

CORAQUEST

A Recipe for Adventure



Gremlins,
Goblins,
Orcs,
Spiders,
Troll,
RemyLuna



Defeat RemyLuna.



Any hero is defeated.

Setup

In this quest you will be pretending to make a magic potion - with ingredients that you are going to find in real life!

When the instructions tell you to find an object, you need to look around the place you are in and find a real-world object that matches the description given. Make sure that the object you choose is safe, doesn't damage anything, or make too much mess! We recommend you don't use anything liquid or sharp for example.

You will also need something to put your ingredients in. You can either use the lid of the CoraQuest box, or if you like, you could use a mixing bowl or other container.



Wizard Pebbledash is looking rather annoyed.

"That rotten blighter Wizard Bandicoot is up to his old tricks" he tells you, angrily. "He's cast a spell and turned poor Kevin's pet cats, Remy and Luna, into a two-headed monster again. This is the second time that's happened this month! I'm sure that bothersome boulder Bandicoot has done it just to distract me from getting my spoon collection ready for the Holmfirth Cutlery Festival next week!"

"What's worse," he adds, "is that he's ripped three pages out of my book of potion recipes so I don't know what ingredients I need to make the cure. I'm pretty sure he's hidden the missing pages from the potion book down in Hooded Dungeon, and it wouldn't surprise me if he's taken the RemyLuna monster down there too."

"Could you do me a favour and pop down into the dungeon, find the recipe pages, and then make a potion to cure poor Remy and Luna? I'd do it myself, but I need to sort all my spoons out into alphabetical order ready for the festival."

Wizard Pebbledash hands you his special magic potion cauldron and hurries you out of his door and off towards Hooded Dungeon.



You are surprised to see Kevin and Annabelle in this room.

"We've come to help cure Remy and Luna!" Annabelle tells you.

"We're pretty good adventurers now" says Kevin, "we've been watching 'how-to' videos on YouTube and we've learned loads."

You start to object and tell them that the dungeon is far too dangerous for little gnomes, but Annabelle firmly interrupts you.

"You can't stop us coming," she says, "and anyway, we've found the first one of the missing pages from the potion book already - look!" She hands you a piece of paper that reads:

Step 1

A cat is full of balance and grace

So add something in that rests on your face

You get Wizard Pebbledash's magic cauldron out of your backpack and begin preparing the potion.



Each player should find something in the place they are in that they can balance on their forehead (with their head tipped back). Add these items to the potion.

The hero who uncovered card I also takes the **Kevin and Annabelle** card from the Special Item deck.





There is a troll in this room sitting on a toilet. It looks very surprised indeed to see you! To your alarm it has a page from the potion book in its hand and it looks like it's just about to use it as toilet paper!

"Bloomin' heck!" The troll says crossly as it scrabbles to get up off the toilet. "We need to get some doors in this chuffin' dungeon!"



Put the troll standee on any empty square on card J. Once the troll has been defeated read the following:

Step 2

A cat's fur coat is glossy and shiny

So add something in that is smooth, not spiny!



Each Player should find something in the place they are in that feels smooth when touched. Add these items to the potion.



Kevin and Annabelle squeal in delight at all the treasure chests in this room.

"This adventuring is easy peasy!" says Kevin, "I didn't realise there was all this treasure just laying about!"

You try telling him that you normally don't find quite as much treasure as this in one room, but he doesn't listen to you as he's too busy trying to break the lock on a chest by hitting it with his shoe.

You notice that stuffed behind one of the chests is another page from Wizard Pebbledash's potion book! It reads:

Step 3

A cat is fussy with the food that it picks

So add something in that you never would lick



Each player should find something in the place they are in that they would definitely not like to try to eat. Add these items to the potion.

Your potion is now complete - all you need to do now is find RemyLuna and somehow get them to drink it.



You see the RemyLuna monster with its back to you. You start to creep towards it silently, hoping to grab it and give it the potion before it realises what's going on. Suddenly Kevin runs past you, rushes up to RemyLuna, and pulls its tail, hard.

"Here kitty kitty kitty!" says Kevin, giving its tail another tug. "It's time to take your medicine like a good two-headed pussycat!"

You knew that letting that foolish gnome come along was a mistake! Now you are going to have to try to hold the monster down to give it the potion. It looks like you may have a bit of a fight on your hands.



Put the RemyLuna standee in the centre square of card L.

If the heroes defeat RemyLuna then you win the quest.

End of the game



You manage to hold one of RemyLuna's mouths open long enough to give it the potion. It pulls a funny face like it's just eaten a chocolate-covered cabbage. Then, with a puff of smoke, the two-headed cat turns back into two one-headed cats again.

The two cats both give you a nasty look and then walk out of the dungeon sulkily. You may have cured Remy and Luna of being a monster, but all cats will hold a grudge against someone who made them take medicine for at least a week!

Well done adventurers, you have won the quest!



Unfortunately you've not been able to give the RemyLuna monster its medicine today, and so the two-headed cat is still down in the dungeon causing all sorts of problems. You'll have to try again another time.

You lost the quest, better luck next time!

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