

HERO QUEST



Running the Gauntlet
INSTRUCTION
BOOKLET

This is a HeroQuest adventure for which you will require the HeroQuest board game. You will need a GamesMaster and just one player. Rules are the same as for any HeroQuest game, but the adventure has one difference: it is only for a *Wizard*.

Only one Wizard at a time should try his luck at running the gauntlet. If other players wish to take part, the GameMaster must let them wait their turn to tackle the adventure solitaire.

New Trap



Falling Block: When a character player moves through a square containing a falling block symbol, a block will fall. It will land into the adjacent square marked with the arrow on the Quest map, blocking the way. Any character or monster in the square into which the block falls must roll three combat dice. The victim must lose one Body point for each skull rolled, and then move to an adjacent unoccupied square. If the victim cannot move to an adjacent square, he is eliminated by the falling block.

New Tile and Quest Map Symbol

Stone Bridge

