

# Barbarian



You are the Barbarian,  
the greatest warrior of  
all. But beware of magic  
for your sword is no  
defence against it.

*Attack.*

*throw 3 Combat dice*

*Defend.*

*throw 2 Combat dice*

*Move.*

*throw 2 Standard dice*

*Mind 2 Points*

*Body 8 Points*





# Dwarf



You are the Dwarf. You are a good warrior and can always disarm traps that you find. You may remove any visible trap in the same room or passage.

## Attack.

throw 2 Combat dice

## Defend.

throw 2 Combat dice

## Move.

throw 2 Standard dice

Mind 3 Points

Body 7 Points





# Elf



*You are the Elf.  
A master of both magic  
and the sword. You must  
use both well if you are  
to triumph.*

## *Attack.*

*throw 2 Combat dice*

## *Defend.*

*throw 2 Combat dice*

## *Move.*

*throw 2 Standard dice*

*Mind 4 Points*

*Body 6 Points*





# Wizard



*You are the Wizard. You have many spells that can aid you. However, in combat you are weak. So use your spells well, and avoid combat.*

## *Attack.*

*throw 1 Combat die*

## *Defend.*

*throw 2 Combat dice*

## *Move.*

*throw 2 Standard dice*

*Mind 6 Points*

*Body 4 Points*







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.