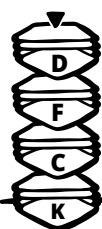


CORAQUEST

The Tantalising Tale of the Teleporting Terror



Gremlins,
Goblins,
Orcs,
Spiders
Slippery Jim (promo character)



Defeat Slippery Jim



If any of the heroes are defeated

Setup

This adventure can be quite challenging. If you want to make it easier (and a little shorter) then during the setup remove Basic Dungeon cards 9, 10, 12 & 13, and make 4 piles of 2 Basic Dungeon cards when creating the Dungeon deck instead of the usual 4 piles of 3.

If you have the CoraQuest: Keep on Questing expansion and want to replace the Gremlins, Goblins and Orcs with any other minions of the same level, then feel free to do so.



You're out for a walk in the sunshine, and see Wizard Pebbledash riding down the road on his shiny red bicycle.

You wave to him, and just as he waves back there's a flash of magic light, a loud "TING!" noise, and the bicycle he was riding suddenly turns into a huge scary monster!

Wizard Pebbledash gives a shout of surprise, and falls crashing down into the middle of the road. The monster looks around for a couple of seconds, then with another loud "TING!" it disappears into thin air!

You run over and help Wizard Pebbledash get up off the floor.

"Oh dear, it's happened again!" he says, dusting himself off. "My blasted bicycle has never been the same since I accidentally cast a spell on it!" he tells you. "It works perfectly well for weeks, and then all of a sudden it starts turning into a monster and teleporting around the place!"

"I've named the monster Slippery Jim, because it's so tricky to catch! Could you go and fetch it for me? Be careful though, it can get very grumpy when it's in its monster form. It usually hides down in the dungeon."

You tell Wizard Pebbledash that you'll go and catch Slippery Jim for him, and head off towards the dungeon entrance.



You are surprised to find your two gnome friends, Kevin and Annabelle, in this room. Kevin is holding a large magnifying glass and is peering at the bits of a broken table on the floor. Annabelle is standing in the corner, looking a bit bored.

"Aha!" Kevin says, seeing you. "You're just in time to watch me, the famous detective Sherlock Gnomes, in action!"

"Kevin got some detective books for his birthday," Annabelle explains, rolling her eyes at her brother, "and now he keeps trying to find mysteries to solve. The only problem is that he's not very good at it."

Kevin ignores his sister.

"Through my amazing detective powers, I can tell that something has been trying to eat this table, and that's why it fell to pieces!"

You look at the table and think that it looks more like it's broken because something really heavy landed on top of it. You wonder if it was Slippery Jim. You say this to Kevin, and tell him about the quest you're on to catch it for Wizard Pebbledash.

"A bicycle monster? How silly!" he says. "No, trust me on this - the table was damaged by something that wanted to eat it. It's elementary my dear adventurer! It was a Giant Beaver that broke it! Now let's continue with the investigation."



The hero who revealed card **D** takes the **Kevin and Annabelle** card from the Special Item deck.



This kitchen is really messy. There's a flattened squeeze-bottle of tomato ketchup on the floor, with a big tyre track through the centre of it. There's also red liquid splattered all over the walls.

"Aha, more clues to the mystery!!" Kevin yells excitedly. "Look at all this red stuff! It must be blood! I deduce that the giant table-breaking beaver is also a blood-sucking vampire!"

You say to Kevin that you think the tyre tracks on the ketchup bottle are from Slippery Jim running it over, and that's what squirted ketchup all over the room.

"Balderdash!" he says. "A clever detective like me knows blood when he sees it! Now, let's all look through the cupboards to see if we can find some garlic to protect ourselves against the Giant Vampire Beaver!"



While looking through the kitchen cupboards you find a very useful-looking potion. The hero who revealed card **F** takes a **Pumpkinberry Potion** card from the Special Item deck.



Thunder McScruggins, your alien monster friend, is in this room. He is rubbing a big bump on his head and looking very sorry for himself.

"I was standing around, minding my own business," he tells you, "and then out of nowhere there was a loud 'TING' noise right behind me! I was so surprised that I jumped high into the air, and bashed my head on the ceiling. Now I've got a really bad headache."

"Aha!" says Kevin. "We finally have the last piece of the mystery! That 'TING!' sound must've been made by something electronic. What we are looking for is obviously a robot!"

You suggest to Kevin that the noise was made by Slippery Jim's bell.

"I can see how an amateur could make that mistake," he says, kindly. "But trust me, we are looking for a Giant Robotic Vampire Beaver!"

Annabelle shakes her head at her brother's silliness, and goes over to Thunder McScruggins to take a look at the bump on his head.

"Should I stay here and bandage up this bump, or should I keep exploring the dungeon with the rest of you?" she asks.



If your group want Annabelle to continue to explore the dungeon with you then carry on as normal.

If you want her to stay on card **C** and look after Thunder McScruggins then your group must discard the **Kevin and Annabelle** Special Item card. However if she stays, place **two Damage tokens** onto any two wall-squares on card **C** for the rest of the game. Then, each time Slippery Jim teleports onto card **C** Annabelle will immediately deal Slippery Jim **two damage**, as she defends her friend.



Kevin has run in front of you through the dungeon, keen to find the Giant Robotic Vampire Beaver that he is sure is just round the next bend.

You are just starting to worry that he might get himself into trouble when you hear a loud **"TING!"**, and a small gnome yelping in terror. Then you hear the sound of a door slamming shut and locking. You run to catch up, and find Kevin holding a key in his trembling hands.

"There might be a teeny tiny chance that there is a bicycle monster down here" he admits. "Because one just tried to run me over! But I was very brave - I pushed it into that room and locked the door. Now it's trapped!"

Taking the key from Kevin, you unlock the door and carefully open it, ready for a fight. However the room is empty. Slippery Jim must have teleported away! You'd better find it and defeat it before it causes too much trouble.



When card **K** is revealed, Slippery Jim immediately teleports into another room in the dungeon.

Whenever Slippery Jim teleports (either when card **K** is first revealed, or when it rolls a success on its regular one-white-dice teleport check) then **roll three red dice**.

0 successes = teleport to an empty square on card D

1 success = teleport to an empty square on card F

2 successes = teleport to an empty square on card C

3 successes = teleport to an empty square on card K

If Slippery Jim would teleport to a card that it is already standing on, then roll the three red dice again.

***Remember** that Slippery Jim acts as a normal enemy, so during the enemy phase if it is not able to attack a hero it will use actions to move, up to its movement value, towards the closest hero. It will always take its two Full Actions before doing its teleport check at the end of the enemy phase.

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End of the game



You capture the monster, and with a loud "TING!" it turns back into a bicycle again. You wheel it back through the dungeon and take it to Wizard Pebbledash's house. He is so pleased that he gives you, Kevin, and Annabelle a big jug of dandelion and burdock as a thank you.

Once you've all finished your drinks, Kevin looks up at you.

"Shall we go back into the dungeon now?" he asks eagerly. "We still have that Giant Robot Vampire Beaver to catch!"

You look at him, sigh, and pour yourself another drink.

Well done adventurers, you have won the quest!



The dungeon was just too dangerous today for you to be able to get Wizard Pebbledash's bike back. You will have to try again another day.

You lost the quest, better luck next time!



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