



# HORIZON

NEW ROLEPLAYING FRONTIERS

# GRIFFIN



Adventures in a world of  
twisted fairy tales



## GRIMM™

by Robert J Schwalb

The sun dips behind the clouds, and a cold wind picks up. The leaves begin to shiver, you do too . . . you've strayed from the path, my dear, and we're oh so glad to welcome you.

### Twisted Tales, Hateful Foes

Explore a world of dark and twisted fairy tales in this self-contained RPG. The world is familiar, but one step removed from the stories we learned as children, and the changes aren't for the better.

Play iconic kids like the bully, the nerd, the dreamer, and the jock . . . all trying to get home.



Use guile and imagination to avoid a messy death at the hands of an ogre's club, a wolf's jaws, a witch's spells, or an evil step-mother's poisons.

Find incantations to master in a warlock's tower, discover your true heritage as a prince or princess of the realm, befriend the talking animals of the forest . . . or just plain stay alive.

*Oh, you dear children, who has brought you here. Do come in, and stay with me. No harm shall happen to you . . . But she muttered to herself, that will be a dainty mouthful.*

—From "Hansel and Gretel"

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HORIZON The farthest reaches of roleplaying.

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Horizon:

# GRIMM

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# Contents

<b>Introduction</b>	2	Weapons and Armor	29
<b>Chapter 1: Character Archetypes</b>	4	AC Bonuses	32
The Bully	5	Really Special Equipment	32
The Dreamer	7	Imagination	33
The Jock	9	Incantations	36
The Nerd	10	Combat	38
The Normal Kid	11	Despair	39
The Outcast	14	<b>Chapter 4: Oh Brave New World</b>	<b>40</b>
The Popular Kid	15	Lay of the Land	40
<b>Chapter 2: Skills and Feats</b>	<b>10</b>	Laws of the Land	42
Skills	18	Encounters	44
Feats	23	Places of Note	44
Origin Feats	23	Humans	48
New Feats	24	Animals	54
<b>Chapter 3: Facing the Darkness</b>	<b>28</b>	Fantastic Creatures	57
Starting Equipment	28	<b>Appendix: Telling Tales</b>	<b>61</b>
Focuses	28		

## Horizon

Welcome to HORIZON. You are holding the second in a new line of self-contained RPGs for the d20 System, published by Fantasy Flight Games. Our goal for the HORIZON line is to explore the farthest possible reaches for new settings, themes, and mechanics, and we want to take you with us. Just as importantly, every HORIZON game will remain completely compatible with the d20 rules you already know, so you can pick up the book and start playing immediately.

HORIZON can play as many roles in your gaming life as you want it to. For some it will be an occasional break from the regular game. For others it will be the foundation for a new campaign setting. Some may add other gaming elements to the rules we present here, others will pick their favorite rules from HORIZON games and use them to augment other games.

Whatever you do with this new line, we hope you'll enjoy pushing roleplaying to the edge as much as we have. And now: *Grimm*.

## Introduction

*Our project is almost finished. The length and breadth of Germania have been scoured by Jacob and I, and I believe the land to have been raped of all it can give us. We are rapists, I am certain. The creatures and folk behave exactly as that vile book said they would. I pity them, and hope their souls find sanctity in their new world, as it was not granted to them in ours.*

*Or should I pity myself instead? We brothers do this under duress, I have always claimed. But there is a reward. And we could have said no, all those years ago, despite the temptations she offered and the promises she gave. But we did not. Mere humans, we, unlike the tales we have bound. Those are immortal. And immortal, I would guess, must be their hatred of us.*

*—Wilhelm Grimm, the eleventh day of October in the Year of our Lord Eighteen Hundred and Seventeen.*

Grimm is a roleplaying game of imagination, dreams, and nightmares. Players take up the roles of children, drawn from our world to a place strangely familiar but thoroughly terrifying. In the Grimm Lands, a rotting, patched-together Humpty Dumpty rules from a broken wall; the Great and Awful Forest moves of its own volition; the Dragon amuses himself with the capering skins of those who sought to escape from the Grimm Lands and failed. It is a place where the Devil is a constant nuisance and the Seven Dwarves want more than simple housecleaning. Grimm is a d20 game of twisted fairytales, where children face horrific corruptions of the cherished stories that once amused and excited them, and the monsters are eager to find out what little boys and girls are *really* made of.

Everyone knows that the Brothers Grimm scoured their native land for folk stories and compiled them in a book called *Kinder-und Hausmarchen* (*Children and Household Tales*), which the world eventually came to know as *Grimm's Fairy Tales*. What few know is that their search served another purpose. The characters of the tales and the monsters of legend were real. Some believed that the devil himself created these monsters to plague humanity. Others held that the monsters arose from the minds of the people of Europe as personifications of humanity's darkest fears. The exact nature of the monsters is lost to time, but it is known that the Brothers Grimm undertook an obsessive quest to locate and record their times' strange people, places, and events.

Why exactly they chose to do so, and how they did so, is unknown. There are occasional references in their journals to a creature named Melusine. She is described as a woman, yet seemed more and less than a mortal. She alternately threatened, cajoled, seduced, and begged the brothers to complete their cataloging, hounding their heels to the last story and rhyme. The brothers do not admit to the reward offered by this dark temptress, nor do they even fully explain what she demanded of them. They hint only that, whatever their actions, they were not pure of heart.

The results of their efforts are not known to the general populace. To those who have entered the Grimm Lands, however, and found their way out, it is all too obvious: In cataloging these stories for Melusine's amusement, they formed a world apart. Those whose stories were mystical-



ly captured were damned to populate this other place, the Grimm Lands, for eternity. The Grimm brothers are long since dead and dust, and Melusine may or may not have shuffled off a mortal coil. Regardless, their legacy lives on.

Of all people, it is only children who see the doors to the Grimm Lands, and of them, only the most imaginative can make their way through. Oftentimes, a child slips through by accident, the Lands themselves groping hungrily for new victims. When a much-coveted morsel of humanity slips into the Grimm Lands, all of its creatures compete for the child's attention. How the denizens of the Grimm

Lands deal with the children varies. Some enjoy the children, exulting in their laughter and joy. Most, however, have far darker desires. They may crave the succulent flesh of a plump child to feed their inhuman desires. Or perhaps they simply enjoy dealing out sugary spoonfuls of horrific pain, reveling in the shrieks of the frightened and desperate captive. The children unlucky enough to find themselves in the Grimm Lands are sure to find that they have a very deadly and treacherous path to tread if they ever hope to leave it sane, much less alive. These are their stories . . . and there might not be a happy ending.

# Chapter One:

# Character Archetypes

*Grimm* assumes the player characters, boys and girls, are all children between 8 and 12 years of age. Children are always more receptive to the fantastic; they fabricate all sorts of weird and unusual explanations for how the world works. This ability, unfortunately for them, allows them to slip into the Grimm Lands.

This chapter presents all the necessary information to generate the boys and girls trapped in the Grimm Lands. The game uses the d20 System, but there are several variations essential to the flavor of the game. For instance, races and classes have been bundled into single entities called archetypes. Spells have become more an adventure reward than a class ability, and the use of imagination points is a new mechanic that allows players to influence the story unfolding around them.

## Getting Started

Adults lack the imagination to cross over into the land of dark fairy tales, so the experience is exclusive to children. Those who get pulled in have no correlating characteristics, except for being in the wrong place at the wrong time. Some are dreamers with overactive imaginations, some are callous bullies with nary a new thought in their heads.

First, generate your character's abilities. Roll 2d8 for your character's Strength score, and then generate the values for your other abilities as normal, placing them wherever you wish. Your Strength score may never be exchanged for any other; kids are just plain smaller and weaker than adults. Granted, you may end up with some amazingly tough, savvy, or intelligent 10-year-olds, but keep in mind that *Grimm* uses a different set of scales than most d20 RPGs. In the Grimm Lands, the kids are in their element, and their natural gifts and talents are heightened to a level appropriate for a fantastic tale.

Once you generate your character's abilities, select an archetype. Archetypes act as both your character class and race. They are bald-faced stereotypes; this is a game of well-known stories and familiar figures, so only the most

iconic of heroes and anti-heroes will do. Some children are bullies, others nerds, most are normal, while a few are dreamers. Archetypes not only define a character's capabilities via game mechanics, they also provide useful guidelines for roleplaying.

Archetypes modify your ability scores as a race might, but also provide what would normally be your class game rule information (base attack bonus, saves, Hit Dice, skill points, skill selection, and special abilities). Archetypes also determine a character's number of imagination points, the numeric reflection of a child's capacity to manipulate reality in the Grimm Lands.

Children sow the seeds for cliquish behavior early on, so that it flowers, for better or worse, as they grow older. Once you're part of a group, it is very hard to separate yourself from it, much less change your identity. Therefore, PCs in *Grimm* may not multiclass.

Having selected your archetype, assign your skill points and select your feats. Boys and girls receive a creation feat in addition to their normal allotment for character level. A creation feat provides a further opportunity to stereotype your character into a refreshingly one-dimensional figure, or, should you wish, allow you to create a wacky combination to roleplay.

Finally, round out your character by selecting his starting belongings (see page 28) and coming up with his name, gender, age, appearance, personality quirks, and any other descriptive elements you would like. As these characters are all children, most have a solid understanding of right and wrong, but lack a deeper understanding of ethical considerations. Consequently, *Grimm* does not use an alignment system.

## Children as Small Creatures

All children are Small creatures, and as such they receive a +1 size bonus to AC and attack rolls. Unlike the standard size rules in the PHB, size in the Grimm Lands does not affect carrying capacities. All children in *Grimm* have a movement rate of 30.

# Grimm Archetypes

Characters in *Grimm* advance similarly to classes as described in the PHB. Rules for base attack bonuses, Hit Dice, saving throws, and skill points can all be found there. Starting kids receive 4x their normal number of skill points at 1st level. Variations on normal class mechanics are listed below.

**XP:** *Grimm* is a direct and simple game, with survival as the most prominent reward. Therefore, kids advance to the next level of their archetype after each adventure. See the appendix for more details.

**AC Bonus:** Children have few advantages in the Grimm Lands, and even fewer ways to improve their AC. Therefore, each archetype provides an inherent AC bonus that increases as the character advances. The AC bonus is applied at all times, even when the character is encumbered or flat-footed, but does not stack with equipment bonuses to AC.

**Feats:** All children gain one normal feat and one origin feat at 1st level. Because *Grimm* is a mini-game rather than a full-length campaign, characters gain feats more quickly than standard d20 System characters. Rather than the normal feat every three levels, *Grimm* characters may choose new feats every two levels, at 2nd, 4th, and 6th.

**Imagination Points:** Each archetype provides a random number of imagination points at 1st level, modified by the character's Wisdom score. Every level thereafter, the character gains additional imagination points as determined by his class and Wisdom modifier. All kids start with at least one imagination point and gain at least one imagination point per level. Additional imagination points may be awarded, as determined by the GM (see Chapter 3 for more details). Children spend imagination freely and frequently, as imagination fuels spells and archetype abilities. This number is relatively fluid and increases and decreases throughout the game session.

**Flaw:** Just as their opponents have secret weaknesses, kids in *Grimm* have their own Achilles' heels. Each archetype has a flaw that is triggered by certain game situations.

**Weapon Proficiencies:** *Grimm* does not use weapon or armor proficiencies. Any kid can pick up an axe and start hacking apart bad guys. Likewise, anyone can pick up a shield or don a suit of armor, just so long as it fits.

## The Bully

*I'm gonna pound you into next week, shrimp!*

You are the subject of fear and loathing in the eyes of other children. You are the kid who beat up Johnny, you are the maker of wet willies, and you are the troll in the boy's bathroom that makes nerds pee their pants rather than ask to use the toilet. The cornerstone of your personality is the procurement and retention of power. Everything you do is to ensure your place at the top of the pecking order in your class. You're used to surrounding yourself with sycophants that are motivated by fear and the allure of your power. You employ force only when necessary, relying instead on the threat of pain.

While the bully is used to being a leader, even if only of his small gang of toadies, being sucked into the Grimm

L a n d s changes all that. He may still push others around, cajoling the kids through force, intimidation, and sometimes even violence. However, when push comes to shove, he's as scared as anyone else, and will follow orders if it means surviving. Surprisingly, the bully can become stalwart protectors of the group; on one hand, such heroism distracts him from his own fear, so no one else can see that he's shaking in his boots. On the other hand, even if that nerd with the runny nose is the same kid he gave wedgies to on a daily basis, he's his nerd with the runny nose, and no one but the bully is going to pick on him without his say-so!

## Game Rule Information

Bullies have the following game statistics.





# Bully

Class Level	Base					Special
	Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	
1st	+1	+2	+0	+0	+2	Brawler, smite weakling 1/day, taunt
2nd	+2	+3	+0	+0	+2	Intimidating
3rd	+3	+3	+1	+1	+3	Smite weakling 2/day
4th	+4	+4	+1	+1	+3	Pile-on
5th	+5	+4	+1	+1	+3	Smite weakling 3/day
6th	+6/+1	+5	+2	+2	+4	Protector

**Abilities:** Bullies rely on terror, coercion, and intimidation to retain their place at the top of the pecking order—none of their threats mean anything if they lack the means to back them up. Since so much of his effectiveness relies on tricking, taunting, and the maltreatment of kids around him, his Charisma is far more important than any other attribute. Strength and Constitution are also vital, as they substantiate the physical threat.

**Ability Score Modifiers:** +2 Constitution, +2 Charisma, -2 Dexterity and -2 Wisdom

**Hit Die:** d12

**Imagination Points at 1st level:** 1d3 + Wis modifier

**Imagination Points at Each Additional Level:** 1 + Wis modifier

**Flaw:** The bully's key weakness is that he is only comfortable when he has the upper hand, hence the classic aphorism that most bullies back down when you stand up to them. Whenever the bully drops to less than half of his hit points, he loses confidence and suffers a -4 morale penalty to Will saves or attack rolls (player's choice). When reduced to less than one quarter of his hit points, he must attempt a Will Save (DC 15) or be panicked. A panicked bully must drop anything he holds and flee at top speed from the source of his fear, as well as any other dangers he encounters, along a random path. During this time, he cannot take any other actions. In addition, he suffers a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, the bully cowers and does not attack, typically using the total defense action in combat. Even if his saving throw is successful, for as long as he is below one quarter hit points, the bully must attempt this save every time he takes additional damage.

## Archetype Skills

The bully's archetype skills (and the key ability for each skill) are Booby Trap (Int), Industrial Arts (Dex), Ride (Dex), and Trick (Cha).

**Skill Points at 1st Level:** (2 + Int Modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int Modifier.

## Archetype Features

All of the following are features of the bully archetype.

**Brawler:** Bullies are well-practiced in the art of brawling. At 1st level, a bully gains Improved Unarmed Strike or Improved Grapple as a bonus feat.

**Smite Weakling (Ex):** A bully may attempt to smite a weakling with one normal melee attack. He adds his Charisma bonus (if any) to his attack roll and deals 1 extra point of damage per level. A weakling for these purposes is any target with a Strength score lower than that of the bully. If the bully accidentally smites an illegitimate target, the smite attack has no effect and the ability is used up for that day.

**Taunt (Ex):** A bully knows how to quickly ascertain a person's doubts, weaknesses, and misgivings, and may exploit them to his advantage. He uses them to provoke a reaction from his target, sliding expertly under his skin, provoking feelings of fear, anger, or alienation. As a standard action, once per day per level, the bully may attempt to taunt a foe with an Intelligence of 3 or higher. The foe must be able to hear the bully clearly and must understand his language. Having suffered a torrent of jibes, insults, and abuse, the target must make a Will save or suffer one of the effects listed below. The DC is 10 + ½ the bully's level + Cha modifier. If the target succeeds, it is immune to the bully's taunting for the rest of that day. Creatures that have at least four more Hit Dice than the bully are immune to this effect. This ability may be used more than once per day per level, but doing so costs 1 imagination point per use.

**Hesitation:** A bully with 4 or more ranks in Trick may use his taunts to instill doubt in his target's mind. The target's place in the initiative order is reduced to half its original number. Creatures may still adjust their initiative normally through the readying and delaying special actions.

**Doubt:** A bully with 5 or more ranks in Trick may ridicule a target to such an extent that the creature loses confidence in its fighting prowess. The target becomes fatigued, meaning that it can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Unlike normal fatigue, the effects of this taunting only last for one round per level of the bully.

**Worry:** A bully with 6 or more ranks in Trick may threaten and intimidate a target creature. It is shaken for one round per level of the bully, taking a -2 penalty on attack rolls, saving throws, skill checks and ability checks.

**Anger:** A bully with 7 or more ranks in Trick may infuriate a target with his taunts. The target flies into a blind rage, singling out the bully as his sole opponent. The creature immediately attacks the bully in melee to the exclusion of all other actions. If it cannot attack the bully in melee, it must immediately move to do so. Only if the creature cannot gain access to the bully will it resort to ranged attacks, supernatural abilities, or spells and spell-like abilities. This effect persists until the creature has successfully hit the bully with at least one melee attack.



# Dreamer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Special
1st	+0	+0	+2	+2	+2	Aware, happy thoughts, rapid recovery
2nd	+1	+0	+3	+3	+2	Observant
3rd	+2	+1	+3	+3	+3	Bonus focus
4th	+3	+1	+4	+4	+3	Believe
5th	+3	+1	+4	+4	+3	I think I can
6th	+4	+2	+5	+5	+4	Avatar

**Shock:** A bully with 8 or more ranks in Trick can release a stream of profanities so foul and offensive that they shock even the monsters of the Grimm Lands. Targets are dazed for a single round, taking no actions.

**Fright:** A bully with 9 ranks in Trick knows the cruelest jibes and most ferocious threats, terrifying even powerful opponents. Targets are frightened for one round per level of the bully, and must flee from him as best as they can. If unable to flee, they may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. If the target succeeds in a save against this taunt, it has instead become enraged by the bully's insults, gaining a +2 morale bonus to attack and damage rolls against him for the remainder of the encounter.

**Intimidating (Ex):** Bullies are experts at appearing threatening and dangerous, regardless of the reality. The malleable nature of the Grimm Lands only increases that menacing aura. Bullies may double their Charisma modifier whenever they use the Trick skill to intimidate an NPC (see Chapter 2).

**Pile-On (Ex):** While most kids gain a +2 circumstance bonus to their grapple checks for each ally participating in the grapple, bullies are even more used to backup during beat-downs. Bullies gain a +4 circumstance bonus to grapple checks for each ally participating in the grapple.

**Protector (Ex):** At 6th level, the bully finally realizes his true purpose in the group: not to threaten and control those smaller than him, but to protect them. Once per round when an adjacent ally is the target of an attack, the bully may interpose himself and take the target's place. This must be decided before the attack roll is made. The bully and the target switch spaces, and the attack is resolved normally.

## The Dreamer

*There, in the sky... do you see it? It looks like a phoenix, rising from its own ashes!*

You find the world outside the classroom to be much more interesting than the dry stuff of Mrs. Applegate's lectures. You like to read about fantastic stuff like dragons, unicorns, and knights, or maybe you dream of being a ball player in the major leagues. It's hard to be a dreamer. Your mother nags you about paying more attention. Your teachers have special meetings with your parents. The teachers always shoot you dirty looks down their long and crooked noses. Some of the other kids pick on you, but you have learned to overcome it. For you know about special places, windows into other worlds. When you look off into the distance, and before a sharp word brings you back, you see yourself as a brave hero saving the day, or yourself at bat for the big team about to hit a home run. But now you see the strange world of *Grimm* . . . and it scares the hell out of you.

The dreamer is the kid who spent more time in her head than in the world with other children. She was so distracted and preoccupied with flights of fancy she often got into trouble for it. Now that she's in the Grimm Lands, all those supposedly wasted hours are paying off. While her fellow kids are stumbling around trying to understand their new powers, the dreamer has a natural control over her imagination. While the rest of the party is desperately trying to remember what it takes to pacify a troll, the dreamer is intimately familiar with the world they are trapped in. In small groups, she sometimes rises to a position of leadership, as she, and she alone, truly understands the world of *Grimm*.



## Game Rule Information

Dreamers have the following game statistics.

**Abilities:** Dreamers develop a keen understanding of the Grimm Lands, and to do so, they must be aware of the subtle details that can mean the difference between life and death. Wisdom is the surest course to developing their skills in awareness. Second is Dexterity, as this ability aids the dreamer in avoiding attacks, traps, and other nasty things that would do her harm.

**Ability Score Modifiers:** +4 Wisdom, -2 Constitution and -2 Charisma

**Hit Die:** d6

**Imagination Points at 1st level:** 2d4 + Wis modifier

**Imagination Points at Each Additional Level:** 3 + Wis modifier

**Flaw:** Dreamers tend to lose themselves in their thoughts and imaginings. Dreamers are more susceptible to illusions and charms than other characters. When attempting a saving throw against spells or spell-like abilities from the Enchantment or Illusion schools, or with the mind-affecting descriptor, she uses her Charisma modifier instead of her Wisdom modifier for Will saves. If the dreamer fails her save against an effect, in addition to the results of failing the save, she is dazed for 1 round per 3 points by which she failed the save.

## Archetype Skills

The dreamer's archetype skills (and the key ability for each skill) are Animal Empathy (Cha), Art (acting) (Cha), Art (fine arts) (Wis), Art (music) (Wis), Art (writing) (Int), Knowledge (athletic games OR fairy tales) (Int), Notice (Wis), Puzzles (Int), and Ride (Dex).

**Skill Points at 1st Level:** (6 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 6 + Int modifier.

## Archetype Features

All of the following are archetype features of the dreamer.

**Aware:** A dreamer's flightiness in the real world is inversely proportional to her being in touch with her surroundings in the Grimm Lands. At 1st level, a dreamer gains Skill Focus (Notice) or Improved Initiative as a bonus feat.

**Happy Thoughts (Su):** To a dreamer, anything can be fixed with the power of belief, even dire wounds. Using her imagination, the dreamer may heal the wounds of one of her allies as a standard action. The dreamer and the wounded character must hold hands, and must both give their full attention to the healing process. This action provokes attacks of opportunity. The dreamer may heal 1d4+1 points of damage per imagination point spent with this action.

Alternatively, the dreamer may heal all of her allies within 30 feet, simply by willing everyone to be okay. This is a standard action that provokes attacks of opportunity. All allies within 30 feet, including the dreamer, regain 1 hit point per imagination point the dreamer spends.

**Rapid Recovery (Ex):** Imagination is the cornerstone of the dreamer character, and as such she may recover spent imagination points more rapidly than normal. Once per day, by spending half an hour doing nothing but enjoying idle daydreaming, the dreamer may recover 1d4 imagination points per level.

**Observant (Ex):** Dreamers are so in touch with the stuff that makes up the Grimm Lands that they have almost superhuman awareness of their surroundings. A dreamer doubles her Wisdom modifier when making Notice checks.

**Bonus Focus:** The dreamer's imagination imbues a mundane item with power, manifesting as a new focus. Refer to Chapter 3 for details on these special items.

**Believe (Ex):** By 4th level, the dreamer is so skilled in using her imagination that she can produce spectacular effects at a lower cost. The dreamer may reduce the cost of all imagination-fueled spells, effects, and archetype abilities by 1 point. Thus, a 4-point incantation for the dreamer costs only 3 points of imagination. Reducing the imagination cost in this manner cannot reduce the cost of any imagination-fueled effect below one.

**I Think I Can (Ex):** By believing in herself, the dreamer can accomplish nearly anything. She may take 20 on any skill check as a standard action, even when circumstances and time would prohibit it.

**Avatar (Su):** When the dreamer reaches 6th level, she can become the hero she always imagined herself to be. By spending half of her maximum daily imagination points, she may transform into a shining humanoid figure of power and grace, such as a knight, a hunter, or a guardian angel. Dreamers in this state become Large creatures, gaining a +12 to Strength, +4 to Dexterity, +4 to Constitution, a +4 deflection bonus to AC, and either +20 feet to their land speed or a fly speed of 40 (average). The transformation lasts for a number of rounds equal to her Wisdom modifier.

## The Jock

*Come on guys, we're only down by 4, if we pull together we can cream 'em!*

Everything you do revolves around sports. You're able to lift more, run faster, jump higher, climb better, and throw farther than anyone else in your class. That puts you on a high pedestal in the eyes of your friends, but you don't take too much advantage of that to be popular or tell other people what to do. You don't even pick on the nerd, like everyone else. Y'see, you're all on the same team. Sure, the outsider sucks at baseball, but darn it, he's on your team. You guess you'll just have to work that much harder to make up for him.

Jocks played at least one team sport in the real world; most jocks played a wide variety of sports year-round, and at this young age, they were more likely to be co-ed rather than split into gender-based teams. Now that they've been sucked into the Grimm Lands, that experience serves them well. They can get along well with everyone, understand the value of working together, and refuse to give up. Jocks usually have more physical prowess than bullies do, but they seldom use their strength and speed to hurt others. The downside of their extra-curricular activities is that they never had much time for academics, reading, or flights of fancy, so whereas the other kids may be at least somewhat familiar with the terrors this world brings, jocks are often clueless. Of course, around here, there are times that simple ignorance is all that keeps you from melting into a pool of gibbering horror.



# Jock

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Special
1st	+1	+2	+2	+0	+3	Heroic surge 1/day, trained, weaponry
2nd	+2	+3	+3	+0	+4	Past that awkward phase
3rd	+3	+3	+3	+1	+4	Heroic surge 2/day
4th	+4	+4	+4	+1	+4	Fearless
5th	+5	+4	+4	+1	+5	Heroic surge 3/day
6th	+6/+1	+5	+5	+2	+5	Team spirit

## Game Rule Information

Jocks have the following game statistics.

**Abilities:** Strength and Dexterity are the two most important abilities, followed closely by Constitution. Jocks constantly work their bodies to excel in sports and being low in one of these areas severely impairs their performance as athletes. Wisdom follows as a distant fourth, but remains important to jocks, for they need to be aware of the positions of their teammates to ensure victory in the game.

**Ability Score Modifiers:** +2 Strength, +2 Dexterity, -4 Intelligence and -2 Charisma

**Hit Die:** d10

**Imagination Points at 1st level:** 1d3 + Wis modifier

**Imagination Points at Each Additional Level:** 1 + Wis modifier

**Flaw:** Jocks lack the sophistication of other archetypes, focusing on their physical prowess to the exclusion of intellectual pursuits. While not stupid, they often lack the culture and grace of their more genteel and socially aware peers. Jocks select two mental abilities (Charisma, Intelligence, or Wisdom). All checks that use those abilities as key attributes are made at a -4 penalty, and the jock may never take 10 or take 20 on those skills.

## Archetype Skills

The jock's archetype skills (and the key ability for each skill) are Athletics (Str), Knowledge (athletic games) (Int), Nimbleness (Dex), Notice (Wis), and Ride (Dex).

**Skill Points at 1st Level:** (2 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

## Archetype Features

All of the following are archetype features of the jock.

**Heroic Surge (Ex):** By calling on some hidden reserve, and by spending imagination points, the jock can push himself past his normal limits. The jock gains a +2 morale bonus to Strength, Dexterity and Constitution for 2 rounds per imagination point spent. Entering a heroic surge is a free action that may only be initiated on the jock's turn. At the end of the surge, the jock is fatigued for 1 minute per round of the surge.

**Trained:** Jocks have already begun to hone their bodies as well-oiled machines.

At 1st level, a jock gains Power Attack or Weapon Finesse as a bonus feat.

**Weapon:** Jocks begin play with one weapon selected from Table 3.1 in Chapter 3. Jocks should use weapons originally designed for sports, such as baseball bats, hockey sticks, Frisbees, etc. If the jock's focus is a weapon, the jock may instead choose to begin play with either football pads or hockey pads (see Chapter 3).

**Past that awkward phase (Ex):** Successful jocks have overcome the awkwardness of youth and become confident in their actions and abilities. A jock may choose whether to use his Strength or Dexterity modifier for any Athletics check, regardless of the specific activity to be accomplished (see Chapter 2).

**Fearless (Ex):** Jocks are tough and not terribly imaginative; they're either unimpressed by a troll's silly threats, or they simply can't figure out what it's talking about when it refers to "bone-flaying" and "spleen-munching." In any case, the combination serves them well, giving them a +4 morale bonus to Will saves.

**Team Spirit (Ex):** The jock, being a team player, benefits when working with others. His friendly intentions also



# Nerd

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Special
1st	+0	+0	+0	+2	+2	Focused, insight 1/day, quick study
2nd	+1	+0	+0	+3	+2	Astounding intellect
3rd	+1	+1	+1	+3	+3	Insight 2/day
4th	+2	+1	+1	+4	+3	Spellslinger
5th	+2	+1	+1	+4	+3	Insight 3/day
6th	+3	+2	+2	+5	+4	Enforce logic

encourage others to do their best. All “aid another” actions involving the jock, regardless of whether the jock performs the aid another action or receives the benefits of an aid another action, confer a +4 bonus instead of the standard +2.

intellect to help a lost group of kids find their way through the weird world of *Grimm*.

## The Nerd

*Actually, it is quite possible that the rules of our world do not apply to those of this world . . . allow me to make a few calculations . . .*

No one really appreciates the sciences anymore. In fact, it seems that you alone can cite the differences between an ionic and a covalent bond, or are able to name the first 50 elements on the periodic table. Heck, you bet no one understands the inadequacies of Newtonian physics in the modern era. You're good at algebra, science, geography, civics, English, history . . . sports? Well no, you don't play any, really; no time . . . SATs and all. Chess counts, right?

The nerd is one of the most iconic characters in the schoolyard. As one of the first archetypes to emerge in youth, he studies hard, lacks all fashion sense, is socially inept, and has unpopular hobbies. Most of these guys and girls focus on math and the sciences, and a few find interest in the outdoors (either so they can get that Boy Scout badge, or the better to complete their insect collection). Nerds tend to be chatty and more than a little pedantic. As kids seldom like a condescending tone, especially from a peer, nerds often find themselves the targets of bullies and the occasional jock. On the other hand, nerds possess the knowledge and



## Game Rule Information

Nerds have the following game statistics.

**Abilities:** Intelligence is the province of the nerd. Nerds are veritable storehouses of information. The nerd's next most important ability is Dexterity, as it helps him escape the hands and fists of bullies and other nasty monsters that would crack his bones and suck out his arrogant marrow.

**Ability Modifiers:** -2 Strength, -2 Constitution, and +4 Intelligence

**Hit Die:** d4

**Imagination Points at 1st level:** 1d4 + Wis modifier  
**Imagination Points at Each Additional Level:** 2 + Wis modifier

**Flaw:** Nerds are physically underdeveloped, lacking the coordination of jocks and the raw physical potential of the bully. They are also hopeless socially.

Nerds may never take ranks in Athletics or Socialize, and suffer a -2 penalty to all untrained Athletics and Socialize checks.

## Archetype Skills

The nerd's archetype skills (and the key ability for each skill) are Boy Scout Stuff (Wis), Home Ec (Int), Knowledge (science) (Int), Magic Intuition (Int), and Puzzles (Int).

**Skill Points at 1st Level:** (2 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

## Archetype Features

All of the following are archetype features of the nerd.



# Normal Kid

Class Level	Base					Special
	Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	
1st	+0	+2	+2	+2	+3	Social chameleon 1/day, survivor
2nd	+1	+3	+3	+3	+4	Bonus feat
3rd	+2	+3	+3	+3	+4	Social chameleon 2/day
4th	+3	+4	+4	+4	+4	Bonus feat
5th	+3	+4	+4	+4	+5	Social chameleon 3/day
6th	+4	+5	+5	+5	+5	Mantle of responsibility

**Focused:** Nerds, unlike most of their peers, actually have attention spans. They are used to committing to their interests and making up their own minds. At 1st level, a nerd gains Iron Will or Skill Focus (any class skill) as a bonus feat.

**Insight (Ex):** Sometimes insight comes like a bolt of lightning, often just when needed. Inspiration simulates those ineffable moments of epiphany. By spending imagination points, the nerd may ask the GM a question she must answer, although she can be tricky or circumspect. The knowledge gained may include details about a particular denizen native to the Grimm Lands, identifying an opponent's special weakness, remembering a detail from a previous adventure, or gaining an understanding of something the child would normally not comprehend (advanced architectural theory, for instance). The answer should be helpful, but may take the form of a hint or cryptic reply. The more imagination points expended, the more useful the information gained. It should require at least one imagination point per Hit Die of an opponent to discover its weakness.

**Quick Study (Ex):** In school, being a quick study helped a nerd understand lessons easily. In the Grimm Lands, it means the character can learn a magic incantation in half the time. This quickened learning time does not affect the DC of the Magic Intuition check to learn the spell or the number of imagination points spent when learning it (see Chapter 3).

**Astounding Intellect (Ex):** The Grimm Lands are replete with bizarre devices, enchanted items, and weird facts, all of which the nerd is better suited to solving than their fellow kids. Nerds double their Intelligence modifier on Puzzle checks or any other check involving riddles, conundrums, or problem-solving.

**Spellslinger (Su):** While most kids must be taught incantations in order to use them, the nerd seems to have an inherent ability to manipulate the energies of the arcane sciences. By spending twice an incantation's normal cost in imagination points and making a Magic Intuition check of DC 15 + spell level, he may spontaneously recreate the effect of any spell he has witnessed (excepting spells from banned schools; see Chapter 3). This does not mean that the nerd has learned the incantation, however.

**Enforce Logic (Ex):** Once per day, at a cost of half of his maximum daily imagination points, the nerd can force a target creature to attempt a Will save (DC equal to 10 + ½ the nerd's level + Int modifier). Should the creature fail, it loses access to all spell-like and supernatural abilities for the duration of the encounter, as the nerd imagines the Grimm Lands to be a place in accordance with the normal rules of reality.

## The Normal Kid

*I'm the kid who sits in the third row in English, don't you remember?*

You are the kid who is neither popular, nor a geek, nor outcast . . . nor anything else, for that matter. You play sports, but you're not the star of the team. You get B's in all your classes, but you don't apply yourself the way the nerd does. You have friends, just not as many as the popular kid. All in all, you're just you, an ordinary, everyday kid who has homework, plays street hockey in your neighborhood, and has a secret crush on Suzie . . . just don't tell anyone about that last bit.

Not every child fits into the stereotypes presented as the archetypes. Some are just average, normal kids. The normal kid is really a blank slate for players to create the kind of kid they want. In the Grimm Lands, normal kids are a dime a dozen, caught in the teeth of Jack's giant, or baked in a pie by the old witch in the forest. They are the kids to which awful stuff happens. Of course, not all die horrible deaths. Really.

## Game Rule Information

Normal kids have the following game statistics.

**Abilities:** Normal kids can excel in any area, but most are simply average.

**Ability Score Modifiers:** Normal kids have no modifiers to their ability scores

**Hit Die:** d8

**Imagination Points at 1st level:** 1d4 + Wis modifier

**Imagination Points at Each Additional Level:** 2 + Wis modifier

**Flaw:** Normal kids cannot have a skill that exceeds any other skills by more than 2 ranks, as they rarely specialize in any particular area. That's nothing compared to their true flaw, however: They are the person in the story that the bad stuff happens to: the red shirt, the nameless extra, the hero's expendable best friend. As such, whenever possible, attackers target the normal kid on the first round of combat before targeting any other kid. Additionally, when presented with several equally tasty targets at any other point in a combat (i.e., whenever the GM would randomly determine a creature's target from among several adjacent kids), a creature always chooses to attack the normal kid.

## Archetype Skills

The normal's archetype skills (and the key ability for each skill) are Animal Empathy (Cha), Athletics (Str), Home Ec (Int), Industrial Arts (Dex), Knowledge (thinking games) (Int), Nimbleness (Dex), Notice (Wis), Ride (Dex), Sneak (Dex), Socialize (Cha) and Trick (Cha).

**Skill Points at 1st Level:** (4+ Int modifier) x 4.

**Skill Points at Each Additional Level:** 4+ Int modifier.

## Archetype Features

All of the following are archetype features of the normal.

**Survivor:** Say what you will about the normal kid, he's resilient. At 1st level, the normal kid gains Great Fortitude or Lightning Reflexes as a bonus feat.

**Social Chameleon (Ex):** Normal kids, having not much personality of their own, tend to blend in with the crowd. Their predisposition to this kind of behavior has an unusual result in the Grimm Lands. The normal kid may use an archetype feature of any other kid in the party. If the ability is imagination-based, the normal kid pays the appropriate number of imagination points. If it is not imagination-based, the normal kid must pay at least one imagination point to use it, plus an additional imagination point for every round that the archetype ability affects the game. Normal kids may only select archetype features available to kids of their own level or lower.

**Bonus Feat:** He needs all the help he can get. 'Nuff said.

**Mantle of Responsibility (Ex):**

At 6th level, the normal kid learns something about himself that elevates him above the drudgery of his normal life. Such information may include learning that he is descended from kings, that he is a prophesied hero, that he was rescued as a baby by an anthropomorphic animal, or anything else along those lines. The result of such information is that it redefines the normal kid into something special and unique. The normal kid selects a boon from the following list, or the GM selects one for him. Once a boon is selected, it cannot be exchanged for another. The GM may create new boons as she sees fit.

*Descended From Kings:* Unbeknownst to you, a changeling stole you away from your cradle in a mist-

shrouded castle and sent you through to the real world, where a normal family raised you. Through the years of your young life, you experienced many dreams of a fantasy land of talking animals and brooding monsters, a place that was frightening yet strangely soothing. Through accident or fate, you found your way back into the Grimm Lands. After many adventures and several strange clues, you've finally learned the truth about your birthright, unlocking your potential and all of the responsibility it entails. Upon the realization, you gain the spell-like ability to cast *command* 1/day as a standard action (DC 13 + Cha modifier). At the moment of that realization, you may also permanently spend any number of imagination points; each point spent may either permanently increase your Charisma by 1 point or allow you to cast *command* one extra time per day.

*Fairy Kin:* Your latent fairy blood surfaces and permanently transforms you into a fairy. Your size decreases to Tiny, which gives you a -4 to Strength, a +2 to Dexterity, and a +1 bonus to AC and attack rolls due to reduced size. In addition, you grow butterfly or dragonfly wings (your choice), and gain a fly speed of 60 ft. (perfect). You become immune to Enchantment spells and effects. By becoming a fairy, you forsake the real world and may never leave the Grimm Lands.

*Forest Friend:* Throughout your adventures in the Grimm Lands, something keeps drawing you back to the Great and Awful Forest. You've traveled, seen wonders, and averted disaster, but your heart and mind always return to the Grimm Lands' only stretch of wood. The spirits of the forest speak to you in your dreams, offering amity in exchange for your aid in its defense. The Forest provides you with an animal companion from the following list: badger, dire rat, dog, eagle, hawk, horse (light), owl, pony, snake (Small

viper), or wolf. This animal is a loyal and intelligent companion, accompanying you on the remainder of your adventures as appropriate for its kind. Unlike normal animals, your animal ally has a number of special abilities separating it from its mundane kin. First, the creature gains the special abilities of the animal companion of a 6th-level druid: It becomes a magical beast, gains +4 Hit Dice, +4 to natural armor, and +2 to Strength and Dexterity; the creature also gains the link, share spells, evasion, and devotion special abilities (see PHB). Finally, the animal has the talking template. If your animal ally dies, one of its siblings arrives in seven days to take its place. If for any reason you





# Outcast

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Special
1st	+0	+0	+2	+0	+4	Forgettable, quick, sneak attack +1d4
2nd	+1	+0	+3	+0	+5	Compulsive liar, deceptive
3rd	+2	+1	+3	+1	+5	Sneak attack +2d4
4th	+3	+1	+4	+1	+6	Improved uncanny dodge
5th	+3	+1	+4	+1	+6	Sneak attack +3d4
6th	+4	+2	+5	+2	+7	Hide in plain sight

lose the friendship of the Great and Awful Forest, your animal ally departs.

**Knight:** A noble bestows the title of knight upon you for your unflinching courage in the face of danger and for services performed for the sake of the Grimm Lands. Along with the prestige and status of your new position, the lord who bestows the title also gives you an amulet: the secret of your power. The amulet can look like anything you want, but typically, it carries the personal symbol of the King or Queen who gave it you. At will and as a free action, you may become a brave knight, growing to Medium size and receiving a +2 to Strength, a +2 to Constitution, and a -1 penalty on attack rolls and AC due to your increased size. A set of magical armor of pure force (with helm) surrounds you and a magical shield appears on your arm (replacing any currently worn armor, helm, and shield), giving you a +10 deflection bonus to your armor class. Finally, an enchanted sword appears in your hand, usable by you alone. The sword is a +3 *holy cold iron sword*. You must spend 2 imagination points each round that you remain a knight.

**Maturity:** Basically, you grow up. The experiences in the Grimm Lands have hardened you, maturing you before your time. Your belief in the magical has waned, and now all you want to do is get home at any cost. You must permanently spend all of your imagination points, but your Wisdom increases by 1 for every 2 imagination points you had. In exchange for your no-nonsense approach, your mind has become clear and unclouded. You are constantly under the effects of a *true seeing* spell and automatically make all Will saves.

**Moonstruck:** The constant barrage of the weird and unsettling finally snapped the delicate thread in your mind that most call sanity. You are utterly raving, a lunatic who howls at the moon. You are lucid most of the time, capable of holding a conversation, enjoying a good joke with your friends at another's expense, and even pulling a goblin apart with your teeth . . . everyone does that, right? A byproduct of your psychosis is your ability to transform into an animal. Every morning you choose whether you'd like to spend the day as a wolf or as a human. As a wolf, you gain the wolf's natural attack, trip ability, low-light vision, scent, feats, and any of its ability scores that are better than your own. You retain your own Hit Dice, saving throws, base attack bonus, and any of your own attributes that are higher than a normal wolf's (but you cannot speak). At any time, as a standard action, you may transform into a wolf-human hybrid. This form uses the best characteristics of both forms, and also gains +2 to natural armor, 2 claw attacks as secondary attacks (damage 1d4 +

Strength), and gains damage reduction 10/silver. You must spend 2 imagination points for each round spent in hybrid form. Finally, regardless of your form, you can always communicate with wolves and gain a +4 bonus to Animal Empathy or Socialize checks when doing so.

**Prince/Princess:** A King or Queen of the Grimm Lands adopts you, endowing you with the mantle of rulership. One day, you stand to inherit your adopted parent's lands. Until then, you are free to seek your fortune. If you are a prince, you gain a talking light warhorse and a talking +2 *defending sword*. If you are a princess, you gain a talking light warhorse horse and a talking +2 *merciful shortbow*. The weapon and horse are very knowledgeable about the Grimm Lands and quite experienced adventurers, but never agree on anything. If asked for advice, one of them (determined at random) will give the right answer or a wise suggestion, while the other will give an incorrect answer or an unwise suggestion. Both will vociferously declare their correctness in the matter.

## The Outcast

*You don't know me! You don't know what it's like to be me . . .*

No matter what you do, you can't fit in anywhere . . . so why keep trying? You don't need friends. You like nonconformity. You wear unusual clothing, listen to odd music, and largely dwell on the outskirts of your classmates, unmissed and unnoticed. Sure, it sucks not being in the "in crowd," but who really needs them anyway?

Outcasts are depressed children who believe, and sometimes truly so, that no one cares for them. Their desperate lives have left them little room to develop their imaginations or believe in much of anything. Thanks to their isolated existence, however, they have developed strong coping skills that make them excellent survivors in the Grimm Lands. Since no one notices them anyway, they find that it is easier for them to sneak around and go to forbidden places. Most outcasts are good at stealing, having learned that it gets them attention in the real world; here in *Grimm*, the outcast's ability to pick a pocket may mean the difference between all of the kids getting out of a dungeon alive, and all of them having the flesh flayed from their bones. Outcasts that save the day in *Grimm* find that they can be appreciated and accepted, after all.

## Game Rule Information

Outcasts have the following game statistics.

**Abilities:** Outcasts rely on high Dexterity scores to slip away from danger. Outcasts find Intelligence useful, as well, as it ensures that they are clever enough to outwit their foes.

**Ability Score Modifiers:** +4 Dexterity and -4 Charisma

**Hit Die:** d6

**Imagination Points at 1st level:** 1d3 + Wis modifier

**Imagination Points at Each Additional Level:** 1 + Wis modifier

**Flaw:** Outcasts are pathologically shy, and have a difficult time speaking to anyone who isn't a kid. Whenever an outcast attempts to perform some visible, dynamic act, such as speaking up for the party, speaking directly to an NPC, or drawing a monster's attention away from his friends, the outcast must make a DC 10 Will save or be unable to do so, reverting to his normal state of downcast eyes and muttering bitter words under his breath. The outcast receives a -1 penalty to the save for every HD of the creature he is trying to address, or a -1 penalty for every 5 beings in a crowd. On the other hand, short people are nowhere near as intimidating; the outcast gains a +4 circumstance bonus to the save if he is addressing a Small creature, and a +8 if he is addressing a Tiny or smaller creature.

## Archetype Skills

The outcast's archetype skills (and the key ability for each skill) are Art (music) (Wis), Booby Trap (Int), Boy Scout Stuff (Wis), Industrial Arts (Dex), Nimbleness (Dex), Notice (Wis), Open Lock (Dex), Ride (Dex), Sneak (Dex), and Sleight of Hand (Dex).

**Skill Points at 1st Level:** (6 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 6 + Int modifier.

## Archetype Features

All of the following are archetype features of the outcast.

**Forgettable (Ex):** No one notices the outcast. Whenever a group of kids is attacked, the outcast is always the last among the group to be targeted by foes on the first round. If there is a normal kid in the group, the outcast is never targeted by foes on the first round. Additionally, when presented with several equally tasty targets at any other point in a combat (i.e., whenever the GM would randomly determine a creature's target from among several adjacent kids), a creature never chooses

to attack the outcast.

**Quick:** Outcasts are used to avoiding blows from drunken parents or irritated cops. At 1st level, an outcast gains Combat Expertise or Dodge as a bonus feat.

**Sneak Attack:** Because most people barely notice outcasts, much less perceive them as threats, the outcast can often catch opponents by surprise and can strike them in vital spots for extra damage. The outcast's attack deals extra damage as listed any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the outcast flanks his target. This extra damage is 1d4 at 1st level, and it increases by 1d4 every two outcast levels thereafter. Should the outcast score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

An outcast can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The outcast must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. An outcast cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

### Compulsive Liar

**(Ex):** Outcasts can swear oaths and not really mean it. Outcasts suffer no ill effects from breaking an oath or failing to complete a quest (See Chapter 4).

**Deceptive (Ex):** Though outcasts have poor communication skills, they thrive on misdirection and deception. Outcasts use their Intelligence modifier for untrained Trick checks instead of Charisma. Moreover, outcasts may double their Dexterity modifier on all Sneak checks.

### Improved Uncanny Dodge (Ex):

At 4th level, an outcast can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. Additionally, the outcast can no longer be flanked. This defense prevents a creature with the sneak attack ability from doing sneak attack damage against the outcast.

**Hide in Plain Sight (Su):** An outcast is so forgettable that he can just drift out of someone's notice, even with nothing to hide behind. This means he may use the Sneak skill, albeit at a -10 to the check, even while being observed and without cover or concealment. He must spend 1 imagination point per round spent hiding in this manner.





# Popular Kid

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Special
1st	+0	+0	+0	+2	+2	Cheerleader +1, Fascinate, Fit
2nd	+1	+0	+0	+3	+2	Charming
3rd	+2	+1	+1	+3	+3	Cheerleader +2
4th	+3	+1	+1	+4	+3	Go With
5th	+3	+1	+1	+4	+3	Cheerleader +3
6th	+4	+2	+2	+5	+4	Honeyed Tongue

## The Popular Kid

*Oh, hi (giggle) . . . and you are?*

Everyone knows your name and everyone likes you. You are *the* most popular kid in school, and that carries a certain weight of responsibility. You and your friends determine fashion, who is in and who is out. If they do not like it, well, that's just because they're jealous. You probably come from a well-off family, and your parents have great plans for you. You do well in school, but unlike the nerd, you spend time in the cool clubs, like the swim team, cheerleading, and key club. Everyone looks to you for the social rules of the school, and you are more than happy to give them.

The popular kid has a lot going for her in the real world: plenty of friends, lots of support, maybe even rich parents to buy her all sorts of goodies. She knows how to get along with everyone, even adults. When put into the rather unlikely position of finding herself in a fairytale world, she relies on those natural strengths. She is a social character who works best as part of a team, providing inspiration and support to her friends. With much of her support network gone, she becomes a little nervous, causing her baser natures to emerge. Being used to getting whatever she wants is a character trait that can get her into trouble if she is not careful.

### Game Rule Information

Popular kids have the following game statistics.

**Abilities:** Popular kids have high Charisma scores, a commodity none can do without if they wish to retain their status as the most important kids in school. A high Intelligence is a vital second statistic as it reflects their capacity for book learning and dedication to their futures. Some popular kids who play sports or take part in cheerleading may have high physical abilities too.

**Ability Score Modifiers:** +4 Charisma and -4 Wisdom

**Hit Die:** d8

**Imagination Points at 1st level:** 1d4 + Wis modifier

**Imagination Points at Each Additional Level:** 2 + Wis modifier

**Flaw:** Popular kids are certainly not always rich kids (though it helps), and not all popular kids are materialistic. However, popular kids are all individuals who desperately want things from the world: love, attention, friendship, cool clothes, cool toys, CDs, and more. As a

result, popular kids have a hard time refusing when someone (or something) offers them a gift. Popular kids suffer a -4 penalty on any attempt to resist temptations (see Chapter 4). The GM can also call for the kid to make a Will save whenever confronted with the opportunity to take something without immediate, obvious consequences. She does not steal per se, but if something happens to be lying around and she really wants it, it is hard for her to say no.

### Archetype Skills

The popular kid's archetype skills (and the key ability for each skill) are Animal Empathy (Cha), Art (acting) (Cha), Art (dance) (Dex), Art (music) (Wis), Knowledge (athletic games) (Int), Notice (Wis), Ride (Dex), Socialize (Cha) and Trick (Cha).

**Skill Points at 1st Level:** (6 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 6 + Int modifier.

### Archetype Features

All of the following are archetype features of the popular kid.

**Cheerleader (Ex):** Popular kids are natural leaders. A word of inspiration from the popular kid goes a long way towards inspiring even the most anti-social outsiders to greater things. As a standard action, the popular kid can cheer for all allies. The effect lasts for as long as the ally hears the popular kid cheer and for 1 round per level of the popular kid thereafter. An affected ally gains a +1 morale bonus to either attack rolls, damage rolls, AC, hit points, saving throws, or skill checks, as chosen by the cheerleader. At 3rd level this bonus rises to +2, and at 5th level it becomes +3. A normal use of this ability requires 1 imagination point. For each additional imagination point spent, however, the popular kid may extend the competence bonus to 1 additional characteristic or type of roll. For instance, a 3rd-level popular kid could spend 3 imagination points to give her allies a +2 to attack rolls, damage rolls, and saves, or to AC, skill checks, and hit points, or to any other combination of characteristics and rolls.

**Fascinate (Su):** Popular kids are great at winning over crowds and fascinating others. Each creature to be fascinated must be within 90 feet of the popular kid, able to see and hear her, and able to pay attention to her. The popular kid must also be able to see each creature. The distraction of a nearby combat or other dangers prevents the ability from working.

To use the ability, the popular kid makes a Socialize or Animal Empathy check as appropriate. Her check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the popular kid cannot fascinate it for 24 hours. If its saving throw fails, the creature sits quietly and listens to the popular kid talk (or watches her dance, or listens to her sing, etc.), taking no other actions for as long as the popular kid continues (up to a maximum of 1 minute per level of the popular kid). While fascinated, a target takes a -4 penalty on Notice checks, Trick checks, initiative, and similar checks. Any potential threat requires the popular kid to make another check and allows the creature a new saving throw against a DC equal to the check's result. Any obvious threat, such as someone drawing or aiming a weapon or casting a spell, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

A normal use of this ability requires the expenditure of 1 imagination point and affects one creature per level of the popular kid. However, the popular kid may affect 1 additional creature per additional imagination point spent.

**Fit:** Popular kids tend to be sucked along with whatever new fad their parents are trying out, be it a health food fad or an exercise program. At 1st level, a popular kid gains Run or Toughness as a bonus feat.

**Go With (Ex):** The most coveted position in school is to be the boyfriend or girlfriend of a popular kid. "Going with" is a kind of platonic girlfriend/boyfriend relationship children use once they get over the revulsion of the opposite gender, but before the complications of puberty fully sink in. The popular kid can select one other child (PC or NPC) to go with. The selected child's maximum imagination point value increases by 1, and he receives a +1 morale bonus to all saves. However, the popular kid may rely on her boyfriend to save her if she's in trouble; any time the popular kid takes damage, she may expend 1 imagination point to cause half of the damage (round up) to be inflicted on her boyfriend instead.

The popular kid may end this relationship at any time, dumping her boyfriend with such worldly phrases as "I need someone more mature," "I need some time to myself," and "we don't have anything in common anymore." The popular kid may then immediately pick another kid to go with, provided the kid is even less mature, more clingy, has less in common with her, etc. A kid who has been dumped receives a -1 penalty to all rolls for one day, but also retains the increase to his imagination point value for that day as he imagines his life is over. In any case, as kids are resilient and not terribly emotionally vested at this young age, the dumped kid returns to normal after one day.

**Charming (Ex):** Popular kids, despite their sometimes shallow nature, are well-versed in manners and are able to impress almost anyone they meet. Even enemies find themselves enjoying the camaraderie between themselves and the child. Popular kids double their Charisma bonus on all Socialize and Animal Empathy checks.

**Honeyed Tongue (Ex):** Popular kids have an uncanny ability to convince others to see their line of thinking. As a full-round action that provokes attacks of opportunity and by expending 1 imagination point per Hit Die of her target, a popular kid can attempt to convince someone or something to do what she wants. This ability works just like the *suggestion* spell, and the target is entitled to a Will save (DC 13 + the popular kid's Cha modifier).



# Chapter Two: Skills and Feats

## Skills

While there are a few expanded skills in *Grimm*, for the most part the skills you'll find here are streamlined and condensed from the normal d20 System skill list, the better to expedite play and capture the fantastic, yet childlike feel of fairy tales. For instance, Notice combines the Listen, Search, and Spot skills, while Athletics covers Climb, Jump, and Swim, yet Nimbleness is an entirely new skill altogether. The manner in which characters gain skill points, and the mechanics behind skill checks, remain the same. The symbols on the following chart are as follows:

- 0: Class Skill
- x: Cross-class Skill

## Skill Descriptions

### Animal Empathy (Cha)

Use this skill to change the attitudes of animals you encounter in the Grimm Lands.

**Check:** As often as not, the “people” a kid encounters in the Grimm Lands are animals, too. This skill allows you to call on that inner bond that little girls have with puppies and kittens, or little boys with snakes and snails, to make friends with these strange creatures, whether they are normal animals or talking ones. If the animal has the talking template, this skill may be used instead of Diplomacy to interact with it. If the animal does not have the talking template, this skill functions like the ranger’s wild empathy ability as described in the PHB.

**Synergy:** If you have 5 or more ranks in Boy Scout Stuff, you gain a +2 bonus on Animal Empathy checks. If you have 5 or more ranks in Socialize, you gain a +2 bonus on Animal Empathy checks with talking animals.

### Art (varies)

This skill allows you create, perform, and understand a variety of art forms. Like the Knowledge skill, Art encompasses a number of unrelated skills. Art represents a study of some particular aspect, including the creation of that art form. Each of the five categories of the Art skill includes a variety of methods or techniques.

- Acting (comedy, dramatic, monologue)
- Dance (ballroom, jazz, popular)
- Fine Arts (painting, pencils, sculpture)
- Music (compose, instrument, sing)
- Writing (academic prose, poetry, light prose)

**Check:** Answering a question regarding a particular art form has a DC of 10 (for easy questions), 15 (for basic questions), or 20 to 30 (for tough questions). For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

You can use the Art skill to make new art. This is a useful skill in the Grimm Lands, as art is a product of the imagination and can sometimes create things useful to a lost boy or girl. Creating a new piece of art requires one hour and the appropriate materials: paints for fine arts, an instrument for composing music, or a pencil for writing. The DC of your Art check determines the quality of the work: Crude DC 10, Average DC 20, Excellent DC 25, Masterpiece DC 30.

Some applications of art forms are based more on performance than creation. In these cases, the Art skill (acting, dance, and certain forms of music) functions similarly to the Perform skill: By succeeding at an Art check, you can impress an audience with your talent and skill. Consult the following table for details.

#### Art Performance DCs

DC	Results
10	Routine performance. You gain a +0 bonus to future Charisma-based checks with members of the audience.
15	Enjoyable performance. You gain a +1 bonus to future Charisma-based checks with members of the audience.



## Table 2.1: Skills

Skill	Attribute	Bully	Dreamer	Jock	Normal	Nerd	Outsider	Popular
Animal Empathy	Cha	x	0	x	0	x	x	0
Art (acting)	Cha	x	0	x	x	x	x	0
Art (dance)	Dex	x	x	x	x	x	x	0
Art (fine arts)	Wis	x	0	x	x	x	x	x
Art (music)	Wis	x	0	x	x	x	0	0
Art (writing)	Int	x	0	x	x	x	x	x
Athletics	Str or Dex	x	x	0	0	x	x	x
Booby Trap	Int	0	x	x	x	x	0	x
Boy Scout Stuff	Wis	x	x	x	x	0	0	x
Home Ec	Int	x	x	x	0	0	x	x
Industrial Arts	Dex	0	x	x	0	x	0	x
Knowledge (athletic games)	Int	x	0	0	0	x	x	0
Knowledge (fairytales)	Int	x	0	x	x	0	x	x
Knowledge (science)	Int	x	x	x	x	0	x	x
Magic Intuition	Int	x	x	x	x	0	x	x
Nimbleness	Dex	x	x	0	0	x	0	x
Notice	Wis	x	0	0	0	x	x	0
Open Lock	Dex	x	x	x	x	x	0	x
Puzzles	Int	x	0	x	x	0	x	x
Ride	Dex	0	0	x	0	x	0	0
Sneak	Dex	x	x	x	0	x	0	x
Socialize	Cha	x	x	x	0	x	x	0
Sleight of Hand	Dex	x	x	x	x	x	0	x
Trick	Cha	0	x	x	0	x	x	0

- 20 Great performance. You gain a +2 bonus to future Charisma-based checks with members of the audience.
- 25 Memorable performance. You gain a +4 bonus to future Charisma-based checks with members of the audience.
- 30 Extraordinary performance. You gain a +8 bonus to future Charisma-based checks with members of the audience.

Bonuses to Charisma-based checks last for a number of hours equal to the character's key ability modifier for the Art skill used.

**Action:** Varies. Creating art is slower than performing art. See above for details on creating art. Performing art takes anywhere from a round to upwards of a day, depending on the particular form.

**Try Again:** Yes. You may attempt a retry, but it does not negate previous failures, and an audience unimpressed in the past is likely to be prejudiced against future performances (increase the DC by 5 for each previous failure). If you are creating art, a failed attempt ruins the materials used for the first piece, and you must procure more of them before attempting the project anew.

### Athletics (Str or Dex, Armor Check Penalty)

Use this skill to climb Rapunzel's tresses, jump over a laughing stream, or balance on the edge of the world.

**Check:** You make an Athletics check whenever called to perform a physical task, whether it is based on speed,

strength, or coordination. Athletics is used in place of Balance, Climb, Jump, and Swim checks from the d20 System. The GM may specify whether Strength or Dexterity should be used as the key ability, depending on circumstances.

Many situations requiring this skill cause characters to lose their Dexterity bonus against attacks (balancing on a narrow log, swimming in murky water, or climbing a wall, for instance); however, because kids in the Grimm lands are so wily, they may retain their Dexterity bonus to AC if they beat the required Athletics DC by 5 or more.

**Chase/Flee:** You may also use the Athletics skill to run races, cover long distances quickly, or run away from a monster. Athletics allows characters to push themselves faster than they can normally move. Depending on the result of your Athletics check, you gain a set bonus to your speed. Each round you do nothing other than chase/flee, you may attempt an Athletics check and consult the table below.

DC	Result
15	Speed increases by 5 feet (+1 square)
20	Speed increases by 10 feet (+2 squares)
25	Speed increases by 15 feet (+3 squares)
30	Speed increases by 20 feet (+4 squares)

Each consecutive round you chase/flee, you suffer a cumulative -2 penalty to your Athletics check. Terrain can affect movement by increasing the cost of each square by a certain value. Refer to the PHB for terrain details on character movement.

**Contests:** Invariably, children encounter situations where they must compete physically against others. Such contests could include a foot race, a discus throw, or even climbing a wall. To facilitate the results of such contests, the two athletes make opposed Athletics checks each round of the contest. Some contests may require just one round (a 6-second interval), while others take several minutes. For a simple contest, use the following mechanic: the winner of the opposed roll gains an advantage point. The losers all lose a point. If there is a tie for the winning roll, neither contestant gains or loses a point. At the end of the contest, the individual with the highest number of points wins.

The GM may create more detailed rules for specific contests, such as setting specific DCs for an archery contest, allowing a specific distance of rope to be climbed with each opposed Athletics check, etc.

**Synergy:** If you have 5 or more ranks in Knowledge (athletic games) or Nimbleness, you gain a +2 bonus to Athletics checks.

## Booby Trap (Int)

You may use this skill to set, find, and disable traps.

**Check:** Your GM makes your Booby Trap checks whenever you want to set up or disable a trap. For DCs, results, and special features, refer to the Disable Device skill in the PHB. **Note:** all children in *Grimm* can locate traps regardless of the DC to find the trap, and regardless of whether or not it is magical.

**Synergy:** If you have 5 or more ranks in Boy Scout Stuff, you gain a +2 bonus on Booby Trap checks in natural settings.

## Boy Scout Stuff (Wis)

In the case of the nerd, Boy Scout Stuff is hard-learned, eagerly studied stuff to earn those merit badges; in the case of the outcast, it's just stuff you pick up from wandering around the woods for hours on end. Use Boy Scout Stuff to find your way out of the haunted forest, to forage for food, and to bandage a wound.

**Check:** You use Boy Scout Stuff any time you would use Survival or Heal.

**Synergy:** If you have 5 or more ranks in Boy Scout Stuff, you gain a +2 bonus on Animal Empathy checks and a +2 bonus on Booby Trap checks in natural settings. If you have 5 or more ranks in Knowledge (science), you gain a +2 bonus to Boy Scout Stuff.



## Home Ec (Int)

Use Home Ec to cook, sew, clean, or perform any other chore that kids in fairy tales are forced to do on pain of death.

**Check:** Make a Home Ec check whenever you need to perform an undesirable chore. The complexity of the task determines the DC of the check. Consult the following table for details including DCs and types of Home Ec checks. If you fail by 4 or less, you simply don't finish in time, either because it was too hard a task or because you got bored and distracted; however, you have partially completed the task. If you fail by 5 or more, you make some huge mistake and ruin whatever you were working on, probably angering your taskmaster.

DC	Difficulty	Example
5	Easy	Sew a button, mop the floor
10	Simple	Make dinner for 4
15	Difficult	Clean the privies in a barracks
20	Backbreaking	Wash a giant's underclothes
25+	Impossible	Spin flax into gold

**Action:** A Home Ec check usually requires between one hour and one day, but the GM has the final say in the duration of the task.

**Try Again:** Yes, but you must start all over again.

## Industrial Arts (Dex)

Use this skill to make something or perform some

handy task, like building cabinets, chopping wood, or fixing wagon wheels. This skill is often useful for getting into a stranger's good graces.

**Check:** You must have the necessary equipment on hand to perform the check (an axe to chop wood, a brush to groom a horse, etc.). The complexity of the task determines the DC of the check. Consult the following table for details.

DC	Difficulty	Example
5	Easy	Paint a fence
10	Simple	Chop wood
15	Difficult	Fix a wagon wheel
20	Backbreaking	Build a birdhouse . . . for a bird the size of a horse
25+	Impossible	Remove a pine tree from under the toenail of a giant

If you succeed in the task, you achieve your goal. If you are attempting to aid a stranger, you receive a +2 circumstance bonus to all subsequent Charisma-based checks for every 4 points by which you beat the DC of the task. Failure by 4 or less means that you completed the task, but sloppily. Failure by 5 or more results in an utter mess and complete failure.

**Action:** An Industrial Arts check usually requires between one hour and one day, but the GM has the final say in the duration of the task.

**Try Again:** Varies. If you are trying to impress a stranger, you may not retry this skill on the same task, though you may attempt a new task. If you are working to achieve some other end, you may start again from scratch.

## Knowledge (Int)

Like the Art skill, Knowledge encompasses a number of unrelated areas of expertise. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

The fields of study for *Grimm* include:

**Athletic Games:** This knowledge encompasses everything one would want to know about sports, including such things as rules, strategic plays, viable strategies, and etiquette. Common athletic games include soccer, football, baseball, and hockey. Some sports enjoy a greater following in different cultures; for instance, cricket is rarely if ever played in the United States, and American-style football is rarely if ever played in the United Kingdom. If the sport in question is not common to the character's culture, the DC increases by 5 to 10. Characters may also use this skill to quickly learn the rules for a new contest, game, or sport.

**Fairy Tales:** Kids use this skill to recall details about traditional fairy tales and make guesses about the warped versions found in the Grimm Lands. Ranks in this Knowledge skill reflect understanding and familiarity with the innumerable nursery rhymes and fairy tales of your culture. Such information includes legends, personalities, inhabitants, laws, customs and traditions in fairy tales. DCs to uncover information about fairy tales from foreign cultures are increased by 5 to 10. Some example DCs follow.

DC	Type of Information Known
10	Common; any major story in <i>Grimm's</i>

- |    |  |
|----|--|
| 15 | <i>Fairy Tales</i> , unchanged characters. Uncommon; minor tales in <i>Grimm's Fairy Tales</i> , such as the <i>Blue Light</i> ; guesses about which good characters have become evil, and vice versa.   |
| 20 | Obscure; remembering the exact differences between the original folk version of a fairy tale, the <i>Grimm's Fairy Tales</i> version, and the modern movie version; educated guesses regarding precise twists and alterations to the fairy tales as seen in the Grimm Lands (Cinderella's penchant for a cat-o-nine tales, Humpty Dumpty's rotten nature, etc.). |
| 25 | Extremely obscure; known only by a few of the Grimm Lands denizens, and even they probably don't understand the information's significance.  |

**Science:** All of the sciences fall under this skill. Such areas of knowledge covered include biology, chemistry, physics, and computer programming. Characters with ranks in this skill are familiar with both the theory and practice of most sciences.

**Synergy:** If you have 5 or more ranks in Knowledge (athletic games), you gain a +2 bonus to Athletics when playing organized sports. If you have 5 or more ranks in Knowledge (fairy tales), you gain a +2 bonus to Magic Intuition checks. If you have 5 or more ranks in Knowledge (science), you gain a +2 bonus to Boy Scout Stuff.

## Magic Intuition (Int)

Use Magic Intuition to learn spells and to determine the DCs of the ones you cast.

**Check:** Full details on this skill are in the section entitled Spells in Chapter 3. In instances where Spellcraft would be appropriate, use Magic Intuition instead.

**Synergy:** If you have 5 or more ranks in Knowledge (fairy tales), you receive a +2 bonus to Magic Intuition checks.

## Nimbleness (Dex, Armor Check Penalty)

Use this skill to avoid attacks of opportunity and to replace your AC when you are actively avoiding attacks. This skill also replaces the Escape Artist skill.

**Check:** This skill has two uses: avoidance and defense.

**Avoidance:** Use this skill to move through threatened or occupied areas at ½ speed without provoking attacks of opportunity. Because *Grimm* is a fast-paced game of nimble heroes, Nimbleness ignores the complicated modifiers imposed by Tumble under the d20 System. DC 15 gets you through all threatened spaces in a move, DC 25 gets you through occupied spaces, and you may ignore all terrain modifiers. However, just because the heroes are nimble doesn't mean the bad guys aren't wily; enemies may make trained or untrained opposed Nimbleness checks to either take attacks of opportunity on characters or to prevent them from moving through occupied squares.

**Defense:** You may also use Nimbleness to aid in your defense. As a full-round action, you may actively defend against your opponent while moving no more than half speed. You substitute the result of your Nimbleness check for your AC for that round. You may combine this skill



attempt with a Trick check to create a diversion for your friends.

**Special:** A kid with 5 ranks in Nimbleness can move through spaces occupied by or threatened by creatures that are two size categories larger than himself without provoking attacks of opportunity or having to make a Nimbleness check. If the kid also has the Dance Like a Butterfly feat, he may move through spaces occupied by creatures that are one size category larger than himself without provoking attacks of opportunity or making a Nimbleness check.

**Synergy:** If you have 5 or more ranks in Nimbleness, you receive a +2 bonus to Athletics checks.

## Notice (Wis)

You may use this skill to notice someone sneaking up on you, discover hidden objects or places, or pick out important details.

**Check:** Use Notice checks to oppose Sneak checks, as well as when searching for secret doors, hidden objects, or traps. See the Listen, Search and Spot descriptions in the PHB for details.

## Puzzles (Int)

Use this spell to get hints for solving riddles, figuring out puzzles, or playing chess.

**Check:** While the joy of in-game riddles, puzzles, and problems is letting the players figure them out, there are times that the players may need help from their alter egos, the kids.

**Puzzles and riddles:** A successful use of the Puzzles skill may provide hints to the players. The base DC is 10 for a simple riddle or puzzle, 15 for word games of a standard difficulty, and 20 or higher for intricate or exotic riddles or puzzles that employ numbers, pictures, or some other complication. If the check succeeds, your GM provides a hint to its solution. How well you beat the puzzle's DC determines the quality of the hint. If the check fails, you must succeed at a DC 10 Wisdom check or draw a false conclusion about the puzzle or riddle.

**Riddling Contest:** Characters may enter riddling contests, where each attempts to stump the other. Riddling contests last for a specified period, such as 5 rounds or 5 minutes. These should be played out if at all possible, but opposed Puzzle checks may force NPCs to hesitate, may allow players more out-of-game time to think of a riddle or come up with an answer, etc. If the players or the GM are

not familiar with riddles and do not have any on hand, the characters involved may simulate the concept by making opposed Puzzle checks, resolving them in much the same way as athletic contests (see above). The victor is the one with the greatest number of advantage points.

**Thinking Games:** Thinking games include all manner of strategic board games, including the more common chess and checkers, but also covering go, othello, collectable card games, and tabletop war games. Characters in the Grimm Lands must play all sorts of games to bypass threats or opponents, often with themselves as the pieces. To facilitate the game within a game, and how this skill is used, refer to Chapter 6.

## Sleight of Hand (Dex, Armor Check Penalty)

Use this skill to palm an unattended object, pick someone's pocket, or conceal an object on your person.

**Check:** See PHB.

**Synergy:** If you have 5 or more ranks in Trick, you gain a +2 bonus on Sleight of Hand checks.

## Sneak (Dex, Armor Check Penalty)

Use this skill to creep past a sleeping giant or to hide from a searching witch.

**Check:** You may make Sneak checks to oppose others' Notice checks. Use the same rules as those presented under Move Silently vs. Listen and Hide vs. Spot in the PHB; however, as with Nimbleness, *Grimm* has no time for boring and complicated modifiers. Kids and creatures may Sneak as part of most move actions or standard actions, but may never attack or run

while sneaking. The GM may impose +2 or -2 circumstance modifiers for special factors, but other specific penalty rules from the PHB should be ignored.

**Special:** In the Grimm Lands, size does not affect a character's ability to sneak.

## Socialize (Cha)

Use this skill to interact with NPCs.

**Check:** You may make a Socialize check whenever you would make a Diplomacy, Gather Information, or Sense Motive check. Socialize rolls are opposed by a target's



Socialize check. Refer to the PHB for DCs and uses for these respective skills.

**Synergy:** If you have 5 or more ranks in Socialize, you gain a +2 bonus to Animal Empathy checks when speaking with talking animals. Likewise, if you have 5 or more ranks in Animal Empathy, you gain a +2 bonus to Socialize checks when speaking with talking animals. If you have 5 or more ranks in Socialize, you gain a +2 bonus to Trick checks.

## Trick (Cha)

Use this skill to con a soldier of the Queen of Hearts, to bluff your way past the troll under the bridge, or to create a diversion to Sneak away from the wicked step-mother.

**Check:** You may make a Trick check whenever you would make a Bluff, Disguise, Forgery or Intimidate check. Trick rolls are opposed by a target's Trick check. Refer to the PHB for DCs and uses for these respective skills. You may only use Trick against opponents who have an Intelligence of 3 or higher.

**Synergy:** If you have 5 or more ranks in Trick, you gain a +2 bonus on Socialize checks and a +2 to bonus to Sleight of Hand checks. If you have 5 or more ranks in Notice, you gain a +2 bonus on opposed checks to see through another's Trick check.

# Feats

Boys and girls in *Grimm* receive more feats in general than standard characters in the d20 system; after all, they need all the help they can get! All children begin play with one standard feat and one origin feat. Children then gain additional feats at 2nd, 4th, and 6th level. **Note:** you should use these feats with *Grimm* only, as they may not be suitable to other settings.

## Origin Feats

### City Kid [Origin]

You have spent most of your life in the city, where quick feet and a quicker tongue are necessary for survival.

**Benefit:** You gain a +2 bonus to initiative and Socialize checks. The bonus to initiative stacks with Improved Initiative.

**Special:** You may only take this feat at 1st level.

### Exchange Student [Origin]

You attended school in a different country than the one in which you were born.

**Benefit:** Your upbringing instilled a certain resilience to western influences. Consequently, you gain a +4 competence bonus to resist temptations.

**Special:** You may only take this feat at 1st level.

### Home Schooled [Origin]

You had personal tutors or your parents taught you at home.

**Benefit:** You gain a +2 bonus to an Art skill of your

choice and +1 imagination point.

**Special:** You may only take this feat at 1st level.

### Orphan [Origin]

You never knew your parents, and you lived in an orphanage.

**Benefit:** You gain a +2 bonus to Sneak checks and +1 hit point.

**Special:** You may only take this feat at 1st level.

### Rich Kid [Origin]

You come from a well-off family.

**Benefit:** You gain a +2 bonus to Socialize checks and begin play with a permanent gizmo selected by the GM (see Equipment for details on Gizmos). Your gizmo mimics the effects of any wondrous item from the DMG worth 2,000 gp or less.

**Special:** You may only take this feat at 1st level.

### Farm Kid [Origin]

You grew up in the country.

**Benefit:** You gain a +2 bonus on Boy Scout Stuff checks and begin play with either a slingshot or a hatchet.

**Special:** You may only take this feat at 1st level.

# New Feats

## Allowance

Having an allowance is a very important thing to kids. So important that, if you had one in the normal world, it manifests itself in the Grimm Lands as an extra bonus you can use for attacks, saves, or skill checks.

**Benefit:** Each week—you specify the particular day, and once chosen, it cannot change—you receive one floating +1 bonus, which you can add to a single attack, save, or skill check. You can save your “allowance” from week to week to a maximum of +20. When you use your allowance, you do not have to use all of it; you can break up the bonuses as you like. Each time you use your allowance, you reduce the total accrued allowance by the amount of the modifier you used. You may spend your allowance as a free action, but must declare that you are doing so before you roll the die.

**Special:** If you have the Rich Kid creation feat, you start with a +2 bonus, and each week you gain an additional +2, instead of the normal +1.

## Brat

When incensed, you reach new levels of pettiness.

**Prerequisite:** Spoiled

**Benefit:** When in a tantrum, your bonus to Will saves increases to +4 and your damage reduction increases to 6/—. However, due to the severity of the tantrum, your penalty to attack rolls and AC increases to -4.

**Normal:** See Spoiled.

## Champion

You develop a knack for fighting with a particular class of weapons.

**Prerequisite:** Scrapper, Combatant, base attack bonus +5

**Benefit:** When you wield weapons of the type selected with the Scrapper feat, their crit ranges are doubled. For example, if you selected Slashing weapons, the critical threat range when you wield a woodsman's axe is 19-20, and the threat range when you wield a sword is 17-20.

## Combatant

You develop the right skills to battle the horrors of the Grimm Lands.

**Prerequisites:** Scrapper, base attack bonus +3

**Benefit:** You get a +1 bonus to damage rolls when wielding the weapons you chose with the Scrapper feat.

## Craft Permanent Item

Items you create with imagination are permanent for as long as you wish them to be.

**Benefit:** You can create semi-permanent items with your imagination. A created item is a non-mobile and non-living item of utility such as a door, screwdriver, sword, shield, or rope. Whole structures may not be created, as they are amalgamations of several objects.

Creating items of this quality requires additional expenditures of imagination as shown below, depending on the size of the item. In addition to the standard imagination costs, as described in Chapter 3, you must commit a variable number of imagination points to maintain the existence of the item. These items remain for as long as you commit imagination. If you do not spend the required imagination points each morning, the item fades with the rising sun.

Size	Imagination
Tiny or smaller	1 point
Small	2 points
Medium	4 points
Large	8 points
Huge or larger	16 points

**Normal:** Items created from imagination remain for brief stretches of time depending on how many points of imagination you initially spent.

**Special:** This feat may be used on items that have been semi-permanently enhanced via imagination points (see Chapter 3). If done, the item remains enchanted all day, and new imagination points must be spent each morning with the rising sun, or the item's enhancement fades away.

## Cut It Open

You can free trapped allies from the gut of a monster without harming them.

**Prerequisite:** Base attack bonus +2

**Benefit:** Many monsters in the Grimm Lands, from the Big Bad Wolf to the witches in the Great and Awful Forest, like to eat little boys and girls. In response to this very real and very common tactic, you can cut your friends out of the belly of those who swallow them. When armed with a slashing weapon you may, as a full-round action, make an attack roll against the creature's normal AC, with a -4 penalty. If you hit, you split open its gizzard and your friends spill free. The creature only suffers normal damage from this attack, as it is quite used to being cut open by heroes. Of course, if your friends are not inside the beast, it

is quite possible you just make a large mess, perhaps releasing another monster from within.

## Float Like a Butterfly

You are adept at weaving in and out of combat, running between your opponents' legs, dodging out of the way, and otherwise making a hard-to-hit nuisance of yourself.

**Prerequisite:** Dex 13+, Street Fighter

**Benefit:** You can move through areas occupied by or threatened by a Large or larger creature without provoking attacks of opportunity.

**Normal:** Moving through a square occupied by an opponent provokes an attack of opportunity.

**Special:** If you have 5 or more ranks of Nimbleness, you may also move through areas occupied by or threatened by a Medium or larger creature without provoking attacks of opportunity.

## Daydream

You regain your imagination points when daydreaming.

**Benefit:** By spending three consecutive full-round actions doing nothing but daydreaming, you gain back 1d4 spent imagination points. You can use this ability just once per day.

## Gifted

You are multi-talented.

**Benefit:** Select two skills. You gain a +2 bonus to both of these skills.

**Special:** You may select this feat multiple times. Each time you select this feat, choose two new skills.

## Ground fighter

Your legs are as dangerous as your hands.

**Prerequisites:** Athletics 7+ ranks, Martial Arts

**Benefit:** You suffer no penalty to attack rolls when prone, and gain a +2 circumstance bonus to all opposed grapple and trip attacks. In addition, you can kick your opponent as an unarmed strike that deals +1 point of damage.

## Fearless

You do not frighten easily.

**Benefit:** You gain a +4 bonus to Will saves against fear. In addition, if you fail a save against fear, one round later you may attempt an additional Will save against the fear DC—without the +4 bonus—to reduce the effects of the fear by one step. For example, Johnny has this feat, but he failed his initial save. The effect of the fear is frightened. The next round, he may make a saving throw against the same DC to reduce the effect from frightened to shaken.

## Hide and Seek

You played a lot of hide and seek in the real world.

**Benefit:** You gain a +3 on your Notice and Sneak checks.

## Imaginative

You have an active imagination.

**Benefit:** Gain 1 imagination point.

**Special:** You may select this feat multiple times. Its effects stack.



## Table 2.2: Feats

### Origin Feats

Feat	Prerequisite
City Kid	Available at 1st level only
Exchange Student	Available at 1st level only
Home-schooled	Available at 1st level only
Orphan	Available at 1st level only
Rich Kid	Available at 1st level only
Farm Kid	Available at 1st level only

### General Feats

Blind-Fight	—
Combat Expertise	Int 13+
Improved Disarm	Combat Expertise
Improved Feint	Combat Expertise
Improved Trip	Combat Expertise
Combat Reflexes	—
Dodge	Dex 13+
Mobility	Dodge
Spring Attack	Mobility, base attack bonus +4
Endurance	—
Diehard	Endurance
Great Fortitude	—
Improved Initiative	—
Improved Unarmed Strike	—
Improved Grapple	—
Iron Will	—
Lightning Reflexes	—
Quick Draw	Base attack bonus +1
Point Blank Shot	—
Far Shot	Point Blank Shot
Precise Shot	Point Blank Shot
Rapid Shot	Dex 13+, Point Blank Shot
Power Attack	Str 13+
Cleave	Power Attack
Run	—
Skill Focus	—
Toughness	—
Track	—
Two-Weapon Fighting	Dex 15+
Two-Weapon Defense	Two-Weapon Fighting
Weapon Finesse	Proficiency with weapon, base attack bonus +1

### New Feats

Allowance	—
Craft Permanent Item	Character Level 3rd+, 6+ imagination points
Cut It Open	Dex 13+
Daydream	4+ imagination points
Fearless	—
Gifted	—
Hide and Seek	Dex 13+
Imaginative	4+ imagination points
I'm Telling	—
Inedible	—
Lucky	—
Scrapper	Base attack bonus +1
Combatant	Scrapper, base attack bonus +3
Champion	Scrapper, Fighter, base attack bonus +5
Martial Arts	Athletics 3+ ranks
Judo Throw	Athletics 5+ ranks, Martial Arts
Ground Fighter	Athletics 7+ ranks, Martial Arts
Maturity	Character Level 4th+
Nature's Friend	Wis 13+, Animal Empathy 4+ ranks
Punk	—
Promising	Cha 13+
Noble Spirit	Promising
Knightly Prowess	Noble Spirit, Str 15+
Self-Reliant	—
Sorcerer's Apprentice	Int 15+
Spell Knowledge	Sorcerer's Apprentice
Spoiled	—
Brat	Spoiled
Rotten	Spoiled
Street Fighter	Dex 13+
Float Like a Butterfly	Dex 15+, Street Fighter
Knee Biter	Street Fighter, base attack bonus +4

### I'm Telling!

You are a flagrant tattletale, which serves you well in the Grimm Lands.

**Benefit:** Whenever you perceive someone or something doing something naughty, you may spend an imagination point as a free action to wail, "I'm telling!" Your imagination creates some illusion of an entity of authority that would punish such behavior. The target suffers a -2 morale penalty to attacks, saves, and skill checks for 1 round, after which time it may utter something like "I don't care," or "Go ahead, I dare you!" as a free action to end the effect. This ability can only be used on any specific creature once

per day, and is ineffective against targets with Wisdom scores of 15+.

### Inedible

You lack a certain culinary appeal to the monsters of the Grimm Lands.

**Benefit:** Creatures are not inclined to eat you. Hungry opponents only consider devouring you if they are at the brink of starvation. Even if the creature does swallow you, it must attempt a Fortitude save (DC 10 + ½ your level + your Con modifier). If it fails, it disgorges you to a prone position 1d4 squares away and is nauseated for 1d6 rounds.

## Judo Throw

You can throw opponents away from you.

**Prerequisite:** Athletics 5+ ranks, Martial Arts

**Benefit:** If a creature no more than two size categories larger than you attempts to grapple you, you may make a Reflex save or Nimbleness check against a DC equal to your opponent's grapple check. If you succeed, you throw your opponent over you to land prone in an adjacent square.

**Special:** For every 2 points of imagination you spend, you may throw your opponent 1 square further, to a maximum of 4 total squares.

## Knee Biter

You know how to use a bigger opponent's size against him.

**Prerequisite:** Street Fighter, base attack bonus +4

**Benefit:** When fighting an opponent larger than you, you gain a +1 circumstance bonus to attack rolls and AC for each size category it is larger than you. You do not provoke attacks of opportunity when trying to make a trip attack against larger opponents, and you make these checks using your Dexterity instead of your Strength.

## Knightly Prowess

The life of a knight comes as second nature to you.

**Prerequisite:** Noble Spirit, Str 15+

**Benefit:** When wielding a knightly weapon, such as a sword, ball and chain, or lance, you gain a +2 insight bonus to attack rolls. Additionally, you may use weapons as if they are one size category smaller than they are.

## Low Blow

You fight dirty to ensure your victory.

**Benefit:** Once per day per level when using an unarmed attack, you may fight dirty and attempt to hit your opponent in a vital spot. You must declare that you are using this ability before you make your attack roll (thus, a failed attack roll ruins the attempt). If you hit, you do damage normally, and your foe must make a Fortitude saving throw (DC 10 + ½ your level + your Str modifier). A defender who fails his saving throw is stunned for one round. Only targets with discernible anatomies are viable targets, there-

by excluding creatures immune to sneak attacks.

**Special:** If you selected City Kid as your Origin feat, the DC to resist your low blow increases by +2.

## Lucky

Lady luck favors you with her good fortunes.

**Benefit:** Gain a +1 luck bonus to all saving throws.

## Martial Arts

You trained in an exotic style of hand-to-hand fighting in the real world.

**Prerequisite:** Athletics 3+ ranks

**Benefits:** You may apply your Dexterity modifier instead of your Strength modifier to attack and damage rolls when making unarmed attacks. If you do not have the Improved Unarmed Strike feat, however, your unarmed attacks still provoke attacks of opportunity from armed opponents, and still only do nonlethal damage. Martial arts may not be used with brass knuckles.

**Special:** If you have the Exchange Student feat and the Martial Arts feat, your unarmed attacks do damage as if you were one size category larger.

## Maturity

You overcome the childish impulses of youth.

**Prerequisites:** Level 4+

**Benefit:** You no longer suffer from the effects of your archetype's flaw.

**Normal:** All archetypes have a flaw.

## Nature's Friend

Animals of all kinds view you as the pinnacle of charm and grace.

**Prerequisites:** Wis 13+, Animal Empathy 4+ ranks

**Benefit:** You receive a +4 insight bonus to checks to improve any non-talking animal's attitude. A non-talking animal's starting attitude towards your character is never worse than Indifferent. You may use Animal Empathy to teach an animal tricks as per the Handle Animal skill in the PHB.

**Special:** If you have the Farm Kid Origin feat, the bonus to checks to improve an animal's attitude increases to +8.



## Noble Spirit

You are at your best when protecting someone else.

**Prerequisites:** Promising, Cha 13+

**Benefit:** Whenever you fight in the defense of another individual who is under attack, you receive a +2 circumstance bonus to attack rolls, saving throws, and AC. The person you defend must have a base attack bonus less than yours and must be in some sort of immediate physical or mental danger. The bonus ends once the person you are defending is no longer threatened.

## Pank

You think you are tougher than you are.

**Benefit:** You have a high opinion of yourself, which is evident in your smart mouth and your attitude. You gain a +4 competence bonus against spells and effects with the compulsion descriptor. In addition, you gain a +2 competence bonus to Trick checks made to intimidate a target.

## Promising

You have a certain noble quality about you that those of high station recognize.

**Prerequisites:** Cha 13+

**Benefit:** When nobles, knights, and royalty meet you (even corrupt or evil persons), they assume you have noble or knightly potential. This makes them more willing to help you or, in some cases, fear you. Their attitude towards you automatically improves by two steps (e.g., from Hostile to Indifferent or from Indifferent to Helpful). Thus, you often find aid and comfort where others would lack. This change in attitude does not necessarily extend to your friends, however, and if you show yourself to be hostile to the person, their feelings might change quite quickly.

## Rotten

Compared to other brats, you slip into temper tantrums faster and more often.

**Prerequisite:** Spoiled

**Benefit:** You may enter a temper tantrum when it is not your turn (for instance, in response to being hit with an attack or targeted by a spell). In addition, you may enter a temper tantrum one additional time per day.

## Scrapper

You are a natural warrior.

**Prerequisite:** Base attack bonus +1

**Benefit:** Upon choosing this feat, choose either natural weapons or one damage type from the following list: bludgeoning, piercing, slashing. You get a +1 bonus to all of your attack rolls made by weapons from the selected group.

## Self-Reliant

You don't need anyone's help and are quite comfortable on your own.

**Benefit:** You gain a +2 morale bonus to all despair checks made while you are alone. In addition, by expending one imagination point, you may designate an adjacent opponent as flanked even if he is not, giving you a +2 bonus to hit and denying the opponent his Dexterity modifier (if any) to AC.

**Special:** If you have the Orphan creation feat, you are immune to despair checks while alone.

## Sorcerer's Apprentice

You have a natural inclination when it comes to learning magic.

**Prerequisite:** Int 15+

**Benefit:** You receive a +4 bonus to Magic Intuition checks to learn new incantations.

**Special:** Magic is explained in full detail in Chapter 3.

## Spell Knowledge

You expand your repertoire of incantations.

**Prerequisites:** Sorcerer's Apprentice

**Benefit:** Upon taking this feat, you learn and may now cast one incantation of your choice (subject to the GM's approval). The incantation must not be higher than 1st level or the level of your highest known incantation, whichever is greater.

**Special:** You may select this feat multiple times, selecting a new incantation each time.

## Spoiled

You are prone to tantrums when you do not get your way.

**Benefit:** When things aren't going your way, you may throw yourself into a temper tantrum. While in the tantrum, you temporarily gain damage reduction 3/— and a +2 to all Will saves, but suffer a –2 to penalty to attack rolls and AC. While in the tantrum, you cannot use any Charisma, Dexterity, or Intelligence-based skills, or any abilities requiring patience or concentration, nor can you cast incantations or activate magic items of any type. A temper tantrum lasts for 3 rounds plus your Charisma modifier. You may prematurely end your tantrum. At the end of the tantrum, you become fatigued (–2 penalty to Strength, –2 penalty to Dexterity, cannot charge or run) for the duration of the current encounter. Entering a tantrum takes no time itself, but you can do it only during your action, and may only do it once per day.

**Special:** If you selected the Home Schooled origin feat, your tantrums last for 3 rounds plus twice your Charisma modifier.





## Chapter Three:

Facing the  
Darkness

*Grimm* incorporates a number of new mechanics to reflect the elastic qualities of the Grimm Lands. This chapter begins with the weapons, armor, and equipment that the kids may use to survive their adventures, or that may be used against them by their foes. It then proceeds to describe features unique to this game, like imagination points, incantations, and temptations. Finally, it presents an overview of the changes to the core combat system.

## Starting Equipment

All kids bring some stuff with them when they cross over into the Grimm Lands. Most things a child brings are mundane: schoolbooks, a bagged lunch, some pencils, and other miscellanea. However, each child also comes through with a prized possession, called a focus, into which she's poured her imagination and hopes. Each child may select one starting equipment package and one focus. See below for details on selecting and using focuses.

**Studious:** backpack, 1d4 pencils, 1d6 schoolbooks, calculator, pocket-sized encyclopedia, 2 spiral notebooks.

**Prepared:** backpack, lunchbox with packed lunch, 1d3 pencils, 1d3 pens, \$5.00, 2 spiral notebooks, raincoat.

**Distracted:** 1d20 collectable trading cards, 1d6 comic books, toy, backpack, 1 schoolbook, notebook, 1 broken pencil.

**Devious:** backpack, lunch, 1d3 small stolen items (select from other lists), pocket knife or brass knuckles.

**Equipped:** duffel bag, extra set of clothes, uniform, deodorant, soap, towel, running shoes, battered spiral notebook, crib notes.

**Fashionable:** purse, mini-makeup kit, 1d6 hair fasteners (various types), 1 pencil, 1 pen, small pink notepad with flower stationary, sushi lunch set.

## Focuses

Focuses serve two purposes. First, they are a treasured possession, helping to define your character's personality and interests. Second, they serve as a focus for a kid's hopes and dreams; as long as he has his focus, he won't entirely give up hope. Sample focuses follow, but players and the GM are encouraged to develop their own.

**Baseball Bat:** This Louisville slugger is your trusty weapon, ignoring all damage reduction.

**Beeper:** When one of your friends is hurt, dying, or faced with being eaten by a troll, your beeper goes off. It alerts you with a 911 followed by the name of the person in trouble, his direction and distance, and a short message (10 words or less) describing his situation.

**Cell Phone:** This phone automatically dials an unknown number when turned on; the nasally voiced woman on the other end claims to represent the "Grimm Lands Answering Service," and immediately asks you what you need an answer for. She answers one question per day. In the case of questions regarding common knowledge (what is this strange world, how does magic work here, what's the name of this big forest, etc.), she answers automatically. For more complex questions, she must roll a Knowledge check to ascertain the answer, but assume she has a +7 modifier to all such checks.

**Digital Wristwatch:** Once per day, you may take an additional standard action in a round.

**Holy Book (Bible, Torah, Koran, etc.):** Once per day when you are confused about the proper course of action to take, you may open your holy book to a random passage and consult its wisdom. You then receive the benefits of an *augury* spell as if cast by a 10th-level caster.

**Binoculars (x4 magnification):** You can see vast distances, up to 100 miles or more.

**Calculator:** Once per day, you can reduce the imagination point cost of an incantation by 1 point per archetype level you have.

**Cigarette Lighter:** Functions as an *everburning torch*. Additionally, when used to terrify bumpkins with its vaunt-

ed ability to summon fire, it provides a +2 competence bonus to Trick checks.

**First Aid Kit:** Five times per day, the first aid kit may provide the benefits of a *cure minor wounds* to whomever you treat with it. One per week, it may provide the benefits of a *cure light wounds* spell as cast by a 5th-level caster.

**Flashlight:** The flashlight only functions for 5 rounds each day; however, anything caught in its 15 ft. long, 5 ft. wide beam is seen as it truly is, as if all viewers were under the effects of *true seeing* and *detect magic* spells. Additionally, using the beam when looking for something gives the wielder a +5 bonus to Notice checks. Creatures actively trying to evade the beam must be hit with a ranged touch attack. The 5 rounds need not be consecutive.

**Invisible Friend:** You gain a permanent *unseen servant*. If destroyed, it returns on the following day.

**Leather Jacket:** You are immune to critical hits.

**Magic Marker or Crayons:** You may draw an exit on a surface. You do not know where the exit goes, but it may be better than what you face.

**Shin Guards:** These act as *shin guards of protection +1*, giving you a +1 deflection bonus to AC.

**Sunglasses:** You gain darkvision out to 60 ft.

**Stuffed Animal:** Once per day as a full-round action, you may summon a celestial animal for 1 rd/level. The animal, regardless of the shape of the stuffed animal, uses the stats for a celestial dog at levels 1-2, a celestial riding dog at levels 3-4, and a celestial black bear at levels 5-6.

**Umbrella:** Upon opening the umbrella, you gain the benefit of a *feather fall* spell.

## Weapons and Armor

*Grimm* does not employ weapon proficiencies; any kid can pick up a sword and stab a monster in the eye, and anyone can put on a suit of armor, so long as it fits. Weapons and armor can be found, given, imagined, or even brought through from the real world (in the case of foci or certain character archetypes).

Weapons are generally designed for adults (Medium creatures), and in the fluid world of *Grimm* an adult's hunting knife can easily be used as a child's longsword. Therefore, *Grimm* does not use the weapon size rules from the 3.5 d20 System. Instead, use the following guidelines: The size of a weapon compared to your size determines whether for you the weapon is light, one-handed, two-handed, or too large to use, which in turn influences feats, attack rolls, and other game mechanics when using the weapon (see PHB). If the weapon's size category is

smaller than the character's, then the weapon is light for that character. If the weapon's size category is the same as a character's, then the weapon is one-handed for that character. If the weapon's size category is one step larger than a character's, then the weapon is two-handed for that character. If the weapon's size category is two or more steps larger than a character's own, the weapon is too large for the character to use.

*Increased weapon size:* Larger and smaller versions of weapons may be created (for instance, a Large ogre could use a trollaxe one-handed, but if he wanted a two-handed weapon he'd need a Huge trollaxe). Simply use the following damage die progression for increased or decreased weapon sizes:

Old Damage	New Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8 or 2d4	2d6
1d10	2d8
1d12 or 2d6	3d6
2d8 or 3d6	3d8

## Weapon Descriptions

While most of the weapons presented in Table 3.1 are self-explanatory, some require further description.

**Brass Knuckles:** Brass knuckles are the traditional weapon of the bully, striking fear in his targets and awe in his lackeys. In *Grimm*, they balance the scales between Small and Medium creatures: when used in combination with an unarmed strike, the strike does damage as if the attacker was one size larger. Such attacks still provoke attacks of opportunity if the attacker does not have the Improved Unarmed Strike feat.

**Shield:** Shields may be used to make off-hand attacks. Doing so negates any AC bonus the shield offers for that round, and subjects the attacker to penalties as if wielding two weapons (see PHB).

**Hockey Stick:** While normally a bludgeoning weapon, and an effectively light one at that, hockey sticks that find their way into *Grimm* seem to acquire razor-sharp slashing edges.

**All Spears:** If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against the charging creature. Shortspike may also be used as a light lance.

**Longspear:** A longspear has reach. You can strike opponents 10



# Table 3.1: Weapons

\* — See weapon description for details

Melee Weapons	Dmg	Critical	Type	Range Increment	Weight
Unarmed Strike (Small)	1d2	x2	B	-	-
Unarmed Strike (Medium)	1d3	x2	B	-	-
Unarmed Strike (Large)	1d4	x2	B	-	-
Brass Knuckles*	Special			-	.5
<i>Tiny</i>					
Pencil/Pen	1	x2	P	-	-
Pocket knife	1d2	x2	P	-	-
Shield	1d2	x2	B	-	2
Switchblade	1d3	x2	P	-	-
Dagger	1d4	19-20/x2	P	-	-
<i>Small</i>					
Butcher knife	1d6	x3	P	5 ft.	1
Hammer/Wrench	1d4	x2	B	10 ft.	3
Hatchet	1d4	x3	S	10 ft.	2
Hunting knife	1d6	19-20/x2	S	10 ft.	2
Cleaver, small	1d6	18-20/x2	S	-	2
Shield*	1d3	x2	B	-	5
<i>Medium</i>					
Ball and chain	1d8	x2	B	-	8
Baseball bat	1d6	x3	B	-	3
Cleaver, large	1d8	18-20/x2			
Heavy branch	1d4	x2	B	-	6
Hockey stick*	1d6	19-20/x2	S	-	3
Shield*	1d4	x2	B	-	10
Shovel	1d6	x2	B	-	4
Shortspear*	1d6	x3	P	20 ft.	3
Sword	1d8	19-20/x2	S/P	-	4
Warclub	1d8	x3	B/P	-	12
Woodaxe	1d8	x3	S	-	6
<i>Large</i>					
Greatclub	1d10	x2	B	-	15
Longspear*	1d8	x3	P	-	9
Herosword	2d6	19-20/x2	S	-	15
Polearm*	2d4	19-20/x2	P/S/B	-	15
Spear*	1d8	x3	P	20 ft.	5
Trollaxe	1d12	x3	S	-	20
<b>Missile Weapons</b>					
<i>Tiny</i>					
Sticks and stones	1d3	x2	B	5 ft.	.5
<i>Small</i>					
Lawn dart	1d4	x2	P	20 ft.	.5
Slingshot*	1d4	x2	B	50 ft.	-
<i>Medium</i>					
Crossbow, light	1d8	19-20/x2	P	80 ft.	6
Shortbow	1d6	x3	P	60 ft.	2
<i>Large</i>					
Crossbow, heavy	1d10	19-20/x2	P	120 ft.	9
Longbow	1d8	x3	P	110 ft.	3



## Table 3.2: *Armor*

Armor	AC Bonus	Max Dex Bonus	Check Penalty	Speed (30 ft.)	Speed (20 ft.)	Weight
<i>Light Armor (Body Bonus)</i>						
Cardboard*	+1	+2	-1	20 ft.	15 ft.	2 lbs.
Leather jerkin	+2	+6	0	30 ft.	20 ft.	10 lbs.
Football pads	+2	+4	-2	30 ft.	20 ft.	12 lbs.
Bandit's armor	+3	+5	-2	30 ft.	20 ft.	20 lbs.
Heavy winter coat	+3	+2	-3	20 ft.	15 ft.	7 lbs.
<i>Medium Armor (Body Bonus)</i>						
Hockey pads	+3	+2	-4	20 ft.	15 ft.	20 lbs.
Noble's armor	+4	+4	-2	20 ft.	20 ft.	25 lbs.
Wolf hide	+4	+2	-3	20 ft.	15 ft.	25 lbs.
Soldier's armor	+5	+3	-4	20 ft.	15 ft.	30 lbs.
<i>Heavy Armor (Body Bonus)</i>						
Wooden barrel	+6	+0	-5	20 ft.	15 ft.	20 lbs.
Turtle shell	+7	+0	-8	20 ft.	15 ft.	35 lbs.
Knight's armor	+8	+1	-6	20 ft.	15 ft.	50 lbs.
<i>Shields (Shield Bonus)</i>						
Serving platter	+1	-	-6	-	-	4 lbs.
Shield, light	+1	-	-1	-	-	5 lbs.
Barrel lid	+2	-	-4	-	-	10 lbs.
Shield, heavy	+2	-	-2	-	-	15 lbs.
<i>Helmets (Helmet Bonus)</i>						
Leather cap	+1	-	-	-	-	1 lb.
Hockey helmet	+1	-	-	-	-	1 lb.
Metal cap	+2	-	-4	-	-	3 lbs.
Football helmet	+2	-	-4	-	-	3 lbs.
Knight's helmet	+3	-	-10	-	-	6 lbs.

\*This includes such things as Halloween costumes.

feet away with it, but you can't use it against an adjacent foe. A long spear may also be used as a heavy lance.

**Polearm:** Polearms have a special place in the realm of fairy tales. They are those oddly shaped blades on sticks that castle guards and empty suits of armor are always holding. Because there are so many shapes and sizes possible for the weapon, polearms in *Grimm* are all of them at once. As such, a polearm wielder may choose one of the following special abilities for his weapon at any given time:

**Reach:** You can strike opponents 10 feet away with the polearm, but you can't use it against an adjacent foe.

**Set to Receive:** If you use a ready action to set the polearm against a charge, you deal double damage on a successful hit against the charging creature.

**Disarm:** You get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

**Trip:** Because of the polearm's curved blade, you can use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the polearm to avoid being tripped.

**Slingshot:** In myth and story, slings (and their modern version, slingshots) represent the ability of the underdog to triumph over larger foes. Slingshots do double damage against creatures one size larger than the wielder, triple

damage against creatures two sizes larger than the wielder, etc. They require two hands to use.

## *Grimm* AC Bonuses

*Grimm* uses several new types of AC bonuses. First of all, all characters receive a defense bonus from their archetype levels. This bonus applies *only* if the character does not wear armor on his body, use a shield, or wear a helmet. It represents a kid's natural ability to simply get out of the way of stuff with skill and luck, and relying on physical protection takes away that faith in yourself and the luck that watches over you. A character's defense bonus is always working, even when flat-footed, and applies to all attacks, even touch attacks.

If a character chooses to use equipment rather than relying on his defense bonus, he has several options. A sample list is given in Table 3.2: Armor, but is by no means comprehensive. An equipment bonus is comprised of three separate sub-bonuses that stack: body, shield, and helmet. The bonuses from all three combine to create an equipment bonus. This bonus does not protect against touch attacks.

So, a character's AC is determined using one of the two

following equations. Miscellaneous refers to things like dodge bonuses, deflection bonuses from incantations and items, and size bonuses:

**10 + defense bonus + Dex bonus + miscellaneous**

or

**10 + equipment bonus (body + shield + helmet) + Dex bonus + miscellaneous**

## Gaining Armor

Kids usually don't begin play with armor, and must either find it during play or be given it by benefactors. Their archetype-granted defense bonuses should keep them out of trouble until then. As the GM, it is easy to control what sorts of armor get into the players' hands, simply because most of it will be sized for adults, and therefore won't fit the PCs. However, some characters may wish to have armor to begin play. If a character wishes, he may sacrifice everything in his starting equipment package, and instead arrive in the Grimm Lands confusedly holding or wearing a leather jerkin, a metal cap, or holding a barrel lid.

## Armor Descriptions

**Armor Check Penalty:** Armor check penalties for armor and shields apply to the following skills: Athletics, Nimbleness, Sleight of Hand, and Sneak. If the armor worn is equipment for a particular sport, such as hockey pads, halve the armor check penalty when playing that sport. The armor check penalty for helmets does not apply to the aforementioned skills however; it applies only to Notice checks, and is an independent penalty from normal armor check penalties.

**Arcane Spell Failure:** Because kids in *Grimm* use incantations rather than spells, they never suffer arcane spell failure chances due to armor. The residents of *Grimm* are not so lucky, however; NPCs with spellcasting class levels suffer a 100% arcane spell failure chance when wearing any sort of armor. Bad guys can wear armor, or cast spells, but not both.

## Really Special Equipment

*Grimm* is a game about wonder, whether it manifests as a form of amusement or horror. No tale of horrific monsters, fantastic creatures, and puzzling riddles would be complete without the occasional magic vorpal sword, fairy godmother's magic wand, or carriage shaped from a pumpkin. Really special equipment, as it is called in *Grimm*, manifests in a variety of ways, but they almost always fit into a tale in some way or another. As the GM, you should look to *Grimm's Fairy Tales* as a resource for all sorts of fantastic goodies with which you might tempt or aid your players. From a pair of glass slippers to a magical bird with feathers of actual gold, you should feel free to come up with all sorts of strangeness to awaken the children in your players. The following are some of the most common items that characters in *Grimm* encounter.

## Enchanted Weapons and Armor

*One, two! One, two! And through and through  
The vorpal blade went snicker-snack!  
He left it dead, and with its head  
He went galumphing back.  
—Jabberwocky by Lewis Carroll*

*Spear and Magic Heeeeeellllmet!  
—Elmer Fudd*

Magic weaponry and armor are a staple in the fantasy genre. All warriors yearn for the sword that warns of danger, the bow that always strikes true, or the impenetrable shield. In the imaginations of the kids trapped in the Grimm Lands, these visions are clearer, the desire stronger, and the need greater. Rather than the normal statistical bonus to hit and damage, however, enchanted weapons in *Grimm* should be tailored specifically for your adventures. They are often the goal of an adventure, or the tools that are needed to succeed at a quest. A shield might allow a kid to hop up on it and levitate, while a sword might whistle annoying tunes constantly, driving away the sensitive-eared bat-like creatures of a dark bog you must pass through. An enchanted weapon rarely stays with the characters for long, just long enough to be useful before being lost, destroyed, or given back to its rightful owner.

## Crux Items

While the monsters in *Grimm* can easily outnumber, oversize, and overpower the kids, many of the foes have obscure fragilities and weaknesses that the kids can take advantage of. The items that can be used to exploit those weaknesses are called crux items. Crux items are designed with two factors in mind: rarity of the item, and obscurity of the weakness. Everyone may know that the secret to defeating the giant killer wasps of the Gringyre Mountains is to lasso them with rope made from 100 ear hairs from a giant, but who has a rope like that? Likewise, an acidic ooze that terrorizes the countryside may be destroyed by something as common as dairy products, but until it attacks a milkmaid, no one would know that.

## Fairy Wands

While standard d20 System wands may exist in *Grimm*, they are significant enough in the fairy tale genre to deserve to be more than just a stick that casts a single spell. In the hands of witches or fairy godmothers, they can be a source of power, without which the ally or foe cannot cast spells. In the hands of children, however, they take on another role entirely.

For kids, fairy wands are the imagination batteries of *Grimm*. Each wand has an imagination point rating. Simply by concentrating, a character can spend up to that number of imagination points, storing them in the wand. Those points may be recalled later as a standard action by gesturing with the wand and speaking the command word. When used to power incantations, a fairy wand is considered to be a use-activated item, and is simply gestured with as part of the casting. Most fairy wands have imagination point ratings between one and three; none should ever exceed five. The command words range from silly (requiring a new rhyme each time the wand is used) to disturbing (being triggered by megalomaniacal laughter).

## Gizmos

Gizmos are the *Grimm* version of wondrous items. They can be simply variants on anything found on the wondrous items list in the DMG (a *stop-watch of speed*, a *weightlifting belt of giant strength*, and the like), or could be spell-storing items that are usable a limited number of times per day (an eraser that casts *erase*, a cell phone that casts *message*, etc.). Those are the useful but uninteresting gizmos. The ones that really get the players' attentions, however, are the zany and inexplicable items that cause things to happen *just because*. Cakes that say "eat me" and cause the eater to shrink, wardrobes that transport you to other places, and clockwork owls are just a few examples of the gizmos found in fairy tales, fiction, and mythology. They don't need to have game mechanics or specific rules applied . . . or at least, none that are set in stone. They simply do what you, the GM, want them to do, and are used more as plot devices and story aspects than as treasure or tools.

# Flights of Fancy: The Role of Imagination

*Grimm* is, at its core, a land of imagination. Whatever their true origins might be, the inhabitants and habitat of *Grimm* have been shaped, twisted, and created by acts of pure imagination. Therefore the world's boundaries and behaviors are more flexible than ours. Those travelers who possess powerful imaginations can bend reality to a small degree.

## Imagination Points

By the time a person reaches adulthood, he has probably outgrown his imagination, perhaps due to the frenetic pace of modern life or as a byproduct of added responsibility. To a child, however, imagination is a daily part of life, used to help him cope, create, and celebrate. Children who enter the *Grimm* Lands discover that imagination has real power there, giving them the ability to edit the story in which they have suddenly found themselves.

The first step is coming up with the idea, the new perspective on reality; after that, a child simply needs to believe in it enough to make it so.

## Gaining Imagination

As children spend time in the *Grimm* Lands, their imagination is fostered. The easiest way to gain more imagination points is by advancing in your archetype. Each child gains a random number of imagination points at 1st level, plus the character's Wisdom modifier. Every level thereafter, the child gains a set amount of imagination, with dreamers gaining the most. Sometimes your

GM may award bonus imagination points for exceptional play. The bonus points manifest in two ways: as inspiration and as self-exploration.

When a child does something that the GM feels is exceptionally creative, whether in the use of imagination points or not, the GM may rule that the act was inspirational. Each child that witnessed the inspirational act gains between one and three bonus imagination points, depending on the level of creativity. Such bonus imagination points should never last for more than one hour of game time, as inspiration is fleeting.

Additionally, characters may perform acts or generate thoughts that are so creative, expressive, and selfless that they expand a character's awareness of himself and reality. At the GM's discretion, a character who performed such an act during the adventure may experience self-exploration, permanently increasing his maximum imagination points by one at the end of the adventure. This is an exceptional event, and should be reserved for only the most creative or heroic of acts. Rarely, if ever, should self-exploration be granted to more than one PC per adventure.





# Using Your Imagination

Imagination points reflect a child's capacity to manipulate the world around him, to unlock his own hidden potential, and to cast magical incantations. The child can spend imagination points at any time in the round and under any condition, even if the child is unconscious, under the effects of mind-controlling magic, or otherwise incapacitated. Only death stops imagination. The maximum number of imagination points a child can spend per round is equal to his archetype level plus one. Therefore, a 1st-level character may only spend two imagination points per round *for any purpose*.

As can be seen in Chapter 1, imagination fuels many archetype abilities, and as explained later in this chapter, it fuels spells (called incantations) as well. A standard use of imagination changes the world around the character in some particular and usually short-term way. It is important to note that these are only guidelines; imagination is not something one can categorize. The only restrictions to imagination points are that children cannot use them to replicate the abilities of a feat or archetype ability, nor can they use them to directly damage or destroy anything in the Grimm Lands.

## One-Point Imaginings

One-point imaginings reflect minor changes to a kid's environment that appear as coincidental developments. Such a use is always personal and cannot extend beyond 5 ft. from the child. A one-point imagining cannot affect monsters or other characters. It can create small items of little complexity, but even simple items must be generic; for instance, a one-point imagining could not create a key to fit a specific lock. Also, such items exist for short durations (usually 1d6 rounds). Examples of one-point imaginings include the following:

- Find a truffle under your hat or pull a candy cane from your pocket.

- Gain a one-time, non-stackable +1 bonus to any one roll. If the player can rationalize the bonus, it increases to +2.

- Heal yourself of 1 point of damage.

- Find a useful item lying about nearby, such as a 20-foot length of hemp rope, a torch, flint and steel, or any other mundane item valued at less than 5 gp from Table 7-8 from the PHB. You must make a DC 8 Notice check to find the item, and the player must be able to explain why the item might be there (someone tied a piece of rope to a tree and left it there, or someone dropped an unlit torch near the mouth of a cave in the haste to escape). Only the kid who spent the imagination point may find the item.

## Two-Point Imaginings

Two-point imaginings cause less subtle changes to a kid's environment. These effects are noticeable and wondrous, being fortuitous happenings. They may be mild environmental changes, even affecting other creatures, but all effects are limited to a range of 10 ft. Generic, medium-complexity items of Small or Medium size may be created,

and last a bit longer than those created by one-point imaginings (usually 1d6 minutes).

- Find a dagger in your belt or a gold coin in your boot.

- Impose a one-time, non-stackable +1 or -1 modifier to any one creature's roll within 10 ft. If the player can rationalize the modifier, it increases to +2 or -2.

- Gain a one-time stackable +2 bonus to any one roll. If the player can rationalize the bonus, it increases to +3.

- Find a useful item lying about nearby, such as a sword, a donkey, or a pair of manacles. The item may be a weapon of size Small or smaller, light armor, or an item from Table 7-8 in the PHB that is valued at less than 20 gp. You must make a DC 10 Notice check to find the item, and the player must be able to explain why the item might be there (someone tied the donkey behind the tree while they went for a swim, or someone dropped a sword in the tall grass during a battle last year). Only the kid who spent the imagination point may find the item.

- Summon a 10-foot-by-10-foot fog that gives those within it partial concealment (10% miss chance) and disperses in 1d6 rounds, or cause a small rain cloud to appear over a target's head and rain for 1d6 rounds.

## Three-Point Imaginings

Three-point imaginings are more dramatic changes to the world than simple adjustments to attack rolls. The kid now imagines himself as the hero in his own story or the creator of his own world, capable of miraculous things. He becomes stronger, faster, cleverer, or cooler than he ever was in the real world. Many of these imaginings require the GM's consent and judgment. Once a player declares a desired effect, the GM decides whether or not it is possible. If not possible, the character does not spend the imagination points. The GM might want to suggest a similar alternative he would find acceptable. Environmental changes may occur anywhere within 120 ft., and specific, complex items of Small or Medium size may be created. These usually last for 1d6 hours. Some examples of three-point imaginings include the following:

- Suddenly have in hand or be wearing a Tiny or Small weapon, light armor, or an item worth 20 gp or less from Table 7-8 in the PHB.

- Impose a one-time, stackable +2 or -2 modifier to any one creature's roll within 120 ft. If the player can rationalize the bonus or penalty, it increases to +3 or -3.

- Gain a non-stackable +2 bonus to all rolls of one type (i.e. skill checks, attack rolls, saving throws) for the duration of the encounter.

- Heal yourself of 2 points of damage, or another of 1 point of damage.

- For one round, use a skill you do not possess as if you had 10 ranks in it.

- Find a specific, useful item lying about nearby, such as noble's armor, a warpony, or a tanglefoot bag. The item may be any weapon, Medium or lighter armor, any sort of shield or helmet, or an item from Table 7-8 in the PHB that is valued at 100 gp or less. You must make a DC 12 Notice check to find the item, and you must be able to explain why the item might be there (the warpony is a transformed woodsman who wanders the land looking for children to assist, or the tanglefoot bag is the fruit of a nearby exotic plant). The item, unlike those gained with lower-point imaginings, may be specific: the key the kid finds will unlock a specific door, the weapon may be made of silver

or have been forged under the light of a full moon, and the marble may have won 10 games in a row.

—Change the environment in some minor and somewhat logical way (the raging river has a convenient ford in it around the next bend, the rope bridge breaks as soon as the kid crosses it, etc.).

—Control an NPC's next action, within reason. The kid may choose what the NPC does next, so long as it is a likely action for the NPC. For instance, if a witch is thinking about how to cook a captured kid, the kid may decide that the witch turns for a moment to look in one of her cookbooks, giving him a chance to escape. The kid cannot force an NPC to do something suicidal, inappropriate, or blatantly stupid (unless the NPC is, himself, blatantly stupid). Any such actions should never last more than a round, and may never be forced upon an NPC who is otherwise alert and aware of extreme danger (i.e., not in combat).

—You may reroll a single roll that you just made. The decision to reroll must be made before calculating the outcome of the roll, and you must use the newer roll, even if its result is lower.

## Four~or~more~Point Imaginings

These most powerful imaginings allow children to take the story by the reins and steer it where they will; back onto the path if it has strayed, or over the cliff if they wish. The kids become the storytellers, if but for a moment. The kid can only use one four-point or greater imagining per encounter. The GM always has the final say as to the cost of such a powerful imagining. Once a player declares a desired effect, the GM decides whether or not it is possible. If not possible, the character does not spend the imagination points. The GM might want to suggest a similar alternative he would find acceptable. Alternately, he can increase the point cost, going beyond four or five imagination points for truly powerful effects. Some examples include the following:

—You may change the weather in some dramatic fashion: a snowstorm in summer, a heat wave in winter, or hurricane-force winds die down to a still calm. Such changes are completely arbitrary in their duration, returning to normal at whatever moment best suits the whim of the GM.

—When in combat with a dangerous opponent and in fear for his life, the kid may call for help from a fairytale ally that he has met in a previous adventure, such as a woodcutter, fairy godmother, or even a tame monster. The ally may not have more than twice the kid's Hit Dice. When called, there is a 50% chance that he is nearby, and comes to your aid immediately. This percentage increases by 10% for every additional imagination point spent beyond four. If the ally does not come to the kid's aid immediately, he arrives in the vicinity approximately 10 minutes after the kid called; if the kid has been swallowed, captured, or maimed in the meantime, the ally will do his best to rescue or heal him. In any case, the ally goes on his own way after the encounter, righting other wrongs and saving other children.

—You may change the environment in a significant manner, such as creating a break in the forest or a pass in the mountains, or may imagine a place of shelter, such as an old tower with a sturdy door or a cave too small for the pursuing troll to fit in.

—You may enchant an item semi-permanently, or increase an already-enchanted item's abilities semi-perma-

nently. The base cost is 4 imagination points; further, you must spend 1 imagination point per 2,000 gp value of the item (see DMG for designing magic items). For instance, a +1 sword would require 5 imagination points, +2 noble's armor would require 6 imagination points, and boots of speed would require 9 imagination points. Only the kid who spent the imagination points may use the item; on anyone else's person, it returns to normal. The item remains so enchanted for 1 hour per imagination point spent.

—Control an NPC's next action, within reason. The kid may choose what the NPC does next, so long as it is a likely action for the NPC. For instance, if a giant is about to attack her, she may force it to power attack for its full amount, making it likely that it will miss; or she could force it to throw boulders rather than attacking with its club. A kid cannot force an NPC to do something suicidal, inappropriate, or blatantly stupid (unless the NPC is, himself, blatantly stupid . . . but even stupid monsters won't suddenly forget that the PCs are in front of them). Any such actions should never last more than a round, though they may be forced upon an NPC who is in combat.

—The kid may force a PC or NPC to reroll a single roll that he just made. The decision to reroll must be made before calculating the outcome of the roll.

—By reducing her total imagination points permanently, a player may gain a boost to some aspect of her character. The increase is permanent, but the imagination points so spent may never be regained. At a permanent cost of 4 imagination points, a kid may gain an extra 3 hit points, 3 extra skill points, or increase her base attack bonus, defense bonus, an ability score, or a saving throw by +1. Though this feature can be used as much as a player likes, she can never improve the same aspect of her character more than once. Thus, she can only ever permanently improve one ability score using imagination points, one saving throw using imagination points, etc..

## Regaining Imagination

Imagination is planted in the fertile soil of an idle mind; it takes root in dreams and quiet musings; and it grows to fruition inside the fantastic adventures of the mindscape. Every morning that a child has gotten at least six hours of uninterrupted rest, he regains all spent imagination points.

## Zero Imagination

While imagination is a major part of survival in the Grimm Lands, spending too much can be dangerous. If a kid ever drops to 0 imagination points, she is temporarily fatigued. She cannot run or charge, and takes a -2 penalty to her Strength and Dexterity. While in this state, doing anything that would normally cause fatigue exhausts the character. Unlike normal fatigue, that induced by overextending the imagination is emotional rather than physical. It therefore goes away when the mind has had time to recover, and the kid is no longer fatigued after one hour.

## The Natives are Restless

Oddly enough, the natives of the Grimm Lands do not have imagination points. That lack is perhaps the only thing that allows the smaller, weaker, more fragile kids to survive among this land of brutal predators and manipula-

tors. The creatures of *Grimm* are created *from* imagination, rather than users of it. Their bodies, abilities, their very existences are expressions of what would otherwise be their imagination points.

# Incantations

Magic in *Grimm* works differently than in the d20 System. Magic is both a science and an art, and while it is not so rapid and efficient in the Grimm Lands as in other worlds, it is available to any who would weave the strands of arcane power. Many beings know one or two spells they use with some regularity; from these creatures, kids can learn their own versions of spells, called “incantations.” Instead of learning magic as a general practice, characters learn each incantation individually. Learning an incantation requires study, practice, and a certain amount of imagination. Think of learning an incantation as analogous to learning a particular piece of information, such as a choreographed dance routine, memorizing the US Constitution, or learning to play a complicated piece of music from memory. Once learned, you can cast an incantation at will, assuming you have the necessary ingredients, time, and imaginative reserves.

## Learning Incantations

Magic Intuition and imagination are the key components to learning incantations. The character must either discover an incantation in the game or find someone to teach it to her. Willing and able teachers are hard to come by, so this is the less common of the two avenues to acquiring magic. The more common method is to find an ancient tome or scroll containing the instructions for the incantation within it. Either way, the game mechanics for learning the incantation are the same.

Each incantation has a learning time. The learning time is a number of days equal to twice the level of the incantation plus the school modifier. See below for school modifiers. Incantations with a learning time of 0 may be learned after a quick read (5 minutes). For example, *mage hand*, a 0-level Transmutation incantation, requires 5 minutes to learn (0 days for the level, +0 for the

school = 0 days). *Remove curse*, a 4th-level Abjuration incantation, requires 9 days to learn (8 days for twice the level, +1 for the school = 9 days). When determining the level of a particular incantation, always use the highest listed spell level. For example, a spell listed in the PHB as Brd 2, Drd 2, Rgr 1 counts as a 2nd-level incantation.

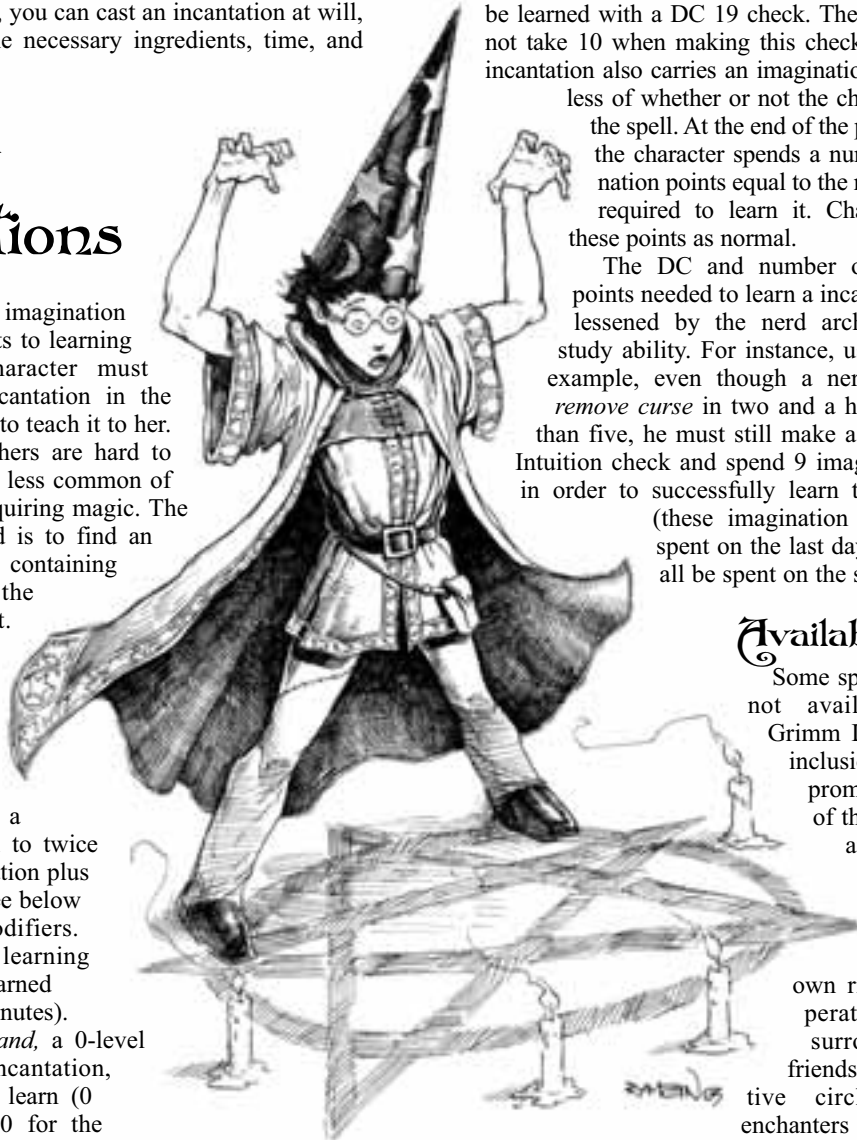
School	School modifier
Abjuration	+1
Conjuration	+4
Divination	+2
Enchantment	+0
Evocation	Not available to PCs
Illusion	+2
Necromancy	Not available to PCs
Transmutation	+1
Universal	+0

At the end of the learning period, the character must attempt a Magic Intuition check to see if she has successfully learned the incantation. The DC to learn the incantation equals 10 + the number of days required to learn it. Therefore, in the previous example, *mage hand* may be learned with a DC 10 check, while *remove curse* may be learned with a DC 19 check. The character may not take 10 when making this check. Learning the incantation also carries an imagination cost, regardless of whether or not the character learned the spell. At the end of the period of study, the character spends a number of imagination points equal to the number of days required to learn it. Characters regain these points as normal.

The DC and number of imagination points needed to learn a incantation are not lessened by the nerd archetype’s quick study ability. For instance, using the above example, even though a nerd could learn *remove curse* in two and a half days rather than five, he must still make a DC 19 Magic Intuition check and spend 9 imagination points in order to successfully learn the incantation (these imagination points are all spent on the last day, but need not all be spent on the same round).

## Available Spells

Some spell schools are not available in the Grimm Lands, as their inclusion would compromise the flavor of the game. These are the stories of tricky kids convincing sphinxes to answer their own riddles, of desperate apprentices surrounding their friends with a protective circle, of wise enchanters empowering a





champion to do battle with a terrible foe. It most certainly is not a game of fast-flying fireballs, and as nifty as it is to create the walking dead, that's something the *bad* guys do, not the good-hearted kids. Therefore, Evocation, and Necromancy are considered barred schools for all *Grimm* PCs. Conjunction, meanwhile, has some spells with quite appropriate effects (*grease, web, summon monster*) and some less-than-appropriate effects (*mage armor, acid arrow, sleet storm*); regardless, conjunction spells tend to be physically quite powerful. Therefore, its school modifier is very high.

## Casting Incantations

Kids have a tendency to translate unusual and complex things into their own language. Incantations are spells in a kid's language, the fairytale versions of complex arcane processes. They are, essentially, nursery rhymes.

Incantations retain all of the normal components for spells: as a kid recites an incantation that makes his friend able to fly, he must still do a strange dance, wave his arms about in the air, and has to have a wing feather in hand. However, because the casting process is so freeform and chaotic, incantations performed by kids do not provoke attacks of opportunity, do not require Concentration checks, and cannot be interrupted. They can even be cast while being grappled . . . the kid just has to wiggle about even harder to perform the somatic components.

However, with all of the hopping about and shouting and jiggling of magic totems, incantations can take longer to cast than spells. Incantations have casting times of 1 standard action per spell level, with a minimum casting time of 1 standard action. Spells that are listed in the PHB as having a casting time other than 1 standard action take even longer: they require the listed casting time, plus 1 standard action per spell level.

The standard actions to cast incantations are obviously punctuated by move actions, during which a character can perform any normal move action, including interrupting his incantation to communicate with allies or jeer at his opponents. For instance, when casting a 2nd-level incantation, a character could begin to recite the incantation and move his normal speed, then finish the incantation on his next turn.

Once the character recites the incantation, he must spend an amount of imagination points equal to twice the level of the incantation plus the school modifier. For example, Felix the 5th-level nerd knows *dominate animal*, a 3rd-level incantation. To cast the incantation, Felix must incant the spell for 3 consecutive standard actions. Once he casts the incantation, Felix spends 6 imagination points (3x2 for the incantation, +0 for the school). **Note:** Kids must abide by the normal limit to per-round imagination point expenditures when casting incantations. For instance, the above incantation requires an expenditure of 6 imagination points on the last round of incanting, which can only be accomplished by a 5th-level kid (or a kid with a focus or wand that provides imagination points).

A kid's caster level is always equal to his archetype level, and save DCs are determined normally.

## Boil, babble, foil and trouble . . .

NPCs are a whole different story as far as magic goes. NPCs don't have imagination points (that's good for the PCs), but as a result they use other, more efficient methods to cast spells (that's bad for the PCs). There are two kinds of NPC spellcasters in *Grimm*: those who cast spells via standard d20 System class levels, and those who use spell-like abilities. In both cases, the spells are cast using normal d20 System rules, including casting times, concentration, disruption, and components.

## Combat

Compared to a charging knight or a powerful archmage, kids can seem pretty powerless. True, boys and girls traveling through the Grimm Lands develop all sorts of neat abilities, some developing into mighty combatants, but when compared to a standard d20 fighter of the same level, there is no contest. To facilitate play and allow the kids a fighting chance, *Grimm* uses variations on standard d20 combat mechanics.

## Grappling

Kids' low Strength scores and lack of martial prowess means they don't stand much of a chance one-on-one against the larger prowling denizens of the Grimm Lands. However, kids that have been sucked into the Grimm Lands quickly learn that teamwork can make short work of most foes. As such, they use the following special rules when grappling larger foes.

First of all, against larger foes, kids may use their Dexterity modifier on grapple checks instead of Strength. Second, kids ignore the -4 size penalty to grapple checks when making the initial grapple attempt *only* (they may be small, but they're tenacious). The -4 size modifier applies to all other grapple checks; however, when others join the grapple, the kids become a force to be reckoned with. If multiple kids grapple the same larger foe, each participating kid gains a +2 bonus to his grapple checks per kid participating in the grapple. For instance, if two kids grapple a Medium homicidal talking pig, each kid gains a +4 to his grapple check, effectively negating the penalty for being Small. If four kids were to grapple an ogre, each kid would get a +8 to his grapple check. Note that a 4th-level or higher bully gains a +4 bonus for every child in the grapple, instead of the normal +2.

# Swallowed Whole

Being swallowed alive is a common theme in fairy tales, nursery rhymes, and mythology. From Jonah and the whale, to the titans in Greek mythology, to the fate of Little Red Riding Hood and her grandmother in the gullet of a greedy wolf, helpless heroes often find themselves in less-than-pleasant gastro-intestinal circumstances. *Grimm* is no different. Creatures prowl in the dark shadows of great trees, awaiting the choicest morsel to walk down the path of doom, and great whales swallow whole ships intact, leaving the trapped crew to play cards in their bellies by the light of guttering candles. In short, finding oneself in the belly of the beast, while unpleasant, does not necessarily mean the end of the road.

Swallowing a creature is often the result of a monster's improved grab attack, whereby it shoves the hapless victim down its throat. If it does not have the improved grab ability, this can only be accomplished by a successful grapple check on an already pinned opponent.

To clarify just how much food can fit into whom, *Grimm* uses a modular size system. A creature counts as one quarter of a creature that is one size larger, or counts as four times a creature that is one size smaller. For instance, a Large ogre is the equivalent of four Medium humans, who together are the equivalent of 16 Small kids, who together are the equivalent of 64 Tiny cats. Despite this modular system, however, size seems to blur somewhat in the Grimm Lands, as demonstrated by how much a creature can actually eat.

A monster can swallow half its own size worth of creatures without any ill effects. For instance, had the Big Bad Wolf simply eaten Little Red Riding Hood and ignored her grandmother, it could've easily fit her (a Small creature) in its stomach (as a Medium creature) and had room for another Small child besides. However, if a creature is particularly greedy and hungry, it may stuff itself. A stuffed creature is one that has eaten between half its size and its own size worth of creatures. A creature that has stuffed itself is fatigued. Particularly voracious creatures may eat even further, bloating themselves. A bloated creature is one that has eaten between its own size and twice its own size worth of creatures; bloated creatures are considered exhausted. The Big Bad Wolf, for instance, after having eaten not only Grandma but Little Red Riding Hood as

well, would have been considered bloated, having in his belly a Medium creature and a Small creature, for a total of 1.25x his own size worth of creatures. Creatures can never eat more than twice their own size worth of creatures, and can never eat creatures that are larger than themselves.

A monster can digest up to half its own size worth of food in an eight-hour span. Creatures that were stuffed or bloated may move one step toward normalcy at this time, if the digestive process brought them from bloated to stuffed or from stuffed to normal. For example, if the woodsman had not intervened on behalf of Red and her grandma while they were trapped in the belly of the wolf, the wolf would have digested either half of grandma or all of Red and one-quarter of grandma after 8 hours, at which point it would move from the bloated state to the stuffed state, and moved from exhausted to fatigued.

## What happens to the swallowed?

When a monster digests a certain size worth of creatures, as noted above, it's not just empty calories; those are people being broken down into vitamins, minerals, and amino acids!

In other words, as a monster digests, the people trapped in its belly are dying.

Unfortunately, unlike the normal d20 System rules for characters that are swallowed whole, swallowed characters in *Grimm* may never cut themselves free.

However, there are several actions a swallowed character can take to save himself.

First of all, a character is not dead until 100% digested. Until that time, he simply suffers hit point damage on a percentile basis (if the wolf had digested one-quarter of grandma in an 8-hour span, her current hit points would be reduced by one-quarter).

This means that, if the monster that swallowed him continues to eat, the digested character can insulate himself from the digestive juices, always ensuring that the new foods are digested while he remains alive. This is easily done if the digested character is the only sentient being in the monster's stomach; however, if there are multiple sentient





beings attempting this survival technique, they may have to fight each other for the honor of remaining undigested.

Second, some monsters' interiors are so vast that small enough creatures can exist indefinitely. If a character is swallowed whole by a creature four or more sizes larger than himself, he is never in danger of being digested.

Third, although characters cannot cut themselves free of a monster's innards, they can attempt to get back out the way they came in. A character may make one grapple check per hour to attempt to work his way back into the creature's mouth. If he succeeds, he must attempt a Sneak check opposed by the monster's Notice check. If he succeeds, he can make good on his escape the next time the monster opens its mouth. On a failed check, the monster realizes that something has returned from down below and may take the appropriate actions to rectify the situation (a grapple check to re-swallow the victim).

## Despair

Despite the very real dangers in the Grimm Lands, kids' imagined fears tend to have more effect than anything anyone else could do to them. As long as a kid has friends or allies around him, he can keep the fears at bay; when alone and in an unfamiliar place, however, his imagination begins to work against him. If alone for more than an hour anywhere but a place known as safe and protected, the kid must begin to make despair checks. For each hour a kid is alone in a frightening place, he must make a Will save against a DC of 10 + the kid's current number of imagination points + the number of hours he has been alone. If he succeeds on the save, he steels himself for one hour before he has to make another check at a higher DC. If he succeeds at three checks in a row, he has conquered despair, and does not make another check until his general environment changes. If he fails, he loses 1d4 imagination points and becomes shaken. Each additional failed despair check worsens the degree of fear and further evaporates his pool of imagination by an additional 1d4. While suffering from the effects of despair, a kid may not attain restful sleep, and therefore cannot regain imagination points.

If a kid is reunited with comrades, saved by new allies, or finds a safe haven, he may slowly recover from despair. The severity of his state of fear lessens at a rate of one state per minute, and thereafter he may gain the benefits of restful sleep when appropriate.





# Chapter Four: Oh Brave New World

The Grimm Lands are a dichotomy of the familiar and alien, a blending of ethics and amorality. It is a place where old women eat children, where woodcutters cut open wolves to free a child and her grandmother, and where trolls live under every bridge, ambushing the unwary . . . or is it? The Grimm Lands and its denizens have changed over their centuries of imprisonment and stagnation, making it very difficult to tell who has retained his original stripes, good or bad, and who has shucked his previous perspective for a deviant direction. This chapter attempts to capture the spirit of the Grimm Lands by examining the lay of the land, its masters, and the laws and rules governing it.

could be that the environment itself can sense that kids, with their imaginations, can change the landscape of their own volition. Or perhaps it can taste the otherworldliness on the bottom of the kids' feet. Whatever the cause, the kids' surroundings are as often adversaries as the denizens that dwell there.

## The Land

Most of Grimm Lands civilization, if one could call it that, consists of a stretch of land cordoned off into discrete sections, appearing not unlike a giant checkerboard. Within each square is a castle, a village, some stands of trees, the occasional pond or lake, and a few hills bordering on mountains. Ruling over these squares are petty Kings and Queens who lord over their subjects, if subjects they have, and pursue their own interests. The monarchs who rule have a variety of motivations and personality quirks. Some monarchs grapple with depression, while other kings are spoiled and juvenile, having inherited their thrones too early. Some are simply raving lunatics.

Not all kingdoms are wealthy or even populated. Many monarchs employ only a small staff to oversee the regular operations while they venture forth to hunt the Grimm Land's rarest prey (children, that is). Others are deserted shells, overtaken by the encroaching Great and Awful Forest.


Just as each square has its ruler, so too do most squares have their ruled. Almost every square features one village and surrounding fields, where peasants toil for crops. The villages can be safe havens, making them the closest things to normalcy in the Grimm Lands, or can be abodes of traitorous desperados who would sell a kid's skin, teeth, and bones for a day's victuals and some ale to forget their woes.

There are two methods for expeditious transport through the Checkered Kingdoms. The first, and most common, is on the Riotous River, a great serpentine stretch of water meandering through the Grimm Lands, changing direction whenever it likes, capsizing small crafts with caprice. The river always flows to (or from, depending on the mood of the waters) the Loomslag Peaks, where it van-

## Lay of the Land

The Grimm Lands are difficult to define in any one sense, shifting and changing as they do. The land itself is a large square, surrounded on all sides by the sea. It has the same variations and geological features as many other lands, replete with mountains, sprawling forests, and patchwork fields. What differentiates the Grimm Lands from the real world, at least in this capacity, is that everything here is exaggerated. The mountains that loom overhead or separate villages are impossibly tall and impassible. The forests are dark, lush thickets, virtually impenetrable except by the narrow trails weaving amongst the boles of ancient trees and passing rich green meadows and ominous dark dells. Rivers are wide and tumultuous, and even the mundane, rolling hills seem near to bursting with their everydayness.

However, along with the intensity of the geography comes instability. Tree lines shift and move, such that any minor copse of trees or friendly woods might suddenly expel you into the Great and Awful Forest. Mountains pick up and move while the common folk sleep at night. Even the sun and moon are winsome forces that may range from indifference to pleasure at the suffering of those below. All things in the Grimm Lands, beneath the vivid landscape, are alive . . . and many nurse a loathing for children. It



ishes into (or sources from) a dark cave. Inside the cave, the waters darken, polluted by the River Styx as they join its passage. As with the myth, anyone who even puts the tip of her finger into the waters when within that cave loses all memories of her former life.

The Riotous River can be crossed on one of the many bridges spanning the turbulent waters. Lurking under most of these bridges are trolls, who exact payment for crossing. The surest and least expensive passage over the river is across the London Bridge, which is in a constant state of decay and always on the verge of falling down. A disgruntled farmer's wife purchased the bridge from the gigantic troll that once hid beneath it, ensuring safe passage for those who pay a piddling fee. While the farmer's wife, known only as the bridge lady, charges very little for passage, she more than makes up for her losses in the sheer numbers of users.

The bridge's entropic state was very troublesome to her for many years, making it nearly impassible; lately, however, passersby have noticed swarms of enslaved, blind mice doing maintenance on the bridge, constantly dripping blood on its surface from their hacked-off tails. They clamber everywhere, testing the bridge's construction by feel, retying a steel cord here, tightening a rivet there, and replacing the stones that fall into the rushing, turbid waters below. The story goes that the mice were tricked into slavery by the pied piper, who led them to the bridge lady; once she had them in cages, she promptly cut off their tails with a carving knife and blinded them by stabbing their eyes with needles. Ownership of their tails seems to give her power over them, and their blindness prevents them from finding their tails hanging in her closet. Ever since that bloody day, the bridge has remained passable, but barely.

The other, more exclusive, method of travel is through the Giant Beanstalk. Years ago, when Jack escaped the giant's castle and chopped the beanstalk down (gargantuan pursuer and all), he sent miles of ten to twenty-foot thick magical beanstalk plummeting to the earth. The humongous stalk crushed thousands of trees and the cottages of dozens of villages when it came to a thundering rest on the ground. It still lies where it fell, serving as the basis for a new ecosystem. Varieties of small animals, fairies, and even some humans have made their homes in and around the miles-long fallen plant.

A trio of ingenious gnomes devised a way to carve out the center of the stalk to create a new home after the beanstalk made short work of their former abode. In time, and with the aid of other fairy creatures, they were able to construct an extensive passage connecting every part of the Grimm Lands to any other. The gnomes, now custodians of this grand highway, require travelers to perform some mundane service, like cleaning a hearth, sweeping a room, or repairing a wagon wheel. Their brusque manners and businesslike efficiency belie kind hearts; their charity and mode of safe transportation has offered reprieve to many a distraught child from the real world.

While the beanstalk creates a path through the kingdoms, it cannot provide passage through the Loomslag Peaks. This massive range of mountains moves from place to place, crushing any who happen to find themselves in its lumbering path. The beanstalk always curls to a halt or doubles back on itself when the Loomslag Peaks interpose themselves in its path, but picks up again on the other side. One common sight within these mountain peaks, aside from ice queens, yetis, and frost ghouls, are small camps of

dwarves. These industrious fellows dig in the mountains' wake for lost bits of treasure left in the ruins of the villages and castles that didn't move out of the way quickly enough.

The Great and Awful Forest stands in sharp contrast to the somewhat ordered environment of the Checkered Kingdoms. The wood covers about half of all the Grimm Lands and is home to all manners of creatures wishing to retain their anonymity. All along the forest's boundaries are small communities of woodcutters, herbalists, and trappers, all of whom live in constant fear of the monsters living within the arboreal nightmare. These communities are home to the freaks and exiles from the Checkered Kingdoms, like Peter and his wife-eating pumpkin, the homeless Old Woman who collects the feet of children in memory of her stolen house (her previous abode, shaped like a shoe, was innocently absconded by a giant who thought it nothing more than footwear, with most of her children mashed into toe jelly beneath his calloused feet), and even Hans the Hedgehog, who lives in the forest but emerges to trade his pigs for nubile young wives.

Despite the Great and Awful Forest's lawlessness, lending to its foreboding façade, there is a definite presence of leadership from within. Mother Goose and her enslaved mount fly out from the depths of the forest, bearing messages to distant kings and queens. Her master is the Rotten King, once called Humpty Dumpty, now the self-proclaimed master of the Great and Awful Forest. Surrounded by his court of sycophants and lovers, he announces his mad decrees from a throne built out of a crumbling wall.

In addition to the Rotten King, the Great and Awful Forest is home to all sorts of nasty denizens, including wolves, witches, Hansel and Gretel and their poisonous gingerbread house, and sometimes even the Devil himself. There are also talking and upright animals, exiles and outcasts, and the occasional tree sprite. Wandering through the woods is foolhardy, but the stalwart may find it a place of grand adventure.

## The Sea

Encircling the Grimm Lands is the ocean, a vast expanse of perfect blue, with cresting caps of white, wheeling seagulls, and the occasional spout of water bursting from a leviathan's blowhole. Islands dot the oceans, small tropical paradises each more beautiful than the last. Despite the beauty of the archipelagos, galleons of evil intent blacken the coves and straits, children and monsters chained to their oars, ragged Jolly Rogers snapping from their masts. The sea itself contains all manner of creatures, from fish that grant wishes, to chatty lobsters and walruses, to the most etiquette-observant of sharks, who always accompany their meals of human flesh with the best blood-red wine. Even the seagulls chatter and torture, flipping crabs to their backs and letting the sun bake them, killing them slowly. In all, there is no respite in the ocean blue.

At the very edges of the horizon, one can just make out the swirling mists of the Edge. The Grimm Lands are a flat world, the waters of the ocean pouring over the sides to spill down into the void below. Old crusty pirates tell of the horrible things living at the edges of the world, a place where the stars come to life, where awful monsters with twitching tentacles rip apart the unwary sailor. They even speak of things composed of color alone, descending from the shadows of space to feast upon the minds of those too

bold. What lies beyond the fabled edge of the world, no one can say. However, most believe that trying to escape the Grimm Lands by sailing over the edge is futile . . . though other worlds may be reached that way, they are undoubtedly only more hellish and terrifying.

While pirate ships aplenty travel the seas, odd vessels in the shapes of pots and pans and even hats bear mad passengers about. Occasionally, seaside villages exile the more wicked members of their communities to a life at sea. Being trapped in a shoe, hat, or crock-pot for months at a time with two other lunatics is almost enough to drive a madman sane.

## The Celestial Bodies

Crossing the sky over the Grimm Lands are two celestial bodies: the Sun and the Moon. Instead of the normal heavenly bodies, these not-so-distant orbs are sentient beings themselves, and neither of them are terribly friendly. The Sun is a distant being, causing droughts and stealing warmth at whim, barely noticing the denizens below that rely on it for life and sustenance.

His opposite is the Moon, a raving lunatic who may loom in close to peer at travelers with a squinting, twitching eye before spinning away, laughing as it bobs in the night sky. The Moon enjoys driving the inhabitants of the Grimm Lands mad, but even more so, it enjoys betraying hidden prey to their hunters by casting its beams on their hiding places. From time to time, it pulls a hapless person up with it and strands him in the night sky. With only the Moon's hideous chortling for company, these living constellations rapidly become moon-touched, joining the moon in its insanity. Once this state has been achieved, the Moon lets the prisoner go, encouraging him to spread the shrieks of his delirium throughout this already twisted world.

The Sun and the Moon are not alone in their lofty perches. Many other creatures dwell in the skies above the Grimm Lands. Castles on clouds, once the abodes of giants and princesses, now drift along on ragged strips of mist and air, their floors rotted out, threatening to drop any visitors to the ground miles below. Giant bats wing to and fro in the night, while murders of crows and unkindnesses of ravens alternate between spying for the Rotten King and savaging unwary travelers.

## The Underworld

Beneath the surface of the Grimm Lands is a preposterous world home to capering demons, exiled and enchanted princes, lost children, and the ever-fearsome Dragon. Despite its many dangers, the Underworld is a place of secrets, a place where one could find escape from the Grimm Lands by braving great danger. To reach the Underworld, one has to find the right kind of doorway. Some doors may lie in the bottoms of wells, others in secret rooms in castles. Finding such passageways is only the beginning; one must know how to open them, as well. A passageway behind a bed may obviously be one of those entryways, constantly leaking the flickering light of hellflames and odor of brimstone, but if you don't know to knock three times on the headboard you'll never get through. That said, such secrets and tricks of entry are sur-

prisingly common knowledge. Just about anyone, should he be desperate enough or foolish enough, can find the Underworld. You see, it wants you to come into it. It wants you, period. It is the Grimm Lands in the extreme. Its castles and caves are more deadly and confusing, its alien skies more threatening to sanity, its cornucopia of inhabitants more desperate and damned. The Underworld is a place of temptation that exists only to lead kids astray and entrap them in the perpetual gloom of an illusory realm.

## Babylon

*How many miles to Babylon?*

*Threescore miles and ten.*

*Can I get there by candlelight?*

*Yes, and back again.*

*If your heels are nimble and light,*

*You may get there by candlelight.*

—*How Many Miles to Babylon?*

Though the Grimm Lands can be an exciting place to explore, most trapped children eventually begin to yearn for home. If they do not, it seems a certainty that the constant threats of the world around them, and the murderous assaults of the enemies they invariably make in their explorations and escapes, will eventually hunt them down and kill them. Getting back home is no small task; it is, after all, the ultimate goal of any *Grimm* campaign.

Kids in *Grimm* inevitably get sucked into quests, are hunted by innumerable threats, and are forced to use their imaginations in ways they never dreamed possible. In these explorations, they may catch wind of an old nursery rhyme, one speaking of a fabled land called Babylon. This place, be it a nation or a city, stands as the key to their escape. Babylon should be the ultimate goal of the children; it stands as the door to their world. How to achieve it, its nature, and the possible denizens of such a place are up to the GM, who may even decide it does not exist, except in the kids' imaginations themselves.

## Laws of the Land

The Grimm Lands are a shifting tapestry of colors, sounds, and experiences. It rarely keeps the same form from day to day, with whole kingdoms erased by the Loomslag Peaks, the Riotous River changing its course and direction of flow, and cleansing storms scouring the land of its inhabitants. Even the Sun and Moon take to the sky at unusual times, often quarrelling in the firmament together. Even though it seems the Grimm Lands are chaotic and unstable, there are a few rules regarding its form.

**1. No thing is permanent:** There is no constant in the Grimm Lands. Kings and Queens rise and fall. Boundaries always shift. The Grimm Lands are in a constant state of change. And no one, absolutely no one, ever lives happily ever after.

**2. Sanity is madness:** Some form of madness afflicts

everyone and everything. Folk of the Grimm Lands view sane children as the ones who are mad.

**3. Imagination can only change things:** It can never remove something or someone from existence.

**4. One way out:** Though many doors lead into the Grimm Lands, only one leads home.

## Quests, Oaths, and Breaking Your Word

One of the less obvious but important differences between the Grimm Lands and the real world is that, in the Grimm Lands, promises are binding. There are serious repercussions to those who do not follow through with vows that they've made. Simply saying you are going to do something, even directly to another person, does not carry any penalty. An oath must carry the penalty inside of it, and by stating the oath, you must also accept the penalty for failure. Hence, "I swear I'll get him someday" is not an oath for these purposes. "I swear I'll get him or I'll cut off my left hand," however, is a binding oath.

To avoid the repercussions of not fulfilling an oath, a character must endeavor to meet all the criteria stated in the oath itself. There is no hiding from an oath, nor any way to hide or obscure the fact that one has been successfully completed. Oaths are never official if made under duress or direct threat of harm, such as "Swear to serve me or I'll kill you!" Nor may an adversary enforce an oath if the oath maker's loved ones are under duress, if doing so is the only way to prevent an evil act or other such blackmail, if the oath maker or his loved ones are imprisoned, or if he is under the effects of mind-altering magic. The oath is a tool to ensure trust and cooperation between equals, not a way to force prisoners and those at your mercy to behave as you wish them to. However, as is often the tactic of the Devil or the Rotten King, conscious oaths may be extracted by trickery. Oath makers may say the damning words without thinking, may make a promise regarding things they are not entirely informed of, or may even swear an oath to an enemy in disguise. For instance, if the Devil disguises himself as King Wenceslas and convinces a kid to swear "I will serve you to the end of my days, on pain of death," the oath binds the kid to the Devil. If, on the other hand, a wiser kid in the same situation were to swear "I will serve King Wenceslas to the end of my days, on pain of death," that oath would be binding . . . but it would bind the kid to the person mentioned, the true King Wenceslas, rather than the Devil in disguise.

### Oh, The Pain

Any sort of punishment imaginable can be linked to an oath. Characters could gain leprosy, die, go blind, lose a limb, or anything else nasty. Some punishments are permanent, such as in the case of death, while others have a finite duration. Punishments are either permanent or last for one year, unless the nature of the promise is insignificant. Some example punishments follow.

*Death:* The oath taker dies upon breaking his oath. This occurs if the person himself is responsible for breaking his

word. If you swear to slay a dragon and someone else kills it before you, you do not die. If you do not try to fight the dragon at all, or try to get someone else to do the deed, you die.

*Damnation:* When you die, your soul is reserved for the Underworld. This may seem a small price to pay now, but while you live you are one of the damned, and people sense this about you. All NPC attitudes worsen by two steps, and NPCs with religious affiliations refuse to deal with you.

*Pain:* Wracking waves of pain course through your body for the duration of the penalty, giving you a -4 penalty to all attack rolls, skill checks, and saving throws.

*Transformation:* You transform into an animal. Whether or not you retain your intellect, much less remain able to speak, is adjudicated by the GM. The more innocuous the animal, the more likely you are to retain your faculties and be able to communicate. A kid turned into a bat, cat, or frog, for instance, is likely to retain his human voice; a kid turned into a dog or horse is likely to retain his intellect, but not his ability to speak; and a kid transformed into a bear or a lion will not even remember that he was once human, and becomes a wild animal. This punishment lasts until the character meets a certain condition as defined by the oath. Examples include a kiss from a prince or princess, immersion in the snot of a dragon, or something else of the sort.

*Diseased:* You gain a horrific and sickening disease, as defined by the oath. The disease is never lethal, but has some sort of spectacular visual effect, such as suppurating sores, bursting blisters, weeping eyes, or inflamed rashes. For as long as the character has the disease, he suffers a -10 circumstance penalty to all Charisma checks.

*Blindness/Deafness:* The character loses sight or hearing for one year.

## Temptations

One of the greatest dangers in the Grimm Lands is that of falling prey to temptation. Kids that give in to their basic desires without thought for the consequences place themselves in grave jeopardy. Worse, many temptations do not allow you to pause and give thought to your actions, instead ensnaring you with their mental control and forcing you to give in. Many beings in the Grimm Lands prefer such subtle methods of ensnaring their victims, and thus the land abounds with tasty-looking apples, delicious-smelling treats, shiny piles of gold, beautiful garments, and other irresistible delights.

Various items, people, and places have temptation levels. This level represents how enticing something is. When a player character (or sometimes an NPC) encounters a temptation, she must make a Will save, using its temptation level as the DC. Tempting things can (but do not have to) have a target associated with them, which means that they tempt only the corresponding target. Valid targets include children, wolves, witches, little girls, little boys, nobles, peasants, animals, spirits, hungry people, thirsty people, or even particular character archetypes. Generally, if you are not part of the target group, then you suffer no temptation.

Temptation levels are represented as follows. An adorable puppy with a temptation level of 14 and a target of kids would be listed as puppy (Temptation DC 14: kids). Some things may tempt different sets of creatures, while others tempt all creatures but have a particular impact on



specific targets; finally, a temptation may tempt only one normal target type but have a particular draw on an even narrower subdivision of that target type. For instance, a group of kids may accompany a prince on a mission to find a magic crown. On the way there, they come across the Devil disguised as a storyteller, spinning tales of daring and high adventure to delay them from their quest. These tales are tempting to not only kids, but also those of the adventuring mindset, like knights and princes. They would be listed as tales (Temptation DC 12: kids, adventurers). Later on, the kids and the prince find the crown. This item is tempting to any intelligent being, but particularly so to those of noble blood, who suffer a -4 penalty on their Will saves to resist the temptation (Temptation DC 20: all, nobles -4). Subsequently, on the way home, the party may come across a pair of really cool sunglasses left behind by a witch as bait. The sunglasses would look great on any kid, but are particularly suited to those who concern themselves with the latest fashions; therefore, they are listed as sunglasses (Temptation DC 16: kids, popular kids -2).

When a character succumbs to temptation, she does what is appropriate for the situation. If it is food, she eats it. If it is a treasure, she takes it. If it is a person, she talks to him. If it is a door, she opens it. Once a character resists temptation, she is forever after immune to its effects. It might still look inviting, but not overpoweringly so.

Temptations may be designed as if they were traps, as per the DMG. Most temptations have a magical effect, so pick the spell that most closely mimics the effect and use its level to determine the temptation's CR. Examples of common effects include *bestow curse*, *geas/quest*, *alarm*, and *touch of idiocy*. Other temptations may have storyline impacts (taking the pie gets the baker mad at the party, which forces them to clean the mill to make up for it, which allows them to find a trapdoor to a hidden cave, etc.) or even directly and indirectly damaging results (pretty jewelry could have contact poison, or someone who picks up a cool-looking animal bone could attract a pack of wolves to the party). The latter can be designed using the same mechanics as a mechanical trap, as per the DMG, or simply assigned a CR based on the fight or danger that results in succumbing to the temptation. In any case, because *Grimm* does not use XP, these CRs do not affect in-game rewards for resisting the temptation, they simply allow you to tailor the temptations to a level appropriate for the party.

## Encounters

Though most players are familiar with the general elements of popular fairy tales, such knowledge will not “give away” any of the game to them. The inhabitants of the Grimm Lands are sufficiently warped that any prior knowledge on the players' parts will only serve to heighten the players' confusion and highlight the disturbing nature of the realm in which their characters are trapped.

Encounters fall into four categories. The first are places of note. Many places in the Grimm Lands are powerful and aware, noticing when inquisitive children breach their boundaries. Rapunzel's Tower, Transforming Wells, and the Great and Awful Forest are given as examples. These should play the role of not only locations, but antagonists as well.

The second type of encounter is, simply, people. These are the humans, both good and evil, that populate the Grimm Lands. These characters include the Woodcutter, the Mad-Hatter, any of a handful of witches, any of the kings of the land, or even other kids trapped in the Grimm Lands. These characters may be allies, adventure hooks, threats, rivals, or anything else you can imagine.

Fairy tales are chock full of talking animals, walking animals, simple beasts of burden, and decorative woodland creatures. They may function as guides, opponents, or advisors, capable of far more than their mundane counterparts. The Three Bears, the Frog Prince, and Hans the Hedgehog are examples of fairy tale animals.

The final category is fantastic creatures. These are monsters, fey, and friendly folk that no longer exist in the real world. They are the true natives of the Grimm Lands. Such creatures include the Dragon, spirits, dwarves, giants, red-caps, and more. Though fairies have romantic connotations, the fey folk of *Grimm* can be malevolent creatures who hunger desperately for the yummy imagination in a child's heart.

## PLACES OF NOTE

In *Grimm*, a place can be just as dangerous as a person or monster. Some locations ensnare travelers, luring them inside the walls of a raucous inn to imprison them in bliss forever after. Others seem innocent, like a fantasy castle with bright blue shingles, white stones, and creeping vines, but soon reveal themselves as not only alive, but very, very hungry. Places of Note usually cannot be fought in a traditional manner; they may be explored, avoided, or escaped from, or perhaps the children must remove a magic key-stone to bring the place tumbling down.

## Transforming Wells

### Temptation DC 15: thirsty people, girls

Wells are important places in fairy tales, as they link the chthonic elements of the Underworld to the hard reality of the surface world. Wells are places to make wishes, to dream, and to receive advice from the wisdom of the deep. Some wells are places of great magical power, nexuses of the magical currents running through the land; more than a few of these have been corrupted by the nightmares and bitterness of the children ensnared by them. These wells may have various effects on those who drink from them, but the most common is transformation. A character drinking from one of these wells must attempt a DC 15 Fortitude save, or be affected in accordance with the table below. The creature that the character becomes (or appears to become) is up to the GM, or may be determined randomly.

Roll	Result
01-30	<i>Disguise self</i>
31-60	<i>Alter self</i>
61-75	<i>Polymorph</i>
76-90	<i>Baleful polymorph</i>
91-100	<i>Flesh to stone</i>

A transformed character remains so until a *remove curse* or *dispel magic* is cast upon the victim, or another condi-

tion of the GM's choosing is met. Restoring a character from this change could be a quest in itself, requiring the children to undertake all manners of quests in order to have the curse lifted. Use the rules governing the appropriate spells to determine the exact changes to the transformed child.

## Rapunzel's Tower

### **Temptation DC 10: males**

Everyone knows the story of Rapunzel with the long hair, how her father traded her for a bushel of rumpions, and how Old Gothel, the witch, shut her away in the tower heights for years until she escaped at the cost of her lover's eyes. What most do not know is that the tower was aware, and that during the imprisonment of the girl, it felt pity. The tower tried to entertain the poor girl, encouraging the birds nesting in its eaves to sing to her and convincing the Sun to shine in her window for a few minutes longer each day. Yet, all its efforts were for naught, as the girl fled at the first opportunity.

The tower, crushed by abandonment, became bitter and jealous. Spiders infested the tower over the next few years, seizing greater and greater amounts of the structure for their own. With the witch long gone and birds all sucked dry by the spiders, the tower turned to the arachnids for company. In time, the spiders and the tower achieved a symbiotic relationship: the tower lured animals and people into it, while the spiders devoured them.

Years later, Rapunzel returned to the tower, older and wiser, to thank it for the efforts she had earlier ignored. The tower was asleep at the time, and so was none the wiser as the spiders gleefully set upon her. By the time the tower awoke, Rapunzel was nothing more than a poison-filled, bloodless husk . . . but the spiders knew that keeping the tower happy was paramount, and as such a swarm of them inhabited her body and animated it for their own uses. The tower, knowing only that its beloved Rapunzel once more walked its stairs and sang from its window, was none the wiser.

One hundred years have passed since Rapunzel's return, and her body is far gone and desiccated. Yet her long locks of ropey, wispy hair hang from the tower window once again. Many princes and knights have tried to climb the carcass's golden locks, only to find themselves in the arms of an awful corpse riddled with spiders. And all the tower knows is that, finally, its dear Rapunzel is happy.

## Rapunzel

### **Medium Vermin**

**Hit Dice:** 4d8+4 (22 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares)

**Armor Class:** 15 (+3 Dex, +2 natural), touch 13, flatfooted 12

**Base Attack/Grapple:** +3/+3

**Attack:** Claw +5 melee (1d4+1)

**Full Attack:** 2 claws +5 melee (1d4+1) and bite +0 melee (1d6 and poison)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Poison, sneak attack +2d6

**Special Qualities:** Hair, vermin

**Saves:** Fort +5, Ref +4, Will +1



**Abilities:** Str 12, Dex 16, Con 12, Int -, Wis 11, Cha 9  
**Skills:** Sneak +10, Trick +7\*  
**Feats:** Improved Feint, Martial (natural weapons)  
**Environment:** Rapunzel's Tower  
**Organization:** Solitary (unique)  
**Challenge Rating:** 3

*The long wispy golden hair ends at the crown of a desiccated husk of a girl, her body mummified and animated by the swarms of tiny spiders crawling in and out of her various orifices. Her dress, mostly moldered, hangs in ribbons from her skeletal frame. Completing the monstrous picture is the host of larger arachnids boiling out of her maw, dropping to the floor to be crushed by her shuffling steps.*

## Combat

Rapunzel waits for a fool to finishing climbing her tresses and to come through her window. When the would-be savior crosses the sill of her window, she embraces him in a caricature of a grateful maiden.

**Poison (Ex):** If Rapunzel bites an opponent, the spiders in her mouth inject a stream of virulent poison (injury, DC 12, initial damage 1d6 Strength, secondary damage 1d6 Strength).

**Hair (Ex):** Rapunzel's hair is quite strong, capable of bearing 400 pounds of weight before breaking.

**Skills:** Rapunzel's corpse disguises the spiders inside, giving the collective entity a +8 racial bonus to Trick checks made to disguise its true nature.

## The Great and Awful Forest

As mentioned in the previous chapter, the Great and Awful Forest is a place of malevolence, concealing all manner of nasty creatures. In most cases, the forest exudes sensations of fear and dread. The concealing qualities of the forest hide many terrible things, including Hansel and Gretel's Gingerbread House and Sleeping Beauty's coffin. Even the trees themselves have been known to come alive, snatching unwary kids and stuffing them into suddenly gaping, thorn-rimmed maws.

Malevolent trees are more common in the Great and Awful Forest than most suspect. The trees lurking closer to the edges of the vast forest are careful not to attract too much attention, for they loathe the woodsman's axe; most-satisfy their unholy hunger on the occasional bird or squirrel rather than risk attacking humans. Malevolent trees deeper in the woods are more aggressive, grabbing at travelers and creatures as their hungers demand.

## Malevolent Tree

**Large Plant**  
**Hit Dice:** 7d8+21 (52 hp)  
**Initiative:** -3  
**Speed:** 0 ft. (0 squares)  
**Armor Class:** 14 (-1 size, -3 Dex, +8 natural), touch 4, flat-footed 16  
**Base Attack/Grapple:** +5/+13

**Attack:** Branch +9 melee (1d6+4)  
**Full Attack:** 4 branches +9 melee (1d6+4)  
**Space/Reach:** 10 ft./10 ft.  
**Special Attacks:** Improved grab, swallow whole  
**Special Qualities:** Plant traits, vulnerability to fire  
**Saves:** Fort +8, Ref -2, Will +2  
**Abilities:** Str 18, Dex 4, Con 16, Int 11, Wis 13, Cha 11  
**Skills:** Boy Scout Stuff +6, Trick +5  
**Feats:** Blind-fight, Cleave, Power Attack  
**Environment:** The Great and Awful Forest  
**Organization:** Solitary, pair, or stand (1-6)  
**Challenge Rating:** 5

*This looming tree has gray bark and blood-red leaves, with ochre-colored sap leaking from various cuts and rents in its bark. Midway up the trunk, a great maw opens, the jagged vertical crease revealing bits of clothing and flesh amidst the cracked and splitting wood.*

## Combat

As mentioned, malevolent trees prefer to attack the unwary, posing as normal trees until someone walks beneath their boughs. The malevolent tree attacks with a branch, trying to snatch the child up and stuff it in its mouth before any notice. As malevolent trees are not mobile, they rely on the foolish and unwary to come within reach before revealing their true natures.

**Improved Grab (Ex):** A malevolent tree that hits a target with a branch deals normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can transfer the victim to its maw as a move action.

**Swallow Whole (Ex):** A malevolent tree that begins the round with an opponent in its mouth automatically deals 1d12+6 points of damage, and can attempt to swallow the victim by making a successful grapple check (see expanded swallow whole rules in Chapter 3).

## Sleeping Beauty's Bower

**Temptation DC 16: males, princes -4**

It is unclear whether this slumbering maiden is actually Sleeping Beauty, or perhaps Snow White (of the Seven Dwarves fame), or some other unfortunate lass. Regardless, her true love never came to wake her, and she lies waiting deep within the Great and Awful Forest, sleeping in her glass coffin, preserved forever more. Many were the suitors who attempted to brave the animated rose bushes, vicious wolves, and impassible earth elementals that guarded the hidden shrine in which she lay. However, she is not simply sleeping . . . she is quite dead.

The vengeful blood and bitter spirits of the would-be rescuers have soaked into the soil around the shrine over the centuries, imbuing a large mass of the neighboring plant life with a dark sentience. This devious entity, still burning with a hatred of the maiden that killed its former selves, and reveling in watching others even more foolish than they, has killed the sleeping beauty. She is now nothing more than a beautiful lure in a deadly trap.

The root system of the plant long ago worked its way up through the bottom of the maiden's coffin and penetrated her flesh, spreading throughout her body and claiming it



for its own. The sides of the box and the cushions beneath conceal the invading growth from most eyes, which are almost always drawn to the radiant beauty above them. Any males who fail their temptation save must kiss the lovely young woman, hoping to wake her and make her their own. In so doing, the kisser releases a cloud of spores that have nested in the sleeping maiden's lips. These spread in a 10-ft. radius around the coffin, forcing anyone in the area to make a DC 16 Fortitude save or fall asleep for 1d8 hours. The roots of the plant arise from the cracks in the flagstone of the shrine, burrowing into these new victims and feeding on them. The burrowing of the roots causes 2 points of Constitution damage each hour, making the duration of the sleep effect a life-and-death matter. Any who awake during this slow but fatal process can free themselves and their allies without a struggle.

Meanwhile, the kisser, having set off the trap, must undergo a separate ordeal. As soon as the spores erupt, a second attack then erupts from the maiden's mouth (those adventuring princes tend to be strapping young men who can resist the spores, after all), a root tendril that snakes upward and grabs the kisser by the tongue, automatically engaging him in a grapple. The tendril has AC 15, 18 hp, and a grapple check of +12. Every round that the tendril has a hold on the victim's tongue (i.e., sustains the grapple), it pumps a minor poison into his system (injury, Fortitude DC 16, initial damage 1d2 Dexterity, secondary damage 1d2 Dexterity). The victim, assuming he is still awake, can resist by attacking the tendril or by trying to escape the grapple. This latter course of action is not without its penalties, however; if the victim wins the grapple check, he may pull away from the plant, but his tongue is left behind. If the victim succumbs to the poison and does

not escape, he is subject to the same Constitution damage as the sleepers, above, but with an ultimate fate worse than death: he is animated by the plants' roots as a zombie, subservient to the evil vegetation's will. Such unfortunates are most often directed to perform chores, like spreading corpse parts among the plant's roots to act as fertilizer, or to act as lures, drawing hapless adventurers into the plant's domain.

## HUMANS

Some of the most fearsome actions perpetrated in fairy tales are those done by humans. Stepmothers and Queens commission hunters to kill their own children, husbands imprison their wives in giant gourds, and fathers sell their children for petty baubles or out of fear. More and worse examples abound throughout nursery rhymes and fairy tales, and one can be assured that in the twisted realm of the Grimm Lands, the worst of humanity can be found.

### Villain Creature Type

While the PCs use an archetype system for ease of play and game feel, all other humans use the normal d20 class progression. Most humans the kids meet, for instance, will be 1st-level commoners, while the baker or candlestick maker might be experts, and the local duke an aristocrat. Most friendly spellcasters are simple shamans and wise women, using the adept NPC class. True villains, however, are far more dangerous, and may have class levels in any class or prestige class the GM desires.

For quick and easy human antagonists, a new monster



type, villain, has been created. These creatures are humans (or at least are shaped like them) and use the following game statistics:

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Attributes assigned using elite array (15, 14, 13, 12, 10, 8), improving any one for every 4 Hit Dice.
- Good save is assigned based on best key attribute (Reflex if Dex, Will if Wisdom, Fortitude if Constitution).
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.
- Traits:* A villain possesses the following traits (unless otherwise noted in the creature's entry).
  - Bonus feat at 1st level (as if human).
  - Extraordinary abilities: as determined by the GM.
  - Supernatural abilities: as determined by the GM.
  - Spell-like abilities: ability to cast one spell-like ability, at will, per Hit Die. Maximum spell level available is equal to Hit Dice divided by 2, and the villain must be able to cast at least two spells from a previous level before he may gain a spell of a higher level. For instance, a 5 HD villain could cast 5 spells at will, the highest of which could be up to 2nd level. However, when designing which spells the villain has, the GM would have to make sure that he has at least 2 0-level spells before he assigns 1st-level spells, and at least 2 1st-level spells before he assigns a 2nd-level spell.
  - Vulnerability: each villain should have a unique vulnerability.

## Wicked Witches, Spiteful Stepmothers, and other Malevolent Matrons

Witches, while not matching the brutality of the Wolf, are some of the most ubiquitous evil-doers in the Grimm Lands. They may be adepts or sorcerers, druids or necromancers. They may be young and comely maidens or hideous crones, hiding their natures under the guise of a simple peasant life or flaunting their arcane powers with wanton abandon.

Next to witches, evil stepmothers are perhaps the most reviled characters in fairy tales. They replace the virtuous and loving mother with a spiteful hag that resents the connections between the daughter and the father, and does everything in her power to sever them. What the tales do not tell, however, is the father's role in this . . . in some cases, the supposedly noble man murdered his first wife so he could marry the new one. Further, how noble and good a man can he be if he ignores the harsh treatment that the stepmother inflicts upon the innocent child? In the end, the husband is merely a pawn, like everyone else in the evil stepmother's life.

Evil matrons occupy many positions in the Grimm Lands. Some are commoners, while others are witches in secret, and a few are evil queens with untold powers at their fingertips. When designing your witch or evil stepmother, it may help to connect her to a particular fairy tale, such as Old Mother Gothel in Rapunzel. The following is one version of the evil queen and stepmother from the tale of Snow White.

## The Evil Queen

**Human Male 2nd-level Rogue/3rd-level Enchanter  
Medium Humanoid**

**Hit Dice:** 2d6+3d4+7 (19 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 12 (+1 Dex, ring of protection +1), touch 11, flatfooted 10

**Base Attack/Grapple:** +2/+1

**Attack:** Dagger +1 melee (1d4-1 plus poison)

**Full Attack:** Dagger +1 melee (1d4-1 plus poison)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Magic mirror, poison, spells

**Special Qualities:** Vulnerability

**Saves:** Fort +2, Ref +5, Will +4

**Abilities:** Str 9, Dex 13, Con 13, Int 16, Wis 12, Cha 18

**Skills:** Art (acting) +9, Art (music) +6, Home Ec +9, Knowledge (fairytales) +8, Magic Intuition +11, Notice +6, Socialize +9, Sleight of Hand +6, Trick +9

**Feats:** Brew Potion, Iron Will, Skill Focus (Magic Intuition)

**Environment:** The Checkered Kingdoms

**Organization:** Solitary, with court

**Challenge Rating:** 7

*The evil queen is a hideous and awful man dressed in cheap woman's clothing. A scratchy beard shadows his paint-encrusted cheeks, and he enjoys smoking thick cigars.*

This evil queen used to be Snow White's father, the king, until his wife left him for one of the Three Pigs. In his frustration and outrage, he slipped as smoothly into insanity as a slender hand does a glove. Dressing in his former wife's clothing, he claimed to be the king's new wife. Seeing his ex-wife in his daughter, he grew resentful and tried to kill her, forcing her back into the arms of the lecherous seven dwarves. He would give anything to see his daughter's head on a plate. Unfortunately for his subjects, he sees his daughter in all women now, so any head will do.

His opinion of himself is so high that he truly believes himself to be the most beautiful woman in all the land. When faced with a real woman of beauty, he grows jealous and violent and employs whatever witchery he has learned.

### Combat

The evil queen prefers to let his lackeys, like the huntsman, do the dirty work. When forced to act, he uses guile and deception rather than fighting.

**Magic Mirror (Su):** The evil queen owns a magic mirror, which is itself a prison for a particularly nasty demon. Through its lies and false images, it has eroded the queen's mind. Once per day, the mirror may cast *scrying* as a 10th-level caster, focusing on whomever it believes is the fairest of them all.

**Poison (Ex):** The evil queen employs all sorts of nasty poisons and elixirs. He injects such poisons in food like apples, pears, or other sweet treats (ingested, Fortitude DC 11, initial damage 1 Con, secondary damage target falls unconscious until the victim meets some pre-determined condition). The evil queen coats his dirk with a more virulent poison (injury, Fortitude DC 14, initial and secondary damage 1d6 Con).

**Vulnerability:** The evil queen sees only a false reflected image on the surface of his magic mirror. If someone ever reveals his true and ghastly appearance to him, he flees, leaving a trail of womanly tears.

*Typical Spells Prepared* (4/3/2; save DC 13 + spell level): 0—*daze, detect magic, guidance, touch of fatigue*; 1st—*charm person, disguise self, hold portal*; 2nd—*eagle's splendor, hideous laughter*.

*Possessions:* ring of protection +1, dagger, makeup kit, vial of poison for dagger, vial of poison for fruit.

## Cinderella

**4th-Level Human Female Aristocrat**

**Medium Humanoid**

**Hit Dice:** 4d8+4 (22 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares)

**Armor Class:** 12 (+2 Dex), touch 12, flat-footed 10

**Base Attack/Grapple:** +3/+3

**Attack:** Cat-o'-nine tails +3 melee (1d6 nonlethal plus 1 lethal, plus fear)

**Full Attack:** Cat-o'-nine tails +3 melee (1d6 nonlethal plus 1 lethal, plus fear)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Sadist

**Special Qualities:** Vulnerability

**Saves:** Fort +2, Ref +3, Will +4

**Abilities:** Str 11, Dex 15, Con 13, Int 12, Wis 10, Cha 21

**Skills:** Animal Empathy +10 (+12 with Intelligent Animals), Home Ec +9, Notice +5, Socialize +13

**Feats:** Endurance, Skill Focus (Home Ec), Spoiled

**Environment:** Humpty Dumpty's Court

**Organization:** Solitary or with attendant stepsister slaves

**Challenge Rating:** 3

*A picture of perfect beauty, this young woman wears a low-cut ball gown studded with pearls, sapphires, and other precious stones. On her feet are exquisite glass slippers that sparkle in the light. The unusual thing about the otherwise delightful image before you is the well-used leather scourge in her right hand.*

While glad that a charming prince rescued her from her mundane life under her evil stepmother, Cinderella soon found that living happily ever after comes with a price. Her love for the noble prince that married her was

quite chaste, and he soon found to his dismay that she could not abide to be touched. On one romantic night upon the high balcony, the prince's hands wandered too far, and the exasperated Cinderella pushed him over the balcony's edge and fled into the night. She wandered into the Great and Awful Forest, where she encountered none other than the Rotten King, Humpty Dumpty. He courted her and, seeing as how he was neither human nor at all interested in physical intimacy, his overtures quickly met with success. While uninterested in human women, he explained, his plans for domination required that he have a queen. He offered Cinderella the status and high lifestyle she had come to adore, without the previously required giving up of her body's purity. Thus, their platonic romance began. As an engagement gift, Humpty Dumpty presented her with her three stepsisters to do with as she wished.

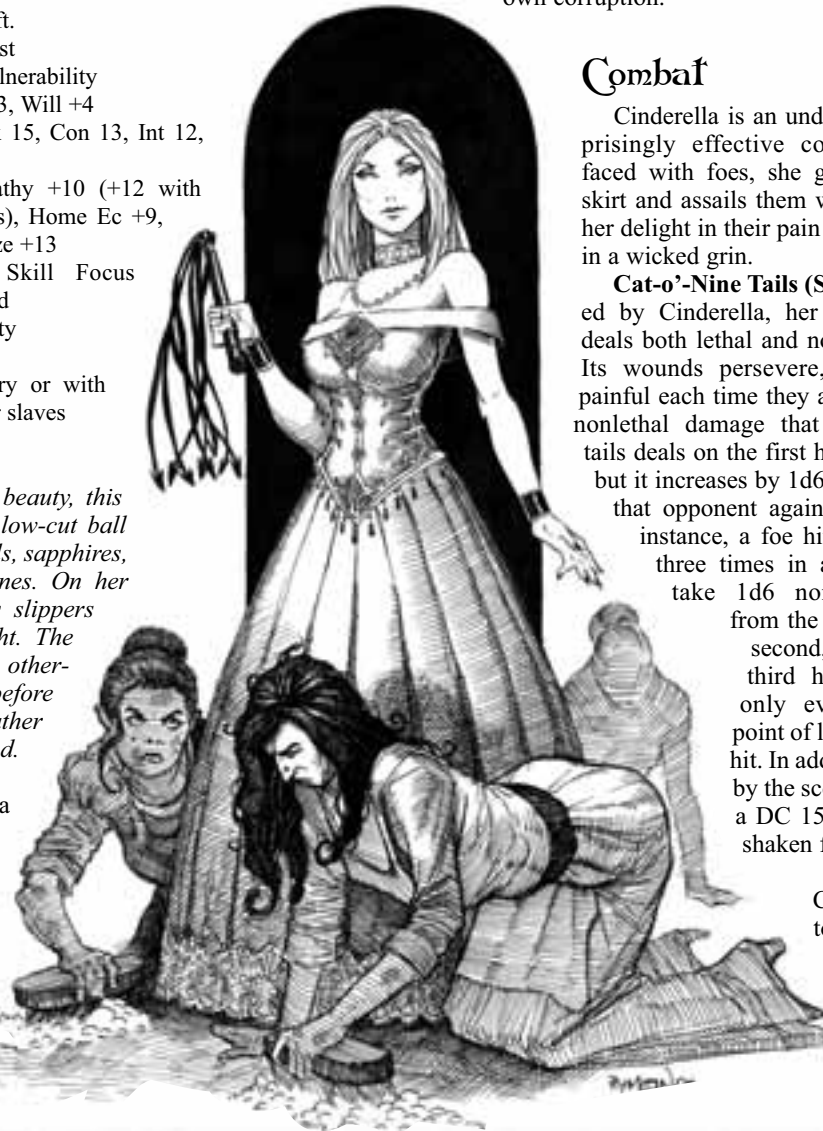
Cinderella is now an icon in the Rotten King's court. She always makes sure to appear radiantly beautiful when in public, dressing only in the most gorgeous gowns and piling her golden hair atop her head with ringlets framing her exquisite features. She is glamorous, but with a cruel streak just beneath the surface of her demeanor. The shrieks from her stepsisters as they scrub the kitchen floor under her supervision are testimony enough to her own corruption.

## Combat

Cinderella is an understated and surprisingly effective combatant. When faced with foes, she gingerly lifts her skirt and assails them with her scourge, her delight in their pain slowly surfacing in a wicked grin.

**Cat-o'-Nine Tails (Su):** When wielded by Cinderella, her special scourge deals both lethal and nonlethal damage. Its wounds persevere, and are more painful each time they are reopened; the nonlethal damage that the cat-o'-nine tails deals on the first hit is merely 1d6, but it increases by 1d6 each time it hits that opponent again in combat. For instance, a foe hit by the scourge three times in a combat would take 1d6 nonlethal damage from the first hit, 2d6 the second, and 3d6 on the third hit. The scourge only ever inflicts one point of lethal damage per hit. In addition, anyone hit by the scourge must make a DC 15 Will save or be shaken for 1 round.

**Sadist (Ex):** Cinderella loves to hurt people; it is her greatest joy. The more pain she inflicts, the more her evil joy in



the fight. For every 5 points of nonlethal damage she inflicts in combat, she gains a cumulative +1 morale bonus to attacks, saves, and AC. She is fragile, however, such that for every 5 points of damage dealt to Cinderella, she receives a cumulative -1 penalty to attacks, saves, and AC.

**Vulnerability:** Cinderella cannot abide a tender touch. If a human succeeds at a melee touch attack with an intent of a subtle caress or a gentle hug rather than an out-and-out attack, she must make a Will save with a DC equal to 10 + ½ the toucher's HD + the toucher's Charisma modifier. If she fails the save, she drops her whip in confusion and surrenders, becoming a servile and whining waif.

## Little Bo Peep and Little Boy Blue

### Medium Villains (Human)

**Hit Dice:** 3d8+3 (Peep 16 hp, Blue 19 hp)

**Initiative:** +6

**Speed:** 30 ft. (6 squares)

**Armor Class:** 14 (+2 Dex, +2 leather), touch 12, flat-footed 12

**Base Attack/Grapple:** +2/+3

**Peep's Attack:** Shepherd's crook +3 melee (1d4+1 and unconsciousness)

**Blue's Attack:** Horn +3 melee (1d8+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Shepherd's Crook or Blue's Horn

**Special Qualities:** Vulnerability

**Saves:** Fort +2, Ref +5, Will +0

**Abilities:** Str 13, Dex 15, Con 13, Int 10, Wis 8, Cha 14

**Skills:** Animal Empathy +8, Notice +5

**Feats:** Combat Reflexes (Peep), Improved Initiative, Toughness (Blue), Track

**Environment:** Any Land

**Organization:** Pair (unique)

**Challenge Rating:** 5 (or 3 if only one is encountered)

*This duo has done some growing up since their innocent, pastoral youth. Now teenagers, they are perfect physical specimens wearing blue and black leather clothing. Peep wears a tight-fitting corset top flaring into a wide, fluffy skirt. She carries a shepherd's crook, which is made of black wood and inlaid with gold. Blue wears a dark blue leather vest and matching pants, and brandishes a heavy brass horn.*

If ever there was a couple meant to be together, it was Little Bo Peep and Little Boy Blue. Both were child shepherds and both had problems keeping their flocks alive, much less in live. Upon arrival in these fairytale lands, they met and decided to combine their efforts and join their flocks. Absent-minded and sleepy as ever, however, the pair soon lost all their sheep to the Wolf. Rather than give up, the two have redoubled their efforts. First of all, the animals were far too vulnerable roaming free, so the herd is now locked in sturdy, well-defended cages. Second, sheep aren't very profitable in the Grimm Lands, so the duo have repopulated their flock with a more valuable commodity: humans.

Today, the malicious Peep and Blue are slave masters who rule over a forestland concentration camp. Their section of the Great and Awful Forest is host to hundreds of

iron cages dangling from sturdy chains attached to thick branches. Most of the cages hang between 10 and 20 feet from the ground. They feed their prisoners once a day and leave them exposed to the elements in all manner of weather. Most die from exposure within a few months, but that is fine with Peep and Blue; they care not whether their charges live or die, so long as they don't go anywhere. Children make up most of the flock, although there are also talking animals and even some adults trapped there. The pair harvests their flock from time to time, selling individual captives to other denizens of the Grimm Lands in exchange for food and other necessities.

## Combat

Little Bo Peep carries a black wooden shepherd's crook with gold inlay, which can deliver an electric shock capable of knocking a target out with a single blow. Little Boy Blue carries a horn, which he can use as a club, to create a haunting tune luring new victims into their fold, or to emit a sonic blast.

**Shepherd's Crook (Su):** Little Bo Peep's staff is a reach weapon, and therefore cannot be used against adjacent opponents. When she hits an opponent with it, it delivers a powerful shocking pulse; targets must make a DC 13 Fortitude save or be stunned for 1d4 rounds. The crook's shocking pulse does not function in anyone's hands but Peep's. The save DC is Charisma-based.

**Blue's Horn (Su):** At will and as a standard action, Little Boy Blue can blow his horn to create one of two supernatural effects. The first is a sonic blast that deals 2d6 points of damage to all creatures in a 30-foot cone. A DC 13 Fortitude save halves the damage. The horn's second effect is a haunting note that can be heard up to 500 feet away. Each note may only affect one type of creature, chosen by Blue before he blows the horn. Eligible target types include human adults, human children, animals, fey, and magical beasts. Any creatures of the chosen type who hear the note must make a DC 13 Will save or be compelled to do nothing but move toward the horn for 1 minute. If they reach the horn during this time, they simply stand and do nothing. Creatures that make their save cannot be affected by the horn's call for one week afterwards. Using either effect provokes attacks of opportunity. The horn does not function in anyone's hands but Blue's. The save DCs are Charisma-based.

**Vulnerability:** Neither one of the duo can abide the touch of fleece or wool. If touched by either, they drop to the ground in a heap, stunned for 1d3 rounds due to their guilt over abandoning their former flocks.

## Jack

### 6th-level Male Human Ranger

#### Medium Humanoid (Human)

**Hit Dice:** 6d8+18 (45 hp)

**Initiative:** +7

**Speed:** 30 ft. (6 squares)

**Armor Class:** 19 (+3 Dex, +3 leather armor, +3 luck), touch 16, flat-footed 16

**Base Attack/Grapple:** +6/+9

**Attack:** +1 *merciful woodaxe* +10 melee (1d8+5+1d6, all nonlethal) or slingshot +9 ranged (1d4+3) or slingshot +5/+5 ranged (1d4+3)

**Full Attack:** +1 *merciful woodaxe* +10/+5 melee (1d8+5+1d6) or slingshot +9/+4 ranged (1d4+3) or slingshot +7/+7/+4 ranged (1d4+3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Luck

**Special Qualities:** Lost, spell resistance 16

**Saves:** Fort +8, Ref +8, Will -2

**Abilities:** Str 16, Dex 16, Con 16, Int 13, Wis 4, Cha 7

**Skills:** Athletics +13, Nimbleness +7, Steal +8, Trick +11

**Feats:** Dodge, Endurance<sup>B</sup>, Improved Initiative, Manyshot<sup>V</sup>, Mobility, Rapid Shot<sup>V</sup>, Spring Attack, Track<sup>B</sup>

**Environment:** Humpty Dumpty's Court

**Organization:** Solitary

**Challenge Rating:** 6

\*<sup>V</sup>—These are virtual feats granted by class abilities

\*<sup>B</sup>—These are bonus feats granted as class abilities

*This young man wears simple peasant clothing and a jaunty green hat, looking like an overgrown Peter Pan or an underage Robin Hood. He has an oblivious and happy gaze, devoid of all thought and care. Jack lounges at his master's feet.*

Of Humpty Dumpty's servants, Jack is the Rotten King's favorite. Jack's madness stems from all he has done in the Grimm Lands, with so many tales and nursery rhymes attributed to his name that he no longer remembers who he is supposed to be. Instead, he allows the lecherous king to manipulate him and give him a purpose; it's just easier that way. A young girl named Jill, lovelorn and desperate, wanders the countryside of the Grimm Lands, hopping against hope that her Jack will someday remember himself and return to her.

## Combat

Jack is a smart young man, now eighteen years old, and if it were not for his scattered mind, he would be quite the hero in the Grimm Lands. A well-meaning fairy godmother, seeing his plight but being helpless to do anything about it, secretly replaced Jack's sharp and deadly woodaxe with a magical one that delivers a severe beating, but does not kill. Jack does not know why victims seem to live through his assaults, but since he would prefer not to kill anyone, he hasn't mentioned the fact to his master. So long as Humpty Dumpty does not ask that he directly kill anyone, Jack contentedly follows all orders without thinking of the consequences, even ones that would obviously lead to the pain and suffering of many.

**Luck (Su):** Jack has lived so long in the Grimm Lands, survived so many horrors, and been the hero of so many adventures, that he has gained the favor of this somewhat sentient world. Jack may reroll any single die roll once per day, and choose the better of the two. In addition, he always enjoys a +3 luck bonus to his AC.

**Lost (Ex):** Jack has always been somewhat flighty, having been in so many stories that he couldn't tell which Jack he was supposed to be at any one time. Breaking his crown was the last straw, however, erasing any sense of self from this addled brain. The Rotten King's men found the young man and brought him to Humpty Dumpty's court, where the recently fallen monstrosity felt a strong empathy for the boy's plight. The Rotten King, wanting to help Jack and

wanting to help himself in the process, has given the boy a purpose: he is his champion, his right-hand man, and his special operative on many a quest and mission. If someone were to bring Jack back to himself and reacquaint him with his identity as a hero, however, he could be a valuable ally against his former master.

As a lingering effect of Jack's thinly stretched identity, he is very susceptible to suggestion, suffering a -4 penalty to all Will saves against spells and effects with the mind-affecting descriptor. Further, his spell resistance never applies to such spells.

## Mother Goose

**Medium Villain (Human)**

**Hit Dice:** 3d8 (13 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 11 (+1 Dex), touch 11, flat-footed 10

**Base Attack/Grapple:** +2/+2

**Attack:** Riding crop +2 melee (1d4) or heavy crossbow +5 ranged (1d10)

**Full Attack:** Riding crop +2 melee (1d4) or heavy crossbow +5 ranged (1d10)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Spell-like abilities

**Special Qualities:** Mount

**Saves:** Fort +1, Ref +4, Will +5

**Abilities:** Str 11, Dex 17, Con 11, Int 14, Wis 18, Cha 14

**Skills:** Knowledge (fairytales) +11, Notice +6, Puzzles +4, Ride +11, Trick +8

**Feats:** Mounted Archery, Mounted Combat, Rapid Reload

**Environment:** Any Land or Air

**Organization:** Solitary

**Challenge Rating:** 5 (3 without mount)

*This grandmotherly type has kind features, a warm smile, and a small physique. She wears a leather flight jacket, an aviator's helmet, and goggles around her neck. In her hand, almost as an afterthought, dangles a much-used riding crop.*

Beneath Mother Goose's eccentric façade lies a domineering old bat who takes what she wants from whomever she wants. She forces her goose mount to carry her wherever she wills it, with no regard for its health or happiness. When she wears out one goose, she replaces it with another. Mother Goose, aside from her cruel treatment of her mounts, has a nasty streak that has evolved into a sort of habit. She lures children to ride with her on her maltreated goose, usually cozening them with sweet but somewhat frightening nursery rhymes. Once the child agrees to the flight, Mother Goose takes him high into the air, just below the bottoms of the clouds. From these heights, she plucks the child from his seat and drops him to his death, cackling with delight at his screams. She occasionally casts *feather fall* on the child to prolong the agony, knowing that the spell's duration will run out long before he has descended to a safe height.

## Combat

Mother Goose avoids direct combat, preferring to use her skills as a navigator and pilot to serve as a courier for her king. If she finds herself in the undesirable situation of



combat, she lets her goose do the fighting, taking pot-shots with her crossbow when possible. If things even hint that they will become dangerous for her personally, she flees. Mother Goose is a coward at heart, preferring to make her kills through deception.

**Spell-like abilities:** Mother Goose may use the following spells at will as a 6th-level caster: *charm person* (DC 13), *enthral* (DC 13), *feather fall*, and *lesser confusion* (DC 13).

**Mount:** Mother Goose rides a large goose as her primary means of transportation. Having subjected her mount to unspeakable cruelties, the goose is fully cowed, and relents to any command the mother might make. Mother Goose warped the poor beast into a fighting machine, so it now has the same statistics as a giant eagle that is trained as a combat mount. Refer to the MM and Handle Animal in the PHB for details.

## Little Red Riding Hood

**Medium Undead (Human Vampire)**

**Hit Dice:** 3d12 (19 hp)

**Initiative:** +7

**Speed:** 30 ft. (6 squares)

**Armor Class:** 19 (+3 Dex, +6 natural), touch 13, flat-footed 16

**Base Attack/Grapple:** +1/+2

**Attack:** Slam +2 melee (1d6+2)

**Full Attack:** Slam +2 melee (1d6+2)

**Space/Reach:** 5 ft. /5 ft.

**Special Attacks:** Blood drain, dominate, create spawn, improved grab

**Special Qualities:** Fast healing 5, cold and electricity resistance 10, vulnerability

**Saves:** Fort +1, Ref +6, Will +4

**Abilities:** Str 14, Dex 16, Con —, Int 15, Wis 17, Cha 21

**Skills:** Animal Empathy +10, Athletics +9, Notice +17, Sneak +8, Trick +21

**Feats:** Combat Reflexes<sup>B</sup>, Dodge<sup>B</sup>, Improved Initiative, Lightning Reflexes<sup>B</sup>, Mobility, Skill Focus (Trick)

**Environment:** The Great and Awful Wood

**Organization:** Solitary (unique)

**Challenge Rating:** 4

*You see an attractive girl in her late teens, wearing a knee-length plaid skirt and a red cloak hanging to about her waist. In her left hand, she carries a small basket with a cloth over the top. She sucks on the pinky of her other hand with deeply red lips. Her eyes seem hungry, her stance suggestive.*

When the woodsman split open the Big Bad Wolf to release Little Red Riding Hood and her grandmother, he did not realize that the young girl had contracted a foul disease; else, he would have cut her apart too. The Big Bad Wolf was never particular about the things he ate, and he had just so happened to devour a vampire the day before snatching the girl and her grandmother. The plague seizing her body did not manifest right away; it took time, years even, eating little chunks of the young girl's spirit over time, until one day, she snapped, and the horror within



revealed itself. After a messy murder of her grandmother, Little Red Riding Hood made her way back into the forest, skipping along the trails as she had many years before, swinging her basket to and fro.

Now, Little Red Riding Hood plays in the Great and Awful Forest, luring the foolish to follow and discover her dark secret in the quiet places in the woods. She has recently attracted a strange, talking upright wolf to her . . . he has been seen protecting her from monsters and other attacks. The creature wears plate armor and bears a shield with a red crucifix emblazoned upon it, and hews at attackers with a sword. Most assume that he is a bodyguard, but the truth is that this creature, a relative of the Big Bad Wolf, is attempting to keep any and all from Little Red Riding Hood, knowing that without victims, she will eventually starve and will then be vulnerable to permanent destruction. The reason the wolf has taken this quest upon himself is unknown; he may be atoning for his cousin's crimes, or may be a hero from another tale transformed into the shape of a wolf.

Little Red Riding Hood keeps her grandmother's head, preserved and with a look of abject horror painted on its features, neatly tucked away in her basket. Packed around the head are blood red roses, a few small loaves of bread, and a small bottle of blood. Little Red Riding Hood guards this basket at all costs.

## Combat

Little Red Riding Hood prefers to lure her victims to her, a tactic she learned well from the Big Bad Wolf.

**Blood Drain (Ex):** Little Red Riding Hood can suck blood from a living victim with her fangs by making a successful grapple check. If she pins the foe, she drains blood, dealing 1d4 points of Constitution drain each round she maintains the pin. On each round of draining, she gains 5 temporary hit points.

**Dominate (Su):** Little Red Riding Hood can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except she must use a standard action, and those merely looking at her are not affected. Anyone she targets must succeed on a Will save or fall instantly under her influence as though by a *dominate person* spell (caster level 12th, DC 16). The ability has a range of 30 feet.

**Create Spawn (Su):** A humanoid or monstrous humanoid slain by Little Red Riding Hood's blood drain attack rises as a vampire spawn (see the Vampire Spawn entry in the MM) 1d4 days after burial.

**Improved Grab (Ex):** To use this ability, Little Red Riding Hood must hit a target with a slam attack. If she succeeds, she may start a grapple as a free action without provoking an attack of opportunity.

**Fast Healing (Ex):** Little Red Riding Hood heals 5 points of damage each round so long as she has at least 1 hit point.

**Resistances (Ex):** Little Red Riding Hood has resistance to cold 10 and electricity 10.

**Vulnerability (Ex):** Unlike other vampires, Little Red Riding Hood ignores holy symbols, garlic, and her own reflection. However, she may not cross running water, and the dappled darkness of the Great and Awful Forest is the only place dim enough to protect her from even the noonday sun, so she never leaves it. Also, if she loses her grip on her basket and is separated from it for more than 3

rounds, she explodes in a shower of blood, reforming near her basket in 1d3 days.

# ANIMALS

The Grimm Lands have just as many talking animals as they do humans. While many of these animals are fearsome and violent, some are of good intention, wanting to help lost children get home.

## Talking Template

"Talking" is an inherited template that can be added to any animal (referred to hereafter as the base creature). A talking animal uses all the base creature's statistics and special abilities except as noted here.

**Spell-like abilities:** All talking animals gain a single spell-like ability, useable once per day. This ability can be any spell from the PHB so long as it is no higher than 2nd level and it would be available to a kid to cast. The effective caster level equals the talking animal's Hit Dice.

**Special Qualities:** Talking animals gain the ability to speak and read English fluently.

**Abilities:** Increase from the base creature as follows: +3d6 Intelligence, +1d3 Charisma.

**Challenge Rating:** +1

## Upright Template

"Upright" is an inherited template that can be added to any animal (referred to hereafter as the base creature). An upright animal uses all the base creature's statistics and special abilities except as noted here.

**Movement:** An upright animal is bipedal. Its movement speed on two legs is 10 feet less than that of a normal version of the base creature. It can descend to all fours for purposes of balance, but this does not increase its speed.

**Attacks:** Upright animals' forelimbs/wings/etc. become workable arms with opposable thumbs, allowing them to hold weapons, shields, and other objects just like a normal humanoid.

**Special Qualities:** Upright animals gain the ability to speak and read English fluently.

**Abilities:** Increase from the base creature as follows: +3d6 Intelligence, +1d3 Charisma.

**Challenge Rating:** +1

## Big Bad Wolf

**Large Upright Animal**

**Hit Dice:** 9d8+27 (67 hp)

**Initiative:** +2

**Speed:** 50 ft. (10 squares)

**Armor Class:** 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

**Base Attack/Grapple:** +6/+17

**Attack:** Bite +14 melee (1d8+10/19-20)

**Full Attack:** Bite +13 melee (1d8+10/19-20) and 2 claws +8 melee (1d6+5/19-20)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Improved grab, swallow whole, trip

**Special Qualities:** Low-light vision, fast healing 5, scent



**Saves:** Fort +9, Ref +8, Will +4

**Abilities:** Str 28, Dex 15, Con 17, Int 18, Wis 12, Cha 16

**Skills:** Animal Empathy +5, Athletics +19/+14, Notice +13, Socialize +17, Sneak +14, Trick +17, Woodslore +12

**Feats:** Champion (natural), Combatant (natural), Scrapper (natural), Run, Track<sup>B</sup>

**Environment:** Any Land

**Organization:** Solitary or with a pack of 2-12 normal wolves

**Challenge Rating:** 7

*The Big Bad Wolf is much larger than a normal beast of his kind, measuring over ten feet from nose to tail. He is a burly, brutish beast, with massive musculature and a mouth full of yellow, gnashing teeth.*

The Wolf was one of the first monsters the Brothers Grimm sent to the Grimm Lands. Wolves have of course long been a threat to farmers and woodsmen, but a talking, whip-smart, trickster of a wolf is dangerous and deadly on a whole other order of magnitude. He can use human tools with his forepaws, although he seldom bothers to do so. When he dresses in baggy clothing, or hides himself under bedclothes, he can even pass for human. Numerous scars crisscross the Big Bad Wolf's belly. These disfigurements mark where its captives have been fortunate enough to escape even after he eats them, something that frustrates him to no end.

He was once a scourge of all the countryside, but in this realm of magical creatures and wily children, he is often frustrated in his predations. Worse, other fairy tales taste so sickly sweet that the Wolf can barely stomach them any

more. Only people from the real world taste like normal, red, juicy meat, and the predator's all-consuming hunger longs for such treats. Whenever he comes upon a human from the real world, there is always an inner struggle between his desire to return home and the mouthwatering smell of tender meat. The hunger often wins out, but shrewd visitors may manipulate him by plying him with promises of a way home.

The Wolf needs to feed. Therefore, as often as not, he is on the prowl for his next meal. He hunts through the forest, looking for easy prey, which ends up being some poor talking rabbit or enchanted deer. Of course, such imaginary victims never satiate his hunger; they merely fend off starvation. For all his strength and ferocity, he tends to avoid becoming involved in a straight-up fight whenever he can. He prefers trickery and ambush to challenges and dogfights, and he takes the path of least resistance to his next meal. Therefore, if a delicious child were to offer him another, more available or tempting option, then the child could persuade him to spare her life . . . at least until after dinner.

## Combat

When the children encounter the Wolf in a hungry state, it is likely the encounter centers on combat. In a straightforward ambush situation, he strikes hard and fast, snatching the weakest child first and then carrying him off into the woods. He devours this first catch with one gulp, storing the hapless child in his stomach while he maneuvers for his next surprise attack. If he has more time or patience, the Wolf uses trickery, luring children to him with cries for help. He can also disguise himself as an elderly man or woman to lure children off the beaten path and into his clutches.



**Improved Grab (Ex):** To use this ability, the Big Bad Wolf must hit with his bite attack. He may then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Swallow Whole (Ex):** If the Wolf starts his turn with an opponent held in his mouth, he can attempt a grapple check. If he succeeds, he swallows his prey.

**Trip (Ex):** If the Wolf chooses not to use his improved grab ability on foes after a successful bite attack (e.g., he is already full, or he is trying to escape), he may instead attempt to trip them as a free action without provoking an attack of opportunity. If the trip attempt fails, the opponent may not attempt to trip the Wolf.

**Fast Healing (Ex):** The Big Bad Wolf heals 5 points of damage each round so long as he has at least 1 hit point.

**Skills:** Notice +9, Sneak +8, Trick +10

**Feats:** Lightning Reflexes, Skill Focus (Trick)

**Environment:** Any bog or marsh

**Organization:** Solitary

**Challenge Rating:** 2

*Sitting in a fetid algae-infested pool of water is this weird creature, whose features combine those of a frog and a boy. Sticking up out of the water all around him are the rotting bodies of children, mostly female. On the frog-creature's head is a battered crown of brass, tarnished green from the moisture. Suddenly, its tongue slips out of its mouth to capture a large bluebottle fly, which it drags screaming into its mouth.*

The frog prince was never happier than when he was just a frog, minding his own business on a lily pad. Along came a silly little girl with a golden ball, and he thought it might be fun to play a trick on her and earn a kiss. The rest of the story pretty much happened as the Grimm Brothers recorded it, except that the frog had never been a prince, much less human, so when the princess kissed him, nothing should have happened. However, the power of the princess's imagination and the magic of the moment were so powerful that the frog did begin to transform . . . only, he never quite finished. He has become a disgusting half-frog, half-human creature, trapped between two forms.

As with most animals transformed into humans, he leads a miserable life. He hates little girls and the sight of gold, the combination of which started his trapped half-existence, and as such assaults any girls or gold-bearers that come near his pond.

## The Frog Prince

**Small Monstrous Humanoid**

**Hit Dice:** 4d8 (18 hp)

**Initiative:** +1

**Speed:** 20 ft. (4 square)

**Armor Class:** 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13

**Base Attack/Grapple:** +4/-2

**Attack:** Bite +1 melee (1d4-2)

**Full Attack:** Bite +1 melee (1d4-2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Telekinesis

**Special Qualities:** Vulnerability

**Saves:** Fort +1, Ref +7, Will +6

**Abilities:** Str 7, Dex 13, Con 11, Int 12, Wis 14, Cha 10



## Combat

The Frog Prince relies upon deception and guile rather than a direct confrontation. He prefers to hide in his bog, luring single children to him or simply snatching them from their group with his telekinetic tongue.

**Telekinesis (Sp):** The Frog Prince's tongue is impossibly long, flexible, and strong. At will and as a standard action, the Frog Prince may use his tongue to mimic the effects of a DC 15 *telekinesis* spell within 50 ft. Using his tongue in this way provokes attacks of opportunity. Caster level 7th. Save DC is Charisma-based.

**Vulnerability:** The silly trick that got the Frog Prince into so much trouble remains his greatest weakness. If kissed by a girl (possible with a successful pin on a grapple check), he bursts into a cloud of flies, dispersing for 1d4 hours.

## Three Little Pigs

### Medium Upright Animals

**Hit Dice:** 3d8-9 (4 hp each)

**Initiative:** +0

**Speed:** 30 ft. (6 squares)

**Armor Class:** 18 (+2 Int, +6 natural), touch 12, flat-footed 18

**Base Attack/Grapple:** +2/+4

**Attack:** Slam +4 melee (1d6+2)

**Full Attack:** Slam +4 melee (1d6+2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Traps

**Special Qualities:** Ingenuity, low-light vision, scent

**Saves:** Fort +6, Ref +3, Will +2

**Abilities:** Str 15, Dex 10, Con 4, Int 15, Wis 13, Cha 8

**Skills:** Booby Trap +9, Industrial Arts +9, Nimbleness +6, Notice +7

**Feats:** Skill Focus (Booby Trap), Skill Focus (Industrial Arts)

**Environment:** Checkered Kingdoms

**Organization:** Solitary, Pair, Trio

**Challenge Rating:** 2

*The Pigs have grown from their piglet days into huge swine, each weighing well in excess of 400 pounds and measuring close to six feet in length, but being trapped in their homes has not been good for their health. All three are weak, sickly, flabby beings. Like many of the animals in the Grimm Lands, they can walk on their hind legs and use human tools with their front ones. They of course speak as well.*

The Three Little Pigs aren't so little anymore. Having foiled the Big Bad Wolf with one brick house, they built two more. Now each pig lives in his own fortress-style residence, safe from wolves yet fearful of intruders.

The Three Little Pigs are cowardly opportunists who have made it their business to design defenses against the more lethal and voracious residents of the Grimm Lands. Their own homes are testaments to their paranoid style of architecture; they are like fortresses, with spike-topped walls, barred windows, pit traps in the front lawn, iron doors, and countless hidden traps ready to skewer any intruder. Where once the three had separate homes, now they each have their own fortress building within a single large walled compound, connected by underground tunnels.

The Pigs are now paranoid, fearing anyone who stops by for a visit to be the Big Bad Wolf (their ancient enemy) or a Billy Goat Gruff (with whom they have a more recent enmity) in disguise. At the same time, they have a constant stream of petitioners seeking their advice and designs for fortified homes and castles. The Pigs take full advantage of their supplicants' needs, charging exorbitant fees to even the poor, desperate, and helpless. In return for those fees, the pigs dispense their group wisdom on matters of home defense, and may even dispatch their personal soldiers to resolve the problem, but more often arrange for a well-constructed barrier or sturdy building for their clients. Under no circumstances, however, do the Pigs leave their compound.

## Combat

The Three Pigs rely on the defenses of their personal fortresses to protect them from the outside world. As such, facing these creatures always involves bypassing a series of lethal traps. Once anyone navigates their way past the Pigs' lethal devices, the fragile Pigs surrender.

**Traps (Ex):** The Three Pigs employ scads of traps in their homes, including flaming pits, scythes, arrows, and falling blocks, hoping they will confuse, confound, or kill any would-be intruders.

**Ingenuity (Ex):** The three pigs are smart when it comes to fortifications. The Three Pigs add their Intelligence modifiers to their ACs, and double their Intelligence modifier on any check involving traps.

## Ugly Duckling

### Medium Monstrous Humanoid

**Hit Dice:** 5d8+20 (42 hp)

**Initiative:** +4

**Speed:** 30 ft. (6 squares)

**Armor Class:** 18 (+1 Dex, +7 natural), touch 11, flat-footed 17

**Base Attack/Grapple:** +5/+9

**Attack:** Large cleaver +9 melee (1d8+6/18-20)

**Full Attack:** Large cleaver +9 melee (1d8+6/18-20)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Fearsome quack, sneak attack +3d6

**Special Qualities:** Darkvision 60 ft., frightful presence

**Saves:** Fort +5, Ref +8, Will +5

**Abilities:** Str 19, Dex 13, Con 19, Int 14, Wis 12, Cha 4

**Skills:** Animal Empathy -1, Athletics +12, Booby Trap +10 (+12 in natural settings), Sneak +12, Woodlore +9

**Feats:** Power Attack, Track

**Environment:** where

**Organization:** Solitary

**Challenge Rating:** 5

*Tall and appearing in some ways human, this creature is a horrific blend of man and bird. He wears tight-fitting clothing, as if to reveal as much of his repulsive body as possible.*

The Ugly Duckling, Humpty Dumpty's brute, is the most vicious of the Rotten King's regulars. Having grown up as a swan amidst a family of ducks, the Ugly Duckling was ridiculed for his different appearance, and led to believe that he was a freak. Rather than being found by an encouraging mentor, however, the Duckling was found by

Humpty Dumpty (the Rotten King had taken to bathing in the Duckling's pond to soothe his cracked and pained shell). The monster encouraged the Duckling to gain vengeance on his siblings, and helped him hunt them down and kill them, then watched smugly as the Ugly Duckling ate his former siblings raw. The more ducks he ate, the more twisted and grotesque he became, until he transformed into the hideously twisted humanoid-swan hybrid that he is today, never more to achieve his beautiful potential. The Ugly Duckling relies on the Rotten King to supply him with food for his gruesome taste in cuisine, and in return he acts as Humpty Dumpty's interrogator, torturer, and executioner.

## Combat

The Ugly Duckling begins combat by using his fearsome quack ability, sending all of his opponents scurrying. Thereafter, he hunts each one down, using his cleaver to carve little bits of flesh from their bodies, which he then pops into his bill. The Ugly Duckling is a fearsome tyrant who always fights to the death. When given a choice of several foes to attack, he does so in order of highest Charisma to lowest.

**Fearsome Quack (Ex):** Once per day, the Ugly Duckling can release a fearsome quack, filling his enemies with fear and dread. All opponents within 50 feet must attempt a DC 9 Will save or become frightened for 1d4 rounds, fleeing the Ugly Duckling as quickly as they can. The Ugly Duckling enjoys honing his tracking skills by following and polishing off such escapees one by one. The save DC is Charisma-based.

**Frightful Presence (Ex):** The Ugly Duckling's name is not misleading. Whenever he charges, screams, or takes some other dramatic action, his visage contorts into an awful mask of pure hate. All opponents within 30 feet with less than 5 HD must attempt a DC 9 Will Save. A failed save indicates that the target is shaken for the duration of the encounter. Opponents who succeed at their saves are immune to the Ugly Duckling's frightful presence for 24 hours. The save DC is Charisma-based.

**Vulnerability:** The Ugly Duckling subconsciously knows that he could have become a beautiful swan. If he sees a swan, he is considered shaken for as long as it is within view. If attacked by a swan, he becomes nauseated for as long as it attacks. If somehow presented with proof that he was a baby swan and that such creatures, though they start out being quite ugly, become beautiful birds, he will die of sadness.

# FANTASTIC CREATURES

All other important inhabitants of the Grimm Lands are lumped into the category of fantastic creatures. They may be anything, from mysterious tricksters to frustrating hinderers, and from vicious murderers to well-meaning helpers. Most are fey, but a few are aberrations, dragons, or worse.

## The Devil

The Devil takes many forms. He sometimes appears as a very tall man, with onyx-colored skin and fiery red eyes. At other times, he appears as a raven, a black dog, or even a witch. The Devil cannot touch children or other creatures, but he may speak to them, presenting himself as a helpful guide or servant. If angered, he leads harmful creatures into their path. If the children accept his company, misfortune mysteriously follows them: good creatures want little to do with them, nasty creatures follow them more closely, and all the children's rolls suffer a -1 profane penalty. However, should the children try to drive the Devil away once he has joined them, they will find that he is hard to be rid of. As he is immune to all attacks and incantations, he just laughs at their efforts. The only assured way a person can get rid of the Devil once he decides to tag along is to ignore him for seven hours, seven minutes, and seven seconds. If the children do so, he spits a stream of foul curses and goes in search of other children to follow and torment. The Devil, being a powerless phantasm, has no statistics other than Notice, Socialize, and Trick checks of +12. His movement rate varies from a normal walking speed over land to instantaneous transportation anywhere he wishes, depending on the whim of the Grimm Lands and the GM.

## The Dragon

The Dragon can change his size at will, going from the size of a small dog to something larger than all the Grimm Lands combined in the span of half a minute. He is the archetypal dragon, a scaled, winged wyrm that is something of a cross between a lizard and a snake. His scales are dark and sooty, and his eyes gleam with greed and mischief. In his normal size, something in between the two extremes, his talons extend as long as bridges, with fangs taller than men. He is a frightening creature to behold, and an even nastier one to cross.

The Dragon lives deep in the Underworld, beyond the Lakes of Fire, where dead fairytale creatures and naughty children suffer in perdition. He lives well beyond the Palaces of the Revelling Princes, past the River Styx, and somewhere father down than the deepest well in all of the Grimm Lands. His lair is a vast cavern, decorated with the skins of those who have angered him. Insanely, the skins twitch and move, the hollows of their eyes working to catch a glimpse of their tormenter. These parodies of life dance in the shadows of the standing pools of magma, capering and silently bewailing their fates.

Ruling over this grisly scene is the Dragon himself. Treasures innumerable are heaped in piles all around him. Towers of gold pieces, single coins wide, stand balanced hundreds of feet high, alongside priceless paintings, sculptures, and even relics from the real world like Excalibur, St. George's Lance, and Galileo's telescope. Of all the treasures the Dragon has accumulated, his most beloved is the Key to Babylon. Fashioned from the breath of God, the key is the means of escape from the world of the Grimm Lands. The Dragon knows this, and eagerly awaits the occasional foolish petitioners who would borrow the item for a time.

Combat with the Dragon is unthinkable for the children in the Grimm Lands, though if the characters are foolish enough to try, the Dragon can use the statistics and powers of any age and type of dragon in the MM. Obviously, a

direct assault against this beast of legend is suicide. Instead, to gain the key, the children must use trickery, guile, and temptation, all tools the Dragon enjoys using himself. Sometimes, for valiant children, the dragon may set tasks for them to accomplish. Such tasks are usually impossible, such as relocating a mountain, surviving a fall off the edge of the world, beating the dragon in a game of chess (with the Dragon's rules, of course), or even stealing the Devil's pitchfork (first of all, he's incorporeal . . . second, does he even have a pitchfork?). If the children somehow succeed, the Dragon will honor his end of the bargain and give them the Key to Babylon, though he takes full advantage of loopholes the children might have let slip into their bargaining conditions. In any case, whether they are maimed and driven insane by their time in the Grimm Lands and the results of the Dragon's manipulations, or are light and free, children that gain the Key have achieved the end of their quest. Upon opening the door to Babylon, the kids pass out of this reality. For some, that means they return to their lives in the real world, only a few minutes of their normal lives having passed. For others, those who choose higher things, Babylon is a world above these, and the beginning of yet another story.

## Giants

Giants are a very real threat in the Grimm Lands. Stone giants bowl with giant boulders in the valleys of the Loomslag Peaks, cloud giants throw thunderbolts at whim from castles in the sky, and fire giants toil in the magma rivers of the Underworld. *Grimm* giants use the statistics for giants as presented in the MM, though they may appear different. Most giants look like and act like huge, slovenly versions of humans, regardless of the type of giant. Thus, while *Grimm* storm giants and *Grimm* frost giants have identical appearances and mannerisms, they have different heights, habitats, strengths, and powers.

Because they are such powerful combatants, true giants will rarely be faced in combat, though they may need to be avoided for a short time or bypassed, a feat that will require all of the kids' sneakiness and defensive ability lest they be smashed beneath a giant's club. Because of their size and nimbleness, all kids gain the +4 dwarven dodge bonus against true giants.

Other giants, however, are another matter. Ogres and even trolls eventually become possible opponents for the kids, and kids do not gain the +4 dodge bonus against them. These creatures in *Grimm*, like their true giant cousins, are nearly identical in ability to the versions described in the MM, but may look different based on the fairy tale that inspired them.

Finally, most true giants and giant-kin love to eat humans, and kids especially. While true giants would prefer to cook them first, ogres are not so picky, and may eat a human raw. In any case, a giant may or may not have the improved grab (usable upon hitting with a slam attack or unarmed attack) and swallow whole abilities, at the GM's discretion.



## Grimm Dwarves

### Small Fey

**Hit Dice:** 3d6+12 (22 hp)

**Initiative:** +0

**Speed:** 20 ft. (4 squares), burrow 10 ft.

**Armor Class:** 15 (+1 size, +2 natural, +2 leather jerkin), touch 11, flat-footed 15

**Base Attack/Grapple:** +1/-1

**Attack:** Light pick +4 melee (1d6+3/x4)

**Full Attack:** Light pick +4 melee (1d6+3/x4)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Kid-like grappler, spell-like abilities

**Special Qualities:** Darkvision 60 ft., dwarven traits, low-light vision, vulnerability

**Saves:** Fort +3, Ref +3, Will +3

**Abilities:** Str 14, Dex 10, Con 14, Int 6, Wis 10, Cha 8

**Skills:** Art (fine arts) +6, Industrial Arts +6, Notice +6, Woodslore +6

**Feats:** Diehard, Endurance

**Environment:** Anywhere near the Walking Mountains

**Organization:** Solitary, Pair, Team (2-7)

**Challenge Rating:** 1

*These small men stand just shy of three feet tall, wearing liripipes and hoods with trailing peaks of various colors. They wear stiff boiled leather beneath mantles and carry digging tools in their calloused hands. Handlebar moustaches droop over their top lips, and long beards hang from their weak chins.*

Thanks to Snow White, the dwarves in the Grimm Lands have become quite famous for their pity on young and vulnerable women. All Grimm Dwarves are male and tasked with unearthing the treasures beneath the Loomslag Peaks, delving far beneath the stone to uncover gemstones and gold. Unfortunately, dwarves cannot reproduce by themselves, and require human women to sire more dwarves. Hence, dwarves ingratiate themselves to desperate maidens, offering shelter in exchange for services, including cleaning, cooking, and breeding.

Dwarves can be quite valiant if pushed to it, together combating threats as well as any single prince or knight. They generally fear the Big Bad Wolf and witches, but can screw up their courage to stand against even them if their girl is threatened.

## Combat

Dwarves employ group tactics whenever they are able, fanning out to flank or take advantage of their terrain.

**Kid-like grappler:** Grimm dwarves are tenacious grapplers, using the special kid rules for grappling as described in Chapter 3.

**Spell-like abilities:** Each day, a Grimm dwarf may cast one of his choice of the following spells: *rage* (self only), *soften earth and stone*, *stone shape*, *stone tell* and *spike stones*. Caster level 7th.

**Dwarven Traits:** Grimm dwarves have all the same racial traits as other dwarves in the MM.

**Vulnerability:** The Grimm dwarf's beard is the source of his strength. If a dwarf's beard is cut off, his Strength score is halved until it grows back.

## Humpty Dumpty, AKA The Rotten King

### Large Aberration

**Hit Dice:** 10d8+50 (98 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares)

**Armor Class:** 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

**Base Attack/Grapple:** +7/+17

**Attack:** Slam +13 melee (1d6+7)

**Full Attack:** Slam +13/+8 melee (1d6+7)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Madness, nauseating leakage, spell-like abilities

**Special Qualities:** Darkvision 60 ft., frightful presence, shell, vulnerability

**Saves:** Fort +8, Ref +5, Will +13

**Abilities:** Str 24, Dex 14, Con 20, Int 11, Wis 19, Cha 17

**Skills:** Animal Empathy +3 (+5 Intelligent Animals), Knowledge (fairytales) +13, Socialize +16, Trick +5

**Feats:** Iron Will, Leadership, Scrapper (natural), Power Attack

**Environment:** The Great and Awful Forest

**Organization:** Solitary or with his Court

**Challenge Rating:** 9

*This horrific creature is vaguely egg-shaped and wears lederhosen. The once-white shell has obvious gaps and cracks, and whenever he moves, he sends small powdery fragments cascading onto the ground. The holes in his body vent foul sulfurous odors, sending those nearby into fits of nausea. Humpty Dumpty hides the cracks as best he can with fancy clothes and jewelry. Despite his efforts, his shattered mind is evident in his physical form.*

The Rotten King wants to rule more than just the forest; he would seize all the Checkered Kingdoms for his own. He also wants to stop the Loomslag Peaks from moving, kill the Moon, and drink all the waters of the sea. Humpty Dumpty is quite mad. He was broken by his fall and wasn't quite successfully put back together again.

## Combat

It takes quite a lot to rouse the king from his throne, for when he moves, bits of eggshell crack and fall away from his body, exposing more of his rotten yolk. If Humpty Dumpty does get up, it is because someone got the better of him and managed to enrage him. Humpty Dumpty approaches combat with homicidal directness, giving in to his madness, pummeling his opponent's corpse long after it succumbs to death.

**Madness (Ex):** Most things in the Grimm Lands are a little off. Many are quite raving. Humpty Dumpty puts them all to shame. The stench of his own rot and the constant awareness of his freakishness have fed on his shattered mind, driving him forever beyond reason. Each round the kids interact with Humpty Dumpty, there is a 3% non-cumulative chance that he goes berserk, entering into the equivalent of a barbarian rage and attacking anything in sight. Every round that he is in actual combat, that chance increases to 33%. The Rotten King may not voluntarily end





his rage, which lasts for a number of rounds equal to his new Constitution modifier +3.

**Nauseating Leakage (Su):** Every time Humpty Dumpty takes damage, his shell cracks and vents a stream of foul gas and fluid into a random adjacent square. The occupant of the square must make a DC 20 Fortitude save or be nauseated for 2d4 rounds. Success means that the victim is instead sickened for 2d4 rounds. This supernatural ability affects both Humpty Dumpty's friends and enemies; this, combined with his potential for a berserk rage, means that his allies keep clear of him in combat. If Humpty Dumpty is reduced to -10 hit points, his shell shatters, exploding outward and doing 5d6 points of damage to every creature in a 30-ft. radius (DC 20 Reflex save for half). Everything within 30 ft. is also coated with the Rotten King's foul innards. Creatures in the area must make DC 20 Will saves to pull themselves out of the muck; those that fail are overcome with both physical and psychological disgust, and are unable to move. Finally, each creature in the area must make a DC 20 Fortitude save each round they remain in the area or suffer 1 point of Constitution drain. The save DCs are Constitution-based.

**Frightful Presence (Ex):** Humpty Dumpty is grotesque, and when he charges, screams, or takes some other dramatic action, he can unsettle his foes. All opponents with less than 10 HD within 30 feet must attempt a DC 18 Will save. Creatures that fail the save are shaken for the duration of the encounter. Creatures that succeed are immune to Humpty Dumpty's frightful presence for 24 hours. The save DC is Charisma-based.

**Spell-like Abilities:** At will—*detect thoughts* (DC 14), *command* (DC 14), *doom* (DC 14), *gust of wind*, *hypnotism*, *ray of enfeeblement*, *reduce person* (DC 14), *scare*

(DC 15), *shrink item*; 3/day—*arcane eye*, *contagion* (DC 17), *cure moderate wounds*, *discern lies* (DC 17), *silent image* (DC 14); 1/day—*invisibility sphere*, *major image* (DC 16), *slow* (DC 16), *wind wall*; 1/week—*bestow curse* (DC 17), *black tentacles*, *break enchantment*, *hallucinatory terrain* (DC 17), *lesser geas* (DC 17). Caster level 10th. The save DCs are Charisma-based.

**Shell:** Humpty Dumpty's shell is broken and flaking, held together only by determination and dried yolk. Despite the condition of his carapace, the shell serves as some protection. Humpty Dumpty is immune to all piercing weaponry and he takes half damage from slashing weapons. He is vulnerable to bludgeoning weaponry, however, suffering double damage from all bludgeoning attacks. Because of the fragile, patched-together nature of the shell, the Rotten King's exterior is extremely sensitive to movement in the air around him. This gives him blindsight and tremorsense in a 60 ft. radius.

**Vulnerability:** The egg-king fears very little in the land. However, even the mighty have their private nightmares. Humpty Dumpty is afraid that he will someday fall again, and this time he will not survive. Falls do normal damage to him, but he does not know that . . . if threatened with a fall of more than 30 ft., he breaks down and gives in to the demands of the person threatening him.

# Redcap

## Small Fey

**Hit Dice:** 2d6+4 (11 hp)

**Initiative:** +3

**Speed:** 20 ft. (4 squares)

**Armor Class:** 14 (+2 Dex, +1 size, +1 natural), touch 13, flat-footed 12

**Base Attack/Grapple:** +1/-1

**Attack:** Boot +4 melee (1d4+2)

**Full Attack:** 2 boots +4 melee (1d4+2) or rock +4 ranged (1d2+2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Improved stomp

**Special Qualities:** Ironclad, Low-light vision, tooth, vulnerability

**Saves:** Fort +2, Ref +6, Will +3

**Abilities:** Str 14, Dex 15, Con 14, Int 8, Wis 10, Cha 4.

**Skills:** Athletics +7/+8, Booby Trap +4, Notice +5, Sneak -8

**Feats:** Dodge or Toughness

**Environment:** Forlorn places of former violence

**Organization:** Gang (3-6)

**Challenge Rating:** 1

*This gruesome fairy looks like a short old man with a toothy maw that is stained blood red. He has pointed ears, with tufts of hair growing out of them. His eyes blaze with a fiery impudence and he licks his mottled lips with anticipation. The creature wears heavy iron boots and his red hat sheds droplets of fresh blood.*

Redcaps are gruesome goblin-like creatures inhabiting places where awful violence once occurred, particularly places where the Big Bad Wolf has dined. All redcaps wear boots of iron with short, sharp spikes on the bottom. They gain their names from the hats they like to wear, a cap dyed in the blood of victims, usually children.

## Combat

Redcaps equally enjoy straight-up fights and ambushes, but are generally too stupid to know when one is a better idea than the other. If caught unawares, they scramble away to a high point and hurl stones to soften their enemy. In melee, they use their heavy iron boots to kick.

**Improved Stomp:** To use this ability, the redcap must hit with both boot attacks. If it succeeds, it has leapt up and hit its opponent with both feet, and may make a trip attack as a free action without provoking an attack of opportunity. The redcap may be tripped in return if it fails, but receives its +4 racial bonus to avoid being tripped.

**Ironclad:** Redcaps' feet are permanently embedded in iron boots with heavy spike cleats. This provides many benefits and drawbacks (not the least of which is causing them eternal frustration at being unable to itch between their toes). Redcaps gain a +4 bonus to all rolls to avoid being tripped and to all Athletics checks made to avoid slipping or falling. However, the boots clang loudly when the creatures move, causing a -10 penalty to all Sneak checks, and leave behind obvious tracks, giving anyone following them a +10 circumstance bonus to Boy Scout Stuff checks made when tracking them.

**Vulnerability:** If a winning marble strikes a redcap, it

vanishes into a cloud of offensive smoke, leaving behind an oversized tooth.

**Tooth:** If the person who struck the redcap with a winning marble plants the tooth in dung that night, a new redcap rises up in the light of the moon and swears an oath to serve the child for one day.

# Wee Folk

## Tiny Fey

**Hit Dice:** 1d6 (3 hp)

**Initiative:** +6

**Speed:** 20 ft. (4 squares)

**Armor Class:** 20 (+2 size, +6 Dex, +2 leather), touch 18, flat-footed 14

**Base Attack/Grapple:** +0/-11

**Attack:** -1 tiny dagger melee (1d2-3)

**Full Attack:** -1 tiny dagger melee (1d2-3)

**Space/Reach:** 2 ½ ft./0 ft.

**Special Attacks:** Spell-like abilities

**Special Qualities:** Low-light vision

**Saves:** Fort +1, Ref +8, Will +3

**Abilities:** Str 4, Dex 22, Con 12, Int 11, Wis 13, Cha 13

**Skills:** Home Ec +4, Industrial Arts +10, Nimbleness +10, Open Lock +10, Sneak +10, Trick +5

**Feats:** Skill Focus (Industrial Arts)

**Environment:** Any Land

**Organization:** Solitary, Pair, Team (3-8)

**Challenge Rating:** 1/2

Wee folk are helpful spirits who mend shoes, help lost children find their way, and perform any number of other useful tasks. There are several varieties of wee folk, like shoe elves, gnomes, and even brownies. Aside from differences in appearance (elves are tiny blue-skinned people with white hair, pants, and hats, and gnomes are wizened little men with tufts of hair and long pointed beards), all wee folk have the same statistics.

## Combat

Wee folk disdain combat, but are vicious when defending themselves. When attacked, they curse and spit, slashing with their little knives.

**Spell-like abilities:** At will—*invisibility*, *jump*, *make whole*, *mending*, *prestidigitation*, *teleport*, and *unseen servant*. Caster level 7th.

# Appendix: Telling Tales

A *Grimm* campaign, in the hands of a creative GM, can offer rewards far different than most roleplaying systems. Players have the opportunity to relive and remember the fairy tales they were raised on, as well as to experience more obscure myths that they may never have heard of but that are part of their culture nonetheless. *Grimm* takes these standard tales, which in many cases are awful to begin with, and gives them a twist. The setting's familiarity contrasts with its unexpected variants to present unique challenges and opportunities for players and GMs alike. This appendix seeks to explore some of the quirks in the game, and attempts to guide you, as the GM, through them, to help provide your players with a rich and rewarding experience.

## Fairy Tale Elements

Fairy tales employ several staple elements that should also appear in your *Grimm* game. What follows is a brief deconstruction of the basic elements common to fairy tales and a schema for you to follow when designing your own twisted versions of the traditional stories.

### Moral

Most fairy tales contain a moral or lesson. The objective of the tale could be apparent or could be hidden beneath layers of fantasy imagery, not to mention buried by the subconscious. When designing your adventures, think of a (possibly twisted) lesson for the children to learn. This "moral" could be something one would find in a fairy tale, such as "Too much of a good thing is bad." In *Grimm*, however, the lesson could also be "Too much of a bad thing is great!" This moral may be a subtle but pervading theme, or may be the key that allows the kids to succeed at the end or to defeat a major foe. For example, if the moral of an adventure against Humpty Dumpty is "To thine own self be true," the kids could bypass several of his tricks and schemes simply by displaying their self-confidence, or they could free Jack from the Rotten King's manipulations and gain him as an ally by encouraging him to act according to his true nature.

### Characters

Fairy tales always have heroes. In *Grimm*, these often become failed precursors, characters who attempted the quest but fell to their own moral or physical failings. The role of hero now falls to the kids. Never allow an NPC to steal the thunder of the PCs; always place the PCs in the center of the action. It's okay to have them accompanying a prince or a knight on some quest every now and then, but they should be essential to the quest and probably more capable than the hero they are supposedly "helping." On the other hand, the villains of *Grimm* are not so cut and dry. Many of the creatures in the Grimm Lands are only evil by cause of insanity or bitterness. Others may be mean and

nasty one day, and helpful and supportive the next. Constantly shifting the villains of the story adds to this factor, keeping the PCs constantly on their toes. This does not mean, however, that your campaign cannot have recurring villains. Humpty Dumpty, for instance, is designed to be an overshadowing foe, an arch-nemesis, that the kids may need to first escape from, then evade, and finally overcome. His minions are so many, however, and his reach so great, that the kids have a chance to fight many foes instead of simply him. This gives the PCs the variety that makes the Grimm Lands so unpredictable, but unites the overall story.

### Motives

Monsters in *Grimm* all have powerful motivations. These could be hunger, hate, jealousy, fear, or even love. Whatever the goal, the emotions behind it and the actions taken to reach it should be intense and over-the-top. For example, the Big Bad Wolf wants to leave the Grimm Lands and sees children as the best means to achieve this end. Instead of plowing through the children in combat, he may approach them earnestly and question them about details from the real world, savoring every detail they can tell him as he remembers its lush bounty. In desperation, the wolf offers to aid them in their efforts to get home. As an able combatant, he's a good ally to have. However, at a crucial moment, his hunger gets the better of him, and he eats one of the children. While the kids attack him, he becomes confused. After all, what's just one kid? Barely more than a mouthful. Soon, however, his bestial rage comes to the forefront, and an all out melee ensues.

Giving the Big Bad Wolf two motives allows you to blend the character's natural tendencies with conflicting or supporting needs; this provides your players with a more interesting, and possible mystifying, encounter.

### Establish an Environment

Adventures in *Grimm* are often focused around an environment. This could be a small area (Rapunzel's Tower) or a wide one (a trek from the Loomslag Peaks to the pirate cove on the sea); regardless, each area the kids pass through should be painted in lavish, but creepy, detail. Magic and imagination may work differently in different places, inhabitants of one may look like inhabitants of another but act completely differently, and the land itself may be a character in the story with its own motivations.

### Call to Adventure

Once you establish where the tale is to take place and who is to be in it, it is often helpful to select a herald to announce the call to adventure. The herald can be a talking animal, an old woman, or a temptation, luring the children into a dangerous place. Heralds are important identifiers, as they provide a defined beginning to the adventure and help set the theme and mood of each tale.

### Descent

Stories are full of descents. Such examples include Jonah and the Whale, Odysseus' descent into the Underworld, and even Doctor Frankenstein's descent into paranoia. A descent can be physical or psychological, but the effect should be the same. The children have to face some danger, or something must push them past the thresh-

old of security. The goal may be to retrieve something from below (or learn something while being in the depths of your own mind), or it may simply be to get back to a safe and normal place.

## Trials

No adventure would be complete without a series of trials. In normal d20 play, such trials could include several combats, a few puzzles, traps, and perhaps some role-playing with NPCs. In *Grimm*, the order of importance reverses. The kids are less able combatants than the average d20 character, and as such must find non-violent solutions to many of their trials. Puzzles, riddles, mazes and even contests give the characters a chance to use their skills and abilities without getting creamed by orcs. Each adventure should present at least one combat threat, however; defeating an opponent in combat helps satiate some players' desires to throw dice and stomp on bad guys.

## Victory and Rewards

Once the children descend to the depths of danger and face the trials to be found therein, they are ready to return and claim their prize. Such a prize could be securing the hand of a princess for marriage, capturing the golden egg, learning a new spell, or even snatching the Key to Babylon from the sleeping Dragon. Kids in *Grimm* should have a well-defined goal, realize the steps to achieve the goal, and be able to achieve it. Provided they achieve all of these objectives, they deserve a reward. Rewards can be new items, spells, or prestigious treasures, as described above, or may take the form of information, such as the next step to reaching Babylon, or might be something as simple as just surviving. Present a clear and visible reward for the characters to strive for as the tale unfolds; of course, the true reward they eventually gain may end up being something else altogether.

## Other Considerations

With the basic frame of the story in place, a few final additions can help your *Grimm* game.

### Use Source Material

*Grimm's Fairy Tales* are by far some of the most popular, but feel free to look beyond to nursery rhymes, *Anderson's Fairy Tales*, mythology, pop culture, and just about anything else out there that captivated you as a child. Beyond that, you might look at more recent twisted fairy tale stories in movie form, like any of several famous stop-animation, claymation, or puppet-filled movies regarding major holidays, girls trapped in strange worlds, unicorns, and the like. More literary references include fairy tale retellings in the form of adult fiction and several genre-spanning graphic novels. The more diverse the source material for your game, the better the experience shared by all. Of course, you can always make up your own twist . . . why couldn't Santa Claus break into people's homes to whip children and stuff coal in their mouths instead of leaving presents and eating cookies?

## Return to the Real

The children's overriding goal in *Grimm* is to get home. If you plan for a short jaunt through fairyland, the achievement of this end should be rapidly attainable. For longer campaigns, drop in clues throughout the characters' adventures. The more clues leading to the escape, and the more interesting they are, the more interested your players will be in the game. Also, if the idea of Babylon is not to your liking, feel free to change it, giving the children some other way to return home.

## Cliché

Clichés and stereotypes are generally avoided; in *Grimm*, however, they are some of your most effective tools. First of all, kids haven't experienced enough stereotypes and clichés to notice that there is anything wrong with them. Second, *Grimm* is a game of parodies and allusions, and using well-known story elements, themes, and methods help to reinforce that fact. In short, always begin your games with "Once upon a time . . ."

## Experience Points

*Grimm* does not use normal experience points. Rather, the kids should advance to the next archetype level after each adventure. Whether an adventure is a 3-hour romp that lasts for one evening of real-world time, or is an extended quest that takes several sessions to complete, is up to you.

## Final Notes

*Grimm* personifies the nightmares we all shared when hearing and reading fairy tales in our childhoods. As we grow older, we see how violent and awful the events in the stories are, we recognize the immoral acts, and we notice the triviality of the human experience within the stories. In this roleplaying game, human life is just as trivial, and the characters are sometimes forced to deal with awful entities to preserve their own lives. Make sure to decide what sort of campaign you'd like your *Grimm* experience to be before delving in. For some, it may be an opportunity to consider the implications of these deeper topics and others like them. For others, it may simply be a fun chance to pretend to be the bully they hated or the popular kid they envied, or to relive being the nerd or the dreamer.

Tailor the style and goal of your *Grimm* campaign to reflect these interests of the players. For the thoughtful and reflective party that wants to delve into the concept of human morality, *Grimm* could stretch into an extended campaign wherein the kids take over the Grimm Lands and reshape it in their own image, give in to dark powers and become their servants, or even arrange to pull the rest of the real world into the twisted fairytale world with them.

Alternatively, the game could be short-lived, the characters being snuffed out one by one, not so unlike the Ten Little Indians. For the light-hearted and fun party, which is far more common, *Grimm* should simply be a short campaign taking the characters from 1st to 6th level, culminating in a "skin of their teeth" escape to the safe and normal real world with perhaps one or two of the kids remaining behind as heroes or royalty of the realm. Regardless of your style of play, this game is all about imagination. So let yours take you wherever it will.



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