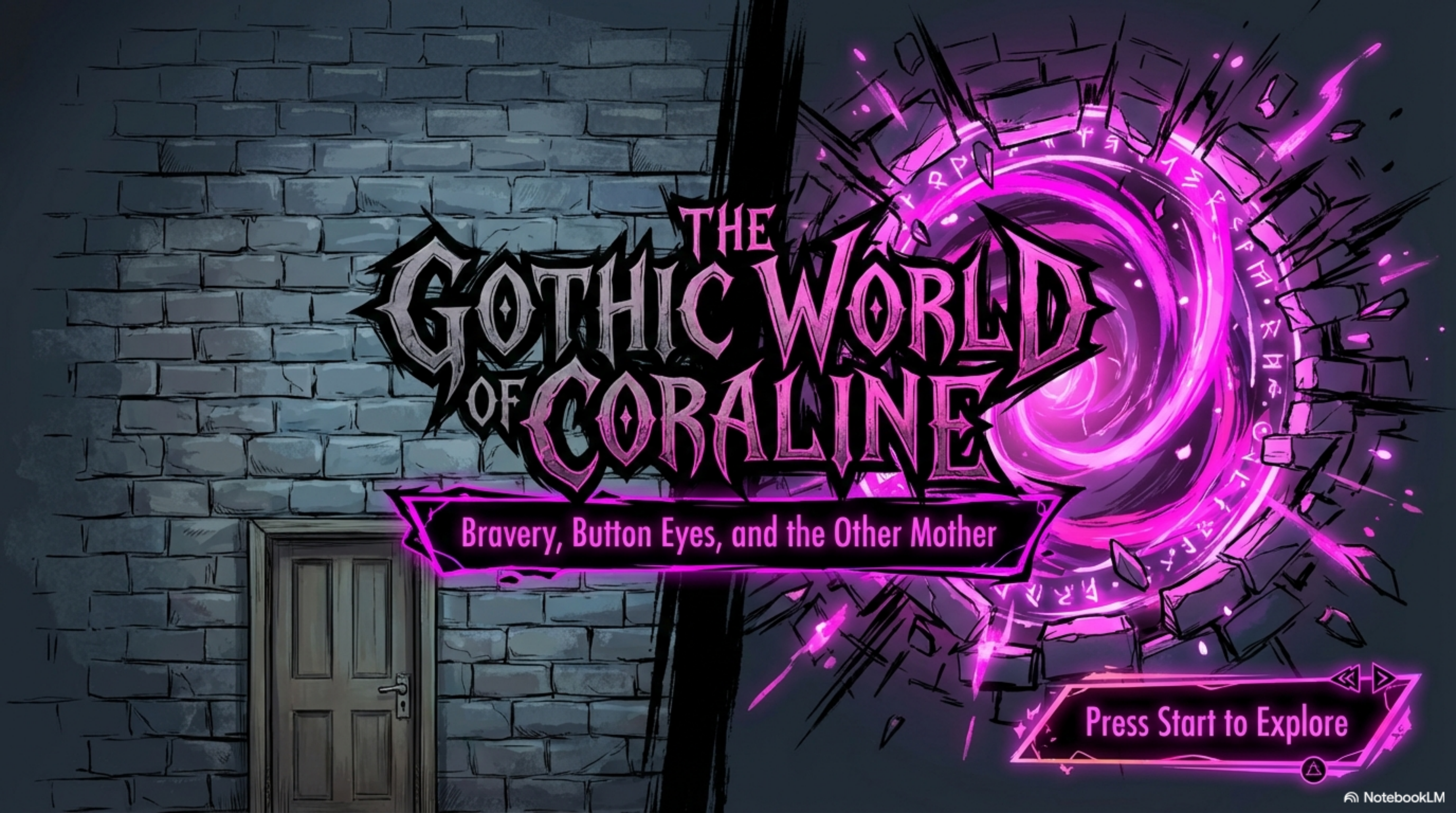




THE GOTHIC WORLD OF CORALINE

Bravery, Button Eyes, and the Other Mother

Press Start to Explore



CHARACTER: Coraline Jones

CLASS: The Explorer (Small for her age, but endlessly curious).

KEY ITEM: The Adder Stone

ITEM LORE:

A magical token good for bad things. Allows the user to see through illusions.

CORE TRAIT: True Bravery

DEFINITION: Being brave didn't mean you weren't scared. Being brave meant you were scared, really scared, badly scared, and you did the right thing anyway.

Boss Bestiary

21

BOSS ENCOUNTER:

The Beldam (The Other Mother)

NATURE: The Soul-Stealer

THE TRAP:

She weaves a web of fake perfection to lure children. As the lore states, a spider's web only has to be large enough to catch flies. She cannot create; she only copies and twists reality.

MOTIVATION:

She does not want to nurture. She loves Coraline as a miser loves money, or a dragon loves its gold—a desire for absolute possession.

サクラノク





NPC ALLY: The Cat

STATUS: Unnamed

LORE NOTE: Humans use names because they don't know who they are. Cats keep themselves together and do not need names.

ROLE: The Sarcastic Guide

ABILITIES: He moves freely between the Real World and the Other World. He refuses to be controlled, offering Coraline crucial survival advice disguised as biting insults.

LORE ENTRY: The Symbolism of the Button Eyes



The Human Eye:
The Windows to the Soul.
Represents free will, humanity,
and true vision.

THE THREAT



She will take your life and
all you are... and one day
you'll awake and your heart
and your soul will be gone.



The Button: The mark of
possession. Accepting the buttons
means giving up your identity and
becoming a permanent, soulless
puppet in the Beldam's web.

The background of the entire page is a dark, moody illustration. It depicts three children, a girl on the left and two boys on the right, whose forms are rendered as glowing pink outlines. They are positioned behind a surface of shattered glass, with numerous sharp, black cracks radiating across the scene. The overall atmosphere is one of tragedy and entrapment.

ACTIVE QUEST: Free the Ghost Children

THE VICTIMS: Spirits of past children lured by the Beldam's love-bombing. They are now trapped in the dark, reduced to empty snakeskins and spider husks.

THE STAKES: If Coraline fails her game, she will share their fate behind the glass.

OBJECTIVE: Use wits and the Adder Stone to locate their hidden 'soul essences' scattered across the Other World.

CHOOSE YOUR PATH: THE COURAGE TEST

You are trapped in the Other World. Remember Coraline's rule: Bravery is being terrified, but doing it anyway. How do you show courage?

[Option A] Challenge the terrifying Beldam to a high-stakes game of wits?

[Option B] Walk into a pitch-black basement to search for lost souls?

[Option C]
Trust a sarcastic, unnamed cat with glowing eyes?

Ask the room: Which path takes the most courage? Why?

THE UNCANNY: WHY PERFECT IS SCARY

THE HEIMLICH (The Home)

- Dull and Boring
- Flawed (Dad's bad cooking, ignored by parents)
- Safe and Real

THE UNHEIMLICH (The Uncanny)

- Vibrant and Magical
- Perfect (Delicious food, attentive parents)
- Familiar, but Deadly

THE CORE CONCEPT: The Uncanny is the deeply disturbing feeling you get when something looks familiar (like your own mother), but is secretly, dangerously wrong.

QUEST COMPLETE: RETURN TO REALITY

THE REWARD:

- Coraline learns to appreciate her real life, flaws and all—even her dad's terrible homemade pizza (thick and doughy and raw, or too thin and burnt).



THE LESSON:

- A perfect world is a trap. The grass isn't always greener on the other side.

FINAL THOUGHT: Fairy tales are more than true: not because they tell us that dragons exist, but because they tell us that dragons can be beaten. – G.K. Chesterton