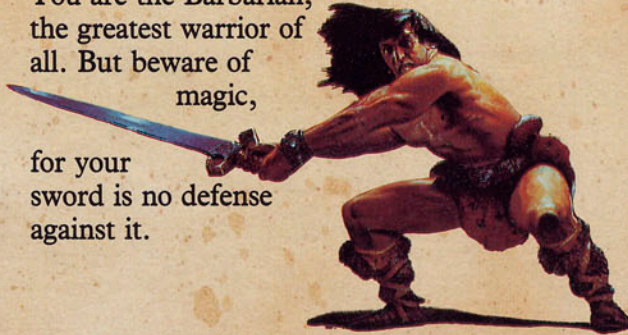


# Barbarian

You are the Barbarian,  
the greatest warrior of  
all. But beware of  
magic,

for your  
sword is no defense  
against it.



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
3	2	8	2

Movement. . . . . 2 Red Dice  
Starting Weapon. . . . Broadsword  
Starting Armor. . . . None

## Actions

You may perform any **one** of these  
actions either before or after you move.

### ATTACK

an adjacent monster.

### CAST A SPELL

on yourself, another Hero or monster that you can  
“see.” (Only the Wizard and Elf can cast spells.)

### SEARCH FOR TREASURE

in the room you’re in.

### SEARCH FOR SECRET DOORS

in the room or corridor you’re in.

### SEARCH FOR TRAPS

in the room or corridor you’re in.

### DISARM A TRAP

on the square you’re on.



# Dwarf

You are the Dwarf.  
You are a good warrior  
and have the unique  
ability to disarm traps  
without a tool kit. To  
do so, you must avoid  
rolling a black shield  
on a combat die.



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	7	3

Movement. . . . . 2 Red Dice  
Starting Weapon. . . . Shortsword  
Starting Armor. . . . None

## Actions

You may perform any **one** of these  
actions either before or after you move.

### ATTACK

an adjacent monster.

### CAST A SPELL

on yourself, another Hero or monster that you can  
“see.” (Only the Wizard and Elf can cast spells.)

### SEARCH FOR TREASURE

in the room you’re in.

### SEARCH FOR SECRET DOORS

in the room or corridor you’re in.

### SEARCH FOR TRAPS

in the room or corridor you’re in.

### DISARM A TRAP

on the square you’re on.



# Elf

You are the Elf, a master of both magic and the sword. You must use both well if you are to triumph. You have the power to cast 3 magical spells, all relating to one natural element.



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	6	4

Movement. . . . . 2 Red Dice  
Starting Weapon. . . . . Shortsword  
Starting Armor. . . . . None

## Actions

You may perform any **one** of these actions either before or after you move.

### ATTACK

an adjacent monster.

### CAST A SPELL

on yourself, another Hero or monster that you can "see." (Only the Wizard and Elf can cast spells.)

### SEARCH FOR TREASURE

in the room you're in.

### SEARCH FOR SECRET DOORS

in the room or corridor you're in.

### SEARCH FOR TRAPS

in the room or corridor you're in.

### DISARM A TRAP

on the square you're on.



# Wizard

You are the Wizard.  
You have the power to  
cast many different  
spells. In combat,  
however, you are weak.  
You cannot wear armor  
or use large weapons.  
Therefore, you must  
cast your spells wisely  
and avoid physical combat.



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	4	6

Movement. . . . . 2 Red Dice

Starting Weapon. . . . Dagger

Starting Armor. . . . None

## Actions

You may perform any **one** of these  
actions either before or after you move.

### ATTACK

an adjacent monster.

### CAST A SPELL

on yourself, another Hero or monster that you can  
“see.” (Only the Wizard and Elf can cast spells.)

### SEARCH FOR TREASURE

in the room you’re in.

### SEARCH FOR SECRET DOORS

in the room or corridor you’re in.

### SEARCH FOR TRAPS

in the room or corridor you’re in.

### DISARM A TRAP

on the square you’re on.



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