

# The GRIMM Quest

What a Horrible Night to have a Curse!

## THE QUEST

The group is at Sleeping Beauty's birthday celebration getting ready for the talent show when everyone is cursed by Rumpelstiltskin and shrunk down to the size of mice! They will have to navigate the once familiar terrain to figure out how to break the curse before it becomes permanent at midnight.

The success of the party is determined by the amount of time they have until midnight, indicated by the **13 Hourglass tokens** they start with.

The Hourglass tokens do two things:

1. They track the time until midnight: if the party runs out of time by taking too long, the party fails to break the curse.
2. They can be spent to do things safely. A player can spend one to safely navigate an obstacle but not to fight an opponent. This token is spent in addition to whatever the time cost of the encounter is.

### *Note for Game Masters*

We have included general guidelines on how many Hourglass tokens a task should take to complete (10 total is a perfect run with all events succeeded before the penalty threshold is met according to our outline), but feel free to adjust to your party's needs. For instance, if playing with younger audiences, you may want to just let them complete the mission if they are trying their best, even if they run out of tokens. Conversely, if you are running with a more experienced group, feel free to be a little less forgiving when they decide to waste time.

If the party ever runs out of time, you can always have the Pig who gives them the Hourglass talk about how it runs fast and they have until a clock chimes. Then, you can either giving them a few more tokens or just remove the restriction and let them play it out to the end. (This may be the easiest option for a younger party.)

### *You'll need:*

- 13 markers for hourglass tokens. You could use coins, dice, or beads.

# CURSED!

The party finds themselves at a party at Sleeping Beauty's Tower (looked after by the less famous 4th Pig, brother to the very famous Three Little Pigs). Everyone is celebrating and having a good time dancing and listening to the band.

A talent competition is declared by the 4th Pig. Participation is mandatory and guests at the party (including the players) have been practicing all week like the invitation encouraged, yeah? Not only that, but the winner gets to make a wish from the Magic Lamp!

The party can then decide what they want to do as their talent. It can be anything! They can compete against one another or as a group. Once they tell the 4th Pig what their talents are, he writes them down and hands them a small crystal hourglass that will run out at midnight when the winner of the talent show is announced. (This will be important in a bit!)



## Note for Game Masters

If the players are having trouble deciding what to do, the GM can have people at the party remind them of that one time they sang or juggled or did that folk dance to give them ideas on what they want to perform. No matter what, you should stress that they must participate, using the overbearing 4th Pig to do so.

A small and hunched man is at the bar is writing away in a book. The little man at the counter stops scribbling for a moment, sets his book down, and offers the party a drink. If the party agrees, he pours them each a drink from a keg that sits beside him.

The Pig announces the first contestant as **Mr Elitist Plunks**, and the small man wishes the party good luck before heading to the stage to read a poem from his book. But what he reads is actually a curse! (*We've provided one on the next page, but feel free to come up with your own if you're feeling inspired!*)



“Rippling, shifting, go their shapes,  
stretching, shrinking, mouths agape.  
The guests will change and live anew,  
if they aren’t stepped on by my shoe!  
Furred and hoofed some will become,  
And others like a rug will run!  
As none left here can challenge me,  
I’ll find that lamp and then I’ll flee!”

You can say how after he begins talking, he smiles bigger and bigger until his grin almost splits his head in half his eyes glinting with wickedness.

The curse changes all of the guests into different shapes. Some become animals, some become two-dimensional and fall flat on the floor (making a very charming rug), and others shrink to the size of mice!

The only two people not affected, aside from the man, are the Pig who was restocking behind the counter, and Sleeping Beauty, who had fallen asleep and missed the performance (shocker). The party begins to shrink down where they are. Everyone is running around and chaos ensues.

The man laughs and declares that he is **Rumpelstiltskin** and the self-declared victor of the talentshow. He then gloats about how smart he is and threatens to turn the 4th Pig into bacon if he does not take him to the Magic Lamp immediately.

And that is when the **Rat King** shows up.



## FRIENDS, OLD AND NEW

A Rat larger than the largest party member gallops toward them, chittering all the way. Gesturing to the Castle around them, he proclaims: “You are not welcome in my kingdom without first paying tribute to me! What have you brought for me?”

Have the party each do a **Cleverness** roll. If anyone succeeds, they can see this **Rat King** is not in charge of anything, but he puts up a good front and is bigger than you.

The party can offer him whatever they want, but when he sees the Hourglass he is overcome with greed.

“The shiny thing! I want that! Nothing else will do! I will help you, just please, I need that!”

### *What will you do?*

The party can then decide to do whatever they want to get through to the Rat King.

- **Use Power:** Try to hurt the Rat King until he runs away, swearing they have not seen the last of him.
- **Use Cleverness:** Try to convince him to take anything else (or nothing). If the party is particularly inventive in this, they might make a new ally and convince him to help you!
  - ◆ The Rat King: “You clearly need my protection; I will escort you through my realm on your journey! Then we can talk about my reward.”
- **Use Bravery:** Try to scare off or stand up to the Rat King (he really is a blowhard), but he swears his vengeance on the party as he runs off with his tail between his legs.

If the party wins the Rat King as an ally, he can show them some good shortcuts to get around faster. You may also reward their friendship inclined actions with a Magic Point for their Group Magic Pool.

Whatever they do or do not do, **Thumbelina** arrives on her bird and greets the party as friends.

Thumbelina is a very rough and tumble character. “Hey everyone, sorry I’m late! Wait, (insert Party Member Name here), what happened to you?!”

### DIFFICULTY



### WEAKNESS

#### **Cleverness**

He loves a good treaty: just ask the dust bunnies of Under-the-bed-topia.



Thumbelina



She recognizes one of the party members and is worried about their predicament. If the Rat King is there, she is also worried that they have fallen in with the wrong crowd. "Not you again!"

She could also get the Hourglass back from the Rat (if they gave it to him) and scare him off.

After they tell her about what happened, she says she heard Rumpelstiltskin was out causing mischief again ever since he got his hands on that spell book from the Big Bad Wolf. She says she will help them, but they will have to be careful as things are different and more dangerous now that they are small. And if the other guests are cursed, they will likely not be able to help them.

Having Thumbelina with them adds a die to all group tests that try to do things that would be difficult for someone their size (like lifting something heavy.)

She says that if Rumpelstiltskin did this to them, he probably cursed them using something in the spell book. If they can get to the book, they can break the curse. But they likely don't have very long. Most good magic wears off at midnight, but curses become permanent at midnight! Then only true love's kiss can break the curse, and nobody has time for that right now. At the end of this, **remove the first Hourglass token** to remind the party they better hurry.

## DASH TO SAFETY

The party must get to the bar counter where Rumpelstiltskin has the spell book. Wherever they were, they will have to cross the dance floor to do so, and navigate through a mess of frantic animals that were once fairytale folk.

- Reward any player who tries to see if there is an opening with a bonus die to **Cleverness**. Way to think ahead!
- If the Rat King is there, he tells them all to follow him, and they do a group **Cleverness** roll with a +1 bonus for them all.
- If he is not present, have them use a skill of their choice each in the test.

### *What will you do?*

- **Use Power**: Run across the dance floor while jumping over hazards.
- **Use Cleverness**: Carefully pick your way through, watching around you for hazards.
- **Use Bravery**: Try to cross as fast as possible in a straight line, even if you are scared.

#### **DIFFICULTY**

Equal to the number of party members

#### **WEAKNESS**

**Bravery** - better to do this quick as it doesn't seem to be calming down

If someone fails the test, talk about stomping paws, and hooves and tripping over a flattened person but nothing awful, it just takes longer for them to navigate and they must roll again (just once each).

However the party decides to make their way across the floor, during their journey they cause an animal to trip and spill a drink on Rumpel, making him conveniently absent by the time the party reaches the bar (as he has to tidy himself up).

This will take **1 Hourglass token** unless they fail 4 or more times in which case it will cost them **2 Hourglass tokens**.

## THE CLIMB

The next effort is getting up to the counter to the spell book. If they decide to work together, they do a **Bravery** group test with +1 for having someone else with them.

### *What will you do?*

- **Use Power:** Try climbing as fast as they can, a clear-cut middle of the road option.
- **Use Cleverness:** Try and pick the safest route. This might take more time.
- **Use Bravery:** Attempt to climb a shorter stool and jump to the Countertop across a gap, the riskiest option. If they fall they are fine, and they get help from either the Rat or Thumbelina getting to the top.

Whatever they do, eventually they make it to the countertop and see the closed spell book laid out before them. If they do this without failing, they make it to the top without losing any time. But if anyone fails, it will cost the group 1 Hourglass token for each additional round.

### DIFFICULTY



### WEAKNESS

None - it doesn't look impossible, just try your best!



## EIGHT-LEGGED ANTAGONIST

The party can see a bookmark on a certain page, but the book is closed. A successful Power test lets them open the book, but it also disturbs a huge Spider! It looks like this spider is a transformed guest, as it's bigger than the Rat *and* wearing a festive party hat! The party will need to make Bravery defensive tests each round since this festive spider is so scary.

### What will you do?

- **Use Power:** Try to smash this foe and send the beast limping away.
- **Use Cleverness:** Try to outsmart it.
- **Use Bravery:** Try to scare it away.

Every round of combat after the first costs the party

**1 Hourglass token.**

*If the GM is looking for a shorter game, feel free to cut this encounter.*

#### DIFFICULTY



#### WEAKNESS

**Power** - fragile legs and a squishy set of eyes make for easy targets.

## COUNTERTOP CHAOS

The noise of your party on the countertop brings the 4th Pig out of hiding. If the Rat King is with them or they do not hide immediately, the Pig freaks out and confuses them all for rats and lashes out (he has found the Rat stealing food before). The party can do whatever they want in this situation, but the Pig will start attacking, and the party will need to make Power defensive tests after each round to keep from being swept off the counter.

### What will you do?

- **Use Power:** Try to stop the Pig's assault.
- **Use Cleverness:** Try to hide from the Pig.
- **Use Bravery:** Try to stand your ground and show the Pig who you are.

This will take up at least **1 Hourglass token** unless the party stands their ground and uses **Bravery**.

After all that, they can look through the book to see that they need to make a potion of their own to reverse the curse. As luck would have it, the items needed are all easily found in your average kitchen, except for a hair of the person who cursed them!

#### DIFFICULTY



#### WEAKNESS

**Bravery** - panic leads to mistakes, so stay calm!

The party can get they need from the kitchen, but then they'll need to track down Rumpel and pluck the final ingredient from his conniving head. If the Pig is helping, he will go look for Rumpel and leave the kitchen to the party (Thumbelina will do this too if you did not get aid from the Pig.)

*If the GM wants an easier game, the Pig can immediately recognize the party and offer to find Rumpel for them.*

## THE KITCHEN

The Kitchen is located right behind the counter, and the walls are lined with shelves of herbs and spices. Inside, there is a pantry and ice box stuffed to the brim with raw ingredients. The group can tackle these on their own or as a party, but the party needs to find:

- A dash of pickled pixie dust (on the **Spice Rack**)
- A slice of Bo Peep's famous mutton (in the **Ice Box**)
- A bottled dream (in the **Pantry**)

There is a catch: roaming the kitchen is a Cat.

- *If the Rat King is with the party:* He will warn them that it hides in the pantry and hunts foolish mice who come looking for food.
- *If the party does not have the Rat King with them:* The Cat hears them when they secure their first item and will confront them before they can gather their second.
- *If they split up:* A party member can take either Thumbelina or The Rat King with them to help with tests (gives them a +1.) Also, award them **1 Hourglass token** for trying to do things efficiently.



Pixie dust!

*If the party is running low on Hourglass tokens or you want to speed things up, you can shorten the list of ingredients or remove the Cat encounter entirely.*



## *In the Pantry:*

The bottled dream is located on the floor in the back of the pantry. The Cat attacks the party if they come here first. It is hungry and will not let the party sneak by. The Cat forces the party to make **Cleverness** defensive tests after their test rounds, and if they all ever fail, they lose **one additional Hourglass token**.

### *What will you do?*

- **Use Power:** Try to subdue your foe.
- **Use Cleverness:** Try to outsmart the Cat.
- **Use Bravery:** Try to tell the Cat off.

They can deal with the Cat however they want, but it will cost them **at least one Hourglass Token** even when dealing with it quickly. If the Rat King is with them, he will fight the Cat alone to buy you time.

### ***DIFFICULTY***



### ***WEAKNESS***

**Power** & **Bravery**: the Cat is too Clever for that to be effective, but it isn't used to prey fighting back.

## *On the Spice Rack:*

The spice rack is another climbing test. The Group can go together to add up their successes or go individually and hope it works out. The party could use Cleverness to look for the spice ahead of time, otherwise it will take an Hourglass Token to look for it while up there. In total you will need 3 successes of any type to succeed in this test.

### *What will you do?*

- **Use Power:** Try to climb to the top of the shelves quick and work your way down.
- **Use Cleverness:** Try to find the bottle before heading up.
- **Use Bravery:** Try to search each shelf from one point while hanging on from the middle shelf.

### ***DIFFICULTY***



### ***WEAKNESS***

**Power** & **Cleverness**: Climbing and spotting the bottle are key here.

## In the Ice Box:

The ice box is a test of endurance. As they are very small, the party is affected quickly by the low temperature:

### What will you do?

- **Use Power:** Try to move things around and find what you need.
- **Use Cleverness:** Try to scan the ice box before diving in.
- **Use Bravery:** Try to endure the cold and look around before exerting yourself.

### And then...

When the party has all the ingredients, they can mix them together in a bowl they can see on the counter. The pixie dust and bottled dream dissolve the mutton into a liquid.

- *If Thu mbelina went to find Rumpel:* she returns and says she saw him at the stage. She offers to put the potion in a bottle, but says the party will need to get the hair from Rumpel before the potion can be complete.
- *If the party had the Pig help them:* he tells them Rumpel just stepped on stage and has begun gloating about how cool, smart, and popular he is. His is boasting about how he is going to make the best wish but doesn't know how to use the lamp. The party can get a lift from the Pig to the stage if he is helping, otherwise it will cost them **one Hourglass Token** to get there on foot.

## ALMOST MIDNIGHT

However, they get there they find the shrunken band in the corner of the stage. If they did not get the Rat King to help them, he is terrorizing the band and will have to be scared off again, costing **another Hourglass token** to do so. They can get the band's help in distracting Rumpel or getting the hair. How they go about it is up to them, and the GM can ask them to roll any test based on what they describe. The entire time Rumpel is trying to figure out how he can make a wish before giving the Lamp to the Big Bad Wolf without him knowing.

### What will you do?

- **Use Power:** Try to attack his foot to draw his ire and attention.
- **Use Cleverness:** Try to distract and appeal to his ego to bring him close.

#### DIFFICULTY



#### WEAKNESS

**Cleverness & Bravery:**

Looking around and not over-exerting yourself will help you calmly navigate in the cold.

#### DIFFICULTY



#### WEAKNESS

**Cleverness:** He wrongly assumes he's the smartest in the room.



- **Use Bravery:** Try and climb this small man.

The party will need to make **Power** defensive tests during this encounter to avoid being squashed. Every time they fail, they lose **one Hourglass Token**.

Once they get the hair, the clock begins to chime midnight. Thumbelina or the Rat King (or both) ride in on the Cat and tosses the party the bottled potion. Once they put the hair in, she tells them to shatter it. When they do, a mist pours out and envelops them all. When it clears, the guests are all safe and sound and back to their normal sizes and shapes! Rumpel is furious and is escorted off the stage and too the dungeon. Afterwards, the party can explain everything to an inquisitive Sleeping Beauty who just woke up.

If there are still tokens in the hourglass, the Pig comments how it usually runs a little slow. The party can then perform or not. It is up to them. If they do, test them as a group (or individually) and let them have at it! Each time they succeed during their performance, it is crazy cool, and all the guests are wowed by their skills.

If they succeed 3 times individually or as a group, they win the Wish and have a great rest of the party while they figure out what to wish for tomorrow, as Sleeping Beauty has fallen asleep on the Lamp.



*Sleeping Beauty*

## EPILOGUE

As the party disperses and the adventurers wander off to their beds for a well-earned rest, all of them fail to notice that an old woman dressed in a nightgown has arrived at the dance floor.

But if they were here to see her, they would surely notice what great big yellow eyes she has, what great big pointed ears she has, and what great big sharp teeth she has.

And if they were here to see this strange old woman, they would see her quietly approaching Sleeping Beauty and the magical lamp she is using as a pillow, as a thick string of drool spills from the **Big Bad Wolf's** jaws.