

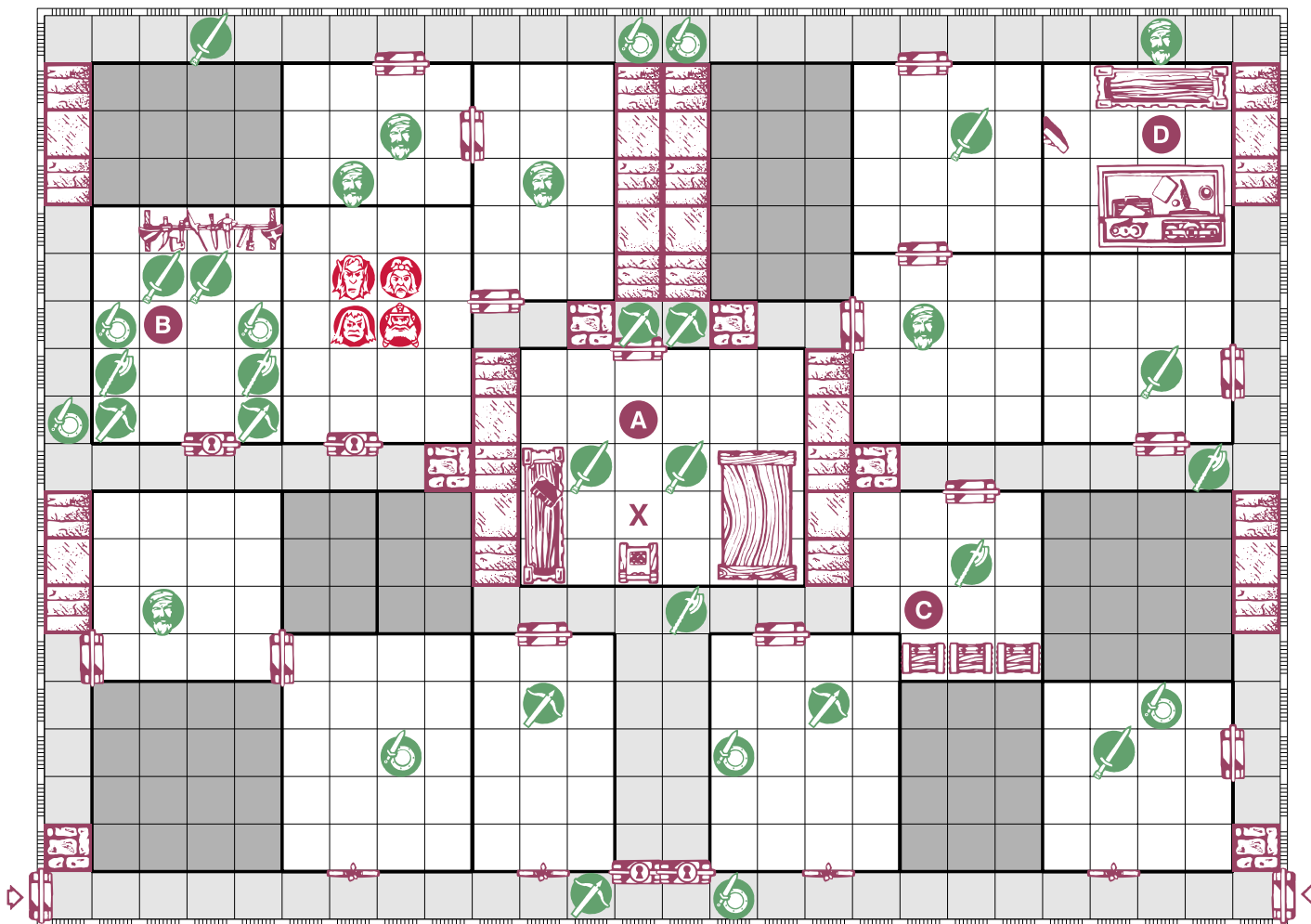
HeroQuest™

Defend the King

Q U E S T



B O O K



Single Quest

Defend the King

"King Merkel has summoned you! He needs your help defending his keep from the invading evil forces. Help defeat this

invading army and he will reward each of you with 500 gold coins."

NOTES:

At the beginning of the Evil Wizard's turn (the first twenty of his turns), the Evil Wizard rolls two red dice. The Evil Wizard then placed monsters of his choosing at the entry doors (equal to the total number rolled) The Evil Wizard may choose any monster that has a Monster Card. The number of each type of monster on the board may not exceed the total that comes in the main game system and official Quest Packs.

- A** King Merkel stands at the X. He can attack diagonally. If King Merkel is defeated, the Heroes do not get any reward.

King Merkel has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	5	6	4

- B** Any Villager entering this room may be armed as a King's Guard. The Wizard may decide which type of King's Guard. Any King's Guard entering this room may switch to a different type of King's Guard, if the Hero chooses. (Upon switching, the new King's Guard does not gain Body Points from his current total.)

- C** This is the treasure room. If the Evil Wizard occupies this room (no Hero or Allies in the room) for one complete round, the Hero loses all their current gold coins. The Heroes should then erase any gold coins from their character sheets. The Heroes can continue collecting new gold coins if the Evil Wizard no longer occupies this room.

- D** This room contains an unlimited supply of Potions of Healing. Each Potion will restore up to 4 lost Body Points. A Hero who searches for treasure will receive one Potion. If the Evil Wizard occupies this room (no Hero or Allies in the room) for one complete round, all remaining Potions in the room are destroyed.

Wandering Monster in this Quest: King's Guard (type matches the Hero who searched.)