

The GRIMM Quest

Red Riding Hood's Delivery Service

THE QUEST

Little Red Riding Hood owns a successful bakery, but she needs your help to make a special delivery to a customer having a birthday party deep within the Grimm Forest.

This batch of treats is a very special one: it's 13 cupcakes that have been enchanted with magical powers.

he treats do two things:

1. They'll remove a simple curse from anyone that eats them.
2. They'll grant you a +2 bonus to any stat if you eat the cupcake before you attempt a challenge.

These treats have been specially ordered for **Sleeping Beauty's** birthday party, because as luck would have it, the princess has fallen asleep and can't be woken up. The magical cupcakes should do the trick and dispel the curse.

(Sometimes this happens, but if the treats don't get to her soon, she'll sleep through her birthday party, and that would be tragic!)

Since all of you have been invited to the party, you're the perfect people to deliver the treats!



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Note for Game Masters

As the group makes their way through the pleasant wooded road toward Sleeping Beauty's tower, give all of the players a chance to introduce themselves. How do they know Little Red? Why are they helping her deliver these treats to the party?

Here are some possible reasons:

1. Players could be best friends of Little Red's, maybe they know her from some previous adventure with other fairy tale characters?
2. If anyone gives a particularly creative answer, give them a bonus die to either **Cleverness** or **Bravery** depending on the story they told.

- You'll need 13 markers to act as **Treats**. These could be dice, coins, beads, or the party could draw 13 delicious-looking cupcakes to use.

MEETING THE WOLF

As they walk through the peaceful forest, they are greeted by an extremely well-dressed wolf lounging at the side of the road. This is the **Big Bad Wolf**.

To start the conversation off, the Big Bad Wolf asks some very polite questions about where the group is going and who they are.

When he meets the group, he reveals that he smelled these delicious treats from a ways off and can tell that they are magical. He's very keen to taste them.

This is a great chance to encourage the players to introduce themselves and get into character. The wolf is very interested in this group and wants to know everything he can about them.



Big Bad Wolf

What will you do?

- **Use Power:** Fight him.
- **Use Cleverness:** Lie about where they're going and what they have.
- **Use Bravery:** Try to intimidate him and scare him off.

If the group tries to fight or scare him: the Big Bad Wolf will back off smiling. "There's no need for violence my friends. We're all civilized creatures here."

If the group tries to trick the Wolf: he won't question their lies, but it's unclear if he believes them or not.

No matter how the group responds, the Wolf is extremely interested in them. He guesses that they're going to Sleeping Beauty's party and says that he'll probably meet them along the road.

DIFFICULTY



WEAKNESS

Power & Bravery - he's not looking for a fight... yet.

ENTERING THE FOREST

The only road leading into the forest crosses a deep, fast-moving river over a narrow stone bridge. As the group tries to cross, they are accosted by the **Bridge Troll**.

The Troll could smell the cupcakes from a mile away. He explains that this part of the forest belongs to the Big Bad Wolf. If they want to get into the forest, they'll have to give up half of their cupcakes.

There isn't much space to sneak around the troll, so the party's options are limited. They could turn around and go try to find a different path into the forest, they could fight the troll (**Power**), or they could try to convince the Troll to let them past (**Cleverness**). If the party leaves and tries to find another path across the river, they'll have to roll (**Bravery**) to swim across at a narrow point.

If the party tries to fight their way past the Bridge Troll, this is a Dangerous Adversary and will attack back!

What will you do?

- **Use Power:** Fight your way past.
- **Use Cleverness:** Convince him to let you past.
- **Use Bravery:** Run past the Troll. Each Bravery success can get 1 party member past the Troll. (So if every member of the party succeeds at Bravery, they can get past the Troll.)

After all players have had a chance to act, the Troll takes a swipe at them and tries to grab the cupcakes. When the Troll attacks, have the players make a defensive test of their choice (-1 to **Power** though). For every test that fails, they lose 1 **Cupcake token**.

When they manage to get past the Troll, he complains that he'll be telling the Big Bad Wolf about how mean they were to him! Turns out the Big Bad Wolf is the boss in this part of the forest.



Bridge Troll

DIFFICULTY

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WEAKNESS

Cleverness - he ain't the sharpest tool in the shed.

A PRINCE IN NEED

An optional encounter

As the party follows the road away from the river, they are stopped when a Frog wearing a crown hops into the center of the path.

He calls out to them in a regal voice, and says that he overheard their conversation with the Troll.

"I would beg of you but one of your precious cupcakes! For I am obviously the victim of a cruel curse that stops me from returning to my family!"



If the group tries to bargain with the Frog Prince: he says that if they free him of this curse, his family will be grateful and will offer them all the worldly wealth they possess.

If the group gives him a cupcake: the crown falls off his head, and his voice turns into a raspy croak much more appropriate for a frog. He thanks them for freeing him of that ridiculous crown. Now he can return to his frog family and be accepted as one of them!

As for "wealth," the frog leads them to a beautiful pond with clear water and plentiful flies. Here the party witnesses the reunion between the frog and his family. The sight of the heartfelt reunion gives the party a warm fuzzy feeling, and they all gain 1 bonus die in any trait they wish.

THE WOLF AND HIS PACK

As the party walks along the winding path through the woods, the trees become ancient and press close to the path. Even in the middle of the day, it is dark and difficult to see. The party hears a distant howl.

As they come to a particularly dark part of the forest, they realize they are not alone. They hear several large beasts snuffling around in the underbrush.

Before they can get scared and do something desperate, an immaculately dressed wolf steps out of the shadows up ahead. It's **Mr. Big Bad Wolf** again!

He greets them again and welcomes them to his part of the forest. Depending on how the encounter with the roll went, he'll either:

1. **admonish them** for being so mean to the Troll, or
2. **thank them** for contributing their delicious cupcakes to the good of the forest.

Either way, now that they're on his territory, he'll inform them that he needs to get the rest of these cupcakes. He has a very hungry group of friends that will simply starve if they don't get those treats. (If players roll **Cleverness**, they can tell that he is clearly lying.)

If the party refuses to give up the cupcakes (which they should), then the Big Bad Wolf claps his paws together and two regular wolves jump out of the trees and try to snatch the cupcakes away from the party.

Escaping the Wolves - what will you do?

At this point, they'll need to get creative. Here are some ideas:

- **Use Power:** Fight the wolves!
- **Use Cleverness:** Climb a tree.
- **Use Bravery:** Stand up to them and scare them off!

If they fail any rolls against the wolves: the wolves will snatch a **Cupcake** out of their baskets.

If they try to fight the Big Bad Wolf himself: he huffs and puffs and blows them away into the trees. This triggers a group **Bravery** roll to hold onto the cupcakes. If anyone fails, a **Cupcake** will fall out of their basket as they tumble to the ground.

Either they scare off the wolves or run away, but the distant howls of wolves tell them that the Big Bad Wolf won't give up so easily.



The Wolfpack

DIFFICULTY

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WEAKNESS

Bravery - they are trying to frighten you.
Stand your ground!

THE GIRL IN THE WOODS

As the party runs from the wolves, they come across a small cottage in the woods. A teenage girl is standing on her tiptoes while peering in through a window. The girl is wearing a simple woodsman's tunic and has long golden hair bound up in a ponytail.

When she sees the party, she lights up!

"Oh, good travelers! I'm so happy to see you!"

"I was traveling to the market earlier today, and I realized that I left my key at home. So now I find myself in a terrible situation, unable to get back inside. And there are wolves around! Please help me!"



Goldilocks

If the party rolls **Cleverness** to see if she's telling the truth, they notice that she doesn't seem to have bought anything at the market...

She explains that this is because she realized she forgot her key and returned home at once!

If the group decides to help her: she asks that they boost her up to a nearby window so that she can jimmy open the lock - she's quite good at this.

Once she's inside, she rushes around to the front door and let's them all in.

Now that they're in the house, the wolves arrive outside. They make a quick lap of the house, but finding no one, they keep searching deeper into the woods.

Now that the wolves are gone, the party has a moment to breathe. The girl that they helped is happily running through the house looting everything she can find into a burlap sack.

If the party looks closely: they'll notice that the picture along the walls of the house all show a very friendly family of hedgehogs.

At this point she'll happily admit that she's **Goldilocks**, the forest's most notorious burglar! She'll also try to work out a deal with the party. If they leave and don't cause trouble for her, she won't go find the Big Bad Wolf and tell them where they're at.

If the party attempts to fight Goldilocks: it won't be too tough as she doesn't want to fight them. Instead, Goldilocks will angrily flee and declare that they'll regret this!

If they take Goldilocks' deal: she happily bids them farewell and continues to loot the house while they slink off into the woods.

WHERE'S THE PARTY AT?

As they flee from the wolves and make their way deeper into the forest, they come to a fork and realize that they don't know which path will lead them to Sleeping Beauty's Tower.

As they struggle to decide, a hunched old woman (possibly a witch!?) walks out of the shadows beneath the trees. She greets them kindly and asks what they're doing in the forest. No matter what they tell her, she can smell the treats in their basket.

The old woman politely asks for a treat: if they refuse her, she tells them she can smell the magic on them. She begs them again and explains that she's been cursed by her rival, Rumpelstiltskin, and that if they give her a cupcake and break the curse, she'll tell them which path leads toward Sleeping Beauty's tower. Or is she just lying and trying to get a cupcake?



Fairy Godmother



If they give her a cupcake: she eats it and breaks the curse, revealing that she was the **Fairy Godmother** all along! At this point, she offers a boon to the players. (This is a +1 bonus to all rolls of a single trait. She also tells them how to go through the forest and find Sleeping Beauty's tower.

If they deny her the cupcake: she grumbles at them and complains about “the kids these days not having any respect for their elders.”

If they don't learn where to go from the Fairy Godmother, they can climb a tree using **Bravery*** and try to spot Sleeping Beauty's tower over the top of the forest.

*If they fail a **Bravery** test to climb up into the tree, they slip and fall and squish a cupcake as they bump into the tree. Even if they fail, let them up to the top of the canopy so that they can see far over the treetops and spot Sleeping Beauty's tower in the distance, maybe a mile to the north. Not far at all now.

THE WOLVES CLOSE IN

As the party makes their way through the forest, the sun is setting, the going is slow, and they are forced to pick their way through thorny bushes and around steep ravines. Before long, the howls of wolves grow closer. In a few moments the wolves will be on them!

This time, it sounds like the **Big Bad Wolf** has brought a much larger group of wolves. Through the trees, the party can see at least 20 pairs of bright yellow eyes staring out at them through the forest gloom. There's no way they can fight their way out this time.



If the party angered Goldilocks earlier in the scenario: she's here with the Big Bad Wolf. She apparently told the Big bad Wolf where the party was at and helped him track them down.

They must be close to the tower now: if they run, they might be able to make it! Ask them what they do and call for appropriate rolls (probably **Bravery** to run fast, or **Power** to fight the wolves off as they escape. During this chase, they **lose a treat** for each roll that fails.

No matter what they do: the wolves are much too fast in the forest to escape, and soon the party realizes they are surrounded.

Here the Big Bad Wolf approaches them and gives them one last chance to give up the treats civilly before he orders his wolves to take the treats. At this point he explains to them that he knows all about the magical properties of the cupcakes and plans to make a great deal of gold by selling them to greedy King Reginald and other desperate people in the forest (at a premium of course).

Note for Game Masters

Give the players the chance to come up with a creative solution here. Almost anything they want to do theoretically could succeed. Do they give some of the treats to the wolf and keep a few hidden?

No matter what they want to do, let them roll for it and see what happens.

Fighting the Big Bad Wolf- what will you do?

- **Use Power:** Fight them! The wolves, just the the Big Bad Wolf, or all of them!
- **Use Cleverness:** Try to outsmart him and get away!
- **Use Bravery:** Tell him off and embarrass him in front of the other wolves!

If it looks like the party is about to lose their last cupcake: and the party gave a cupcake to the Fairy Godmother earlier, then the Fairy Godmother could appear in a brilliant flash of light and save the day by scaring off the wolves and scolding the Big Bad Wolf.

If the party seems like they can defeat the Big Bad Wolf on their own: then let them do that, no need for the Fairy Godmother to show up.

If the party helped the Frogs earlier in the scenario: a few of the frogs show up at the edge of this clearing and distract some of the wolves. When the wolves chase after them the frogs leap up and bounce off their hungry snouts, creating confusion and chaos in the pack as they struggle to eat the elusive frogs.

Also, if they need an extra boost during this conflict, they can choose to eat one of the cupcakes themselves. When they **eat a cupcake**, they gain +2 dice on their next roll as introduced at the start of the module.

DIFFICULTY



WEAKNESS

Power: he can dish it out but he can't take it. Make him look weak in front of his friends!

LET'S GET THIS PARTY STARTED!

If the party escapes the Big Bad Wolf with at least a single cupcake: they arrive at a very somber and rather boring party. The birthday girl is, after all, asleep. The Band is playing music, but no one is really into it. A large rat dashes across the floor as everything stops, and the whole room turns to look at the new arrivals.

A pig who introduces himself as the 4th (and less famous) little pig, is the host of the party. He spots the heroes and frantically ushers them to the birthday girl's table. He then encourages them to feed one of the cupcakes to **Sleeping Beauty** who is face down and snoring loudly.

When the party mashes a cupcake into Sleeping Beauty's mouth, she instantly wakes up and is **so** grateful to them for saving her birthday party.

As a reward, she makes them all guests of honor and encourages them to enjoy themselves at the party.

She also cannot wait to see what they do in the talent show that'll be happening in just a few minutes. She hopes they had time to practice on their way here.



Sleeping Beauty