

CORAQUEST

The Book of Quests

It's a Legend

How to use the adventures in this book

When setting up the Dungeon deck for the adventure, shuffle the numbered Basic Dungeon cards together face down. Next divide the shuffled cards into 4 piles.



Short Game

Dungeon cards 2-13
4 piles of 3 cards

Long Game

Dungeon cards 2-17
4 piles of 4 cards

From the Story Dungeon cards (lettered A-R), take the cards listed in the **Dungeon deck setup** of your chosen adventure. Shuffle one of these four story cards face-down into each of the four piles of Basic Dungeon cards, remembering which pile contains which card.



Finally, stack the four piles in the order given, to form the face-down Dungeon deck, so that they can be revealed in the correct order.



The Adventure's Title



Orcs
Goblins
and other
Enemies
needed



Win conditions for
the adventure



Lose conditions for
the adventure

Text in this red box is for any **Special Rules** that apply throughout this particular adventure. If there are any conflicts between these and the regular rules (as given in the Rule book), then use the rules in the red box.



Introduction - Read this out loud before starting the adventure



Story interlude - Read this out loud when this Story dungeon card is first placed in the dungeon



Story interlude special instructions - carry these out after reading a story interlude

A **Red box** refers to Special Rules, typically outlined in the adventure's set up.

A dice in the corner lets you know you will need to make a dice roll.



Fangs for the Memories



- A** Orcs
- B** Goblins
- C** Gremlins
- D** Spiders
- Giant Snake**

Heroes defeat the giant snake.

Any of the heroes are defeated.



Wizard Pebbledash calls you over. He looks very worried. "My gnome assistants Kevin and Annabelle went into Hoodez Dungeon to look for a new pet" he tells you, "but it's nearly bedtime and they're still not home."

"They aren't very good assistants," he says, "and they never clean my spoon collection properly. But I'm quite fond of them really, and I'd hate for them to be in any danger. Could you find them for me?"

You decide that you will help Wizard Pebbledash find Kevin and Annabelle. After all, how much trouble could a couple of gnomes have gotten themselves into?



You find an abandoned gnome-sized backpack on the floor. You recognise it as belonging to Annabelle.

In the backpack are three books: "A Spotter's Guide to Vipers" by Sir Pent, "Reptile Keeping for Fun and Profit" by William Snakespear, and "Cobra Catching" by David Hisslehoff. There is also a bottle of liquid labelled "In case of snake bites".



The hero who uncovered card A takes the Antidote card from the Special Item deck.



Suddenly, the floor gives way and a trapdoor opens up under your feet! Beneath you is a deep pit and its bottom is filled with sharp spikes!

As you scramble to stop yourself falling in, you notice that wedged into the hinges of the trapdoor is a little red hat like the one Kevin often wears. You hope that he's OK!



The hero who revealed card B (even if they're not standing on it), rolls one red dice. If they roll a success, they avoid the trap. If they don't roll a success, they fall into the trap and take 2 damage before climbing out.

This corridor (card B) can now be used like normal, and no further traps will trigger here.



You find Annabelle the gnome sitting on a pile of sacks looking very sad.

"Me and Kevin heard about there being a really cool snake in this dungeon which we could catch and keep as a pet. I was going to call it Slithers McBiscuit, and keep it under my bed" she tells you. "But when we found it, it was bigger than our dad's car!"

Annabelle starts to cry. "It attacked us," she says. "I managed to fight it off, but it captured Kevin and it took him somewhere. I'm really worried it's going to eat him!"

You reassure Annabelle that you will rescue Kevin before anything bad can happen to him, then set off to find Slithers McBiscuit, the larger-than-expected snake.



Annabelle gives you a gift as a thank you. The hero who uncovered card C takes the Lucky Feather card from the Special Item deck.



You see a huge snake coiled up in the centre of the room and two gremlin archers slumped against its side. Fortunately, they are all fast asleep and so they don't see you.

Clutched tightly in the centre of the snake's coils you spot Kevin the gnome. He starts frantically waving at you.

"HOORAY!" he shouts. "YOU'VE COME TO RESCUE ME!"

You try to shush Kevin but it's too late. The snake and the gremlins spring up, suddenly awake. The snake turns its gigantic head towards you and hisses angrily. It looks like it wants to have you for its dinner!



Put the snake standee in the centre of card D. Also put two gremlin standees in two diagonally opposite corners of the card.

End of the game



The snake lets go of Kevin the gnome and slithers off to hide. Annabelle rushes up to Kevin and gives him a big hug.

"Thank you for rescuing us!" says Annabelle. "We certainly won't be hunting any snakes ever again!"

"No," agrees Kevin, "That snake would have made a rubbish pet, anyhow, it's too bitey! Maybe we should get a giant scorpion instead. I think I heard about one living in Hoodez Forest that we could try to catch!"

It seems like these foolish gnomes may never learn their lesson. But at least they are safe for now.

Well done adventurers, you have won the quest!



You limp out of the dungeon nursing your cuts and bruises. This dungeon was just too tough for you today. You'd better go and tell Wizard Pebbledash that he needs to send some stronger heroes to save his assistants before it's too late.

You lost the quest, better luck next time!



Easy Cheesy Lemon Squeezy



Orcs
Gremlins
Ratfolk
Spiders

Card E has been revealed and all active orcs, ratfolk or gremlins have been defeated.*

Any of the heroes are defeated.



Wizard Pebbledash looks very upset. "I baked a delicious Lemon Cheesecake this morning as a birthday present for my gnome assistant, Annabelle," he tells you. "I left it on the windowsill to cool down, but now it's gone!"

"At first I thought it might have been stolen by Annabelle's brother, Kevin," he says, "but he swears it wasn't him and I must say, I believe him. Especially as I found these unusual looking footprints in the flowerbed outside my kitchen window."

Wizard Pebbledash points to a set of tracks on the ground that lead off over the fields and towards Hooded Dungeon. It looks like they have been made by some kind of giant rat. Well, it seems you have a Lemon Cheesecake thief to find!



This is the area where the monsters make their food. Propped up on the worktop you see a cookbook titled "Quick Meals for the Busy Dungeon Dweller" by Cassie Roll. It is open at the page titled "How to make a Cheesecake".

Beside the book on the worktop is a hard black lump sitting on a plate. When you came in you had thought it was a rock, but now you realise this must be the monsters' attempt to bake a cheesecake. No wonder they wanted to steal Wizard Pebbledash's cheesecake!

Suddenly, you hear a noise behind you and two ratfolk and an orc charge into the room. They are all wearing chef hats and have aprons on.

"Oi!" shout the ratfolk, "Get off our cheesecake!"



Put two **ratfolk** standees and one **orc** standee on three different empty squares on card F.



There is a particularly large treasure chest in this room. Stuck to it is a scruffy-looking sign that reads (in VERY bad handwriting):



This definitely looks like it could be a trap. However, the chance of grabbing some free treasure sure does sound good!



Heroes may search the Treasure chest on card I as normal. However, they must also roll **one red dice**. If they roll a success then they take **two Treasure cards** from the top of the Treasure deck instead of one.

Should the hero not roll a success then the trap is sprung. Roll **three red dice**. For every success rolled, the hero takes one damage. If the trap is sprung, then this chest is empty and the hero gets no treasure.



You hear a high-pitched scream and see a big muscley warrior running towards you.

"Rats!" he shouts. "I hate rats! Here, take this!" he says, as he thrusts his sword into your hands. "I'm giving up being an adventurer for good! I came into this dungeon looking for treasure - but no one told me there would be rats!"

He runs off, still screaming. You look up and see three sets of gleaming purple eyes peering out at you from the darkness...



The hero who uncovered card L takes the **Magic Sword** from the Special Item deck.

Put three **ratfolk** standees on any three empty squares of card L.



You walk in on a bunch of monsters squabbling over a giant cheesecake in the middle of the table.

"I should get the biggest slice," says a shifty-looking ratfolk, "because I'm the one who pinched it!"

"Ah, but I told you to do it!" a gruesome-looking orc says. "And anyway, I'm the biggest so I should have it"

You clear your throat, and the monsters look up with a start as they notice you. "Looks like we've some business to take care of before we can eat anyway," the biggest orc says menacingly, and they all start moving towards you.



Put two **ratfolk** standees, two **orc** standees, and two **gremlin** standees on any six empty squares of card E.

Once card E has been revealed and there are no undefeated orcs, ratfolk or gremlins left in the whole dungeon (undefeated spiders do not matter) then the players win the game.

End of the game



*Undefeated spiders and enemies that have not yet spawned do not stop you from winning.

You carefully pick up the Lemon Cheesecake and take it back to Wizard Pebbledash's house.

That afternoon you go to Annabelle's birthday party. You play musical toadstools, pin the tail on the dragon, and pass the tortoise. Annabelle declares that this has been the best birthday ever! Wizard Pebbledash even gives you an extra-large slice of the cheesecake as a reward for your bravery in recovering it.

Well done adventurers, you have won the quest!



The dungeon has been a bit too challenging for you today and you had to escape before you were able to rescue the cheesecake.

Annabelle is very disappointed that she won't have a Lemon Cheesecake at her birthday party, as it is her absolute favourite. However, she puts on a brave face and enjoys her birthday anyway. Wizard Pebbledash promises her that next year he'll put the cheesecake in his safe to stop any nasty ratfolk stealing it.

You lost the quest, better luck next time!

The Great Teapot Caper



Orcs
Gremlins
Ratfolk
Spiders
Troll

If, at any time, all the heroes standing on card E have a total of thirty or more gold coins between them.

Any of the heroes are defeated, or if they can't buy the teapot.

In this adventure you will be collecting money printed on Item cards. Each coin on a card represents 1 gold coin. Coins on potion cards still count, even if the potion has been used.



Kevin the gnome runs up to you. "I've accidentally broken Wizard Pebbledash's favourite teapot!" he tells you. "The one with the jewels around the lid and a picture of a zebra on the side. I was wearing it as a hat to try and make my sister Annabelle laugh and it slipped off and smashed on the floor. What shall I do? He's going to be furious! He might even fire me!!"

You suggest that Kevin should tell Wizard Pebbledash the truth and buy a replacement teapot to give him as an apology.

"That's a good idea," Kevin says, "but the only person who sells them is Old Morag Clutterbuck, and she lives in the middle of Hoodez Dungeon. That's far too dangerous a place for a gnome like me to go. I wonder if you could go and get one for me?"

You sigh and agree to go and get a teapot. As you head off towards the dungeon, Kevin calls after you.

"I haven't actually got enough money to pay for the teapot..." he shouts. "Could you lend me the money and I'll pay you back?"



Old Morag Clutterbuck is sitting by a huge table covered in piles of fancy plates, cups, and saucers of all sorts of different shapes and sizes. Sitting right in the middle of the table is a teapot with jewels around the lid and a picture of a zebra on the side.

"What's this? Adventurers!!!" Morag shrieks at you. "I hate adventurers!! Filthy creatures they are, always getting their dirty little hands all over my lovely nice things and breaking them! Well then? What do you want??"

You ask Morag how much the teapot is. "It's thirty gold coins," she says angrily, "and not a penny less!"



If, at any time, all the heroes who are standing on card E have a total of thirty or more gold coins between them, they immediately buy the teapot and you win the game.

If the heroes on card E don't have thirty gold coins, they will need to keep on exploring the dungeon until they find more.



You see a large stone table in the room. In the centre of it sits a skull made entirely of crystal. It looks pretty valuable!

You notice that the skull is resting on some sort of pressure pad that will probably set off a trap if you take the skull.

Nearby is a pile of stones. If you could find a stone that is the same weight as the skull you think that you could quickly swap it for the treasure, and fool the trap into thinking it was still there.



A hero standing on card H may take a Full Action to roll one red dice to swap the crystal skull with a stone. If they roll a success, then they have successfully fooled the trap and they take the Crystal Skull Special Item card.

If they do not roll a success, then the trap is triggered and a barrage of arrows shoots out of the walls. The hero, and any other hero or enemy also standing on card H, takes 3 damage. The hero then takes the Crystal Skull Special Item card.



This corridor has so many cobwebs that you don't notice the very thin wire stretched across it until it's too late. Catching your foot on it, you stumble and fall to the floor.

As you pick yourself up, you feel a hand rummaging around in your backpack. Toadbreath the goblin was hiding in the cobwebs and is trying to steal something from you! The sneaky thief!



Place a goblin standee on an adjacent square to the hero who revealed card G, this is Toadbreath the goblin.

Randomly select an Item card from the hero who uncovered card G. Toadbreath then steals that Item card! Toadbreath immediately makes one Move Full Action towards the exit ladder on the Dungeon Entrance card. During each enemy phase Toadbreath will use both their actions to move towards the exit.

If Toadbreath is defeated by one of the heroes, then that hero gets the stolen card. However, if Toadbreath reaches the ladder printed on the Dungeon Entrance card then they escape, and the stolen card is out of the game.



A huge ugly troll sits on a pile of broken furniture, casually cleaning its ear with a chair leg then eating the big lumps of orange wax it picks out. It looks up and sees you. "Mmm, dessert!" it says.



Put the troll standee on the centre square of card D. If the troll is defeated, then the hero that struck the final blow takes the Bag of Gold card from the Special Item deck.

End of the game



You buy the teapot from grumpy Morag Clutterbuck and head out of the dungeon to give it to Kevin.

Once you hand it to him he goes into Wizard Pebbledash's study to admit what he has done. You hear lots of angry shouting and after around five minutes Kevin comes back out.

"He was very angry," says Kevin, "but he said I'd done the right thing by telling him and replacing the teapot, so he's not going to fire me."

Well done adventurers, you have won the quest!



The dungeon proved too much for you and you had to get out before you were able to buy the teapot.

You tell Kevin the bad news and he goes into Wizard Pebbledash's study to admit what he has done. You hear lots of very angry shouting and after around ten minutes Kevin comes back out. "He was very angry, but he said I'd done the right by thing telling him, so he's not going to fire me" says Kevin, "but I do have to wash all the dishes and clean the lavatory every day for six months as a punishment."

You lost the quest, better luck next time!

Welcome to Hoodezfield!

Hoodezfield is a small town deep in the countryside, surrounded by green hills, thick woodlands, and cool winding rivers.

In the olden days, before your grandparents were even born, the town was the home of the evil sorcerer, Ebenezer Hoodez, who ruled the area with an iron fist.

Fortunately, Ebenezer Hoodez is now long gone, and the town of Hoodezfield is a much nicer place. The signs of his evil still linger however, and there are places where the creatures he brought into the area still live to this day. There's the creepy Hoodez Forest, the treacherous mountain of Hoodez Peak, and of course the dark, damp and dangerous Hoodez Dungeon. (As you might have guessed, Ebenezer Hoodez was a very vain sorcerer and his favourite thing to do in the whole world was to name places after himself!)

All this means that Hoodezfield can be a very adventurous place to live. However, that doesn't bother you much - that's just the way you like it!

