

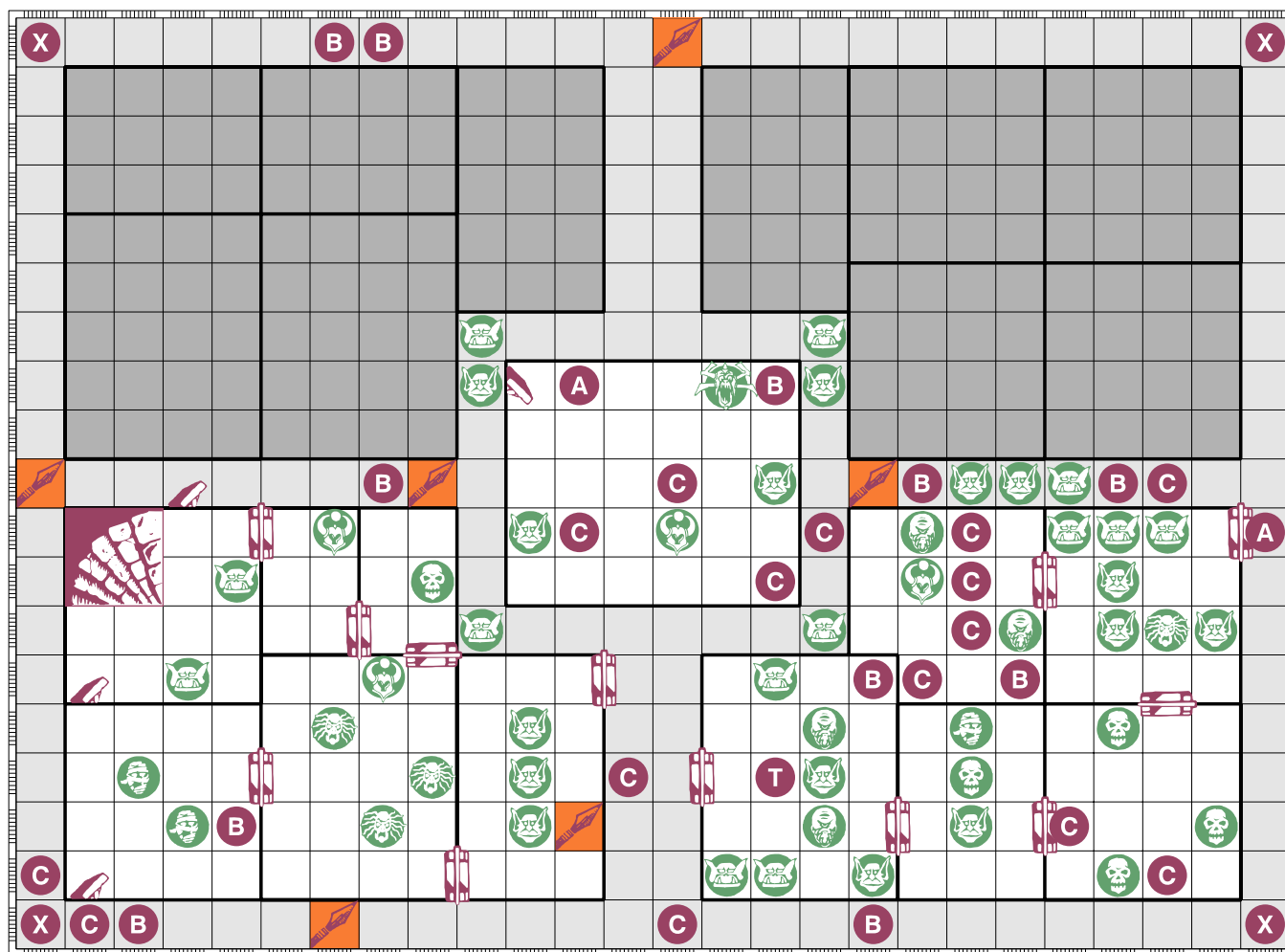
HERO QUEST™

Death or Glory

Q U E S T



B O O K



Single Quest

Death or Glory

"The evil Gargoyle has stolen a magic spell that could destroy the world with fire. You, brave adventurers, must stop him before he casts the spell. You have 60 minutes before he casts the spell, but you can get more time on the way. There is much you can collect. The Gargoyle is in the middle room, but first

you must find the key to open the door. The first to kill the Gargoyle gets 600 gold coins. The first to get back - 400 gold coins. You must ALL get back, if you don't die beforehand. Ha ha ha!"

NOTES:

- A** Tile contains key (tell the Heroes that they have gained the key). This key is needed to open the secret door to the middle room (also denoted with an "A").

All of the following only come into effect the first time they occur:

- B** 200 gold coins are found when a character walks through or lands on tile.
- C** Extra Body Point gained when a character walks through or lands on tile.
- X** When passed through, the movement dice may be rolled again that turn.
- T** When passed through, 10 minutes more time is added.



Wandering Monster in this Quest: Goblin