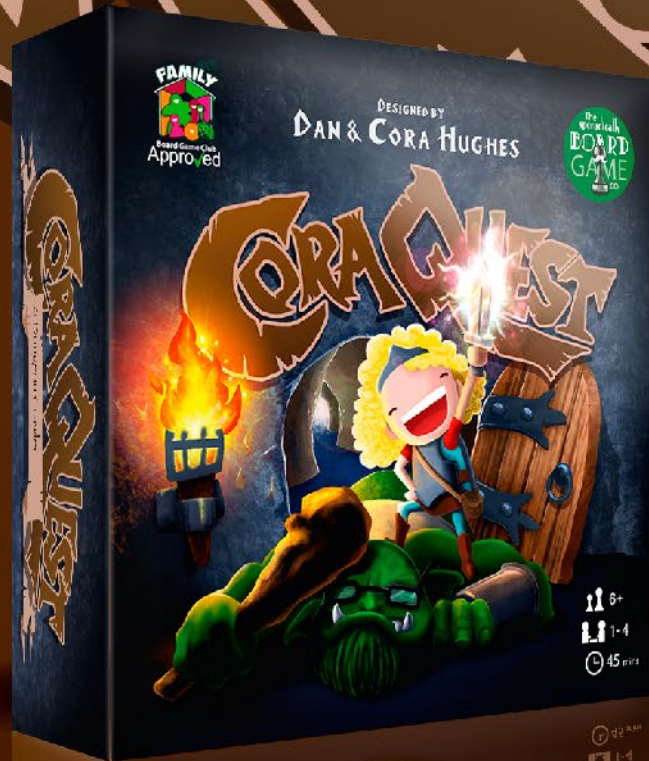


# CORAGUEST



6+

1-4

45 mins

Draft Rules V 2.2

# CORAQUEST - Draft Rules



The best way to give feedback is via the feedback form. You can also join us on facebook or email me using the buttons above.



## THANK YOU

for considering playtesting our game!

CoraQuest is a cooperative family game for 1-4 people where you play a party of heroes looking for treasure and adventure in a deep dark dungeon. Our vision for the game is for it to be something that adults and kids both feel excited to play together.

The game is playable right "out of the box". However if you want you can make the game your own by creating your own heroes, monsters, and quests to play with - making your copy of the game unique and extra special! The "sandbox" rules to do this are still in development but will be ready soon.

CoraQuest began life as a lockdown homeschool project for myself and my eight year old daughter Cora. She has been an equal partner in the design and initial playtesting process throughout, and has made most of the final decisions on the game. She has also written the backgrounds for the characters as well as refused to come up with names for them.

The other member of the team is the magnificent Gary King, who will be helping with the art and who is also having input on the design process.

Thanks again for your interest and please be as honest and brutal as you can with your feedback.







## WHAT YOU WILL NEED:

### To Print: (included in this document)

- A set of 17 basic dungeon tiles
- Four quest dungeon tiles labeled A, B, C, & D
- Set of treasure cards
- Set of special item cards
- Hero stat sheets
- Enemy stat sheets
- Cooldown track
- 2 threat tokens (Spiders in the base game)



### Gather: (not included):

- 5 six sided dice
- Tokens to use as health points
- 4 different tokens to use as the heroes' cooldown tokens
- Minis or standees to represent heroes & enemies
- 4 tokens to use as Activated markers
- 4 tokens to use as Poisoned markers
- 8 tokens to use as treasure tokens



## THE DICE

CoraQuest uses five custom six sided dice:

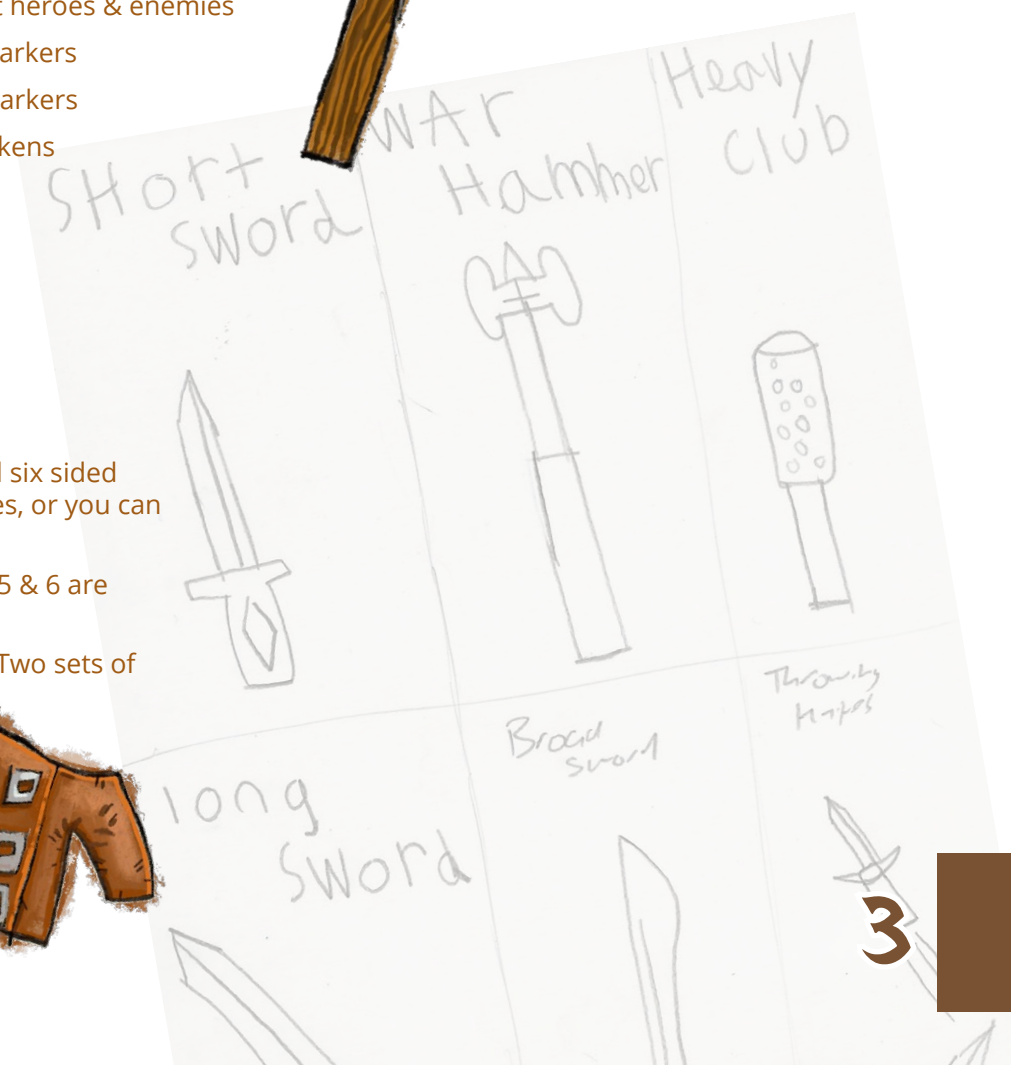
Two Red dice with three blank sides and three "success sides.

Three White dice with four blank sides and two "success" sides.

It is easy to make these dice yourself, alternatively you can either get some normal six sided dice and put some stickers or tape on them to indicate the blanks and the successes, or you can buy blank dice and draw the successes on with permanent marker.

You can even just use regular dice and say 4,5 & 6 are successes on a red dice and 5 & 6 are successes on a white one.

Your dice don't need to be red and white, those are just the colours that we used. Two sets of dice of other colours will work just as well.





## SETUP

Choose four heroes to go on the quest. These can be heroes you have made yourself, heroes we have given you, or a mixture of the two. However, for your first few games we recommend you use the heroes we made.

1. Then split the heroes between the players. It doesn't matter how you do this as long as there are exactly four heroes used in the game and all the players have something to do. Split them however best fits the people playing the game.

### Example

Kerry, Amy, and Evan are playing a three player game. Kerry controls two heroes and Amy and Evan control one each.

Cooper and Finn are playing a two player game. They both control two heroes each.

2. Once the heroes have been chosen the players gather the appropriate model, character card, and starting equipment (starting equipment is listed on the character card and is taken from the Treasure deck).
3. Choose what enemies you want to encounter - these can be enemies you have made yourself, enemies we have given you or a mixture of both. For your first game we recommend you use our monsters.
4. Choose your quest. At the moment there is only one quest available (Fangs for the Memory) however there will be more to choose from soon as well as guidance on how to create your own.
5. Now create the dungeon deck. The instructions on how to do this are outlined in the text of the quest you have chosen.
6. Place the large threat token (Spiders) on top of the dungeon deck.
7. Next place the cooldown track on the table. Put the small threat token on level three of the cooldown track. Put each character's cooldown token on their character card.
8. 8. Shuffle the treasure deck and place it face down on the table.

## NOW START YOUR ADVENTURE

First start by reading the introductory passage from the Quest you have chosen (You will read out the rest of the passages as the game progresses and the story cards come out).



## HOW TO PLAY

Each round consists of three phases which go in the following order, the:

Hero Phase

Enemy Phase

Cooldown Phase

## THE HERO PHASE

During the hero phase the players activate their characters. They can do this in any order they want. A character must complete both their actions before play can move to the next character.

On a character's activation they can use up to two "actions". The same action can be used more than once (e.g. characters can move twice, or fight twice) and they can use their actions in any order.

The actions available to a character are:

**MOVE**

**SEARCH**

**CAST SPELL**

**ATTACK**

**SWAP ITEM**

**WAIT**

There are also "free actions". Characters can do as many free actions as they wish in a turn. Free actions can interrupt other actions - for example a hero can take part of their movement, reveal a dungeon card, then take the remainder of their movement. Free actions available to the character are:

**DRINK POTION**

**REVEAL DUNGEON**

Once a hero has used both their actions (plus any free actions they wanted to take) then put the Activated Token on their character card to show that they have had their turn.

Once all the heroes have had a turn then move on to the enemies phase.





## MOVE

Characters can move a number of squares up to the value of their movement stat (plus or minus any modifiers from spells, abilities or items). This takes one action.

When moving the character can move orthogonally or diagonally. A character can move through a square occupied by another character model, however cannot end their movement on that square. Characters cannot pass through squares occupied by enemy models. The terrain other than walls do not affect movement.

## ATTACK

The character may fight an enemy model that is within range and within line of sight. This takes one action.

**Line of sight:** Line of sight is measured by drawing an imaginary line between the centre of the attacker's square and the centre of the target's square. If this line is interrupted by a wall or passes through a square occupied by another hero or enemy then the attacker does not have line of sight. The terrain other than walls do not affect line of sight.

**Range:** Range is listed on the stats of weapons and certain abilities and spells. To measure range count the number of squares between the attacker and the target that the imaginary line of sight passed through, counting the target's square but not the attacker. If the number of squares does not exceed the range stat of the weapon, spell, or ability then the target is within range.

**Attack Dice:** Once the target has been deemed to be within range and line of sight then the attacker gather's their attack dice and rolls to see if they hit.

The attack dice a hero uses are the ones listed on their hero sheet plus any listed on the weapons they are using to attack. So for example Spear Lady gets one red dice from her hero sheet and one white dice from her weapon card (spear), so she rolls both a red dice and a white dice.

Every success on the dice equals one wound dealt to the enemy the hero is attacking. The wound tokens are placed next to the enemies figure. If an enemy's wound tokens ever equal or exceed their health then they are defeated and are removed from the dungeon.

If you roll no successes when you attempt to hit an enemy then your hero becomes more determined. Flip over their character card to the "Determined" side. While they are determined heroes roll an extra white dice when they attack. As soon as they roll an attack that hits however they will turn back to their normal side.





## CAST SPELL

Some characters have spells available to them at the start of the game. It is also possible to find spells when searching treasure chests. Casting a spell costs one action unless specified otherwise on the card.

The rules for spells are written on the card. Some spells are “attack spells”. These work in the same way as regular attacks, using the dice listed on the character sheet plus the dice listed on the spell card to make up the total number and type of dice rolled. Each success rolled equals one wound to the enemy.

If the spell specifies a range then the target must be in range and in line of sight of the caster for the spell to work. Some spells just say the target must be in line of sight; these spells are able to work at unlimited distance as long as the caster can see the target unobstructed by walls and other figures.

## DRINK POTION - FREE ACTION

On their turn a character can drink a potion that they have in their possession. This does not cost any actions. They then immediately apply the effect of the potion on that character. The potion card is then discarded from the game.

## SEARCH

If the character is on or adjacent (orthogonally or diagonally) to a square with a treasure chest with a token on it then they are able to spend one action to search the chest. To do this remove and discard the token, then take the top card of the treasure deck. Each treasure chest can be searched only once. Heroes can't search a treasure chest if there is an enemy standing on it.

## SWAP ITEM

On their turn a hero may swap any number of items or spell cards with another hero providing they are adjacent to them (either orthogonally or diagonally). The swaps do not have to be equal (so one hero can give a card to another and receive nothing in return if the players wish)

## WAIT

The character uses one action to do nothing at all.





## REVEAL DUNGEON - FREE ACTION

If the character is on the edge of a dungeon card with no card adjacent to them then they can choose to reveal the next section of the dungeon. This is a free action and can be done at any time on that character's turn, including in the middle of their movement turn (which can then carry on after taking the revealed dungeon action). Players can reveal multiple dungeon tiles in a turn if they wish.

If this is the first dungeon tile revealed this round then the player begins by removing the large threat token (spider) from the top of the dungeon deck and places it in front of them. Next they take the top card of the dungeon deck and places it face up on the table next to the character who has taken the action. The player is free to rotate the card however they want prior to placing it down, but the edges of the dungeon card must align with the cards already on the table, forming a grid rather than a staggered pattern. When placing the new dungeon card it must have at least one floor square next to (orthogonal to) a floor square on the card the revealing hero is standing on.

A new dungeon card may not be placed over the top of an existing dungeon card.

If the new dungeon card has enemy spawn markers on it then place a corresponding enemy on each of the markers. These enemies will then act in the next enemy phase.



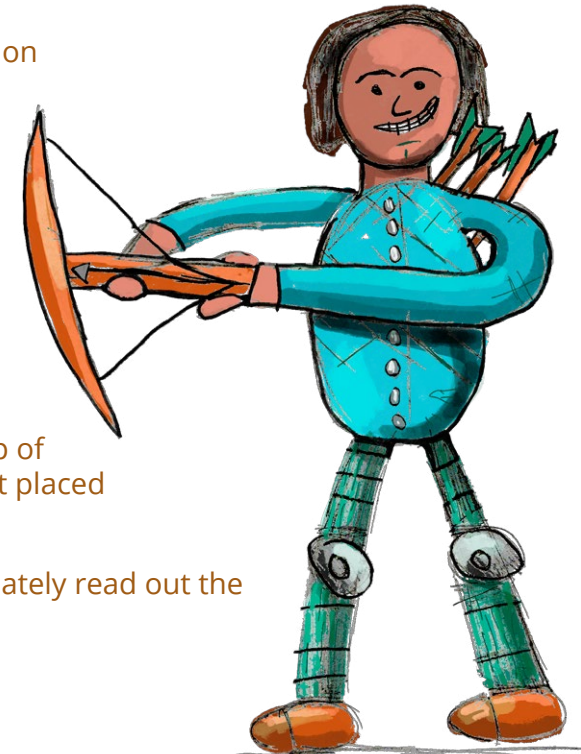
Gremlin



Goblin



Orc



If the new dungeon card has a treasure chest marker on it then place a treasure token on top of the marker. Each marker only spawns an enemy or treasure token once when the card is first placed down.

If the dungeon card is one of the four Story Dungeon Cards labeled A, B, C, or D then immediately read out the corresponding passage from the Adventure sheet (currently Fangs for the Memory).





## SPECIAL ABILITIES

Each hero has a special ability that they can use in certain situations. This is printed on the character card.

Each special ability has a "cooldown cost". When you use the ability you place a token on the cooldown track at level 2. At the end of each round all tokens on cooldown tracks move down one space. If they were on level 1 this means the token comes off the bottom of the track and the player gets the token back.

A hero can not use their special ability while their token is still on the cooldown track.

## ITEMS

A hero can carry as many items as they want with no penalty and switch between them at will. However only one item can be used at a time. So for example you can't attack with both an axe and a spear simultaneously, and you can't defend against an attack with both chainmail and leather armour. You could however attack for one action with an axe, and then the next action with a spear, and then defend yourself later in that round with the chainmail armour - providing you had all those items of course.

# THE ENEMY PHASE



During the enemy phase each of the enemies activate. The players choose which order they do this, however they must activate every enemy in the dungeon, and every enemy must perform all its actions if possible. Each enemy has two actions available to them: Moving and Attacking. The same action can be used more than once (e.g. enemies can move twice, or fight twice).

## HOW TO ACTIVATE THE ENEMIES

Unlike heroes, enemies must use their actions in a specific way. If the enemy is able to attack a hero then it will do so. If there are multiple potential target heroes the enemy will choose the closest. If there is a tie for which target hero is closer then the players can choose which target the enemy attacks. If an enemy is unable to attack a hero then it will move towards the closest hero until it is within range and line of sight of it's attack. If there is a tie for which hero is closer then the players can choose which hero the enemy moves towards. The rules for enemies moving and attacking are the same as those for the heroes (enemies are able to move through other enemies).

## MOVE

Enemies can move a number of squares up to the value of their movement stat (plus or minus any modifiers from spells, abilities or items). This takes one action. When moving the enemy can move orthogonally or diagonally. An enemy can move through a square occupied by another enemy model, however cannot end their movement on that square. Enemies cannot pass through squares occupied by hero models. Enemies can't move through walls. The terrain other than walls does not affect movement.

## ATTACK

The enemy may fight a hero model that is within range and within line of sight. This takes one action. The rules for enemies attacking are the same as those for the heroes attacking. They are repeated below for clarity.

**Line of sight:** Line of sight is measured by drawing an imaginary line between the centre of the attacker's square and the centre of the target's square. If this line is interrupted by a wall or passes through a square occupied by another hero or enemy then the attacker does not have line of sight. The terrain other than walls and doors do not affect line of sight.

**Range:** Range is listed on the enemies stat card. To measure range count the number of squares between the attacker and the target, counting the target's square but not the attacker. If the number of squares does not exceed the range stat of the weapon, spell, or ability then the target is within range.

**Attack Dice:** Once the target has been deemed to be within range and line of sight then the attacker gathers their attack dice and rolls to see if they hit. The attack dice an enemy uses are the ones listed on the enemy sheet. So for example the Gremlin uses one red dice, whereas the spider uses one red dice and one white dice.

Every success rolled on the dice equals one wound dealt to the hero the enemy is attacking. The wound tokens are placed on the hero's stat sheet. If the hero has equal or more wound tokens on their stat sheet than they have health points then they are defeated and they and their item cards are removed from the game.

**Armour:** If the hero is wearing armour then they are able to make an armour roll to negate any damage taken. To do this roll the dice indicated by the armour card, and for every success you roll remove one wound from the total taken.



## THE COOLDOWN PHASE

There are three steps to the cooldown phase:

Step 1 - Take all the "Activated tokens" off the character cards, ready for the heroes to take their turns next round.

Step 2 - Move all ability tokens on the cooldown track down one level. If this takes them off the bottom of the track then the player controlling that hero gets the ability token back.

Step 3 - If the large spider threat token is in front of a player during the cooldown (i.e. if the heroes have revealed a dungeon card that round) then nothing happens and the threat token is returned to the top of the dungeon deck.

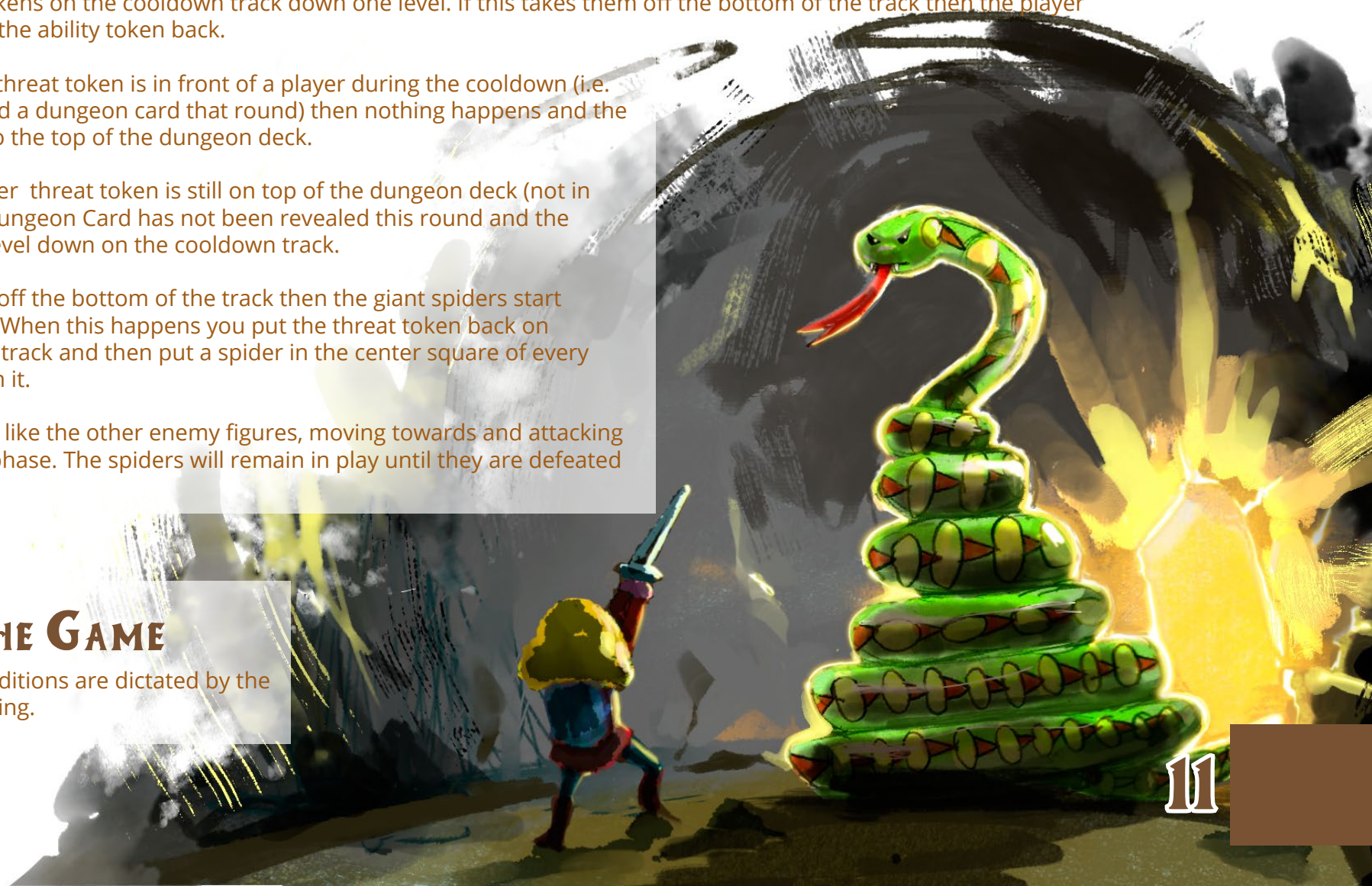
If, however, the large spider threat token is still on top of the dungeon deck (not in front of a player) then a Dungeon Card has not been revealed this round and the threat token moves one level down on the cooldown track.

If the threat token comes off the bottom of the track then the giant spiders start coming out of their webs! When this happens you put the threat token back on level two of the cooldown track and then put a spider in the center square of every Dungeon tile with a web in it.

These new spiders will act like the other enemy figures, moving towards and attacking the heroes in the enemy phase. The spiders will remain in play until they are defeated by the heroes.

## END OF THE GAME

The end game conditions are dictated by the quest you are playing.





## COMPONENTS

The following pages include all the printable items listed on page 3 'What you will need', along with the story quest 'Fangs for the memories'.

We advise that you glue the printed pieces to card if possible (nothing fancy, even empty cereal packaging will do).

To save paper and ink and just print the components, you can set your printer to only print pages 12-23 via its dialogue box.

Please note the navigation elements do not print.

## CUSTOMISING CORAQUEST

You can play CoraQuest with the heroes, enemies, and quests that we've put in the box. However if you like you can make your own. In fact we encourage it!

For information and advice on how to make CoraQuest you own, read our [online guide here](#).

## FEEDBACK

Once you have playtested CoraQuest, we would love to hear your feedback. We have created an online google form which can be accessed using the left button in the top right navigation bar.

You don't have to fill it all in if you don't want to, or you can just write some feedback in a box and ignore the questions.

If you prefer you can also just post on the CoraQuest development facebook group or email us, again using the buttons above.

Please be as honest and blunt as you can in your feedback; honest answers are the most invaluable answers!







# CORAQUEST - Components



# CORAQUEST - Components







Health **8** Attack **4**

Attack

Special Ability  
When attacking you can re-roll one red dice

Starting Item  
Broadsword

If this hero makes an attack and does not roll one or more successes then flip this card over



Health **8** Attack **5**

Attack

Special Ability  
Ignore other heroes or enemies when determining line of sight

Starting Item  
Spear

If this hero makes an attack and does not roll one or more successes then flip this card over



Health **8** Attack **4**

Attack

Special Ability  
If you don't move in your turn you can have a total of 3 actions instead of 2

Starting Item  
Crossbow

If this hero makes an attack and does not roll one or more successes then flip this card over

Health **8** Attack **4**

Attack

Special Ability  
When attacking you can re-roll one red dice

Starting Item  
Broadsword

If this hero makes an attack and rolls one or more successes then flip this card over



Health **8** Attack **5**

Attack

Special Ability  
Ignore other heroes or enemies when determining line of sight

Starting Item  
Spear

If this hero makes an attack and rolls one or more successes then flip this card over



Health **8** Attack **4**

Attack

Special Ability  
If you don't move in your turn you can have a total of 3 actions instead of 2

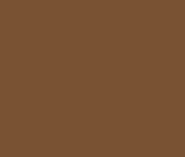
Starting Item  
Crossbow

If this hero makes an attack and rolls one or more successes then flip this card over



1. Fold & Glue

2. Cut





<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Hoarfiling</p> 	<p>Health <b>6</b> <b>5</b></p> <p>Attack </p> <p>★ Special Ability Choose not to take any damage from an attack </p> <p>Starting Item Throwing Knife</p> <p>If this hero makes an attack and does not roll one or more successes then flip this card over </p>	<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Dwarf</p> 	<p>Health <b>10</b> <b>3</b></p> <p>Attack </p> <p>★ Special Ability Can move and attack for just one action </p> <p>Starting Item Axe</p> <p>If this hero makes an attack and does not roll one or more successes then flip this card over </p>	<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Wizard woman</p> 	<p>Health <b>8</b> <b>4</b></p> <p>Attack </p> <p>★ Special Ability After you hit, do the damage from one attack to two enemies adjacent to each other </p> <p>Starting Item Lightning Bolt Spell</p> <p>If this hero makes an attack and does not roll one or more successes then flip this card over </p>
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1. Fold & Glue

<p> If this hero makes an attack and rolls one or more successes then flip this card over</p> <p>Health <b>6</b> <b>5</b></p> <p>Attack  </p> <p>★ Special Ability Choose not to take any damage from an attack </p> <p>Starting Item Throwing Knife</p> <p>If this hero makes an attack and rolls one or more successes then flip this card over </p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Hoarfiling</p>		<p> If this hero makes an attack and rolls one or more successes then flip this card over</p> <p>Health <b>10</b> <b>3</b></p> <p>Attack  </p> <p>★ Special Ability Can move and attack for just one action </p> <p>Starting Item Axe</p> <p>If this hero makes an attack and rolls one or more successes then flip this card over </p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Dwarf</p>		<p> If this hero makes an attack and rolls one or more successes then flip this card over</p> <p>Health <b>8</b> <b>4</b></p> <p>Attack  </p> <p>★ Special Ability After you hit, do the damage from one attack to two enemies adjacent to each other </p> <p>Starting Item Lightning Bolt Spell</p> <p>If this hero makes an attack and rolls one or more successes then flip this card over </p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Wizard woman</p>	
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2. Cut



Health **1**

**Goblin Archer**

Attack **4**

Range **1-8**




Health **2**

**Goblin**

Attack **3**

Range **1**




Health **3**

**Orc**

Attack **3**

Range **1**




Health **1**

**Spiders**

Attack **4**

Range **1**



If the spider threat token comes off the bottom of the track then put a giant spider in the center square of every dungeon tile with a web on it.



**2**

**1**






## TREASURE CARDS

<p><b>Warhammer</b></p> <p>1 range 1 white dice Does 1 additional damage if hits</p>	<p><b>Longbow</b></p> <p>1-10 range 1 white dice</p>	<p><b>Crossbow</b></p> <p>1 white dice 1-10 range</p>	<p><b>Flail</b></p> <p>1 range 1 white dice</p>	<p><b>Mace</b></p> <p>1 range Does 1 additional damage if hits</p>	<p><b>Longsword</b></p> <p>1 range 1 red dice</p>
<p><b>Axe</b></p> <p>1 range 1 white dice</p>	<p><b>Bow</b></p> <p>1-8 range</p>	<p><b>Spear</b></p> <p>1 white dice 1-2 range</p>	<p><b>Two Handed Sword</b></p> <p>1 range 1 red dice Does one additional damage if hits</p>	<p><b>Potion of speed</b></p> <p>Drinker gets +2 movement for one round, then discard this card</p>	<p><b>Broadsword</b></p> <p>1 range 1 white dice</p>

<p><b>Heavy Club</b></p> <p>1 range Does one additional damage if hits</p>	<p><b>Throwing Knife</b></p> <p>1-3 range 1 white dice</p>	<p><b>Pike</b></p> <p>1-3 range 1 white dice</p>	<p><b>Trap!</b></p> <p>The chest is trapped! Take 1 damage</p>	<p><b>Potion of healing</b></p> <p>Discard up to 2 wound tokens and then discard this card</p>	<p><b>Potion of healing</b></p> <p>Discard up to 2 wound tokens and then discard this card</p>
<p><b>Potion of healing</b></p> <p>Discard up to 4 wound tokens and then discard this card</p>	<p><b>Potion of healing</b></p> <p>Discard up to 4 wound tokens and then discard this card</p>	<p><b>Potion of healing</b></p> <p>Discard up to 6 wound tokens and then discard this card</p>	<p><b>Speed spell</b></p> <p>Target in line of sight gets +3 move for one round</p>	<p><b>Lightning Bolt spell</b></p> <p>1-10 range 1 red dice</p>	<p><b>Potion of healing</b></p> <p>Discard up to 6 wound tokens and then discard this card</p>
<p><b>Trap!</b></p> <p>The chest is trapped! Take 2 damage.</p>	<p><b>Fireball spell</b></p> <p>3-10 range 1 white dice Does one additional damage if hits.</p>	<p><b>Strength Spell</b></p> <p>For one round the target in line of sight adds one to the amount of damage they deal if their attack hits.</p>	<p><b>Slow spell</b></p> <p>Target in line of sight gets -2 movement for one round.</p>	<p><b>Trap!</b></p> <p>The chest is trapped! Take 2 damage.</p>	<p><b>Trap!</b></p> <p>The chest is trapped! Take 1 damage.</p>



<p><b>Poison Spell</b></p> <p>Target in line of sight takes 1 point of damage every turn. Target can't be poisoned more than once.</p>	<p><b>Potion of Strength</b></p> <p>For one round the drinker adds one to the amount of damage they deal if their attack hits, then discard this card.</p>	<p><b>Leather Armour</b></p> <p>If you take damage roll a red dice. For every success you roll, remove one wound from the total taken.</p>	<p><b>Leather Armour</b></p> <p>If you take damage roll a red dice. For every success you roll, remove one wound from the total taken.</p>	<p><b>Leather Armour</b></p> <p>If you take damage roll a red dice. For every success you roll, remove one wound from the total taken.</p>	<p><b>Trap!</b></p> <p>The chest is trapped! Take 3 damage</p>
<p><b>Teleport Spell</b></p> <p>This spell takes 2 actions The caster moves to any unoccupied square within the dungeon</p>	<p><b>Chainmail Armour</b></p> <p>If you take damage roll two white dice. For every success you roll, remove one wound from the total taken.</p>	<p><b>Chainmail Armour</b></p> <p>If you take damage roll two white dice. For every success you roll, remove one wound from the total taken.</p>	<p><b>Breastplate</b></p> <p>If you take damage roll two red dice. For every success you roll, remove one wound from the total taken.</p>	<p><b>Trap!</b></p> <p>The chest is trapped! Take 1 damage</p>	<p><b>Trap!</b></p> <p>The chest is trapped! Take 1 damage</p>
<p><b>Trap!</b></p> <p>The chest is trapped! Take 1 damage.</p>					



# CORAQUEST - Fangs for the memories



## HOW TO SET UP THE QUEST:

First shuffle all the basic dungeon cards together. Then split them into 4 roughly equal piles.

Put one special story dungeon card (labeled A, B, C, & D) into each pile.

Then put the four piles back together to form the dungeon deck. The pile containing card D should go on the bottom of the deck, the pile containing card C is placed on top of that, then the pile containing B, and finally put the pile containing card A at the very top of the deck.

The Dungeon entrance tile is placed in the middle of the table. The players then place all the heroes on the dungeon entrance tile in a position of their choosing.

## PROLOGUE

Read this at the very start of the game

A elderly Gnome comes up to you. She looks worried.

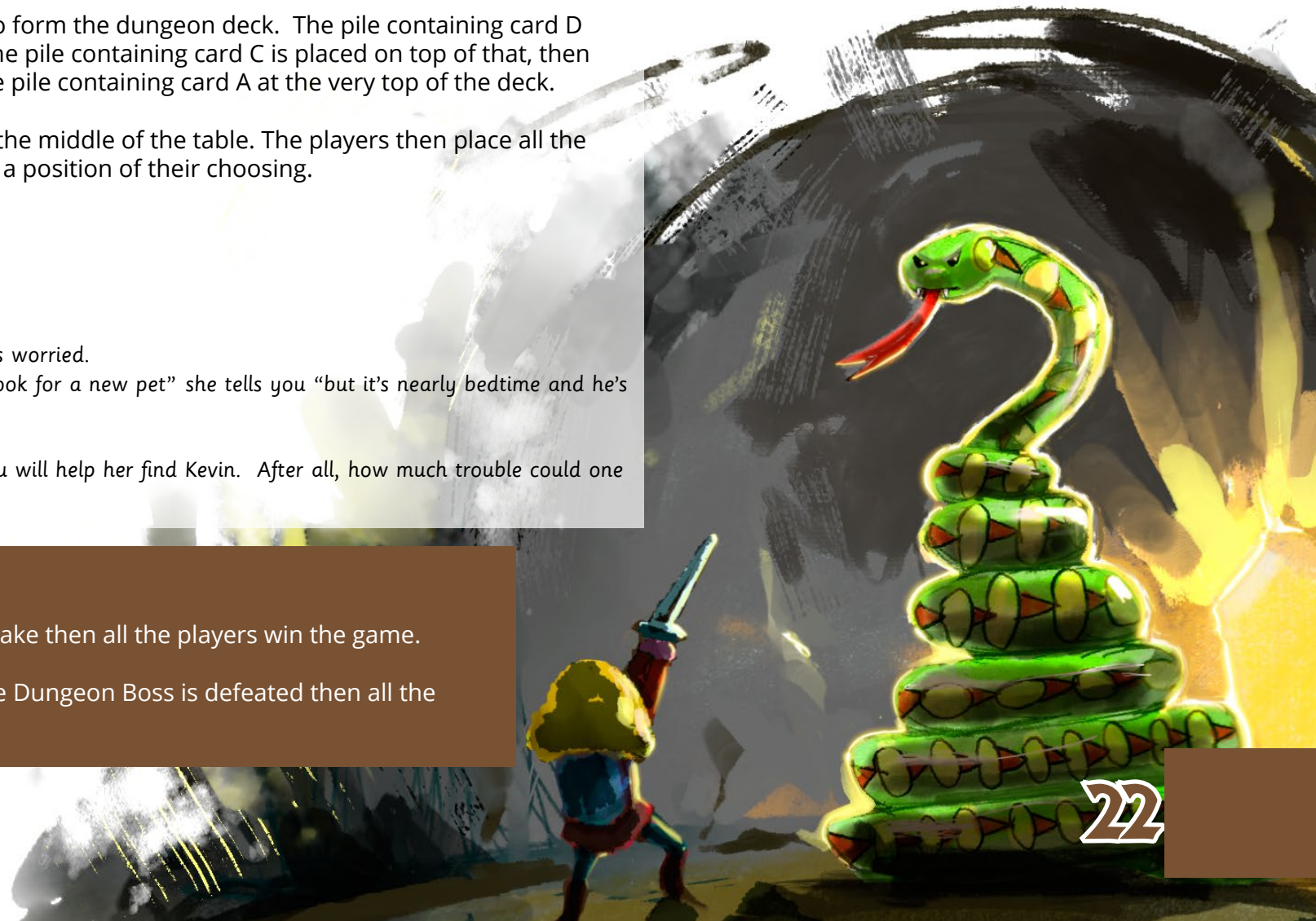
"My grandson Kevin went into the caves to look for a new pet" she tells you "but it's nearly bedtime and he's still not home. Could you find him for me?"

After thinking for a while you decide that you will help her find Kevin. After all, how much trouble could one little Gnome have got themselves into.

## END OF THE GAME

If any of the heroes defeat the giant snake then all the players win the game.

If all the heroes are defeated before the Dungeon Boss is defeated then all the players lose the game.





## CARD A: A Clue!

Read this when card A is played from the Dungeon Deck

You find an abandoned backpack on the floor. In it there 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 "antidote".

The hero who uncovered the tile takes the antidote card from the special item deck)

## 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 the Gnome often wears. You hope he's OK!

The person who uncovered this card rolls a red dice, even if they are not standing on it. If they don't roll a success they fall down it and take 2 wounds before climbing out. This corridor can now be used like normal, and no further traps will trigger here.

## CARD C: Far from Gnome

Read this when card C is played from the Dungeon Deck

You find Kevin the gnome sitting on a pile of sacks looking sad.

"I heard about there being a really cool snake in this dungeon that I could catch and keep as a pet" he tells you "But I just saw it now and it's bigger than my dad's car! There is no way Grandma would let me keep it in the house!"

Kevin starts to sniff and you can see tears in his eyes. "And now I'm lost in this dungeon" he says "and I can't find my way out!"

You tell Kevin the way to get out of the dungeon and decide you better deal with this snake before it causes any more trouble.

Kevin gives you a gift as a thank you. The hero who uncovered the tile takes the lucky feather card from the special item deck.

## CARD D: I bet you've adder-nough

Read this when card D is played from the Dungeon Deck

In the middle of the room is a huge snake. At first you think it's asleep and breathe a sigh of relief that it has not spotted you.

But then it's eyes suddenly spring forward. It turns towards you and hisses angrily, tasting the air with its flickering tongue. It looks like it wants to have you for it's dinner.

Put the snake model in the centre tile. It will attack the heroes in the enemy phase.





## Potion of Antidote

You are immune to the effects of Poison.

If you were poisoned before you took this potion you take no further damage from the poison.

## Lucky feather

You can re-roll one of your dice. After you do this then discard this card.

