

GRIMLORE

A dark, atmospheric forest scene. In the center, a figure stands with their back to the viewer, wearing a long, dark dress that is intricately woven from tree roots and branches. The figure is illuminated by a soft, ethereal light from behind, creating a misty glow. The surrounding forest is dense with gnarled trees and hanging roots, with some light filtering through the canopy from above. The overall mood is mysterious and macabre.

Portal Tales

Quest Generator

GRIMLORE PORTAL TALES

Quest Generator

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INTRODUCTION

The 45 unique cards in the Quest Generator Deck can be used to create a mind-boggling number of quests in GRIMLORE, the narrative dark fantasy game of exploration and combat.

This is a small explanation on how to use this deck. Keep in mind the most important rule:

All the content in this deck is up to interpretation by the players. They are just ideas and inspiration to get the players moving. You can interpret the result of your draws in any way you see fit!

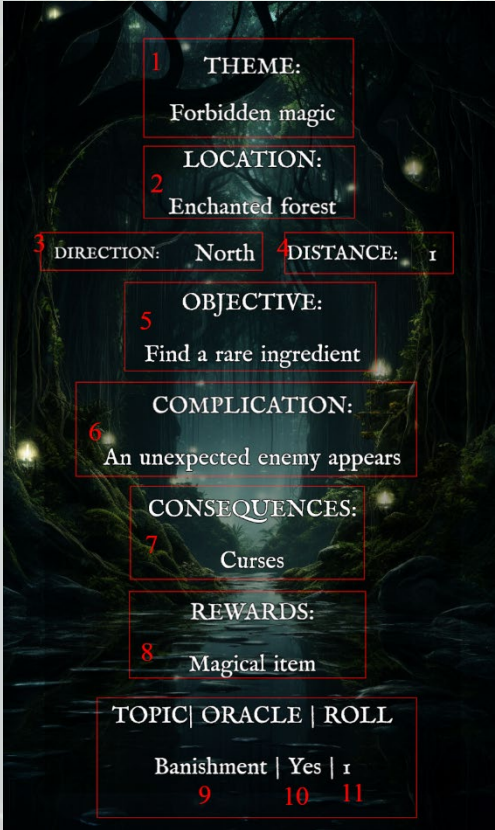
You could use these cards as 45 adventures, but we recommend drawing multiple cards to create the quest. Just the combination of Theme, Location and Objective will yield up to 3375 results.

The artwork on the front of the cards is based on the Location of the card, there are 15 different artworks. All the artwork has been created using Midjourney. The base for the Quest Generator logic has been created using ChatGPT v4.

Also, this deck can be used with any kind of fantasy RPG, as it is system agnostic. Keep in mind that the themes are based on a dark fantasy setting.

Now go out there and experience some adventures!

CARD LAYOUT



The card has 10 pieces of information.

1. Quest Theme
2. Quest Location
3. Quest Direction
4. Quest Distance/Difficulty
5. Quest Objective
6. Quest Complication
7. Quest Failure Consequence
8. Quest Success Rewards
9. Quest Topics
10. Quest Oracle
11. D6 Roll

QUEST THEME

The general theme of the quest. There are 5 different themes in this deck.

QUEST LOCATION

The target location of the quest.

The party must travel there to complete the quest. Use the next two entries to specify where the location is exactly.

QUEST DIRECTION

The direction in which the quest location can be found.

QUEST DISTANCE/DIFFICULTY

This entry can be used to determine the distance to the quest location, this affects how many events must be played before the actual quest event.

The entry can also be used to generate a random negative skill check modifier. Just use as many red D6 as the entry's value.

QUEST OBJECTIVE

The quest's objective. This is just a very short prompt for the players to work with. Every player should add 1 detail to the objective. Here is a list of possible details, but feel free to come up with your own:

- a. Enemies
- b. Allies
- c. Lore
- d. Secrets
- e. Problems
- f. Solutions

These are to add some fluff to the quest. Be as creative as you want.

QUEST COMPLICATION

A complication can happen if the players fail more events than they succeed in during their journey to the quest location. As in the usual game, keep track of the number of failed and successful events. If there are more failures than successes, a complication needs to be taken care of before the quest objective can be fulfilled.

QUEST CONSEQUENCES

If the party fail the quest objective skill check, these consequences will be added to the quest result. These are usually up for interpretation so feel free to them as you see fit for your campaign. We'll give some examples below.

QUEST REWARDS

If the party succeed in the quest, they will gain the rewards mentioned in this entry. These are held general so that they are open to some interpretation. Adjust the entries as you see fit for your campaign or party.

QUEST TOPICS

These are some prompts to get your creative juices flowing if you are stuck on embellishing a quest.

QUEST ORACLE

If you ever need to come up with an answer to a YES/NO question, you can use this entry as the answer.

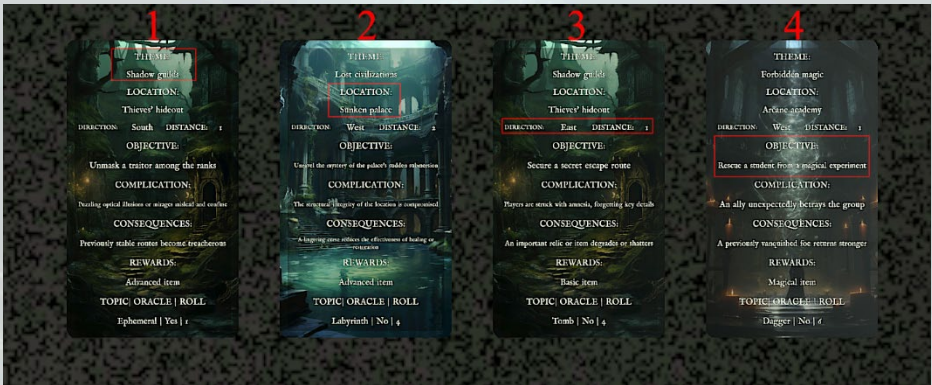
D6 DIE ROLL

This is a random D6 die roll result.

HOW TO USE THE DECK

THE FIRST DRAW

To start creating the quest, draw 4 cards and place them next to each other:



The first card determines the **Quest Theme**.

The second card determines the **Quest Location**.

The third card determined the **direction and the distance to the Quest Location**.

The fourth card determines the **Quest Objective**.

In our draw above, the theme is “Shadow Guilds”, the location is a “Sunken Temple” which is only 1 tile away to the East and the objective is to “rescue a student from a magical experiment”.

JOURNEY TO THE QUEST LOCATION

HANDLE NORMAL EVENTS

After the first draw, normal play resumes as the players travel to the quest location.

For each location, play through the normal event from the Book of Lore and keep track of if the event was successful or if it failed as usual. This is important to determine if there is a complication when the party arrives at the quest location.

COMPLICATIONS

Once all events have been handled, check the number of successful and failed events. If there are more successes than fails, there is no complication. Otherwise, the party’s problems during the journey will have caused a complication in the quest.

Draw another card and consult the complication entry. This is another skill check that must be passed before the actual **Objective Skill Check**. What exactly needs to be rolled to pass the **Complication Skill Check** is up to the players. They can discuss this and once a decision has been made, they handle the complication like any other skill check.

OBJECTIVE SKILL CHECK

Once the party has arrived and handled any complication that might have come up, they must decide on how to handle the actual quest objective.

The quest objective is kept short and abstract, but the players should have added details to it when they created the quest. This should give the players enough to work with to come up with a narration on how to handle the event.

SUCCESSFUL OBJECTIVE SKILL CHECK

If the character who tries the skill check succeeds, they draw another card and consult the “REWARDS” entry.

ADVANCED ITEM

The party can roll on the **Advanced Item table** or on the **Enchantments table**.

ADVANTAGE TOKENS

The party gain a number of **Advantages** equal to the difficulty (distance) of the quest divided by 2 (rounded up).

BASIC ITEM

The party can roll on the **Basic Item table** or the **Upgrades table**.

CLUES

The party gain a number of **Clues** equal to the difficulty (distance) of the quest divided by 2 (rounded up).

EXPERIENCE

The party gain a number of Experience Points equal to the difficulty (distance) of the quest divided by 2 (rounded up).

MAGICAL ITEM

The party can roll a **Magic Item**. Roll on the **Basic or Advanced Item tables** and then on the **Enchantments table** to create the Magic Item.

RESOURCES

To determine which resources are gained, use this table:

Roll	Resource	Amount
1-2	Organics	Difficulty (distance)
3-4	Ore	Difficulty (distance)
5	Essence	Difficulty (distance)
6	Gold	Difficulty (distance)

FAILED OBJECTIVE SKILL CHECK

If the character fails the Objective Skill Check, the player draws another card and consults the “CONSEQUENCES” entry.

These are held abstract, so the party can decide what happens exactly. We will give some examples further down below.

*In any case, the party will receive **one Experience Point** for failing the quest.*

EXAMPLES

QUEST CREATION EXAMPLES

EXAMPLE 1

FIRST DRAW: SHADOW GUILDS

The quest has something to do with Shadow Guilds, they could be the target or the source of the quest...

SECOND DRAW: THIEVES' GUILD

The quest takes place in a Thieves' Guild location.

THIRD DRAW: DIRECTION “EAST” AND DISTANCE “3”

The thieves' guild location is 3 clicks to the East. This means that the party has to pass 3 normal events from the Book of Lore before they arrive at the quest location.

FOURTH DRAW: LOCATE THE GHOST SCHOLAR'S LOST LOCKET

Now we have our objective. Our quest giver - who could be from a rivaling thieves' guild - wants us to locate a locket inside a Thieves' Guild that is 3 clicks to the East.

To complete the objective, the party could use a stealthy approach (AGILITY & STEALTH) or more of a straight-forward approach (SOCIAL & INTIMIDATE), they could also try to just fight their way to the locket (start a COMBAT ENCOUNTER).

Fill in all the blanks as a group and however you see fit. This is your story, and you can be as detailed with the draw interpretations as you want to be!

EXAMPLE 2

FIRST DRAW: CURSED ARTIFACT

The quest involves some kind of cursed artifact.

SECOND DRAW: DESERTED CITY RUINS

The quest location is an ancient city ruin.

THIRD DRAW: DIRECTION “SOUTH” AND DISTANCE “3”

The deserted city ruins are located South of their current position and are 3 clicks away. This means that the party have to pass 3 normal events from the Book of Lore before they arrive at the quest location.

FOURTH DRAW: DISPEL A GUARDIAN SPECTER

Now we have our objective. Our quest giver wants us to dispel a guardian specter in a deserted city ruin so that they can retrieve an artifact that is rumored to be there. To dispel the guardian, the party could send their cleric to purge the specter, **ARCANE & DIVINE**. Or a magic user could try to bind the specter or use necromancy to “reason” with it by using **ARCANE & MAGIC**. As usual, they could try to fight their way through their opposition.

COMPLICATION EXAMPLES

EXAMPLE 1

On their journey to the quest location (3 events), the party fails 2 events and succeeds in 1, meaning that there will be a complication in the quest.

Drawing another card, the complication is “*An unexpected Enemy appears*”. The group interprets this as their quest giver having hired another, more scrupulous group that have caught up to the party and that have to be fought off before they can try to retrieve the locket.

EXAMPLE 2

On their journey to the quest location (3 events), the party fails all 3 events, meaning that there will be a complication in the quest.

Drawing another card, the complication is “Ghostly monks or priests from the past challenge the intruder’s intentions”. The group interprets this as a combat encounter that needs to be completed before the quest objective can be fulfilled.

CONSEQUENCES EXAMPLES

Eventually, things will go wrong, and the party will fail a quest objective. When this happens, draw another card and consult the “CONSEQUENCES” entry.

EXAMPLE 1

The party has failed their skill check attempt and must suffer negative consequences. The player that tried the skill check draws another card.

The consequences entry is “Curses”. The party interprets this as the quest giver using his connections to users of dark magic to curse the party for their failure. This will give them a couple of **Disadvantage Tokens**.

EXAMPLE 2

The party has failed their skill check attempt and must suffer negative consequences. The player that tried the skill check draws another card.

The consequences entry is “An important location becomes inaccessible”. The party interprets this as the specters breaking free from the ancient city ruins and ravage the settlement that the original quest giver resides in. In game terms, the settlement will no longer be available to the party (as if they had failed their initial settlement skill check).

SUGGESTIONS FOR CONSEQUENCES

CURSES

ECHOES OF PAST RITUALS AWAKEN, DRAWING UNWANTED SUPERNATURAL ATTENTION

The party is now cursed as a result of their failure. They will receive **Disadvantage Tokens**. One is usually enough, but if the party size is 3+ players then two will be more appropriate.

NEW ENEMY

The party has made a new enemy, who will show up at the most unfortunate moments until taken care of.

The party should flesh out some basic information on the enemy. *If you own the NPC Generator Deck, you can use this to create the enemy.*

Whenever the party has a critical failure (-1 or even less successes on a skill check - only possible with red dice in the pool) the enemy will attack them. Play this combat encounter before resolving the failed event. If they kill them, the consequence is resolved.

If the party wants to be proactive, they need to spend 2 Global Clues to uncover the residence of their enemy. When they do, they can choose one Settlement or Dungeon as the residence, travel there and initiate the combat with their enemy.

LOST RESOURCES

SACRED POOLS OR RESOURCES WITHIN THE LOCATION BECOME TAINTED OR DRAINED

The party has lost some of their resources due to failing the skill check. Consult the table below, if the party does not have any of the given resource, go down the list until they do have that resource:



Roll	Resource
1	Essence
2	Ore
3	Organics
4	Rations
5-6	Gold

DAMAGED REPUTATION

The party has lost some standing within the regional society due to their failure. They receive **Disadvantage Tokens**. One is usually enough, but if the party size is 3+ players then two will be more appropriate.

ALLIES BECOME DISTRUSTFUL

The party has disappointed their allies due to their failure. They will not be able to use their Allies and Hirelings in the next combat encounter. If there are 3+ players, this goes up to the next two combat encounters.

A VALUABLE ITEM IS CORRUPTED

AN IMPORTANT RELIC OR ITEM DEGRADES OR SHATTERS

The party has destroyed one of their items due to failing the quest. The party must choose one item from their inventories and remove that item.

AN IMPORTANT LOCATION BECOMES INACCESSIBLE

Due to their failure, a nearby friendly Settlement is no longer accessible. The party has to choose an active Settlement and treat this Settlement as if it was inaccessible (as if they had failed the original skill check for this Settlement).

A GROUP MEMBER IS CAPTURED OR GOES MISSING

A temporary disappearance, but long enough, that the character in question will not be able to raise any skills until the end of the session.

A ONCE-FRIENDLY FACTION BECOMES HOSTILE

The party have disappointed a faction so much, that this faction has hired a group of mercenaries to kill the party.

The party chooses an active Settlement and determines a random enemy unit. The unit will take 3 turns (use a D6 to track) to chase the party and then a combat encounter will start.

NIGHTMARES PLAGUE THE PLAYERS, AFFECTING REST AND RECOVERY

ECHOES OF THE GROUP'S ACTIONS MANIFEST IN THEIR DREAMS, LEADING TO UNRESTFUL SLEEP

The party is not able to regain Energy when they next rest (does not matter if they visit a Settlement or if they rest outside).

A PREVIOUSLY VANQUISHED FOE RETURNS STRONGER

The party must immediately start a combat encounter with a random enemy that they have already defeated in the past (they can choose or roll on the monster table). This enemy will have +AC HP for this encounter.

A REVERED ENTITY OR SPIRIT BECOMES DISPLEASED, REDUCING THE PLAYERS' FAVOR OR LUCK

See "Curses".

MAGICS BECOME TEMPORARILY UNUSABLE

THE BALANCE BETWEEN THE SPIRITUAL AND PHYSICAL REALMS IS DISTURBED

Characters who have spells equipped must unequip the spell and can't use them until after the next combat encounter.

AN ESSENTIAL PATH OR SHORTCUT IS PERMANENTLY CLOSED OFF

The party chooses a previously visited location (event), which will no longer be accessible in any way.

A LINGERING CURSE REDUCES THE EFFECTIVENESS OF HEALING OR RESTORATION

For the next combat encounter, all Healing spells will have **1 Disadvantage**.

A LOCAL TRIBE OR SECT BECOMES HOSTILE DUE TO THE DISTURBANCE OF SACRED GROUNDS

The party have disappointed a faction so much, that this faction has hired a group of mercenaries to kill the party.

The party chooses a Wilderness and determines a random enemy unit. The unit will take 3 turns (use a D6 to track) to chase the party and then a combat encounter will start.

PREVIOUSLY STABLE ROUTES BECOME TREACHEROUS

One successful Wilderness event will not count for the XP roll at the end of the session (remove the tick or token from the event).

VITAL EQUIPMENT OR ARTIFACTS BECOME CURSED, REQUIRING CLEANSING

The party chooses one equipped item that become cursed or damaged and needs to be repaired with a **MIGHT & CRAFTING** skill check when they next visit a Settlement. The item can't be used until repaired.

LOCAL FAUNA BECOME UNNATURALLY AGGRESSIVE OR AVOIDANT

The fauna attacks the party, or the party will receive **Disadvantage** on their next Scavenging check.

REWARDS

If the party succeeds in a quest, they will receive a reward. Here are some suggestions:

MAGICAL ITEM

They find a magical item! Woohoo! Use the rules from the Book of Rules to generate this item.

RESOURCES

They find some valuable resources, be sensible about the amount, a D₃ should do the trick, multiply by 2 if there 3+ characters in the party:

Roll	Resource
1	Essence
2	Ore
3	Organics
4	Rations
5-6	Gold

CLUES

They find some Global Clues. Be sensible about the amount, a D₃ should do the trick.

EXPERIENCE

They gain some experience points. A D₃ should do the trick. Multiply by 2 if there are 3+ characters in the party.

ADVANCED ITEM

The find an Advanced Item!

BASIC ITEM

They find a Basic Item!

ADVANTAGE

They gain some Advantage from their success. A D₃ should do the trick.

TOPICS, ORACLE AND ROLLS

The last three entries on each card are basic utilities. The “Roll” is just a D₆ roll result.

TOPIC

If you are ever stuck on thinking about another entry and need some inspiration or nudge, draw a card and look at the “Topic” entry. This might spark some ideas.

ORACLE

You can use this to get a simple YES or NO answer to a question.

CLOSING WORDS

Never forget the most important rule:

Make this content your own. These are just ideas and guidelines for how a quest can be structured in GRIMLORE. Feel free to embellish or redact as much as you want. This is your world; you are its creators! 😊