

HeroQuest – Parts Manifest

General Items:

- Gameboard
- Instruction Booklet
- Quest Book
- Screen
- Armory
- Pad of Character Sheets (69+?)
- 6 White Combat Dice
- 2 Red Six Sided Dice
- 4 Character Cards (one for each hero)

4 Heroes:

- 1 Barbarian
- 1 Dwarf
- 1 Elf
- 1 Wizard

31 Monsters:

- 8 Orcs (Big Sword, Cleaver [x2], Flail [x2], Sword [x3])
- 6 Goblins (Axe [x2], Knife [x2], Scimitar [x2])
- 3 Fimir
- 4 Chaos Warriors
- 1 Chaos Warlock
- 1 Gargoyle
- 4 Skeletons
- 2 Zombies
- 2 Mummies

21 Doors with Bases:

- 5 Closed
- 16 Open

66 Playing Cards:

- 24 Treasure (Gem [x2], Gold 15 [x2], Gold 25 [x2], Hazard Arrow [x2], Hazard Fall [x2], Heroic Brew, Jewels [x2], Potion of Defence, Potion of Healing [x3], Potion of Strength, Wandering Monster [x6])
- 10 Artifact (Borin's Armor, Elixir of Life, Orc's Bane, Ring of Return, Spell Ring, Spirit Blade, Talisman of Lore, Wand of Magic, Wizard's Cloak, Wizard's Staff)
- 8 Monster (Chaos Warrior, Fimir, Gargoyle, Goblin, Mummy, Orc, Skeleton, Zombie)
- 3 Air Spells (Genie, Swift Wind, Tempest)
- 3 Earth Spells (Heal Body, Pass through Rock, Rock Skin)
- 3 Fire Spells (Ball of Flame, Courage, Fire of Wrath)
- 3 Water Spells (Sleep, Veil of Mist, Water of Healing)
- 12 Chaos Spells (Ball of Flame, Cloud of Chaos, Command, Escape, Fear, Firestorm, Lightning Bolt, Rust, Sleep, Summon Orcs, Summon Undead, Tempest)

15 Pieces of Furniture:

- 2 Tables
- 1 Throne
- 1 Alchemist's Bench
- 3 Treasure Chests
- 1 Tomb
- 1 Sorcerer's Table
- 2 Bookcases (each unique)
- 1 Rack
- 1 Fireplace
- 1 Weapons Rack
- 1 Cupboard

Miscellaneous Items:

- 2 Candlesticks
- 1 Set of Bottles
- 1 Set of Scales
- 4 Skulls
- 4 Rats (two different styles[x2])

34 Cardboard Tiles:

- 1 Stairs
- 2 Double Blocked Squares
- 12 Skulls/Blocked Squares
- 9 Falling Rock Trap/Blocked Squares
- 3 Pit Trap/Blocked Squares
- 3 Pit Trap/Secret Doors
- 4 Falling Rock Trap/Secret Doors