

# CORACQUEST

## The Heat is On



Gremlins,  
Goblins,  
Orcs,  
Spiders



Turn off the heating and defeat all the spiders in the dungeon.



Any hero is defeated, or if the Supply is empty when you attempt to place a new spider token on the Countdown track.

### Setup

The Countdown track is prepared differently in this adventure. For both the long game and the short game use the cards to make a Countdown track that has levels 1 to 4 on it.

Put a spider token on level 2 and on level 4 of the Countdown track.

Put the Threat token on level 2 of the Countdown track as normal.

Put the remaining 6 spider tokens near the Countdown track to form the Supply.

### Countdown Phase

During each Countdown Phase move all spider tokens on the Countdown track down one level. If any spiders move off the bottom of the track then spawn them in the dungeon (see below for location). Then, for each spider that you just spawned, place one new spider token from the Supply onto level 4 of the Countdown track.

The location that the spiders spawn in will change during the adventure. At the start of the adventure they will spawn on any empty square on the Dungeon Entrance card (card 1).

Once spiders are defeated they are always put back into the Supply.

The Threat token operates as in a regular game. However, should it move off the bottom of the Countdown track then do not spawn spiders in the dungeon, instead place one spider token from the supply onto level 1 of the Countdown track and then place the Threat token back on level 2 of the Countdown track.

Special Ability Countdown tokens continue to be placed on level 2 of the Countdown track as described in the normal rules.



You hear a knock at the door. When you open it you see Wizard Pebbledash's gnome assistants, Kevin and Annabelle, standing there looking rather anxious.

*"We were down in the dungeon looking for ingredients for one of Wizard Pebbledash's potions"* says Annabelle, *"Kevin said he was cold, so he found the controls for the heating and turned it up."*

*"I'd forgotten to take my coat with me,"* Kevin explains.

*"We didn't think it would be a problem at first,"* says Annabelle. *"But then more and more spiders started appearing in the dungeon - much quicker than they usually do. We think that turning the heating on so high is warming up all the spider eggs and making them hatch out."*

*"Could you go and turn the heating back down again?"* asks Kevin. *"We'd do it ourselves, but we're not that keen on spiders."*

It looks like you need to fix another one of Kevin and Annabelle's messes. You'd better get going before too many spiders hatch out and they start coming out of the dungeon and into the town.



There are two orcs in this room eating cabbage-flavoured ice creams. They're both wearing shorts and t-shirts.

*"Why's it so blummin' hot in here all of a sudden?"* the bigger orc says, wiping sweat off its forehead with what looks to be an old pair of underpants.

*"I dunno"* says the other orc glumly. *"It's probably something to do with them stupid heroes. They are always comin' down here causing bother. I got defeated four times last week and all I was doin' was trying to hit 'em a bit with me axe."*

They both look up and see you. *"Oh well, 'ere we go again!"* says the bigger orc, as it stands up and moves towards you.



Put **two** orc standees on any two different empty squares on card E.

Add **one** additional **spider** token from the Supply to **level 1** of the Countdown track

From now onwards **roll one red dice** for each spider that is about to spawn in the dungeon.

0 success = spawn the spider on card **1**  
1 success = spawn the spider on card **E**



Not only is this corridor covered in cobwebs, but it's also full of spider eggs! You suspect that things are going to get a lot more dangerous in this dungeon from now on.



Add **one** additional spider from the supply to **level 1** and to **level 3** of the Countdown track

From now onwards **roll two red** dice for each spider that is about to spawn in the dungeon.

0 success = spawn the spider on card **1**  
 1 success = spawn the spider on card **E**  
 2 success = spawn the spider on card **G**



You see two goblins next to a running tap. They are jostling with each other, both trying to be the one to put their head under the cold running water.

*"Let me have a turn, you big bogey-burger!"* the shorter goblin complains loudly. *"You've had it for ages."*

*"No, I was here first!"* the tall goblin shouts back. *"You find your own tap or I'll tell my mum on you!"*

And with that the two goblins start rolling around on the floor fighting - nipping, scratching and biting each other furiously. They are so busy with attacking each other that maybe, if you are lucky, they won't even notice you!



The player who revealed card **C** rolls **one white dice**. If they roll a success then the goblins do not notice the heroes and they disappear off into the dungeon, still fighting. If they do not roll a success then put **two goblin** standees on any two different empty squares on card **C**.

From now onwards roll **three red dice** for each spider that is about to spawn in the dungeon.

0 success = spawn the spider on card **1**  
 1 success = spawn the spider on card **E**  
 2 success = spawn the spider on card **G**  
 3 success = spawn the spider on card **C**



You have found the cupboard with the controls for the heating inside it. Finally you can put a stop to all these spiders hatching!

You turn the dial the other way and switch the heating off, but it's too late! You start to hear cracking noises as even more spiders hatch out of their eggs and start scuttling towards you.

### Looks like the fight isn't over quite yet!



Spawn all spiders left on the Countdown track into the dungeon using the spawning rules from card **C**. Do **not** replace them with spider tokens from the supply.

From now on, if the threat marker moves off the bottom of the Countdown track all spiders in the dungeon take **two** actions **immediately**. They will **also** still have two actions in the Enemy Phase as normal.

## End of the game



You manage to turn the heating dial in the dungeon down, and the temperature starts going back to normal. Hopefully that should keep the spider population under control for a while. The dungeon is a dangerous enough place already, even without all those eight-legged beasties.

Well done adventurers, you have won the quest!



You stumble out of the dungeon nursing your cuts and bruises. It seems that things got just a little bit too hot in there for you! You'll have to try again to sort the spider problem out on a different day.

You lost the quest, better luck next time!