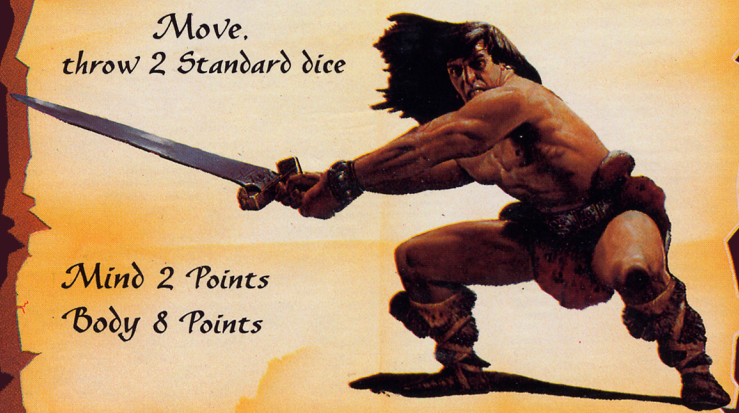
Barbarian



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.