

ORACQUEST

The Book of Quests

It's a Legend

How to use the adventures in this book

When setting up the Dungeon deck for the adventure, shuffle the numbered Basic Dungeon cards together face down. Next divide the shuffled cards into 4 piles.



Short Game

Dungeon cards 2-13
4 piles of 3 cards

Long Game

Dungeon cards 2-17
4 piles of 4 cards

From the Story Dungeon cards (lettered A-R), take the cards listed in the **Dungeon deck setup** of your chosen adventure. Shuffle one of these four story cards face-down into each of the four piles of Basic Dungeon cards, remembering which pile contains which card.



Finally, stack the four piles in the order given, to form the face-down Dungeon deck, so that they can be revealed in the correct order.



The Adventure's Title



Orcs
Goblins
and other
Enemies
needed



Win conditions for
the adventure



Lose conditions for
the adventure

Text in this red box is for any **Special Rules** that apply throughout this particular adventure. If there are any conflicts between these and the regular rules (as given in the Rule book), then use the rules in the red box.



Introduction - Read this out loud before starting the adventure



Story interlude - Read this out loud when this Story dungeon card is first placed in the dungeon



Story interlude special instructions - carry these out after reading a story interlude

A **Red box** refers to Special Rules, typically outlined in the adventure's set up.

A dice in the corner lets you know you will need to make a dice roll.



Fangs for the Memories



- A** Orcs
- B** Goblins
- C** Gremlins
- D** Spiders
- Giant Snake**

Heroes defeat the giant snake.

Any of the heroes are defeated.



Wizard Pebbledash calls you over. He looks very worried. "My gnome assistants Kevin and Annabelle went into Hoodez Dungeon to look for a new pet" he tells you, "but it's nearly bedtime and they're still not home."

"They aren't very good assistants," he says, "and they never clean my spoon collection properly. But I'm quite fond of them really, and I'd hate for them to be in any danger. Could you find them for me?"

You decide that you will help Wizard Pebbledash find Kevin and Annabelle. After all, how much trouble could a couple of gnomes have gotten themselves into?



You find an abandoned gnome-sized backpack on the floor. You recognise it as belonging to Annabelle.

In the backpack are three books: "A Spotter's 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 labelled "In case of snake bites".



The hero who uncovered card A takes the Antidote card from the Special Item deck.



Suddenly, the floor gives way and a trapdoor opens up under your feet! Beneath you is a deep pit and its 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 often wears. You hope that he's OK!



The hero who revealed card B (even if they're not standing on it), rolls one red dice. If they roll a success, they avoid the trap. If they don't roll a success, they fall into the trap and take 2 damage before climbing out.

This corridor (card B) can now be used like normal, and no further traps will trigger here.



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

"Me and Kevin heard about there being a really cool snake in this dungeon which we could catch and keep as a pet. I was going to call it Slithers McBiscuit, and keep it under my bed" she tells you. "But when we found it, it was bigger than our dad's car!"

Annabelle starts to cry. "It attacked us," she says. "I managed to fight it off, but it captured Kevin and it took him somewhere. I'm really worried it's going to eat him!"

You reassure Annabelle that you will rescue Kevin before anything bad can happen to him, then set off to find Slithers McBiscuit, the larger-than-expected snake.



Annabelle gives you a gift as a thank you. The hero who uncovered card C takes the Lucky Feather card from the Special Item deck.



You see a huge snake coiled up in the centre of the room and two gremlin archers slumped against its side. Fortunately, they are all fast asleep and so they don't see you.

Clutched tightly in the centre of the snake's coils you spot Kevin the gnome. He starts frantically waving at you.

"HOORAY!" he shouts. "YOU'VE COME TO RESCUE ME!"

You try to shush Kevin but it's too late. The snake and the gremlins spring up, suddenly awake. The snake turns its gigantic head towards you and hisses angrily. It looks like it wants to have you for its dinner!



Put the snake standee in the centre of card D. Also put two gremlin standees in two diagonally opposite corners of the card.



End of the game



The snake lets go of Kevin the gnome and slithers off to hide. Annabelle rushes up to Kevin and gives him a big hug.

"Thank you for rescuing us!" says Annabelle. "We certainly won't be hunting any snakes ever again!"

"No," agrees Kevin, "That snake would have made a rubbish pet, anyhow, it's too bitey! Maybe we should get a giant scorpion instead. I think I heard about one living in Hoodez Forest that we could try to catch!"

It seems like these foolish gnomes may never learn their lesson. But at least they are safe for now.

Well done adventurers, you have won the quest!



You limp out of the dungeon nursing your cuts and bruises. This dungeon was just too tough for you today. You'd better go and tell Wizard Pebbledash that he needs to send some stronger heroes to save his assistants before it's too late.

You lost the quest, better luck next time!

Easy Cheesy Lemon Squeezy



Orcs
Gremlins
Ratfolk
Spiders

Card E has been revealed and all active orcs, ratfolk or gremlins have been defeated.*

Any of the heroes are defeated.



Wizard Pebbledash looks very upset. "I baked a delicious Lemon Cheesecake this morning as a birthday present for my gnome assistant, Annabelle," he tells you. "I left it on the windowsill to cool down, but now it's gone!"

"At first I thought it might have been stolen by Annabelle's brother, Kevin," he says, "but he swears it wasn't him and I must say, I believe him. Especially as I found these unusual looking footprints in the flowerbed outside my kitchen window."

Wizard Pebbledash points to a set of tracks on the ground that lead off over the fields and towards Hooded Dungeon. It looks like they have been made by some kind of giant rat. Well, it seems you have a Lemon Cheesecake thief to find!



This is the area where the monsters make their food. Propped up on the worktop you see a cookbook titled "Quick Meals for the Busy Dungeon Dweller" by Cassie Roll. It is open at the page titled "How to make a Cheesecake".

Beside the book on the worktop is a hard black lump sitting on a plate. When you came in you had thought it was a rock, but now you realise this must be the monsters' attempt to bake a cheesecake. No wonder they wanted to steal Wizard Pebbledash's cheesecake!

Suddenly, you hear a noise behind you and two ratfolk and an orc charge into the room. They are all wearing chef hats and have aprons on.

"Oi!" shout the ratfolk, "Get off our cheesecake!"



Put two **ratfolk** standees and one **orc** standee on three different empty squares on card F.



There is a particularly large treasure chest in this room. Stuck to it is a scruffy-looking sign that reads (in VERY bad handwriting):



This definitely looks like it could be a trap. However, the chance of grabbing some free treasure sure does sound good!



Heroes may search the Treasure chest on card I as normal. However, they must also roll **one red dice**. If they roll a success then they take **two Treasure cards** from the top of the Treasure deck instead of one.

Should the hero not roll a success then the trap is sprung. Roll **three red dice**. For every success rolled, the hero takes one damage. If the trap is sprung, then this chest is empty and the hero gets no treasure.



You hear a high-pitched scream and see a big muscley warrior running towards you.

"Rats!" he shouts. "I hate rats! Here, take this!" he says, as he thrusts his sword into your hands. "I'm giving up being an adventurer for good! I came into this dungeon looking for treasure - but no one told me there would be rats!"

He runs off, still screaming. You look up and see three sets of gleaming purple eyes peering out at you from the darkness...



The hero who uncovered card L takes the **Magic Sword** from the Special Item deck.

Put three **ratfolk** standees on any three empty squares of card L.



You walk in on a bunch of monsters squabbling over a giant cheesecake in the middle of the table.

"I should get the biggest slice," says a shifty-looking ratfolk, "because I'm the one who pinched it!"

"Ah, but I told you to do it!" a gruesome-looking orc says. "And anyway, I'm the biggest so I should have it"

You clear your throat, and the monsters look up with a start as they notice you. "Looks like we've some business to take care of before we can eat anyway," the biggest orc says menacingly, and they all start moving towards you.



Put two **ratfolk** standees, two **orc** standees, and two **gremlin** standees on any six empty squares of card E.

Once card E has been revealed and there are no undefeated orcs, ratfolk or gremlins left in the whole dungeon (undefeated spiders do not matter) then the players win the game.

End of the game



*Undefeated spiders and enemies that have not yet spawned do not stop you from winning.

You carefully pick up the Lemon Cheesecake and take it back to Wizard Pebbledash's house.

That afternoon you go to Annabelle's birthday party. You play musical toadstools, pin the tail on the dragon, and pass the tortoise. Annabelle declares that this has been the best birthday ever! Wizard Pebbledash even gives you an extra-large slice of the cheesecake as a reward for your bravery in recovering it.

Well done adventurers, you have won the quest!



The dungeon has been a bit too challenging for you today and you had to escape before you were able to rescue the cheesecake.

Annabelle is very disappointed that she won't have a Lemon Cheesecake at her birthday party, as it is her absolute favourite. However, she puts on a brave face and enjoys her birthday anyway. Wizard Pebbledash promises her that next year he'll put the cheesecake in his safe to stop any nasty ratfolk stealing it.

You lost the quest, better luck next time!

The Great Teapot Caper



Orcs
Gremlins
Ratfolk
Spiders
Troll

If, at any time, all the heroes standing on card E have a total of thirty or more gold coins between them.

Any of the heroes are defeated, or if they can't buy the teapot.

In this adventure you will be collecting money printed on Item cards. Each coin on a card represents 1 gold coin. Coins on potion cards still count, even if the potion has been used.



Kevin the gnome runs up to you. "I've accidentally broken Wizard Pebbledash's favourite teapot!" he tells you. "The one with the jewels around the lid and a picture of a zebra on the side. I was wearing it as a hat to try and make my sister Annabelle laugh and it slipped off and smashed on the floor. What shall I do? He's going to be furious! He might even fire me!!"

You suggest that Kevin should tell Wizard Pebbledash the truth and buy a replacement teapot to give him as an apology.

"That's a good idea," Kevin says, "but the only person who sells them is Old Morag Clutterbuck, and she lives in the middle of Hoodez Dungeon. That's far too dangerous a place for a gnome like me to go. I wonder if you could go and get one for me?"

You sigh and agree to go and get a teapot. As you head off towards the dungeon, Kevin calls after you.

"I haven't actually got enough money to pay for the teapot..." he shouts. "Could you lend me the money and I'll pay you back?"



Old Morag Clutterbuck is sitting by a huge table covered in piles of fancy plates, cups, and saucers of all sorts of different shapes and sizes. Sitting right in the middle of the table is a teapot with jewels around the lid and a picture of a zebra on the side.

"What's this? Adventurers!!!" Morag shrieks at you. "I hate adventurers!! Filthy creatures they are, always getting their dirty little hands all over my lovely nice things and breaking them! Well then? What do you want??"

You ask Morag how much the teapot is. "It's thirty gold coins," she says angrily, "and not a penny less!"



If, at any time, all the heroes who are standing on card E have a total of thirty or more gold coins between them, they immediately buy the teapot and you win the game.

If the heroes on card E don't have thirty gold coins, they will need to keep on exploring the dungeon until they find more.



You see a large stone table in the room. In the centre of it sits a skull made entirely of crystal. It looks pretty valuable!

You notice that the skull is resting on some sort of pressure pad that will probably set off a trap if you take the skull.

Nearby is a pile of stones. If you could find a stone that is the same weight as the skull you think that you could quickly swap it for the treasure, and fool the trap into thinking it was still there.



A hero standing on card H may take a Full Action to roll one red dice to swap the crystal skull with a stone. If they roll a success, then they have successfully fooled the trap and they take the Crystal Skull Special Item card.

If they do not roll a success, then the trap is triggered and a barrage of arrows shoots out of the walls. The hero, and any other hero or enemy also standing on card H, takes 3 damage. The hero then takes the Crystal Skull Special Item card.



This corridor has so many cobwebs that you don't notice the very thin wire stretched across it until it's too late. Catching your foot on it, you stumble and fall to the floor.

As you pick yourself up, you feel a hand rummaging around in your backpack. Toadbreath the goblin was hiding in the cobwebs and is trying to steal something from you! The sneaky thief!



Place a goblin standee on an adjacent square to the hero who revealed card G, this is Toadbreath the goblin.

Randomly select an Item card from the hero who uncovered card G. Toadbreath then steals that Item card! Toadbreath immediately makes one Move Full Action towards the exit ladder on the Dungeon Entrance card. During each enemy phase Toadbreath will use both their actions to move towards the exit.

If Toadbreath is defeated by one of the heroes, then that hero gets the stolen card. However, if Toadbreath reaches the ladder printed on the Dungeon Entrance card then they escape, and the stolen card is out of the game.



A huge ugly troll sits on a pile of broken furniture, casually cleaning its ear with a chair leg then eating the big lumps of orange wax it picks out. It looks up and sees you. "Mmm, dessert!" it says.



Put the troll standee on the centre square of card D. If the troll is defeated, then the hero that struck the final blow takes the Bag of Gold card from the Special Item deck.

End of the game



You buy the teapot from grumpy Morag Clutterbuck and head out of the dungeon to give it to Kevin. Once you hand it to him he goes into Wizard Pebbledash's study to admit what he has done. You hear lots of angry shouting and after around five minutes Kevin comes back out.

"He was very angry," says Kevin, "but he said I'd done the right thing by telling him and replacing the teapot, so he's not going to fire me."

Well done adventurers, you have won the quest!



The dungeon proved too much for you and you had to get out before you were able to buy the teapot.

You tell Kevin the bad news and he goes into Wizard Pebbledash's study to admit what he has done. You hear lots of very angry shouting and after around ten minutes Kevin comes back out. "He was very angry, but he said I'd done the right by thing telling him, so he's not going to fire me" says Kevin, "but I do have to wash all the dishes and clean the lavatory every day for six months as a punishment."

You lost the quest, better luck next time!

Escape to Victory



The heroes defeat the troll and are all standing on the Dungeon Entrance card.

Any of the heroes are defeated.

The Dungeon Entrance card (card 1) is used as a Story Dungeon card, NOT as the starting card for this adventure. Use Story Dungeon card K as the starting card.



You wake up with a very bad headache and look around you. You are in a dark damp room and are lying on a cold stone floor.

At first you can't remember how you got here, but then it comes back to you. You were having a picnic with Wizard Pebbledash and his two gnome assistants, Kevin and Annabelle. Wizard Pebbledash was telling you about his spoon collection, and how he hoped to beat his arch-rival, Wizard Bandicoot, at the Hoodezfield Spoon Competition that afternoon. Then, suddenly, a bunch of orcs, goblins, and gremlins burst out of the bushes and started to attack you.

That was the last thing you remember before you woke up in this dungeon. You look around you. All the heroes are here, but there is no sign of Wizard Pebbledash, Kevin or Annabelle. You'd better go and make sure they are OK.



You see three orcs sitting in a circle around a gremlin who is holding a piece of paper. "What does it say?" asks an orc. "If you'd shut up a minute, I'll tell you," snaps the gremlin. "It's a letter from Wizard Bandicoot," he says, and starts to read.

"Well done for capturing Wizard Pebbledash and his silly friends. I need you to keep them prisoner long enough for them to miss the Hoodezfield Spoon Competition so I can win the prize for best spoon. Just make sure you tie up those meddlesome 'heroes' nice and tightly, as I don't want them escaping and spoiling my plans."

The orcs look a little bit worried. "Did you tie the heroes up?" one asks. "No, I thought you did!" says another. The orcs slowly turn around and see you standing there. "Get them!" they shout.



Place three **orc** standees and one **gremlin** standee on any four different empty squares on card A.



There is an awful lot of shouting going on in this room. You see Annabelle and Kevin standing on top of an old broken table surrounded by orcs and goblins. They are both holding saucepans and every time one of the creatures comes near them, they hit them on the head with a loud CLANG!

"Take that you weasel nose!" Annabelle shouts as she bops an orc on the snout with her saucepan.

"And that, you smelly bottom burp!" Kevin says as he smashes his saucepan down on a goblin's toes, sending it hopping across the room in pain.

"Well don't just stand there!" Annabelle says. "Help us fight these and then we can get out of here!"



Place two **orc** standees and two **goblin** standees on any four different empty squares on card D.

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



You hear loud snoring coming from a pile of straw by the wall. Taking a closer look, you see Wizard Pebbledash lying in the middle of it, fast asleep.

You try to wake him gently, but he stays asleep. You shake him more firmly by his shoulders, but he still stays asleep. You even shout, "WAKE UP!" directly into his earhole, but he still stays asleep.

Sighing, you lift him up and put him over your shoulder. He must have been given a sleeping potion or something. Surely, there's no way that he'd be so lazy that he'd pretend to be asleep just so you would have to carry him and do all the fighting for him?

No one could be that lazy! Could they?



The hero who uncovered card L takes the **Sleeping Wizard** card from the Special Item deck.



Finally, you have found the exit from the dungeon. All you need to do is to go up the ladder, open the door, and escape. Unfortunately, there is a big troll standing there blocking your way. Around its neck is a grotty bit of string with a key dangling from it.

"Where do you think you are going?" bellows the troll. "You ain't goin' nowhere without this key to the dungeon door, and I'm not givin' it to you. Now get lost, or you'll get a punch in the cakehole!"

"Yeah!" pipes up a gremlin, sticking his head out from behind the troll. "We're gonna punch YOU right in the cakehole!" It looks like you are going to have to defeat this troll before you can get out of the dungeon.



Place the **troll** standee and one **gremlin** standee on any two different empty squares on card 1.

End of the game



As soon as you leave the dungeon, Wizard Pebbledash suddenly wakes up and jumps to his feet. "Ah, we've escaped! Well done heroes!" he says brightly. "Now let's get to the contest!"

Wizard Pebbledash's spoons win the contest easily. The judges are particularly impressed by the condition of his collection. He even gets a special prize for "Most Shiny Sugar Spoon in Show".

Wizard Bandicoot is so furious at the result that his face goes bright purple and steam starts coming out of his ears. He stomps out of the building angrily. "Better luck next year!" Wizard Pebbledash calls after him, cheerfully.

Well done adventurers, you have won the quest!



Bruised and battered, you eventually find another way out of the dungeon, but by the time you do it's too late to get to the spoon competition in time for the judging.

You see Wizard Bandicoot swaggering down the road towards you. "Ah, Wizard Pebbledash and his friends," he says smugly. "Too bad you couldn't get to the spoon competition in time. But you probably would have lost anyway as my spoons are far better than yours."

"Look!" he says, as he points to a bright red rosette pinned to his chest. "I even won first place. Ah well, maybe you'll have better luck next year."

And with that, Wizard Bandicoot walks past you and away down the road.

You lost the quest, better luck next time!

An Egg-citing Adventure



Orcs
Goblins
Gremlins
Spiders

Heroes collect all four spider egg cards and all four heroes are standing on the Dungeon Entrance card.

Any of the heroes are defeated.

The spiders are particularly frisky in this adventure. Every time a **Story Dungeon** card is revealed, move the Threat token down one level on the Countdown track. If this causes the token to move off the bottom of the track then spawn spiders as described on page 12 of the Rule book.

This special rule does not replace the regular Threat token rules. The Threat token will still move down one level on the Countdown track in the Countdown Phase if no new Dungeon cards were revealed during that round.



You get an email from Wizard Pebbledash.

*"Dear Heroes,
I have run out of giant spider eggs! They are a very important ingredient in a special potion I am brewing. I have tried asking at the supermarket, but they've none left and they won't get a delivery until next Friday.*

If you can get me four giant spider eggs from Hoodez Dungeon I'll give you a bag of gold each as a reward. You will have to be quick though. I've already got the potion on the fire!"

You decide to take the job, and set off towards the dungeon.



This is where the monsters store their food. There are barrels full of slug slime resting against the wall, and sacks bulging with dried rat tails stacked up on the floor. On top of one of the barrels is a giant spider egg and a bottle of Pumpkinberry Potion.

Next to the barrels are two gremlins who are greedily stuffing big handfuls of chocolate covered beetle brains into their mouths. They spot you coming in and, in a panic, grab their bows and arrows.



Move the Threat token down one level on the Countdown track.

Put two **gremlin** standees on any two different empty squares on card **C**.

The hero who uncovered card **C** takes one **Spider Egg** card and one **Pumpkinberry Potion** card from the Special Item deck.



This has to be the filthiest kitchen you have ever seen in your entire life. There's slime dripping down the walls, old rotting food all over the floor, and some horrid purple stuff hanging from the ceiling.

You notice that there is a large spider egg in the middle of a web hanging from the ceiling. You reach up to grab it, and as you do, you accidentally put your hand into something moist, warm, and sticky. It smells like a mixture of burnt socks, mouldy cabbage, and wet dogs.



Move the Threat token down one level on the Countdown track.

The hero who uncovered card **F** rolls **one red dice**. If they roll a success, they resist the urge to be sick because of the revolting thing they put their hand into. If they do not roll a success, then the hero takes one damage.

The hero who uncovered card **F** also takes one **Spider Egg** card from the Special Item deck.



This corridor is so covered in spider webs that it is difficult to push your way through it. The sticky strands get caught on your clothes, in your hair and you make sure you keep your lips tightly closed together so you don't accidentally get some in your mouth.

It's worth the effort however, as not only do you find a giant spider egg nestled among the webs, but you also find a pair of very fancy-looking boots!



Move the Threat token down one level on the Countdown track.

The hero who uncovered card **G** takes one **Spider Egg** card and the **Boots of Spider Crushing** card from the Special Item deck.



You see a couple of particularly gruesome looking orcs sat at a table, drinking from some very mucky mugs. On a rusty metal plate in front of them is an egg. But it's not an egg from a chicken, or even a duck. It's a giant spider egg!

Quick as a flash you grab the spider egg from in front of the orcs and stuff it into your pocket.

"Oi! That's our breakfast!" one of the orcs shouts angrily as they both stand up and prepare to attack you.



Move the Threat token down one level on the Countdown track.

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

The hero who uncovered card **E** takes **one Spider Egg** card from the Special Item deck.

End of the game



Wizard Pebbledash is very pleased to see that you have brought him the eggs. "Excellent, excellent!" he says. "You are just in time!"

He cracks the eggs into a big boiling cauldron of foul-smelling liquid and then turns to give you your bags of gold as a reward.

"Thank you very much for all your help" he says. "This potion is the cure for people who are scared of spiders! Would you like some?"

Well done adventurers, you have won the quest!



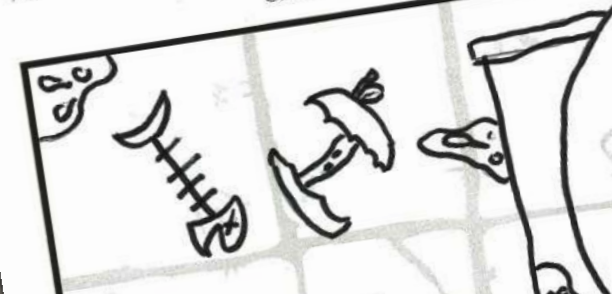
The dungeon was too dangerous for you and you decide to get out while you still can. Wizard Pebbledash looks disappointed that you have come back empty handed.

"Ah well," he says as he looks at a big boiling cauldron of foul-smelling liquid on the fire, "it looks like I'm not going to be able to make my potion after all. Maybe it will work as soup instead. Do you want a bowl?"

You lost the quest, better luck next time!

ORQUEST

Artist's First Name: Peter Age: 7
Country: U.S.A.



The Curious Incident of the Tortoise at Dinnertime



Orcs
Goblins
Gremlins
Spiders
Giant Snake

Heroes defeat the snake.

Any of the heroes are defeated.



Wizard Pebbledash looks very distressed. *"My tortoise Maureen is missing!" he tells you. "She went out for a walk this morning, but she didn't come back. It's her dinner time now and she never misses that! I'm worried something might have happened to her."*

You offer to go and find her. *"Oh if you could, that would be wonderful!" Wizard Pebbledash says. "I'd try Hoodez Dungeon first if I were you - she particularly likes snacking on the moss that grows on the walls down there."*



It looks like the monsters have become fed up with how dark and dirty the dungeon looks and have decided to redecorate. Half of the walls have been freshly painted white, and there are two goblins wearing overalls and holding big paint brushes.

Mind you, there isn't a lot of painting going on at the moment, as one of the goblins is too busy bashing the other one over the head with an empty paint can.

"You blithering snotbag!" it shouts at its companion. "Why did you have to go and spill all the paint on the floor! Now we'll never get this painting done before bedtime!"

Just before the goblins notice you and attack, you see a big puddle of white paint on the ground and a very familiar tortoise-shaped white footprint trail leading away from it. It looks like poor old Maureen might have had a can of white paint accidentally dumped on her head!



Put two **goblin** standees on any two different empty squares on card F.



You can smell this pit, full of slimy gunge, long before you see it. You're not sure what the horrible gloop is made of, but it stinks as badly as a month-old fish hidden behind a wardrobe.

There's a rotten-looking wooden bridge spanning the pit, with a particularly bulging treasure chest sat right in the middle of it. The bridge looks very unstable, but you think that if you are really, really careful you may be able to reach the chest without falling in. Maybe! Possibly!



If a hero attempts to stand on, or cross, the bridge they must roll **one white dice**. If they roll a success they are able to move on the bridge without mishap for the rest of the game.

If they do not roll a success then they fall into the gloop and have to scabble out. Place the hero on any empty dungeon floor space adjacent to card O. For the rest of the game that hero is **stinky** (see page 14 of the Rule book).

Any hero searching the Treasure chest on card O draws **two Treasure cards** instead of one.



You see white tortoise footprints leading across the floor. It looks like you are on the right track!

This room is full to the brim with old furniture and other junk. There is a bookcase against the wall - and just out of reach on the top shelf, sits a glowing sword. You're sure that the sword is probably magical!

You could use the rest of the furniture in this room to make a tower you could climb up to grab the sword, however it's going to be a bit tricky.

If 2+ heroes are standing on card J they can work together as a free action to pile up the furniture, then climb up and get the sword. To do this, the players must stack **seven dice** and **five Treasure cards** (drawn from the Treasure deck) as shown here, then balance a hero standee on top.



While making the tower, each player must only use one hand and is allowed to touch only one dice at a time.

Should the players complete the tower successfully, then choose one of the heroes involved to take the **Magic Sword** from the Special Item deck. If the tower falls before it is finished, then **all** of the heroes standing on card J take one damage. Multiple attempts can be made to get the sword.

After the attempt is finished, the Treasure cards used to make the tower must be shuffled back into the deck.

In a 1-player game: stack six dice using your non-dominant hand while keeping your eyes closed.



You are excited to see that you've finally found Maureen the tortoise! However, you are slightly less excited to discover that the giant snake in the centre of this room has found her too.

At first you are worried that the snake is going to eat Maureen but when you look closer you realise that it's trying to protect the tortoise rather than attack her. All that white paint that Maureen has all over her shell has made the snake think the tortoise is one of its eggs!

It's only a matter of time until the snake realises its mistake so you'd better act quickly.



Put the **snake** standee in the centre of card L. The snake is very keen to protect its "egg" so put its Enemy card on its **tough** side. If you defeat the snake, then you are able to rescue Maureen and win the quest.

End of the game



Wizard Pebbledash is overjoyed to see his pet. *"Oh Maureen I'm so glad to see you!" he says, giving the tortoise a big kiss and getting white paint all over his beard. He puts the tortoise down on the kitchen floor and she slowly wanders out into the garden in search of dandelion leaves. Wizard Pebbledash makes you a lovely cup of tea and hands you a very generous slice of cake as a thank you.*

Well done adventurers, you have won the quest!



The dungeon was just too dangerous for you today and you had to leave without bringing Maureen with you too. Wizard Pebbledash will need to find some other adventurers to rescue her.

You lost the quest, better luck next time!

A Little Bit of Tap Dancing



If the heroes turn off all four taps in the dungeon.

If the Threat token ever moves off the end of the Countdown track, or if any of the heroes are defeated.

1. The Countdown track is prepared differently:

Short game 1-4

Long game 1-6



2. Spiders are **not** spawned by the Threat token.

3. The Threat token moves down **one** space on the Countdown track at the end of **every** round (regardless of whether the players have revealed a Dungeon card or not).

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

4. Any hero standing on a Story Dungeon card can use a Full Action to try to turn off the tap. Roll **one red dice** for that hero, plus **one white dice** for each hero who is also standing on the card. (These "assisting" heroes do not have to use an action to help). If a success is rolled, the tap is turned off. Place a Quest token on the card to mark this.

Whenever a tap is turned off, move the Threat token **up** two levels on the Countdown track.



It's a beautifully hot day in Hoodezfield and you are out for a walk. You pass by the entrance of the dungeon and you see Kevin and Annabelle standing there. Annabelle looks cross and Kevin looks guilty.

"We were filling up water balloons in the dungeon ready to have a water fight, and Kevin turned all the taps on so tightly that we can't turn them off!" Annabelle tells you. "And now the dungeon is filling up with water. If we don't turn them off then it's going to flood the dungeon and then the town!"

"It's not my fault that the taps are so stiff" says Kevin grumpily. "I'm just not strong enough to turn them off. Could you do it for us?" You agree, and start climbing down into the dungeon.



There are barrels full of dirty washing and sacks full of soap powder in this area. This must be where the monsters in the dungeon do their laundry.

There is a tap, which is turned on and splashing water all over the floor. There is a drain under the tap which should be taking all the water away, but unfortunately, it is blocked.

When you take a look at the drain you discover it is blocked up with mouldy old gremlin socks and dirty goblin underpants. There is no way you are going to use your hands to clear that blockage - it is far too disgusting. You are going to need a special tool for that!



A hero standing on card **C** can try to turn off the tap.

If a hero standing on card **C** has the **Plunger** Special Item card then they can use it to clear the blocked drain and then move the Threat token **up** one space on the Countdown track.



This is the area where the monsters keep all their tools. However, monsters don't have much of an interest in DIY so there's not much in here except an old chest, a plunger, and a tap, which is currently pouring out water all over the floor.



The hero who uncovered card **I** takes the **Plunger** card from the Special Item deck.

A hero standing on card **I** can try to turn off the tap.

As soon as the tap is turned off, two **spiders** climb up the water pipe and into this room. Place two spider tokens on any two different empty squares on card **I**.



You see a grubby bathtub with a big hairy creature sitting in it. The creature is scrubbing its feet with a bit of rag tied to a stick and is singing loudly and out of tune. Both of the bath taps are turned on, and the water is spilling out all over the floor.

"Oi, do you mind? I'm having a bath here!" the creature shouts angrily and throws its rubber duck at you. The creature leaps out of the bath, wraps a towel around its waist, then slips on a bar of soap on the floor and falls over backwards, into the bath with a huge splash. "Bloomin 'eck," it mutters angrily as it gets out of the bath again, "you are going to get a right wallop for this!"



Place the **Thunder McScruggins** standee on an empty square on card **J**.

A hero standing on card **J** can try to turn off the tap.



There are two goblins in this room, one is short and fat, and the other is tall and thin. The short one is opening up drawers and emptying their contents into a sack. It looks like it's trying to rob the place!

The thin one is over by the sink, dancing around and splashing in the water from the running tap. "Marv!" the short one shouts, "Stop messing about in that water and help me with the loot!"

"But I like it Harry..." the thin one says "Water could be our calling card! We could call ourselves the Wet Bandit Goblins!" Suddenly the goblins notice you. Harry picks up a nearby mop and waves it menacingly, while Marv puts a bucket over his head as a helmet.

"CHARGE!!" they shout.



Place two **goblin** standees on any two different empty squares on card **F**. A hero standing on card **F** can try to turn off the tap.

End of the game



You manage to turn off all the taps and run out of the dungeon before you get into any more trouble. You firmly suggest to Kevin and Annabelle that they find somewhere else to fill up their water balloons next time.

Well done adventurers, you have won the quest!



You limp out of the dungeon just in time as the water rises up and spills out of the entrance. The water flows down the hillside and sweeps through the town of Hoodezfield, catching everyone by surprise as they suddenly find themselves knee deep in muddy dungeon water.

You suddenly realise that as your bedroom is downstairs your bed is going to be soaking wet! You are going to have a very soggy night's sleep tonight.

You lost the quest, better luck next time!

Cat-O-Two-Heads

Orcs
Goblins
Gremlins
Spiders
RemyLuna

Heroes turn one two-headed cat back into two one-headed cats.

Any of the heroes are defeated.

The Lucky Feather Special Item card can only be used once during this adventure, but it should not be discarded after use. Keep it safe instead. Who knows, it may come in handy!



It's a pleasant day in Hoodezfield, barely even drizzling, and you've decided to take advantage of this perfect opportunity to enjoy the outdoors. As your walk takes you nearer to Hoodez Dungeon, you hear an awful wailing noise. "Ghosts?" you wonder aloud. Not one to back down from a challenge, even a spooky one, you rush to the entrance of the dungeon where you spot the gnomes, Annabelle and Kevin. As you get closer you realise the source of the unearthly howling isn't coming from any ghost, oh no. It's Kevin, sitting on the ground and crying the largest, weepiest tears you've ever seen.

"Oh am I glad to see you!" Annabelle shouts as you approach. "Kevin has lost his cats, Remy and Luna. They're stuck in the dungeon. Can you help us get them out?"

"How did that happen?" you ask.

Kevin takes a deep breath and manages to squeak out between sobs, "I wanted to feel like a fancy person and ride them like horses. So I tried to do a spell to make them bigger b-b-but--" Kevin's chin wavers, fresh tears spilling from his eyes.

"Oh, they got bigger alright," Annabelle continues, "except the magic went a tiny bit wrong and instead of two horse-size cats they became one giant two-headed cat!"

"Now they're too big to get through the dungeon entrance and I don't know what I'm going to do!" Kevin collapses again in sobs.

Not one to back down from a challenge, even a giant-hairball-sized one, you promise the gnomes that you will find the two-headed RemyLuna and make everything right again. And with that, you leave the crying Kevin behind you as you enter Hoodez Dungeon.



You see before you a glowing magical altar surrounded by rubble. At your feet you spot two normal-cat-sized collars.

"I bet this is where Kevin tried to do his spell!" you call to the others. "They must have grown too big, burst out of their collars, and then knocked down these pillars while running away."

You suspect you'll somehow need to make use of this mystical place to put the two-headed RemyLuna cat right again.

Just then, two orcs walk into the room. They must have heard you shouting to the others. Grunting to each other, they raise their weapons threateningly.



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

Written by
Paula Deming



As you enter the room you see a table covered in dishes, half-eaten and forgotten meals, and tons of parchment and ink. Maybe this is where the monsters in the dungeon do their homework.

"Wow, this room is MESSY!" you say to your companions. Or you would, if you weren't sneezing so much from all the cat hair! Darn allergies!

The two-headed RemyLuna cat has definitely been in here. You wonder if anything helpful could be in this room, hidden under all this mess...



A hero standing on card E may use a Full Action to look for anything useful under all the cat hair. Roll **one white dice**. If they roll a success, they take the **Lucky Feather** card from the Special Item deck. This is the only item to be found in the room.

If they do not roll a success, then they accidentally prod a sleeping spider that was napping in this room. Put one **spider** token on any empty square on card E.

Multiple attempts can be made to find the Lucky Feather.



You enter the room and immediately trip over a mouldy donut. What dungeon monster left that just lying around?? You tumble right into what you thought was a pile of hay but realize is actually a giant mound of cat hair.

The two-headed RemyLuna cat has definitely been here. You consider how lucky you've been that you haven't come across any giant hairballs!

As you pull yourself back to your feet, you sneeze the largest sneeze of your life.



The hero who revealed card L rolls **one red dice** to discover the strength of their sneeze. On a success, take the **Rope** card from the Special Item deck, then read the following:

"Aaaachooo!" Your sneeze blows cat hair all around you, revealing a pile of rope. Thinking this might somehow come in handy, you pick it up.

If no success was rolled, you simply wipe your nose and continue through the dungeon.



Following the trail of cat hair, you enter a small room and spot a giant two-headed cat, all curled up inside a giant, empty treasure chest. Even monster cats like boxes, it seems!

One half of the cat is orange, with purple patches. The other half is blue and has purple stripes all over and YUP there are TWO heads! One orange, one blue, with four eyes that are suddenly open and definitely staring at you!

The cat, startled by you, hisses (in stereo) in your direction.

You know you need to somehow calm RemyLuna to lure it back over to the Magical Altar. Not one to back down from a challenge, even a giant allergyish one, you use your most charming voice and say "Here, kitty, kitty!"

continued ▶





Place the RemyLuna standee on the Treasure chest icon on card **I**. Do NOT put a Treasure chest token on this card.

Any hero standing on a square adjacent to card **I** must roll **one red dice**. On a success, nothing happens, as they are able to withstand the sudden blast of air shot at them by the hissing cat.

If they do not roll a success, they are **knocked back** (see page 14 in the Rule Book).



Any hero standing adjacent to RemyLuna can spend **two Full Actions** to try to charm it. Roll **one white dice**.

If the hero has both the **Lucky Feather** and some **Rope**, they can use a **free action** to tie them together to create a giant cat toy and roll **two white dice** instead of one.

If they roll a success then RemyLuna is successfully charmed. It will follow the hero who charmed it as they move through the dungeon, always staying adjacent to that hero.

If they do not succeed, then RemyLuna is not charmed and will act as a regular enemy. There is no limit to the number of attempts that can be made to charm the two-headed cat.



If all four heroes re-enter card **H** with the Cat, read the following:

You've done it! You've lured the RemyLuna Cat back to the Magic Altar. Now, if only you knew the magic words to turn the one Two-Headed Cat back into two One-Headed Cats...

You all realise that you think you remember hearing Wizard Pebbledash chant a Size-Change Spell just the other day. But you each only remember a little bit of it.

All four of the heroes and the charmed RemyLuna must be standing on card **H** in order to cast the spell. One at a time, have each player make up one magic word and say it out loud. Once all players have spoken their word in turn, the magic spell has been uttered! Read the following:

That was it! Good thing everyone remembered a little bit of the spell! Before your very eyes the giant two-headed cat shrinks and separates, becoming one normal-sized black cat and one normal-sized white cat with orange stripes on its tail.

You pick up the purring, grateful cats and leave the dungeon.

End of the game



When you see Kevin again he's still crying, but this time with tears of joy as the now-normal-sized Remy and Luna rub his ankles and demand their dinner. You sneeze one final time as you resume your drizzly walk through Hoodezfield, another challenge conquered!

Well done adventurers, you have won the quest!



In a fit of sneezing you tumble back through the dungeon entrance and into the fresh air. Those allergies were just too much! You promise Kevin that you'll return and try again, just as soon as you get your hands on some allergy tablets!

You lost the quest, better luck next time!

Treasure Fightin' Monster Hunters



Orcs
Gremlins
Ratfolk
Spiders



Heroes reveal card **N** and defeat all the treasure critters.



Any of the heroes are defeated.

Thunder McScruggins Treasure Critters*

As soon as card **I** is revealed, all the Treasure chest tokens in the game do NOT function as regular Treasure chest tokens. Instead they are alien treasure critters and act as enemies. You do **not** gain any treasure after defeating an alien treasure critter.

*There are no standees for treasure critters - the Treasure chest tokens are used for these instead.



"What was that?!" Wizard Pebbledash shouts, looking out of the window.

You walk over to the window to see what all the commotion is about. It's not like a wizard to have questions, but the smoke in the distance isn't something you see every day.

"Let's go investigate," he shouts, throwing on a fresh robe and an extra-pointy hat.

The smoke seems to be coming from Mrs Bubbles' pumpkinberry patch. When you reach it, you can't believe your eyes. A spaceship! A real-life spaceship! A very broken, real-life spaceship!

"But who was driving?" the Wizard asks. And just as he does, you see in the distance a large monster running towards Hoodez Dungeon.

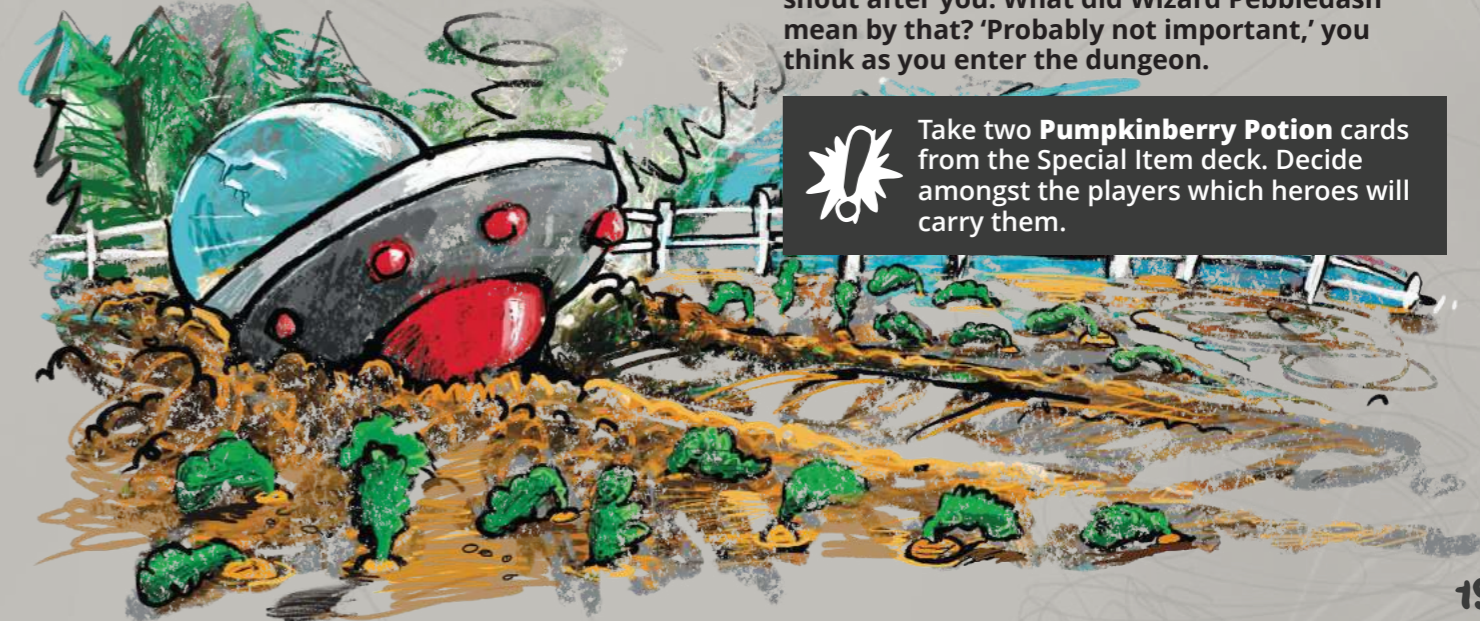
"Looks like we should investigate" says Wizard Pebbledash, "and by 'we' I mean you!"

You all decide to take a couple of Mrs Bubbles' Pumpkinberry Potions and head off and go monster hunting.

"Watch out for aliens!" you hear Wizard Pebbledash shout after you. What did Wizard Pebbledash mean by that? 'Probably not important,' you think as you enter the dungeon.



Take two **Pumpkinberry Potion** cards from the Special Item deck. Decide amongst the players which heroes will carry them.



I You see some treasure! Everyone likes treasure, so you investigate. You reach for the golden chest, excited about the riches and fortune that await, but you hear a sneeze.

That's funny, you think to yourself, treasure doesn't normally sneeze.

And, just like that, the treasure jumps up and sprouts arms, legs, and two little green antennas. This isn't ordinary treasure, it's alien treasure! And it looks a little bit angry. Looks like there's more than gremlins, orcs and giant space monsters to fight here!

You need to defeat all these little aliens as well, before they take over the whole dungeon!

I For the rest of the game all Treasure chest tokens now act as enemy Treasure critters.

M "I'm not falling for that trick again," you say, as you see two treasure chests in the middle of the room.

"Falling for what?" you hear a voice say. "I'm not an alien, I'm just a treasure chest, nothing to worry about!"

But which is the alien and which is the treasure? You have to decide which one you want to sneak attack.

I The hero who revealed card M rolls one red dice. If they roll a success, then they sneak attack the treasure critter and defeat it! Remove both Treasure chest tokens from card M and take two Treasure cards from the Treasure deck.

If they do not roll a success, then they accidentally destroy the real treasure chest. Remove one Treasure chest token of your choice from card M. The other Treasure chest token is a treasure critter and will activate as normal in the Enemy Phase.

L You enter the room and catch sight of the monster.

"Stop right there! We're here to catch you!" But before you have enough time to shout your really cool monster-catching catchphrase, it's gone, escaping deeper into the dungeon.

L The hero who revealed card L rolls one red dice. If they roll a success, everyone is impressed and they become permanently Determined for the rest of the game.

If they fail, everyone is a little embarrassed, and nothing happens.

N Well, this room is full of treasure, but we know better than that. It's full of more than four or five times in a row. But the orcs and ratfolk don't know anything about the alien spaceship and they love treasure and it looks like they are here to get the treasure for themselves.

It looks like all this commotion has attracted the monster you were hunting.

"I was transporting these alien treasure critters to Space Jail, but I had a problem with my spaceship," he shouts. "Help me to capture them again!"

Put two orc standees and two ratfolk standees on any different empty squares of the four remaining on card N

Place the Thunder McScruggrins standee on any empty square adjacent to the hero who revealed card N. Thunder McScruggrins is now under the control of the players, and acts as a fifth hero, including in the win and loss conditions.



End of the game

I You manage to defeat all the treasure critters.

Now that Thunder McScruggrins is safe, you ask him what happened to his spaceship.

"It had a malfunction and I crashed," he tells you. "No one told me you can't fly a spaceship and take a nap at the same time!"

You tell him you are sure Wizard Pebbledash will be able to fix his spaceship, and while you wait you can all have a nice cup of Earth tea and he can tell you all about his home planet.

"Do you have Glub-grunkins on Earth?" Thunder McScruggrins asks.

"No, but we have chocolate chip cookies instead, which are very nice indeed," you reply.

Well done adventurers, you have won the quest!

I You make it out of the dungeon, bruised and without any treasure or the monster.

'Maybe Wizard Pebbledash should have told us about the Alien Treasure', you think to yourself.

But there's still a monster in the dungeon, and a spaceship in Mrs Bubbles' garden. Looks like you'll have to go back tomorrow and try again.

You lost the quest, better luck next time!



Written by Matthew Jude
DEATH BY MONSTERS

A Stunning Day in the Dungeon

A Orcs
C Gremlins
K Ratfolk
G Spiders
Hedgiecorn

Heroes defeat the Hedgiecorn.

Any hero is defeated or all the heroes are stunned.

1. After choosing your heroes, set aside an additional 2 heroes and their Starting Items. Also set aside Story Dungeon card M. These will all be used later in the adventure.
2. Whenever a chest is opened, roll **one white dice**. If a success is rolled, the hero opening the chest becomes **stunned** (see page 14 in the Rule book).

It's been a long day. You and your friends have been playing Splode-a-ball for hours on end. Eventually a few of your companions head back to town for the night, but the four of you stay out enjoying a respite from all the busyness around town.

Finally, as the four of you retire for the day, you head back into town and find Wizard Pebbledash sitting outside his house, catching up on his latest potions book "Scary Water and the Droplet Required".

He looks up as you approach, and his face grows concerned. "I sent out some other heroes hours ago to rescue Hedgie Freezecorn the hedgehog, as I'd heard he was stuck on a ledge in the dungeon, but they haven't returned yet. Could you go after them please?"

You're tired and it's been a long day... but a hero's work is never done.

You see a smashed bottle on the floor.
"Uh oh," you say. "That looks like a broken vial of mutating agent. I've read about that in 'Scary Water and the Tamer of Sweetness'. That's not good. I sure hope the mutating agent just spilled on the ground and didn't splash on anything!"

You see signs that there has been a battle in this area. It looks like one of the missing heroes was here, and it doesn't seem to have gone well. They've clearly lost this fight and left their cloak of invisibility behind.

But why would they need to become invisible to get a hedgehog down from a ledge?

The hero who revealed card C takes the **Invisibility Cloak** card from the Special Item deck.

You see Wizard Pebbledash's prized Flying Orb lying on the ground.
"He must have lent that to the missing heroes to help them rescue the hedgehog. It's not good that this is still here. No one would have left it behind voluntarily."

You pick up the Flying Orb and keep on wandering, a whole lot more concerned about what's going on.

The Hero who revealed card K takes the **Flying Orb** card from the Special Item deck.

You take another step and realize there is a huge hedgehog staring straight at you.

"Ummm... this isn't a normal hedgehog... it is a Hedgiecorn!"

"It must be the Mutating Agent! Be careful! He's not just larger, he's likely more dangerous too!"

Behind the Hedgiecorn in the next room, you spot the missing heroes slumped on the floor.

"Are they... stunned?"

Put the **Hedgiecorn** standee onto the middle square on card G.

Place **Story Dungeon card M** joining onto the opposite side of card G to where the revealing hero is standing. If this is not possible, place card M as close to this position as possible. Place the standees for the two extra heroes you set aside onto any two different empty squares on card M. These heroes are **stunned** (Rule book page 14), so place the standees laying down.

Should the two stunned heroes be revived, then they will be under the control of the players.

End of the game

You prepare to deliver the finishing blow to the huge Hedgiecorn but as you raise your arm, there's a small pop...and he's no longer there!

You hear a small squeak and as you look at the ground you see a much tinier and much less dangerous Hedgie Freezecorn looking at you fearfully.

"That's right!" you exclaim. "I remember reading about this in 'Scary Water and the Giraffe Mud Rinse' - Mutating Agents always lose their effects after a few hours!"

You gently scoop up Hedgie Freezecorn and rouse all your fellow heroes. A terrifying evening to be sure, but you're all going home with a new friend it seems.

Well done adventurers, you have won the quest!

You gather your heroes and manage to rush out of the dungeon. The Hedgiecorn angrily pursues you through the the forest as you try to escape. Stopping to draw breath you turn back to realise... he's no longer chasing you, and has disappeared into the trees. You return home grateful that you can try again another day.

You lost the quest, better luck next time!

Written by Alex and Rikki Radcliffe
boardgameco



Welcome to Hoodzfield!

Hoodzfield is a small town deep in the countryside, surrounded by green hills, thick woodlands, and cool winding rivers.

In the olden days, before your grandparents were even born, the town was the home of the evil sorcerer, Ebenezer Hoodz, who ruled the area with an iron fist.

Fortunately, Ebenezer Hoodz is now long gone, and the town of Hoodzfield is a much nicer place. The signs of his evil still linger however, and there are places where the creatures he brought into the area still live to this day. There's the creepy Hoodz Forest, the treacherous mountain of Hoodz Peak, and of course the dark, damp and dangerous Hoodz Dungeon. (As you might have guessed, Ebenezer Hoodz was a very vain sorcerer and his favourite thing to do in the whole world was to name places after himself!)

All this means that Hoodzfield can be a very adventurous place to live. However, that doesn't bother you much - that's just the way you like it!

