

CORACQUEST

The Trouble with Trilbies



Gremlins,
Goblins,
Orcs,
Spiders,
Bob the Blob (+ 6 Mini Bobs)



Heroes defeat Bob the Blob and all 6 Mini Bobs.



A Mini Bob reaches any square on card O. Any hero is defeated.



You get a message that Creaky Mike, the elderly gnome shop assistant at Big Tom's Hat Emporium, wants to talk to you.

"Ah, adventurers!" Creaky Mike says, looking very pleased to see you. "Thank goodness you've come."

"Last night the Hat Emporium was broken into, and five of our fanciest hats were stolen!" **he tells you.** "It couldn't have come at a worse time. Big Tom, the owner of the shop, is just about to put together his list of the Top Ten Best Hats of All Time. With those stolen hats missing, the entire list will be meaningless and arbitrary!" **he says,** sadly shaking his head.

You ask if there were any clues.

"There was green goo all over the place when I came in this morning," **he tells you.** "And a trail of slime leading from the shop's doorway and going all the way into the dungeon."

You thank him, and head off to the dungeon entrance to investigate.



This stinky slime pit is even more stinky and slimy than usual. Big bubbles of grotty goo are coming to the surface and popping with loud razzing raspberry sounds - "Thhrrrrrrp!!"

You look over the edge of the pit to see what might be making it so unsettled. You can see that sunk at the bottom is a whole bunch of hats, swirling around in the gloopy grunge. You recognise them as all belonging to people who live in Hooddezfield. There's Tim Burr's lumberjack hat, Rowena Boat's sailor cap, and Joy Rider's motorcycle helmet.

Fortunately it looks like none of the missing hats from Big Tom's Hat Emporium are in the yucky ooze, because there's no way you'd be able to get them out safely if they were.



The hero who revealed card O (even if they are not standing on it) rolls **one red dice**. If they roll a success nothing happens. If they don't roll a success then they take **1 damage** as the smell from the stinky slime pit makes them feel sick.

Heroes can only stand on the three bridge squares on Card O. Enemies can stand on any square of Card O.



You see a big rock monster sitting on a pile of sacks and looking very gloomy. You get your weapon ready in case they start to attack, but they just sit there. It looks like this monster isn't in the mood for fighting today.

You ask what's wrong.

"I made myself a lovely new hat from an empty packet of cornflakes and a banana peel that I found in the rubbish bin," **the rock monster tells you.** "I was going to wear the hat to my cousin's wedding next week, but I woke up this morning and it was gone."

"I bet Bob the Blob took it," **the monster says, sulkily.** "He's always pinching people's stuff - especially hats!"

Looks like you need to find this Bob the Blob and ask him a few questions!



There's a big puddle of green slime in this room, and floating in the centre of it is a large red feather. It looks like one of the feathers that Big Tom uses to decorate his hats! It seems you are on the right track!

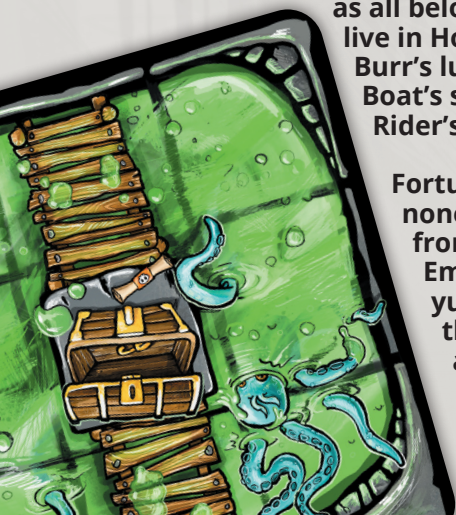
You reach down to pick up the feather, but to your surprise the puddle of slime suddenly comes to life, forms into a blob of green goo, and then shoots across the room, heading for a nearby grating on the floor!!

You make a grab at the feather, trying to snatch it before it disappears forever down the hole.



The hero who revealed card M (even if they are not standing on it) rolls **one red dice**. If they roll a success, they grab the feather from the slime just before it disappears down the hole - take the Lucky Feather card from the Special Item deck. If they don't roll a success, then the blob of slime carries the feather down the hole and it is lost forever.

Note: This blob of slime does not count towards the win and lose conditions for this quest.





You see a huge green lump of oozing jelly in the middle of this room. It has two beady yellow eyes and a mouth full of wibbly wobbly teeth. This must be Bob the Blob!

In front of Bob the Blob is a big pile of hats. You recognise them as being the ones that were stolen from Big Tom's shop! Bob the Blob is picking up each one of the hats in turn, and trying to put them on his head. But he's far too slimy, and each time he puts a hat on, it just slides off his head and drops onto the floor.

Bob the Blob is getting more and more frustrated, and little bubbles of steam start popping out of the places you think his ears might be.

Then, he suddenly looks up and sees you watching him. "These are MY hats! Mine!" he shouts furiously, and slides towards you to attack.



Put the **Bob the Blob** standee in the centre of card A. Bob the Blob acts as a regular enemy (this means he will use his actions to attack the closest hero who is within range, and if no heroes are within range he will move towards the nearest hero).

Mini Bobs however will try to take the stolen hats to the safety of the slime pit where the heroes can't get them.

When spawning Mini Bobs, each one comes flying off Bob the Blob in a high curve through the air. Count 4 floor squares going from Bob the Blob along the shortest route towards the slime pit on card O (ignoring all heroes and enemies) and spawn a Mini Bob there. If this spawn location ends up on top of a hero, enemy, or another Mini Bob, then the Mini Bob slides one more floor square towards card O until it lands on an empty square.

The Mini Bobs will then activate during every enemy phase. They will use both their actions to move towards card O. If they are unable to move (because they are blocked by the heroes, for example) then they will use their actions to attack.

If any Mini Bobs reach any square on card O then the heroes lose the quest.

Proudly supporting the



End of the game



You gather up all the stolen hats and head out of the dungeon. You stop off on the way out to give the cornflake-packet hat back to the rock monster, who's overjoyed that they will be able to wear it to their cousin's wedding after all.

When you get back to Big Tom's Hat Emporium, Creaky Mike is very excited to see you.

"Oh happy day!" he squeaks. "Now Big Tom will be able to make his Top Ten Best Hats list after all!"

Well done adventurers, you have won the quest!



You weren't able to recover all the hats, and you return to Big Tom's Hat Emporium to tell Creaky Mike the bad news.

"Never mind" he says glumly, "I'm sure you tried your best. Big Tom will just have to think of something else to make top ten lists about instead. He likes board games almost as much as he likes hats, so maybe he could do one about those instead."

You lost the quest, better luck next time!



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