

# The GRIMM Quest

## Long Live the King!

### THE QUEST

The party wakes at Sleeping Beauty's place to find the Big Bad Wolf has stolen the Magic Lamp and made himself the King using a wish. He also wished for everyone to laugh at his (awful) jokes. He has one wish left, and the Party must assemble a rag tag team, assault the Big Bad Wolf's castle, and get the lamp back from him before he can do any more harm.

The success of the party is determined by the amount of Hope they have, indicated by the single Hope token the Genie gives them early on. As the first phase of gathering allies plays out, they will gain more tokens they can utilize or lose in the second phase.

The Hope tokens do two things:

1. They track the morale of the group and the belief that they will succeed. If the party runs out, they lose motivation to resist and the Big Bad Wolf wins.
2. They can be spent in the Castle Siege to accomplish tasks. A player can spend **one Hope token** to reroll any amount of their dice that turn, though they must take the new result. If they succeed, they keep the hope token, but if they fail after using it they lose it. *this can be used as a reaction when you would fail and lose a Hope token.*

### Note for Game Masters

We have included general guidelines on how many Hope tokens should be given out, depending on how well the recruitment phase goes, but feel free to adjust to your parties' needs. For instance, if playing with younger adventurers, they may witness people siding with them to give them hope. You may also choose to ignore the hope penalties in the lead-up to and during the castle siege and let them utilize them as they will. Conversely, if you are running with a more experienced group, feel free to be a little less forgiving when they would suffer penalties.

If the party ever runs out of hope and you want to keep the mission going, you can always have a character show up to aid them who they didn't recruit, either giving them another token or just completing the task they were failing (this may be the easiest option for a younger party).

## THINGS AREN'T RIGHT

The party wakes up at Sleeping Beauty's Tower to find everyone tidying up and making food for the Royal Inspector to the King. This is odd because the party doesn't know who that is. It seems Sleeping Beauty hasn't slept in a long time, her hair is all over the place, her eyes are red, and she keeps talking fast about how she just needs another cup of coffee. If the party looks for it, the Magic Lamp is gone, and no one remembers the party or the talent show from last night. The players then hear something in their heads. It's the **Genie of the Lamp**!



"Heroes, things may seem very different now, because they are! While you slept, the Big Bad Wolf snuck in and stole my lamp. He made a wish to make himself King of the realm, and now everyone forgot what was! I used some loopholes in his wish to allow you to keep your memories so that you can recruit folk to help you to come

find my lamp in his castle. Then we can set this right!

"So far, he has only made one other wish forcing everyone laugh at his jokes, ugh, but I worry his third wish could have worse implications for everyone."

"Come find me before he makes the last wish and take heart, noble heroes. As long as good people are willing to stand up when something is wrong, you will never be without hope."

*Give the party 1 Hope token and explain how they work.*

Sleeping Beauty exclaims in duress at having to do all this prep to entertain the Royal Inspector.

"I have been at this all night, and the place is still filthy, and there is not nearly enough food. I absolutely despise that Wolf King and his oafish inspector."

Just then, The Royal Inspector arrives, and it's actually the **Troll** from the bridge! He is wearing a tight uniform and a powdered wig, which he despises. He laments his current position and misses his bridge. Sleeping Beauty is upset as he has tracked in mud. "You brute! I just cleaned this floor! Do you even appreciate the work I put in for this so-called inspection? You're just here for the free food!"





The Troll is displeased. “If you had prepared the roads for my arrival maybe my boots wouldn’t be so muddy, and I would hardly call this food. Don’t you have any goat?”

After some arguing between him and Sleeping Beauty, the party hears the Genie encouraging them to try and convince one of the two to join the party in taking down the King. Upon asking, they both want to take him down but will not work together for many reasons.

“She spread some really mean rumors about my bridge!”

“Last time, he used my ballroom in a way I can’t even describe in front of civilized company!”

The party must choose one of these two to be their companion.

*What will you do?*

- Use **Bravery** to convince the Troll. The Troll knows the schedules of the castle guards and is very strong.
- Use **Cleverness** to convince Sleeping Beauty. Sleeping Beauty knows a secret tunnel beneath the castle walls where she has napped while sneaking away from feasts. She is also very smart.

*Whoever they decide on, the party will have to convince them to join.*

The person not chosen will be offended but will wish the party luck and promise not to interfere.

However, if they fail 2 or more times, the person refuses to go with them and the other person offers to join them.

Whoever the group has with them will insist on going immediately, as time is of the essence. Give the players **1 Hope Token** for recruiting their first ally.

## ON THE ROAD TO THE CASTLE

On the way to the castle you spot what appears to be a little, black-armored figure towing a wagon with a bird cage on it. When you get closer, you see Thumbelina shaking the bars of the cage and demanding to be let free! If you ask the small knight to help her or engage them in any way, they remove their helmet to reveal a smirking Goldilocks.

- *If the party is with Sleeping Beauty*, Goldilocks is suspicious and defensive: “Well, well, if it isn’t a group of trespassers on the King’s Road! You

### DIFFICULTY



### WEAKNESS

**Bravery** to convince the Troll or **Cleverness** to convince Sleeping Beauty.



Goldilocks

better keep moving before I lock you away too!”

- *If the party is with the Troll*, Goldilocks is confused and more inclined to listen. “What are you doing here? Aren’t you supposed to be keeping that Sleepy girl in line?”
- If the party asks about Thumbelina, Goldilocks says: “I am here serving the King’s justice! This ne’er-do-well was caught spying on the Royal Council! I am taking her to serve her sentence in the Seven Dwarves’ Diamond mines.”

## What will you do?

**The Troll** might suggest convincing Goldilocks to join them as Goldilocks can pick the lock to the Throne Room and is very brave, but she’s quite reluctant. “As a loyal soldier to the King, I have the right to take over any house! I can lodge where I want, when I want, and how I want! Big beds, medium sized beds, little beds, and all the porridge I want! Why would I ever give that up?”

**Sleeping Beauty** might say the same about freeing Thumbelina. Thumbelina knows the weakness of the Council, and she’s very small and quick. She says she can help the party deal with the wicked Council: “I’ve been there and know their secrets! Free me and I’ll help you defeat them!”

- **Use Cleverness** to convince Goldilocks to help them: she loves it when a plan comes together. If they convince her, she sets the captive Thumbelina free who is so insulted that you did not help her that she flies off.
- **Use Power** to fight Goldilocks so she will free Thumbelina. She will cause the party to perform **Bravery** defensive tests, as she is quite intimidating. If the party were to ever all fail one, remove a **Hope token** (maximum of 1 token).

Whoever they decide on, the party will continue up the road to the King’s Castle with their newest companion. Give the party **1 Hope token** for their effort.

## DUELING MAGICIANS

Just outside the castle grounds, the party comes across a very fancily-dressed Rumpelstiltskin. He has captured the Fairy Godmother and appears to be using a spell to turn her into a golden statue. She’s currently transformed her up to her hips.

### DIFFICULTY

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#### CONVINCE GOLDSLOCKS TO JOIN THEM:

Weak to **Cleverness** - she loves it when a plan comes together.

#### FIGHT GOLDSLOCKS TO FREE THUMBELINA:

Weak to **Power** - she’s more of a sneak than a fighter



Rumpelstiltskin



- *If either the Troll or Goldilocks are with the party*, he greets them warmly: “See how the Royal Magician outsmarted this witch? The King will surely give me anything I want for this! Better start licking my boots now, soon I’ll be in charge!”
- *If the party only have Sleeping Beauty and Thumbelina with them*: he is less joyed at seeing the group approaching: “Back! Back, I say! Or I will show you what a master magician can do to those beneath him!”
- *If the party is a mix of heroic and villainous allies*: he is confused. “What are you doing with *them*? Is this a sick prank? I don’t like this one bit!

Thumbelina and Sleeping Beauty both stress that they can’t let him do this to the Fairy Godmother. The Troll and Goldilocks try to tell you how you should get Rumpelstiltskin to join you, as he is one of the most powerful magicians in the land.

### *What will you do?*

The Troll and Goldilocks know that Rumpelstiltskin has had it up to *here* with the King, and he has *magic*!

Thumbelina and Sleeping Beauty both insist that the Fairy Godmother can aid players by giving them magically-enhanced abilities in their final fight, plus her magic will be wonderful to have on their side!

- **Use Power**: try to convince Rumpelstiltskin to join them. He wants to know you are strong enough to fight the King.
- **Use Bravery**: fight Rumpelstiltskin to try and free the Fairy Godmother. He is so used to people being afraid of him, he’ll be surprised when anyone stands up to him.

*If you convinced him to join the party*: when he finally relents, it’s because he really can’t stand being made to laugh at the terrible jokes the Wolf King makes. “They aren’t even clever! Some people have such a fragile ego. They will do anything to build themselves up! Now, what can this sorcerer supreme do for you?”

He agrees to help but leaves the Fairy Godmother in her current state so the party won’t try to double cross him.

*If you choose to fight Rumpelstiltskin*, he will cause the party to perform **Power** defensive tests as he throws curses at them. If anyone fails in these defensive tests, they are turned into an animal! The animal versions of the party can still fight, and when defeated, they all return to normal. If the party is entirely transformed into animals, remove **1 Hope token** (maximum of 1 token).

#### DIFFICULTY



#### CONVINCE RUMPEL TO JOIN THEM:

Weak to **Power**

#### FIGHT RUMPEL TO FREE THE FAIRY GODMOTHER:

Weak to **Bravery**

After defeating Rumpelstiltskin, the Fairy Godmother is transformed back and is very gung-ho if not terrifying in her thanks: "I am tired of all this piffle! Let's go crack some skulls!"

Whatever the outcome, give the players **2 Hope tokens** and describe how they cross the field leading up towards the King's Castle, just as lightning strikes its tallest tower.

The Genie reaches out one more time and instructs them all to not lose hope, and that the Lamp is currently in the throne room but the Wolf is about to make his third wish!



## *The Calm Before the Storm: A Note to the GM*

The players are about to enter the Castle and try to take back the Magic Lamp to stop the King (Big Bad Wolf) from making his last wish and cementing his rule. Players might want to take a second to formulate a plan of attack here. The allies they have recruited can lay out the obstacles for the players, and as a GM, you can have them make suggestions on routes of attack or evasion based on what their character would say.

1. Get inside the walls
2. Get past guards
3. Go through council chamber
4. Get inside throne room
5. Defeat the King and get the Magic Lamp

There will be no down time after this, and players will be performing test after test to get to their goal, so use their allies to remind them this is their last break.

The Castle siege is a series of encounters that was structured with a few solutions in mind, but the creativity of players should always be the best choice here. If the party comes up with more interesting solutions, go with them. The allies they have gained along the way give them shortcuts or easier paths to get the job done, but if they want to try something different, let them do it!

If they get in over their heads and it seems like they will lose all hope (literally and figuratively), feel free to bring back one of the characters that *didn't* join them to aid in their current task and give them another hope token. You only have access to that three times though, and we recommend saving it for a moment when things are most dire. For instance, if they get all the way to the final segment and you haven't used any of these characters, feel free to bring all three characters in and give the party **3 Hope tokens**.

This is the crescendo of all three scenarios. Make it feel epic, we believe in you!



## GET INSIDE

The party reaches the Castle walls, and there is a large open gate guarded by a few guards, tough-looking fellows in armor just like Goldilocks had on. The party needs to get inside.

### *What will you do?*

- **Use Power:** Try to get over the wall.
- **Use Cleverness:** Try to bluff your way inside.
- **Use Bravery:** Try to rush the entry and run past the guards.

If any players fail, they are stopped by a guard and will need to break free with a **Power** success. Anyone who made it through can also use their turn to free the captured player.

*If the players chose to bring Sleeping Beauty:* she will show you to the side of the castle wall where she removes a bush to reveal a secret passage into the castle! She says she used to use it to sneak away from boring banquets the Wolf would throw in honor of himself. It leads just inside the castle into a hallway. Award the players **1 Hope token** for having Sleeping Beauty show you the way. So far, so good!

*No matter which option they choose to do:* if they get through, they find themselves inside the castle proper and quickly turn down a hallway at an ally's advice as more guards are ahead.



## The Castle

### DIFFICULTY



### WEAKNESS

**Power** if you are with the Troll.

**Cleverness** if you are with Goldilocks.

# GET PAST THE GUARDS

The party is in a hallway, and there are several Guard Wolves on patrol here. They are wicked-looking creatures: all snarls, teeth, and fur bundled into spiky suits of armor. The paw around on all fours sniffing the air for any sign of danger. The party will have to be extra cautious if they are to make it through here without incident.

## What will you do?

There are a few methods you could recommend if they need them:

- **Use Power:** Try to fight the misguided creatures.
  - ◆ The wolves will make you roll **Cleverness** defensive tests. If all the party members fail, they **lose 1 Hope Token**.
- **Use Cleverness:** Try to find another way through the castle.
- **Use Bravery:** Try to walk calmly past them.

If any players fail, the Wolves start to attack - see **Power** above.

*If the players happen to bring The Troll:* he will make you wait where you are for a few seconds as a couple of Wolves pass close by. Have each player make a **Bravery** test with +1. If they can keep their cool, the wolves will walk by and the Troll tells you to follow him to the Council Chamber.

- If half or more of the party fail this test, the party have to fight a wolf who comes to investigate, which takes 2 successes total to subdue with a +1 bonus from the Troll.
- Afterwards, award the players **1 Hope token** for trusting the Troll to know the way.

*No matter what option they choose to do:* if the party gets past the wolves, they find themselves inside a meeting room where a council appears to be taking place around a large, wooden table.



Guard Wolves

### DIFFICULTY

Equal to the number of party members

### WEAKNESS

**Power** if you are with Thumbelina.

**Cleverness** if you are with Sleeping Beauty.



## GO THROUGH THE COUNCIL CHAMBERS

The party finds themselves in a large, and mostly empty room. It is lit by torches near the high ceiling. At the center of the room, there is a table full of figures dressed in similarly fancy outfits to Rumpelstiltskin. They rise up from their chairs upon your entrance. You can see that the Big Bad Wolf has quite the collection of wicked folks here.

The Old Witch of the forest left her Candy house and sits at the head of the table, and next to her is the Sheriff of Nottingham with a look of absolute indignity at your appearance. Cinderella's two Stepsisters are here as well, and they look none too pleased to see the party, especially if Cinderella is there.

Three seats remain empty, and if the Troll/Goldilocks/Rumpelstiltskin are there, they would inform you that these are their seats typically.

The Witch stands up and cackles: "We weren't expecting any guests so soon, but I'm open to dealing with you!"

If there are any Council Members with the Party, she also adds: "Seeing you traitors here with these folk certainly soured my mood, care to explain?"

The party has to get beyond this room to the entry of the Throne Room, but they can't just walk by. . . or can they?

### *What will you do?*

Here are some options for the party to deal with the people before them:

- **Use Power:** Try and fight them The Council will make you roll Bravery defensive tests. If all the party members fail, they **lose 1 Hope Token**.
- **Use Cleverness:** Try and convince them that the world is upside down and this isn't right.
- **Use Bravery:** Try to tell them they should be ashamed of themselves.

*If the party has Thumbelina with them:* she immediately starts a fight when entering the room, pushing the Stepsisters' heads together and removing them instantly. This lowers the Difficulty to 2. Award the party **1 Hope Token** for her decisive action.



The Witch

### DIFFICULTY

4

### WEAKNESS

**Power** if you are with the Fairy Godmother,  
**Bravery** if you are with Rumpelstiltskin.

However this encounter ends, when the party leaves this room they find themselves in a massively high-ceilinged hallway facing a door and a **huge** sleeping Giant.

## GET INSIDE THE THRONE ROOM

As the party emerges into the enormous hallway, they hear the echoing of the Giant's snores before his smelly odor washes over them. Combine the worst smelling things that the GM can think of and tell the players it smells like that.

The Giant is propped up by the side of the door to the Throne Room. The players need to get inside but how they do it is up to them.

### What will you do?

If they want to do a Group test of any type give them a +1 bonus to that test:

- **Use Power:** Try to force the door open. This will certainly be noisy and could wake the Giant.
  - ◆ If they fail 3 times, he wakes up and they will need to make a **Bravery** defensive test as the Giant swings at them. If half or more fail, they lose 1 **Hope token**.
  - ◆ Regardless, the Giant breaks down a section of the door and they can get in without rolling more.
- **Use Cleverness:** Try to pick the lock.
  - ◆ If they fail 3 times, the Giant wakes up; see **Power** above.
- **Use Bravery:** Try to wake the Giant gently and get his help.
  - ◆ Success: he wakes up and sees you asking politely and just opens it for you. "What? Oh of course, sorry about that."
  - ◆ Fail: if you fail even once the Giant wakes up angry (see Power)

*If the party has Goldilocks with them:* she zips over and opens the door by picking the lock lickety-split. Award the party 1 **Hope Token** for thinking to bring her.

*However they get in:* the Giant can't follow as the door is much too small. The party enters a circular room with windows high on the walls and the Wolf seated on a very tacky golden throne, spinning the magic lamp around on a claw with a comically-oversized crown on his head.



The Giant

#### DIFFICULTY

4

#### WEAKNESS

**Power** if the Troll is there;  
**Bravery** if Sleeping Beauty is there.



He turns to you as if you were expected and says: "Well, hello friends! What took you so long?"

## DEFEAT THE KING:

The Big Bad Wolf seems rather pleased with himself. His grin is wide, and his eyes are dark. He leans over and thanks the party for coming all this way so he can crush the resistance at once.

"I knew that Genie was up to something. I haven't seen this many sad babies since I closed the orphanage!"

At this, have the party make a **Power** Defensive test. His second Wish compels you all to laugh hysterically. Anyone who fails falls to the ground shaking with laughter. They will miss their next action but can still give out a die or add a magic point to the group pool on their turn. This isn't looking good. The party must get that lamp so they can undo this!

### What will you do?

- **Use Power:** Try to resist laughing and continue to walk forward against the onslaught of jokes.
- **Use Cleverness:** Try to distract or flatter him and sneak up to the throne.
- **Use Bravery:** Try to tell him how awful he actually is.

After everyone has a turn, make them do a **Power** defensive test as the quips keep coming. Here are a few options for specific party members:

- "Oh no, not Pinocchio! I Hope you didn't plan to hurt *whittle* old me?"
- "The Puppet is here! I *wood* never have thought you'd make it this far!"
- "Jack the Giant Slayer? More like Jack the *Baby Mayor*!"
- "Well the little boy is here, and by the look on your face, I'd say you have *an axe to grind*?"
- "Little Red, I think finally defeating you will be my *sweetest* victory."
- "Red Riding Hood is here to try and stop me? What a *treat*."
- "A talking Cat with a sword? this will make for a good *yarn*."
- "A cat in boots! I am so afraid! How can I escape? What's a King to *shoe*?"



Big Bad Wolf

### DIFFICULTY



### WEAKNESS

**None**

He's been waiting for this!

- “Cinderella, are you here to fight me or be my date to the ball? Regardless, shall we *dance*?”
- “No need to try and sneak, you won’t give me the *slipper*. Haha, get it?!”

*If the party have Rumpelstiltskin with them:* he immediately starts in about how terrible the jokes are, and the Wolf seems put off by this. This lowers the Difficulty to 3.

Award the players **1 Hope token** for how daunted the Wolf seems after that tongue-lashing!

This is an *extremely* difficult task, and if a player is spending a turn laughing they can’t quite help to finish it. However they **cannot** be made to laugh two turns in a row, so at worst they act every other round.

*When the players try to steal the lamp:* as they try to pull it from him, his paw rubs it and he shouts his final wish.

“This will put an end to all of this, **I wish for a dragon!**”

If the party has more than **1 Hope token**, they **lose 1 Hope token**.

## GET THE MAGIC LAMP

A lightning bolt shoots through one of the windows and strikes the ground behind the throne. A form starts to rise up... It’s the Dragon!

The party needs to get the lamp back and make the wish to set this right!

The Wolf laughs like a madman and hops on the Dragon’s back: “Dragon! Serve your King and get rid of these interlopers!”

As the Dragon starts to descend on the party, choose an attack at the start of each round until the dragon is defeated. The dragon can attack with a lunging bite or with its claws (**Power** defensive test), with its flaming breath or gusts of wind from its wings (**Cleverness** defensive test), or a mighty roar or intimidating stare (**Bravery** defensive test).





## What will you do?

- **Use Power:** Try to slay the dragon!
- **Use Cleverness:** Try to sneak in close and grab the lamp to make a wish.
- **Use Bravery:** Try to run in close while danger and grab the lamp.

*If the party have The Fairy Godmother with them:* the Fairy Godmother asks who wants to fight the Dragon and makes them huge! Any test that player makes against the dragon is considered its weakness.

### DIFFICULTY

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### WEAKNESS

Whatever the defensive test is each round.

## Note for Game Masters

Magic and Epic Results will not automatically defeat the Dragon due to its sheer size and magical origin. If a player were to perform either option, increase their success results by 3, but explain how it quickly wore off and how dangerous that must make this foe!

If the whole party ever fails a defensive test, they would lose 1 Hope token, but you can say how a character they didn't recruit shows up in epic fashion to help them!

For more experienced players you can let them fail if you so choose, but give them a few cinematic chances to come back first (as this is supposed to be fun, dang it!).

When you defeat the Dragon or capture the lamp, the Genie tells you to make the wish! The Party can wish for anything though, so be ready for more than just: "We wish things would go back to normal!"

If they do wish for that, no one in the "normal" world has any memory of what just happened except for the Genie who says he will never forget what they've done. If they wish for anything else, tell them how their wish plays out and remind them they have two more wishes!

Ask each player what they do now that they are saviors of the realm and let them share that with the group. After everyone has answered, say how they all lived happily ever after, but that's a story for another day. There are many more adventures to come!

