a hidden arrow shoots from the wall striking you. You lose 1 Body Point and your turn is over.

*Return this card to the bottom of the deck.*

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### Slip & Fall



In your haste to search for treasure, you slip on some loose gravel and hit your head, losing 1 Body Point of damage, if not wearing a helmet. Being dazed and confused, you will miss your next turn and defend with 2 fewer Combat Dice until you return to normal.

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### Heroic Brew



You are surprised to find a leather bag hanging on the wall. If you drink its contents before you attack, you can make two attacks instead of one. This may be only used once.

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### Nothing



Despite a thorough search you find absolutely nothing.

*Return this card to the bottom of the deck.*

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### Potion of Healing



In a small bundle of rags, you find a small bottle of bluish liquid. You can drink this healing potion at any time, restoring the number of Body Points equal to 1d6. You cannot, however, exceed your starting number of Body Points.

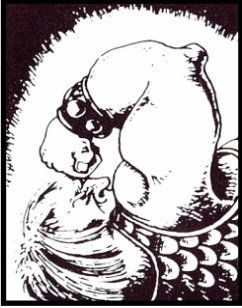
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5

### Potion of Strength



You find a small purple flask. You can drink this strange smelling liquid at any time, enabling you to roll 2 extra Combat Dice the next time you attack. This may be only used once.

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### Wandering Monster



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### Wandering Monster



As you are searching, a monster stalks you and attacks! Zargon places the wandering monster (listed in the Quest Book) on any square next to you. The monster attacks immediately!

*Return this card to the bottom of the deck.*

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### Danger!



While searching for treasure, you dislodge a portion of the ceiling.

You take 2 Body Points of damage from the falling debris. This can be reduced to 1 Body Point if you are wearing a helmet.

*Return this card to the bottom of the deck.*

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### Spell Scroll



Amongst some discarded papers, you find a spell scroll! Zargon will shuffle the spell scrolls and you may draw 1 random card. Add this spell scroll to your character sheet.

*Do not return this card to the deck.*

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### Gold!



Amidst old rags, tattered fur robes and soiled blankets, you find a collection of 15 Gold Coins. Record the money on your sheet.

*Do not return this card to the deck.*

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## Hazard!



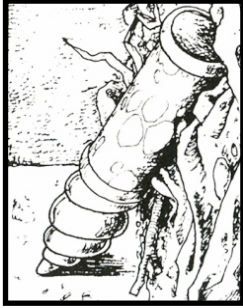
While searching, a hidden arrow shoots from the wall striking you. You lose 1 Body Point and your turn is over.

Return this card to the bottom of the deck.

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## Holy Water



Discarded and forgotten in a corner of the room you find a vial of Holy Water. You may use the Holy Water instead of attacking. It will automatically inflict 1 Body Point of damage to any regular undead creature: Skeleton, Zombie or Mummy. This may be only used once.

Do *not* return this card to the deck.

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## Nothing



Despite a thorough search you find absolutely nothing.

Return this card to the bottom of the deck.

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## ☺ The Imperial Academy ☺

### Recreated HeroQuest Spell Cards

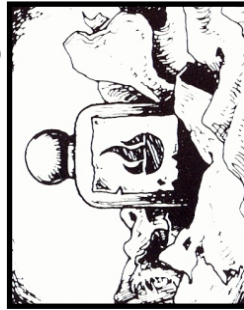
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## Potion of Healing



In a small bundle of rags, you find a small bottle of bluish liquid. You can drink this healing potion at any time, restoring the number of Body Points equal to 1d6. You cannot, however, exceed your starting number of Body Points. This may only be used once. Do *not* return this card to the deck.

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## Treasure Horde



Luck is with you. A small treasure chest you find, hidden under an old fur, contains 100 Gold Coins. Record the money on your sheet.

Do *not* return this card to the deck.

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## Wandering Monster



As you are searching, a monster stalks you and attacks! Zargon places the wandering monster (listed in the Quest Book) on any square next to you. The monster attacks immediately!

Return this card to the bottom of the deck.

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## Wandering Monster



As you are searching, a monster stalks you and attacks! Zargon places the wandering monster (listed in the Quest Book) on any square next to you. The monster attacks immediately!

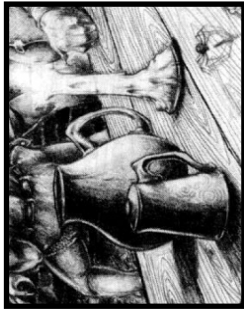
Return this card to the bottom of the deck.

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6



### Refreshing Meade



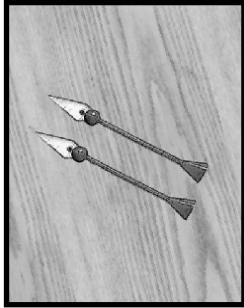
You find a flagon of refreshing mead and quaff the whole thing. After drinking this refreshing mead, your physical and mental worries melt away. The Hero gains 1 Body Point and loses 1 Mind Point.

*Return this card to the bottom of the deck.*

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### Spirit Darts



Behind a loose stone in the wall, you discover 2 Spirit Darts. These require the Blow Gun to use. Add these to your character sheet.

*Do not return this card to the deck.*

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### Magical Trap



As you are searching the room, you set off a Fireburst trap. Place a Fireburst token in the center of the room and refer to the Magic Reference Chart to check the effects of the trap.

*Return this card to the bottom of the deck.*

©2008 by Phoenix

WoZ

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As you are searching the room, you set off a Fireburst trap. Place a Fireburst token in the center of the room and refer to the Magic Reference Chart to check the effects of the trap.

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WoZ

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### Poison!



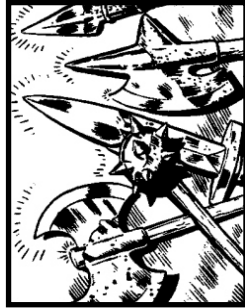
You discover a rusty brown flask filled with liquid. You taste it and it turns out to be poison! Roll 1 Combat Die; a Skull means you lose 1 Body Point. You are unharmed on any other roll.

*Return this card to the bottom of the deck.*

©2008 by Phoenix

WoZ

### Potion of Alchemy



In the corner of the room you stumble across a worn pot containing a dull paste. If you spread this paste over one item of equipment, it turns to gold and is worth 100 Gold Coins. The equipment is otherwise useless. Record the money gain and equipment loss on your sheet.

*Do not return this card to the deck.*

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WoZ

### Potion of Charm



Behind an old tile you find a gilded bottle filled with a gold liquid. Drink all of this potion between Quests when you want to hire Mercenaries and you will then be able to hire up to three regular Mercenaries for 25 Gold Coins less than normal for each.

*Do not return this card to the deck.*

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WoZ

### Potion of Magic Aptitude



You discover a vial of silvery liquid under a loose flagstone. If you are the Elf or Wizard, you may drink it at the beginning of your turn and then cast two spells in that turn rather than one. This may only be used once.

*Do not return this card to the deck.*

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WoZ

### Potion of Fire Resistance



You discover a red glass bottle in a shallow pit. If you drink the potion you will be completely unharmed by the next magical fire attack to hit you, be it spell or a Fireburst trap. This may be only used once.

Do *not* return this card to the deck.

©2008 by Phoenix  
WöZ

### 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 deck.

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EQP

### Potion of Magic Resistance



You find a small bottle hidden beneath a rusty shield. You can drink the potion when a spell is cast on you and you may then ignore the effects of that spell. This may be only used once.

Do *not* return this card to the deck.

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WöZ

### Treasure Horde!



Under a loose stone in the floor, you find a small chest. Inside are 300 Gold Coins! Record the money on your sheet.

Do *not* return this card to deck.

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EQP

### Air Walk



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

Do *not* return this card to the deck.

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EQP

### Poison!



You discover a brown flask filled with liquid. Your throat constricts as you taste it and you realize you've swallowed poison! Roll 1 Combat Die; a Skull means you lose 1 Mind Point. You are unharmed on any other roll. Return this card to the bottom of the deck.

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BQP

### 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 three times. Do *not* return this card to deck until after the *third* use.

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EQP

### Poison!



You discover a brown flask filled with liquid. Your throat constricts as you taste it and you realize you've swallowed poison! Roll 1 Combat Die; a Skull means you lose 1 Mind Point. You are unharmed on any other roll. Return this card to the bottom of the deck.

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### Potion of Magic Resistance



The potion, in this small, blue bottle negates the effects of any damage-causing spell cast on you. Drink it when the spell is cast and you may ignore the effects of the spell. This only works for the Hero drinking the potion. This potion may only be used once. Do *not* return this card to deck.

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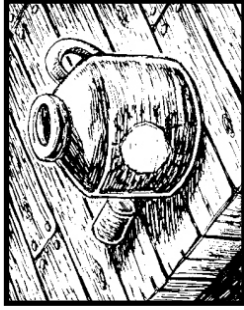
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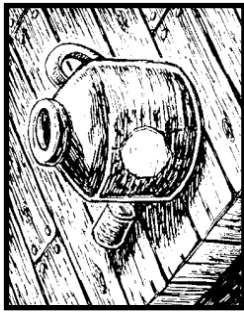
### Potion of Warmth



This miniature jug is warm to the touch. Drinking the potion immediately after suffering damage from Ice Storm or Chill spells or from ice vaults or icy rivers, restores 2 lost Body Points. Drinking it at any other time restores only 1 lost Body Point. This potion may be used only once. Do *not* return this card to deck.

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### Nothing



Despite a thorough search you find absolutely nothing.

*Return this card to the bottom of the deck.*

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7

### Gold & Gem!



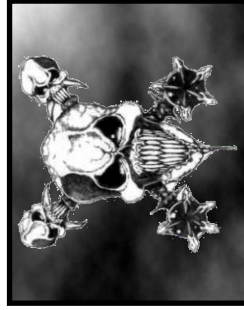
A chance discovery in the dirt beneath your feet reveals an old worn pouch containing 25 Gold Coins and also a small gem worth 100 Gold Coins.

Do *not* return this card to the deck.

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### Cursed!



You comb the room and find a misshapen skull of a man-like creature. As soon as you touch it you realize it is too late! You are afflicted with a disfiguring curse causing your skin to become thick and leathery. Your maximum Body Points are reduced by 1, but your defense increases by 1. Combat Die for the remainder of this Quest only.

*Return this card to the bottom of the deck.*

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### Gold!



Spying a Gold Coin in a corner of the room, you investigate to find a small pouch of 44 more Gold Coins, stuffed into a crack in the wall.

Do *not* return this card to the deck.

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## The Imperial Academy



Recreated HeroQuest Spell Cards

*These cards have been reformatted to the US version of HeroQuest standard, some wording has been changed.*

*(I.E., "Do not return this card to the deck," as opposed to "Discard after Use.")*

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### Teleport Trap!



While searching, you find an old sliver of metal embedded in the stone floor. As you pick it up, it disappears from your hand and you suddenly feel a jolt. You've been teleported! The Hero is teleported 8 squares ahead of the direction he is currently facing. This ends the Hero's turn. If the Hero will end up within solid rock or off the gameboard, place him on the closest available square to his destination and subtract 2 Body Points.

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### Lucky Find!



Searching along the floor amidst the grime and dirt you discover a medium-sized pouch. Inside the pouch you're amazed to find two Rubies, worth 90 Gold Coins each, and a large piece of folded up Parchment. Upon unfolding it, you see it's a Treasure Without

Doom Spell Scroll!

Do *not* return this card to the deck.

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### Oops!



During your search you inadvertently disrupt some old stones in the wall which were holding up a weakened portion of the ceiling above. As it comes crashing down, the sound echoes far off into the distance. You are unharmed, but surely it has been heard by others! On Zargon's next 2 turns, he may place 2 Wandering Monsters adjacent to any Hero.

Return this card to the bottom of the

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10

### Treasure Hoard!



You've made a remarkable find! Pulling away loose stones from a section of the wall, which seems to have been slowly crumbling away, reveals a small chest containing 250 Gold Coins, as well as a superbly made Staff. This Staff could easily sell for 80 Gold Coins.

Do *not* return this card to the deck.

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### Nothing



Despite a thorough search you find absolutely nothing.

Return this card to the bottom of the deck.

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11

### Nothing



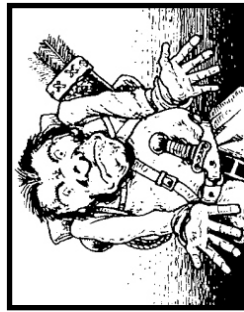
Despite a thorough search you find absolutely nothing.

Return this card to the bottom of the deck.

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### Junk



Sifting through the debris in this room has turned up nothing of interest. Your turn ends immediately.

Return this card to the bottom of the deck.

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## The Imperial Academy



Recreated HeroQuest Spell Cards

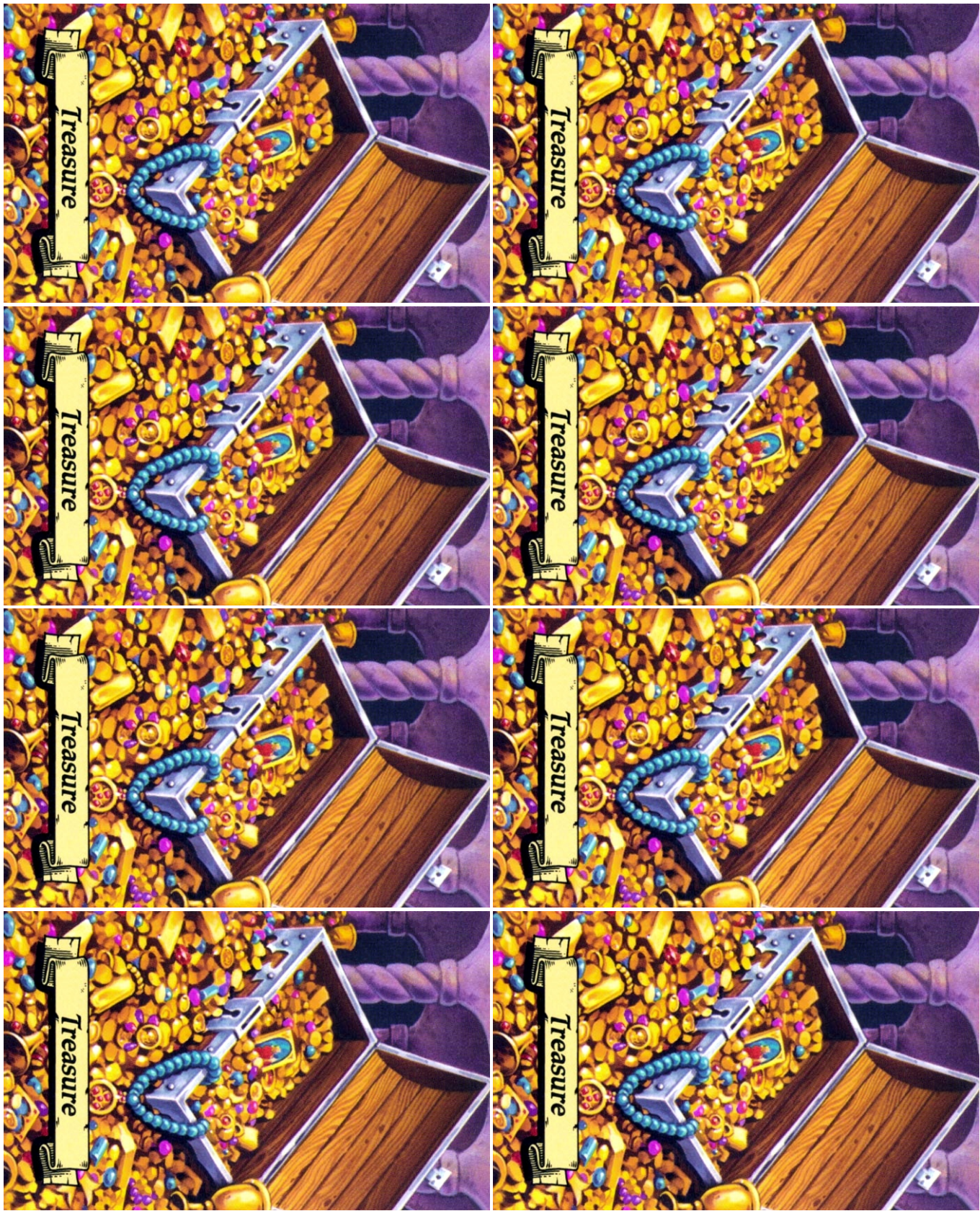
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👑 *The Imperial Academy* 👑

*Recreated HeroQuest Cards*

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*Special thanks to Dirk Rombauts for transcription of Spells*  
*Special thanks to Nicodemus for use of original & scanned images*  
*Extra Special thanks to Malechi for use of Cards Backs and "re-created" images*

**Printing Notes:** This Printbook is setup for printing double-sided cards. The card front images should be printed first, then the paper is turned over and reloaded and the back is printed to each sheet (when the machine sorts and prints double-sided the paper shifts too much). The size of the print area should be compatible for US and A4 sizes. Be sure that the preferences in Adobe Acrobat are set not to shrink and /or enlarge the image. Cut out the cards using the backs as a cutting guide.

Many of the cards contained in this packet have been altered to read like US HeroQuest standard. The actual effect of any cards has not been changed in any way, I.E.; the phrase from the UK version cards, "Discard after use." Has been replaced with the US version, "Do not return this card to the deck." This was done for consistency and uniformity throughout the cards.

All of the cards contained in this packet are not scan (well some of them are), but instead are full recreations of the originals with only the card art being scanned and duplicated. This was done in an effort to create the cleanest possible copies when printed. In this way the cards are aligned, the type is straight and unsmudged and there are no defects due to age.

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