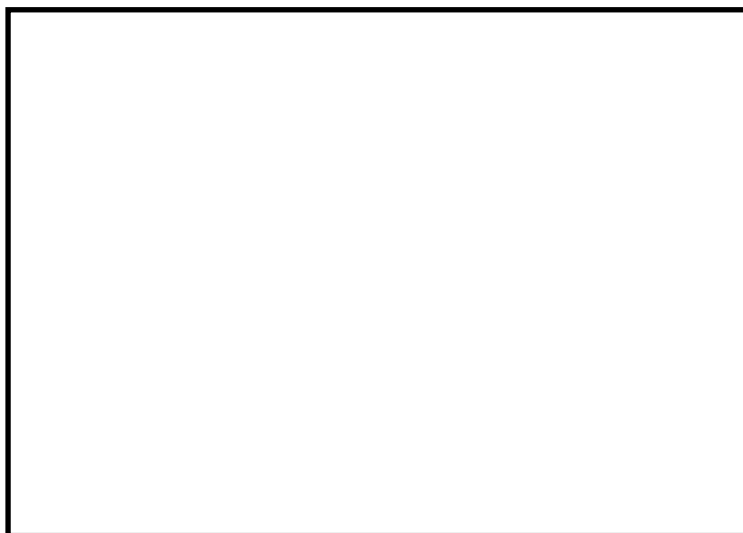
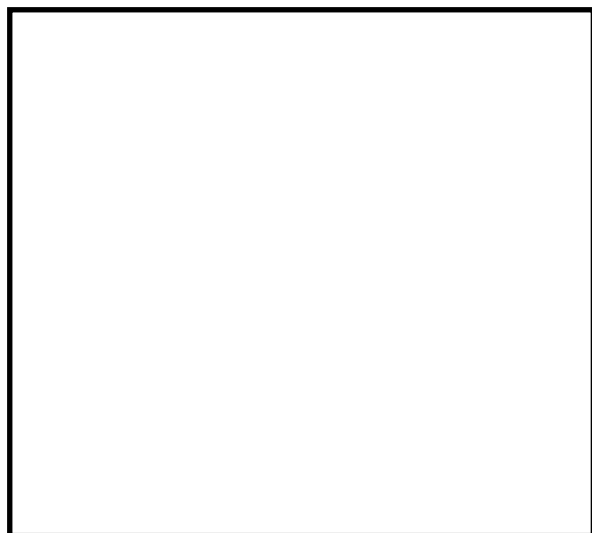
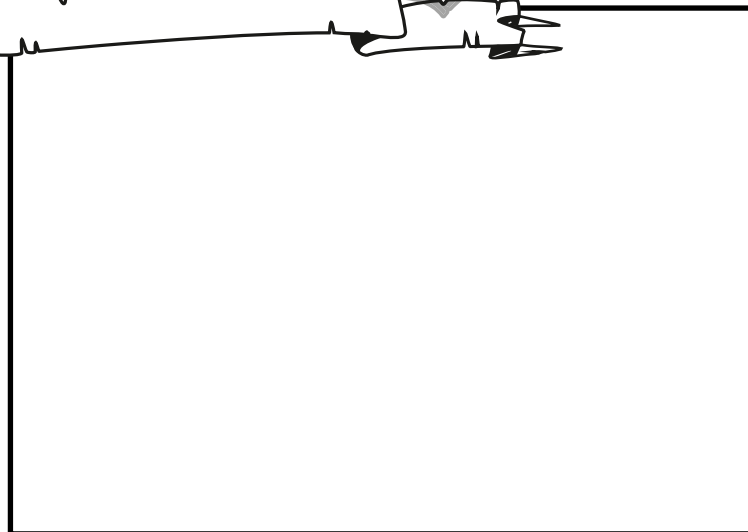




Created by:



Fangs for the Memories Adventure

Setup

First gather the Basic Dungeon Cards. If you want to play a regular length game then use all the Basic Dungeon Cards (numbered **2** to **17**). If you want to play a shorter version of CoraQuest then do not use the cards numbered **4,7,13 & 14** (all these cards have an image of a broken sword on them).

Shuffle the Basic Dungeon Cards together. Then split them into four equal piles.

Gather the four Story Dungeon Cards labelled **A**, **B**, **C** and **D**. Shuffle one of these four cards face-down into each of the four piles, remembering which pile contains which card. Finally, put the four piles back together to form the face-down dungeon deck in this order:

- Pile containing card **D** - Bottom of deck
- Pile containing card **C** - Second to bottom of deck
- Pile containing card **B** - Third to bottom of deck
- Pile containing card **A** - Top of deck.

The Dungeon Entrance Card (numbered **1**) is placed in the middle of the table. The players then place all the heroes on the Dungeon Entrance Card in an empty square of their choosing.

Place the Countdown Card showing levels one and two on the table. Place the Threat Token on level two.

Orcs, Goblins, Gremlins, Spiders, and the Giant Snake will be used in this adventure.

Special rules for this dungeon

There are no special rules for this dungeon

End of the Game

The players win the game if they defeat the giant snake before two or more heroes are defeated.

The players lose the game if two or more of the heroes are defeated before the giant snake is defeated.

Introduction

Read this out before starting the adventure:

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 are 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? I’ll give you a bag of gold each if you do!”

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?

Quest card A: A clue

Read this when quest card A is played from the Dungeon Deck:

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

In the backpack are three books: “A spotters 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 labeled “In case of snake bites”.

*The hero who uncovered this Dungeon Card (card **A**) takes the **Antidote Card** from the Special Item deck. They do not need to be standing on this card (card **A**) to take the **Antidote Card**.*

Quest card B: It's a trap!

*Read this when card **B** is played from the Dungeon Deck:*

Suddenly the floor gives way and a trapdoor opens up under your feet! Beneath you is a deep pit, and it's 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 he's OK!

The hero who revealed this dungeon card (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 wounds before climbing out.

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

Quest card C: Annabelle

Read this when card C is played from the Dungeon Deck

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

“Kevin and I heard about there being a really cool snake in this dungeon that 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 me, but it captured Kevin and it took him off 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 snake.

*Annabelle gives you a gift as a thank you. The hero who uncovered this dungeon card takes the **lucky feather card** from the Special Item Deck. They do not need to be standing on this card (card C) to take the **lucky feather card**.*

Quest card D: Slithers McBiscuit

Read this when card D is played from the Dungeon 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 center of the snake's coils you spot Kevin the Gnome. He starts frantically waving to 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 wake with a start. The snake turns it's gigantic head towards you and hisses angrily. It looks like it wants to have you for it's dinner.

Put the snake standee in the centre of this card. Also put two gremlin archer standees in two diagonally opposite corners of the card. The snake and the gremlins will attack the heroes in the enemy phase.

If you win the quest

If the heroes defeat the snake before two of the heroes are defeated then read the following:

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 Grimdeath Dungeons we could try and catch!"

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

Well done adventurers, you win the quest!

If you lose the quest

If two or more heroes were defeated before the snake was defeated then read the following:

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

You lose the quest, better luck next time!

An Egg-citing Adventure

Setup

First gather the Basic Dungeon Cards. If you want to play a regular length game then use all the Basic Dungeon Cards (numbered **2** to **17**). If you want to play a shorter version of CoraQuest then do not use the cards numbered **4,7,13 & 14** (all these cards have an image of a broken sword on them).

Shuffle the Basic Dungeon Cards together. Then split them into four equal piles.

Gather the four Story Dungeon Cards labelled **C, E, F** and **G**. Shuffle one of these four cards face-down into each of the four piles. Then put the four piles back together to form the face-down Dungeon Deck. In this quest it does not matter what order the piles go together in, so you can put them together randomly.

Place the Dungeon Entrance Card (numbered **1**) in the middle of the table. The players then place each hero onto the Dungeon Entrance Card in an empty square of their choosing.

Place the Countdown Card showing Levels 1 and 2 on the table. Place the Threat Token on Level 2.

Orcs, Goblins, Gremlins, Spiders, and the Troll will be used in this adventure.

Special rules for this dungeon

There are no special rules for this dungeon. However, remember that the regular Threat Token rules apply - at the end of every round in which you don't reveal a new Dungeon Card the Threat Token moves down one level on the Countdown Track.

Winning the game

The players win the game if the heroes collect all four **spider egg cards** and then **at least three heroes** make it out of the dungeon (back to the "not welcome" doormat square on the Dungeon Entrance Card).

The players lose the game if **two or more heroes** are defeated before they get back to the "not welcome" doormat square on the Dungeon Entrance Card with all four **spider egg cards**.

Introduction

Read this out before starting the adventure:

Wizard Pebbledash rings you up on the phone.

“I have run out of giant spider eggs!” he says. “They are a very important ingredient in a special potion I am brewing. I have tried asking at the supermarket, but they’ve none left either and they won’t get a delivery until next Friday.”

“If you can get me four giant spider eggs from Hoodez Dungeons then I’ll give you a bag of gold each as a reward. You will have to be quick though,” he says, “I’ve already got the potion on the stove!”

You decide to take the job, and set off towards the dungeons.

Card C: Welcome to my larder said the spider to the fly

Read this when card C is played from the Dungeon Deck:

This is obviously where the orcs and goblins in this dungeon store their food. There are barrels full of slug slime resting against the wall, and sacks bulging with dried rat tails stacked up on the floor.

On top of one of the barrels is a giant spider egg and a green bottle with the words “*healf poshun*” written crudely on it.

Next to the barrels are two gremlins who are greedily stuffing big handfuls of chocolate-covered beetle brains into their mouths. They spot you coming in and grab their bows and arrows in panic.

*Put **two gremlin standees** on any two empty squares on the Dungeon Card. They will activate during the enemy phase.*

*The hero who uncovered this Dungeon Card (card C) takes a **spider egg card** and the **healf poshun card** from the Special Item Deck. They do not need to be standing on card C to take the cards.*

When card C is played from the Dungeon Deck move the Threat Token down one level on the Countdown Track. If this causes it to move off the bottom of the track then, just as described in the main rules, spawn a single spider in the centre of every Dungeon Card with a spider web on

it. If the centre square is already occupied then place a spider in any empty adjacent square of the player's choosing.

Card E: Eggs Benedict plunder snatch

*Read this when card **E** is played from the Dungeon Deck:*

You see a particularly gruesome-looking orc sat at a table drinking from a very mucky mug. On a rusty metal plate in front of them is an egg. But it's not an egg from a chicken, or even a duck. It's a giant spider egg!

Quick as a flash you grab the spider egg from in front of the orc and stuff it into your pocket.

"Oi! That's my breakfast!" the orc shouts angrily as it stands up and prepares to attack you.

*Put **one orc standee** on any empty square on the Dungeon Card. It will activate during the enemy phase.*

*The hero who uncovered this Dungeon Card (card **E**) takes a **spider egg card** from the Special Item Deck. They do not need to be standing on card **E** to take the card.*

*When card **E** is played from the Dungeon Deck move the Threat Token down one level on the Countdown Track. If this causes it to move off the bottom of the track then, just as described in the main rules, spawn a single spider in the centre of every Dungeon Card with a spider web on it. If the centre square is already occupied then place a spider in any empty adjacent square of the player's choosing.*

Card F: This kitchen is beyond a yolk

Read this when card F is played from the Dungeon Deck:

This has to be the filthiest kitchen you have ever seen in your entire life. There's slime dripping down the walls, old rotting food all over the floor, and you don't even want to think about what that purple stuff is that's hanging from the ceiling.

Out of the corner of your eye you notice that there is a large spider egg in the middle of a web hanging from the ceiling. You reach up to grab it, and as you do you accidentally put your hand into something moist, warm, and sticky. It smells like a mixture of burnt socks, mouldy cabbage, and wet dogs.

The hero who uncovered this Dungeon Card rolls one red dice. If they roll a success, they resist the urge to be sick because of the revolting thing they just put their hand into. If they don't roll a success then the hero takes one damage.

*The hero who uncovered this Dungeon Card (card F) takes a **spider egg card** from the Special Item Deck. They do not need to be standing on card F to take the card.*

When card F is played from the Dungeon Deck move the Threat Token down one level on the Countdown Track. If this causes it to move off the bottom of the track then, just as described in the main rules, spawn a single spider in the centre of every Dungeon Card with a spider web on it. If the centre square is already occupied then place a spider in any empty adjacent square of the player's choosing.

Card G: Scrambling for the eggs-it

*Read this when card **G** is played from the Dungeon Deck:*

This corridor is so covered in spider webs it is difficult to push your way through it. The sticky strands get caught on your clothes and in your hair, and you make sure you keep your lips tightly closed together so you don't accidentally get some in your mouth.

It's worth the effort however, as not only do you find a giant spider egg nestled among the webs, but you also find a pair of very fancy-looking boots!

*Take a **spider egg card** from the Special Item Deck. Also take the **Boots of Spider Crushing** card from the Special Item Deck.*

*When card **G** is played from the Dungeon Deck move the Threat Token down one level on the Countdown Track. If this causes it to move off the bottom of the track then, just as described in the main rules, spawn a single spider in the centre of every Dungeon Card with a spider web on it. If the centre square is already occupied then place a spider in any empty adjacent square of the player's choosing.*

If you win the quest

*If you have collected all four spider eggs **and** at least three of the heroes get back to the "not welcome" doormat square on the Dungeon Entrance Card undefeated, then read the following:*

Wizard Pebbledash is very pleased to see that you have brought him the eggs.

"Excellent, excellent!" he says, "you are just in time!"

He cracks the eggs into a big boiling cauldron of foul-smelling liquid and then turns to give you your bags of gold as a reward.

"Thank you very much for all your help" he says. "This potion is the cure for people who are scared of spiders! Would you like some?"

Well done adventurers, you have won the quest!

If you lose the quest

If two or more heroes are defeated before you collect four spider eggs and return to the “not welcome” doormat square on the Dungeon Entrance Card read the following:

The dungeon was too dangerous for you and you decide to get out while you still can. Wizard Pebbledash looks disappointed that you have come back empty handed.

“Ah well” he says as he looks at a big boiling cauldron of foul-smelling liquid on the stove, “it looks like I’m not going to be able to make my potion after all. Maybe it will work as soup instead. Do you want a bowl?”

You lose the quest, better luck next time!

The Great Teapot Caper

Setup

First gather the Basic Dungeon Cards. If you want to play a regular length game then use all the Basic Dungeon Cards (numbered **2** to **17**). If you want to play a shorter version of CoraQuest then do not use the cards numbered **4, 7, 13 & 14** (all these cards have an image of a broken sword on them).

Shuffle the Basic Dungeon Cards together. Then split them into four equal face-down piles.

Gather the four Story Dungeon Cards labelled **D, E, G** and **H**. Shuffle one of these four cards face-down into each of the four piles, remembering which pile contains which card. Finally, put the four piles back together to form the face-down Dungeon Deck in this order:

- Pile containing card **D** - Bottom of deck
- Pile containing card **G** - Second to bottom of deck
- Pile containing card **H** - Third to bottom of deck
- Pile containing card **E** - Top of deck.

Place the Dungeon Entrance Card (numbered **1**) in the middle of the table. The players then place each hero onto the Dungeon Entrance Card in an empty square of their choosing.

Place the Countdown Track Card showing Levels 1 and 2 on the table. Place the Threat Token on **Level 2**.

Orcs, Goblins, Gremlins, Spiders, and the Troll will be used in this adventure. Gather all these **Enemy Cards** and the matching **standees** and **Spider Tokens**.

Special rules for this dungeon

In this adventure you will be collecting money. The Item Cards in the game have coins printed on them. This is the amount of money found alongside the item, not how much the item is actually worth.

The total amount of money the heroes have can be found by adding up all the coins from their Item Cards plus all coins from any Special Item Cards. Coins on potion cards still count, even if the potion has been used.

Winning the game

The players **win** the game if the heroes collect **30 coins or more** and then **three or more heroes** visit Old Morag Clutterbuck and buy the teapot from her.

The players **lose** the game if **two or more heroes** are defeated **or** if the heroes are **unable to get enough coins** to buy the teapot.

Introduction

Read this out before starting the adventure:

Kevin the gnome approaches you.

“I’ve accidentally broken Wizard Pebbledash’s favourite teapot” he tells you, “the one with the jewels round 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 and then I will have nowhere to live!”

You suggest that Kevin should tell Wizard Pebbledash the truth, and buy a replacement before he comes back so he can give it to 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 the Fangsbane 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 the teapot. As you head off towards the Fangsbane Dungeon, Kevin calls after you,

“I haven’t actually got enough money to pay for the teapot...” he shouts. “Could you loan me the money and I’ll pay you back?”

Card E: Old Morag Clutterbuck's

*Read this when card **E** is played from the Dungeon Deck:*

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. Right in the middle of the table sits a teapot with jewels round the lid and a picture of a zebra on the side.

"What's this? Adventurers?!?" Morag shrieks at you, "I hate adventurers!! Filthy little 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, then they immediately buy the teapot and you win the game. If the heroes on card **E** don't have thirty gold coins yet, then they will need to keep on exploring the dungeon until they find more coins. The heroes should then return to card **E** when they have collected enough coins to buy the teapot.*

Card D: Do not feed the trolls

*Read this when card **D** is played from the Dungeon Deck:*

A huge ugly troll sits on a pile of broken furniture, casually cleaning out its ear with a chair leg and then sniffing the big lumps of orange wax it picks out.

It looks up and sees you.

"Mmm, lunch!" it says.

*Put the **troll standee** on the centre square of card **D**. It will activate during the enemy phase. If the troll is defeated, then the hero that struck the final blow takes the **bag of gold** card from the Special Item Deck.*

Card G: A thief!

*Read this when card **G** is played from the Dungeon Deck:*

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 card **G** on the closest square to the hero who revealed this Dungeon Card; this is Toadbreath the goblin. Place one Quest Token underneath this goblin standee to show that it is Toadbreath. When Toadbreath travels through the dungeon, move the Quest Token as well, so that the sneaky thief cannot hide amongst any other goblins as it tries to get away.*

*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 it will use **both** its actions to move towards the exit. If Toadbreath reaches the ladder printed on the Dungeon Entrance Card before it is defeated by the heroes then it escapes, and the card that Toadbreath stole is out of the game.*

Card H: Fortune and Glory

Read this when card H is played from the Dungeon Deck:

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 bet that you could quickly swap it for the skull and fool the trap into thinking it was still there.

*A hero standing on Card H may use one of their Full Actions to swap the crystal skull with a stone. If they do, roll **one red dice**. If they get 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.*

End of the game

If you win the quest

*If the heroes **buy the teapot** then read the following:*

You give the teapot to Kevin and 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, but he said I'd done the right thing telling him and replacing the teapot, so he's not going to fire me and throw me out" says Kevin, "but I do have to clean out his pet hedgehog every day for a whole month as a punishment."

You suggest to Kevin that he should think twice before wearing teapots as hats in the future. You then remind him that he owes you thirty gold coins for the teapot.

Well done adventurers, you have won the quest!

If you lose the quest

*If **two or more heroes** are defeated **or** if the heroes **do not buy the teapot** then read the following:*

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 thing telling him, so he's not going to fire me and throw me out" says Kevin, "but I do have to clean out his pet hedgehog and also do all the dishes for six months as a punishment."

You suggest to Kevin that he should think twice before wearing teapots as hats in the future.

You lose the quest, better luck next time!