

GRIMLORE Portal Tales

Portable Print-and-Play Edition

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Introduction

Beyond the rift's cold light, the land has no name - only whispers and the promise of sharp teeth. Three champions step from the portal, and behold a wilderness stitched with ruins, dark tree lines, and the thin smoke of distant hearths. Somewhere ahead, marked only on tattered charts and half-

remembered tales, lie the safe places - scarce isles of shelter they must reach before the hunt overtakes them.

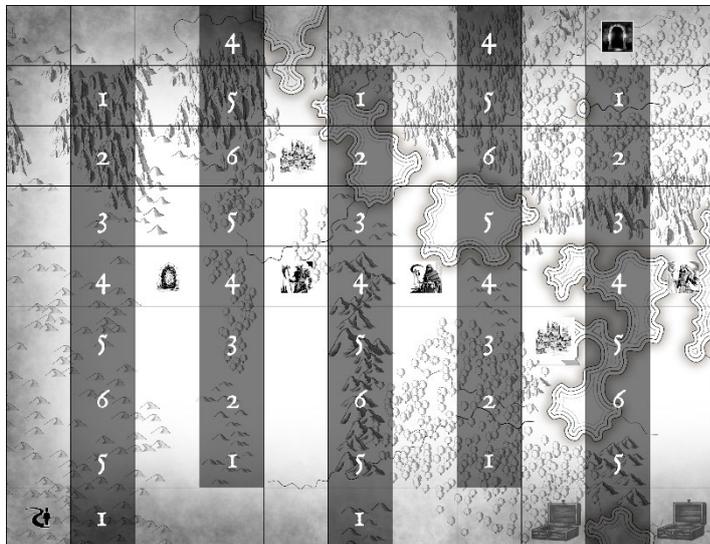
Each stride is a wager as the land awakens underfoot - ruins yawning, hamlets flickering with uncertain welcome, hazards coiled in the brushes - while behind them the hunt drums closer! Rivals spilling from unknown origins, relentless and many; so the champions trade caution for ground, follow omens through forbidden paths, and dare the shortcuts only the bold survive, for they must reach the marked haven before the land claims them.

Game Materials

The download includes print-and-play PDF files with cut lines for all the cards and tokens that are needed to play, as well as the first map. You only need to print each file once (cards and tokens are two-sided) to have enough material to play the game comfortably.

Expedition Map

I print this map out on 300g DIN A4 or US-Letter sized paper and laminate it. This makes the map very usable as a game board. With the lamination it is re-usable, so you can use a non-permanent marker to draw on the map, if you do not want to use the location tokens. A quick wipe with a damp cloth will reset your map.



Tokens



First, I print out the tokens on 300g paper, 180g should be fine, too.

I then use a 1 inch circle paper puncher to cut them out (see the very back of this booklet for images of the tools I use).

I then glue the tokens to a 1 inch self-adhesive magnetic disc.

I then put a 1 inch clear epoxy sticker on top, which makes for nice, rounded tokens that have a great weight to them.

Champion & Opponent Tokens



Every episode will contain 3 champions (left column) and 3 opponents (right column – an easy, medium and hard difficulty opponent).

There will also be a tarot-sized card for each of these characters, which includes their description, statistics and talents. *Read the chapter on Game Cards for more details.*

You can use the champions from one episode in any other episode, and on all released expedition maps.

You could also use the opponents from any episode in any other episode or use multiple opponents of the same type for an extra challenge.

Base Game Tokens

These tokens will be used in all episodes, so you only need to print out the Token Sheet once to have enough tokens to comfortably play the game. *Do not print multiple sheets of the “Dungeon Ruin”, “Minion”, “Portal”, “Dungeon”, “Settlement” and “Hazard” tokens, those are limited to the amount you get from printing the sheet once.* For the other tokens you should also have enough to go around by printing the token sheets only once.

	Gold It can be earned by defeating opponents, and in dungeons, by meeting a caravan, or during challenges.		Minion This token represents a minion on the map.
	Experience Point They can be earned by defeating opponents or during challenges.		Portal Use this token to mark a Portal on the map.
	Energy Point They can be gained by ending movement in a Settlement.		Dungeon Use this token to mark a Portal on the map.
	Damage Use these to mark damage on the character's stat card.		Settlement Use this token to mark a Settlement on the map.
	Dungeon Ruin Put this one on a Dungeon tile that was ruined by a catastrophe.		Hazard Use this token to mark a Hazard on the map.

Gold

Gold can be spent when meeting a caravan or when a champion ends their movement on a settlement.

Experience Points

Experience points can be spent to acquire the abilities listed on a champion's card. The experience cost is in the last column of the abilities table.

Energy Points

Energy points are used to activate a champion's abilities, but they also have a couple of other uses.

Using energy points to reroll a single die

A champion can spend an Energy point to reroll a single die in any skill test. More than one energy point can be spent to reroll again or another die.

Using energy points to gain +1 to a skill test result

A champion can spend an Energy point to gain +1 on any skill test result. Only 1 Energy can be spent this way for one test.

Minions

Minions spawn on the map when the drawn opponent type is already on the map.

Minions can only move 1 tile per turn, but they can cross difficult terrain with a rating of 1.

Portal

Champions who are not on the map yet can use a movement die result of 6 to enter the map on any known Portal tile.

Dungeon

When a champion ends their movement on a dungeon, they have to draw from the dungeon event deck and resolve the card.

Settlement

When a champion ends their movement on a settlement, they can rest there and buy items on their character card for gold.

Settlement Fortification

When a champion is attacked while being in a settlement, they are fortified and allowed to resolve a skill test.

If the test succeeds, the attacking opponent is pushed back to the tile that they attacked from.

If the test fails, the attack is successful.

Remember that Energy can be used to reroll skill test dice or to modify the result by +1 (see Energy tokens).

Hazard

When a champion wants to pass over a tile with a hazard token, they have to resolve a skill test against target number 9.

If the test succeeds, they can pass the tile.

If the test fails, they have to stop the current movement die on this tile. They can use other movement dice afterwards, if they still have some available.

Game Cards

Champion & Opponent Cards

These are Tarot-card-sized cards, which I print out on 300g paper (180g is fine, too), and then use my paper corner cutter (image in the very back of this booklet) to round the corners. I then just put these into clear tarot-sized protective sleeves. You can also laminate them instead, but the combination of 300g and the protective sleeve is more than enough for great card handling.

There will be a new set of cards in every episode, with 3 new champions and 3 new opponents.

We'll go into more details on these in the chapter Champions and Opponents. Here is just a quick overview of one champion and one opponent card.

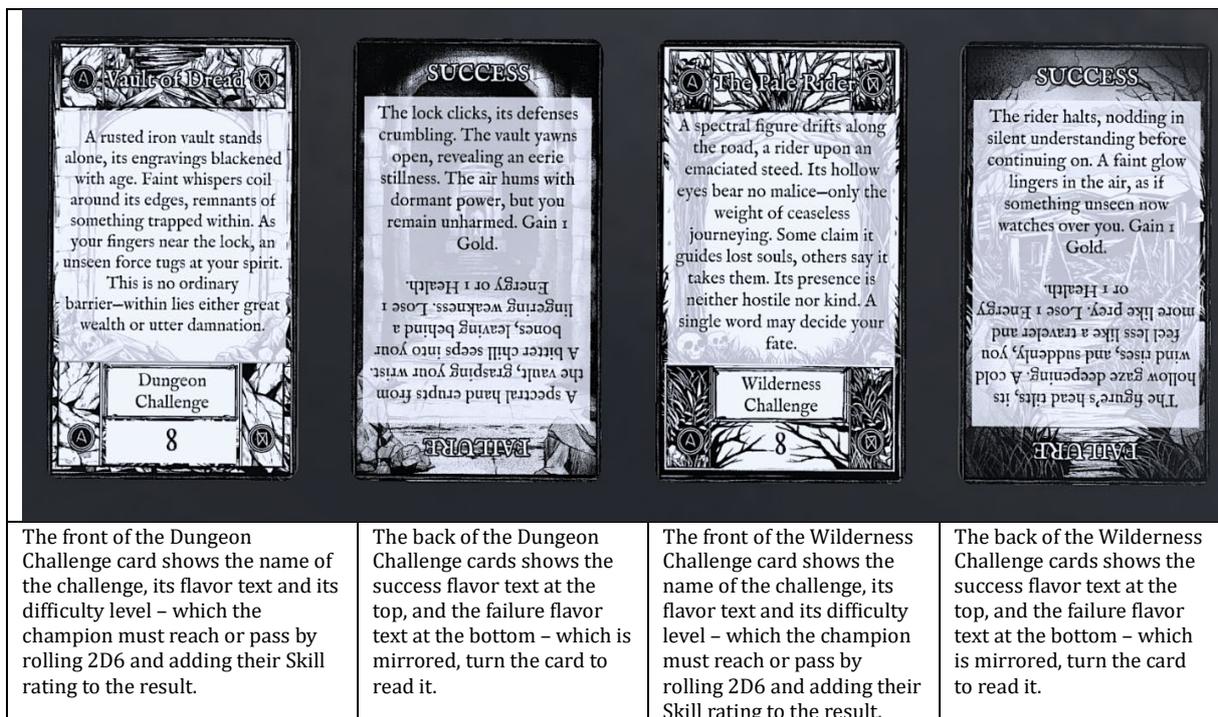
			
<p>The front of the cards shows the name, gender, race and class of the champion.</p>	<p>The back of the cards shows the name, the gender and class. It also shows the health rating, energy points and skill rating of the character. There is also a table with all the talents that the champion can acquire with experience points. And there is a table with the items that the champion can buy with gold.</p>	<p>The front of the card shows the name, type and difficulty of the opponent.</p>	<p>The back of the card shows the name, an image and the difficulty of the opponent. It also shows their health, and movement dice. It also shows their loot and a description.</p>

Challenge Cards

These are Tarot-card-sized cards, which I print out on 300g paper (180g is fine, too), and then use my paper corner cutter (image in the very back of this booklet) to round the corners. I then just put these into clear tarot-sized protective sleeves. You can also laminate them instead.

There will be a new set of challenges in every episode.

We'll go into more detail on these cards in the chapter Challenges.



Base Game Cards

These are Poker-card-sized cards, which I print out on 300g paper (180g is fine, too), and then use my paper corner cutter (image in the very back of this booklet) to round the corners. I then just put these into clear poker-sized protective sleeves. You can also laminate them instead.

There are four types of base game cards decks, the “Tile Types Deck”, the “Wilderness Events Deck”, the “Dungeon Events Deck” and the “Opponent Spawn Deck”. Each of these decks has 6 cards.

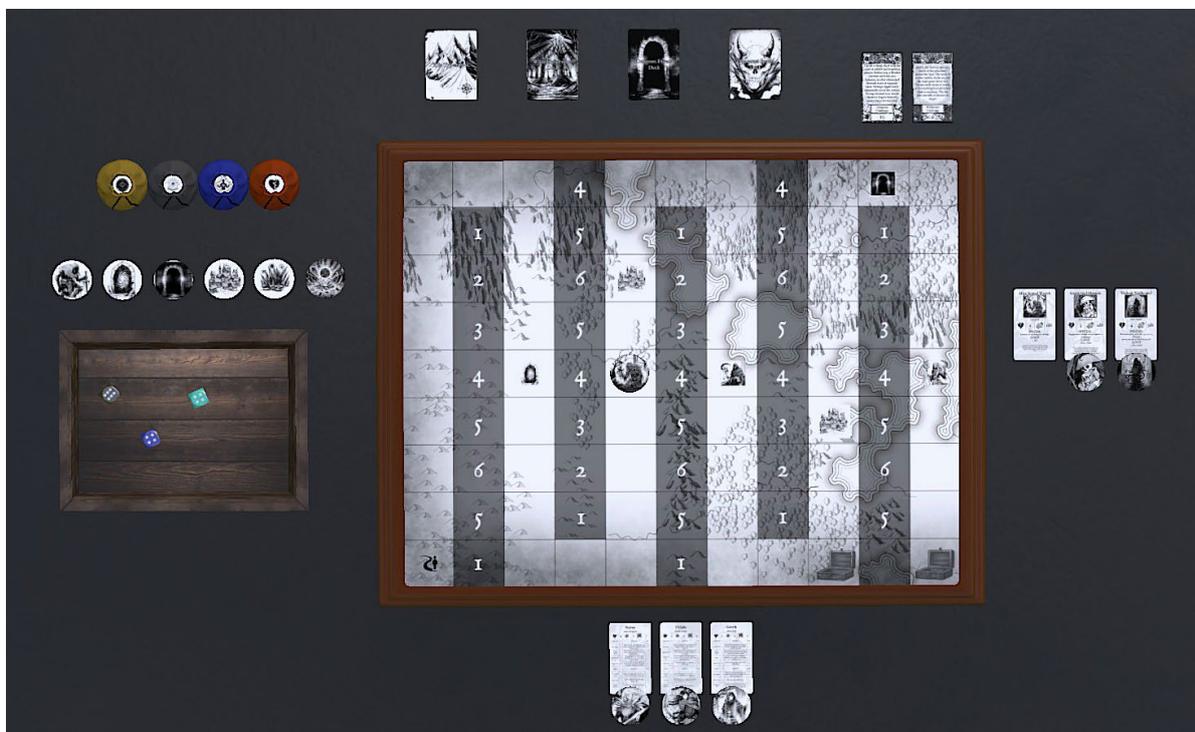
We’ll go into more detail on these cards in the chapter Game Mechanics.

			
The “Tile Types” deck. You draw from this every time a champion ends their movement phase on a “free” tile – but only if they have not attacked another unit this turn.	The “Wilderness Events” deck. You draw from this when the Tile Type you have drawn instructs you to.	The “Dungeon Events” deck. You draw from this when the Tile Type you have drawn instruct you to OR when a champion ends their movement phase on a dungeon tile.	The “Opponent Spawn” deck. You draw from this when a Wilderness or Dungeon event card instructs you to.

Game Setup

Setting up the game does not take long, just follow these steps:

1. Place the expedition map in the center of your playing area
2. Sort the base game cards into 4 decks and place them next to each other above the map board
 - a. Tile Types Deck (6)
 - b. Wilderness Events Deck (6)
 - c. Dungeon Events Deck (6)
 - d. Opponent Spawn Deck (6)
3. Sort the Challenge cards by Wilderness and Dungeon Challenge and place them above the map board, next to the base game card decks
4. Place the base game tokens to the left of the map board
5. Take the three opponent cards and place them to the right of the map board
6. Take the three opponent tokens and place the easy opponent token on their spawn point on the map board, place the other two tokens on their respective opponent cards
7. Take the three champion cards and place them below the map board, read both sides to get familiar with the champions, place an energy token on each champion
8. Take the three champion tokens and place them on their respective champion card (champions do not start the game on the map board)
9. Grab your dice (2, and another one just in case) and start the first game round!



Game Mechanics

Game Modes

Solo Mode

In this mode you will control the three champions as well as the active opponents and their minions.

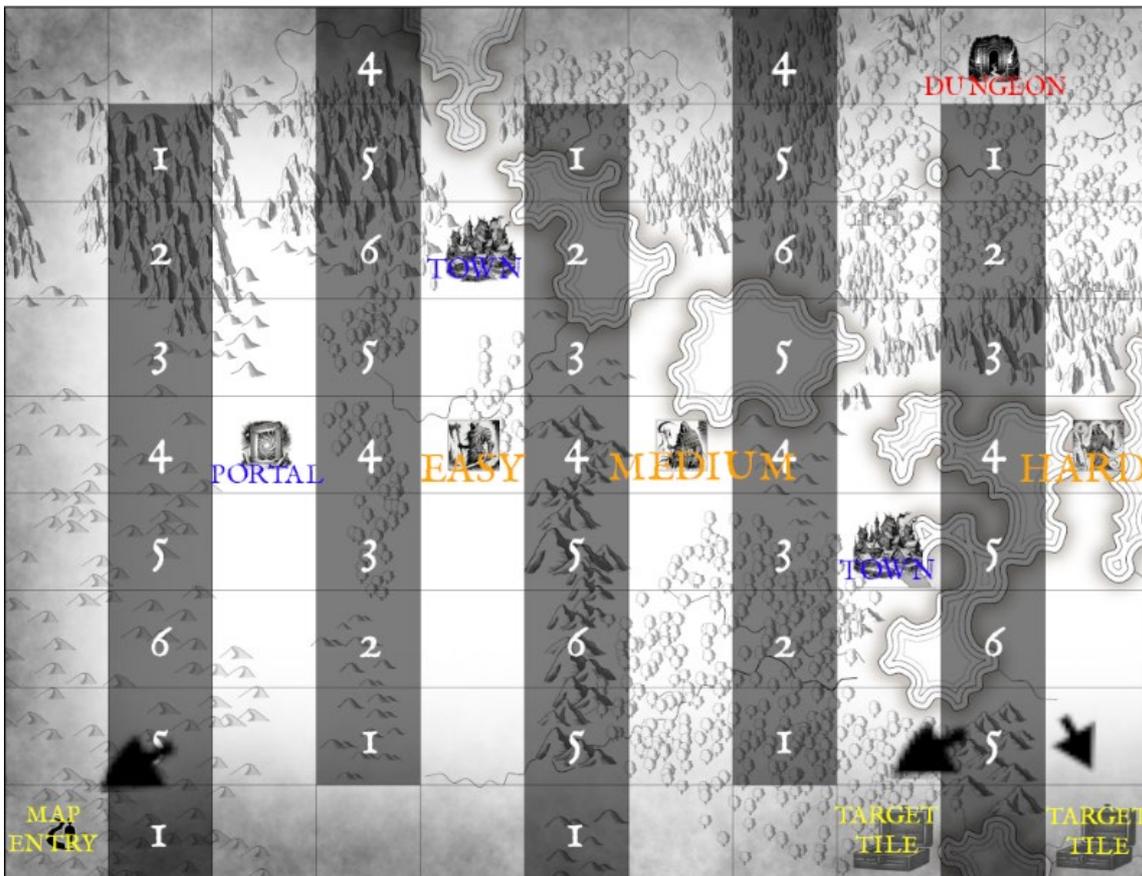
Versus Mode

In this mode one player (good player) controls the three champions, and the other player (evil player) controls the three opponents as well as their minions. You usually play this mode in two games, where the players switch roles after the first game (the good player becomes the evil player in the second game).

Coop Mode

This mode is just like Solo Mode, but the players just take turns when playing through the game rounds. *(Optional)* You can have the current round's player control the champions, and the next player clock-wise play the opponents during that round, but in the next round the next player clock-wise will still play the round, controlling the champions.

What is the goal of the game?



The goal of the game is to get as many of the champions to one of the designated target tiles on the map as you can.

While your champions are traversing the map, they will face opponents, find settlements, explore dungeons and encounter challenges.

The game ends when all champions have reached the target tiles, or when they are all out of health points.

So, there is no “full win condition”?

Not really, but an optional full winning condition could be that all three champions must be brought to safety for a full win, any less than three will only be a partial success.

So, how do I lose the game?

The only way to lose the game fully is when all three champions have been taken out of the game by opponents or challenges. Optionally, for a loss condition, you could say that a game is lost as soon as X champions are taken out of the game. X could be 1 if you are really interested in a challenge, but 2 sounds more reasonable (more than half).

Moving Champions and Opponents on the Map

Units move by rolling dice and then using one die after the other to move the full value of die in a valid direction.

Champion Movement

At the start of the champions’ turn, the player rolls two six-sided dice.

The player then chooses one champion that can then choose one of the dice to use as their movement value and move that many tiles in any available direction. The full value must be used.

After resolving that movement step, the same champion must use the other die to conduct their second movement step. The full value must be used.

Champions cannot end a movement step in a tile that already includes another champion. If no tile without another champion is available, they will not move at all.

Difficult Terrain



If one of the champion’s movement steps takes them over a tile that includes a “hazard token”, then the champion must pass a skill test or stop their movement step on this tile.

Perilous Terrain (or shortcuts)



On the map, the black “blocks” with white numbers in them are perilous terrain.

To “jump” over a perilous tile, you must use a movement die result that is exactly equal to the difficulty of the terrain (the number in the black block).

This uses up that movement die result fully. The champion “jumps” over the tile, into the tile on the other side of the perilous terrain tile.

Opponent Movement

At the start of the opponent turn, all opponents on the map will move (see Game Round for more details).

AI Movement

In solo and coop mode, use these rules to move an opponent's token:

Determine which champion is closest to the active opponent, this will be their target.

The amount of dice that an opponent can use for their movement can be seen on the opponent's card. Resolve each of the dice like you would resolve a champion movement die, following these guidelines:

1. The opponent will try to use each of their movement steps (die) to get as close as possible to their target
 - a. This usually means they will use the highest movement die value first, unless they have another movement die value that allows them to use a shortcut (jump over perilous terrain) or attack the champion directly
 - b. If the destination tile of the movement step is blocked by another opponent or minion, then they use the next base movement die value
2. The opponent will always move directly towards their target, they do not use any "tricks" to move away and then towards their target again
3. If all possible movement steps are blocked by other opponents or minions, then the active opponent does not move at all
4. Opponents must use their full movement value for each step
5. They must end a movement step on a champion to attack the champion; moving "over" a champion's tile does not trigger anything
6. If in doubt, use the worst possible option for the champions
7. Minions only move one tile, and they do take perilous terrain shortcuts

Player Opponent Movement

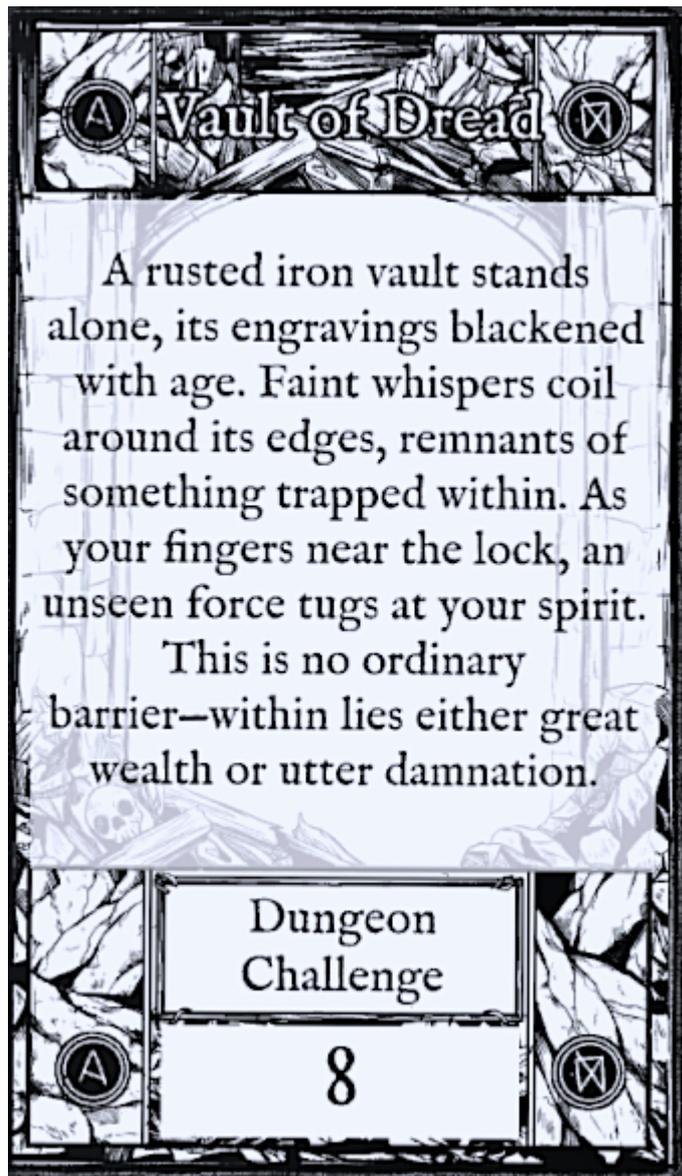
If you are playing in Versus Mode, there are no restrictions as to how the player can use the opponent's movement dice results. The dice can be used just like the champion movement dice can be used.

Drawing Cards from Decks

Whenever the game tells you to draw a card from one of the basic game decks, draw the card, resolve it and then place it face-up under the deck.

Whenever you draw the last face-down card in the deck, resolve the card and then re-shuffle the deck.

Resolving Challenges



Sometimes a champion will encounter a challenge when they are traversing the map. The Challenge will have a rating, which is the target number for a challenge skill check.

To resolve this, roll 2D6 and add the Skill Rating of the champion that is taking on the challenge. The result must be equal to or higher than the rating of the challenge.

After rolling, flip the card and check either the Success or Failure text, depending on your skill check result.

Example: Gevrik has drawn the dungeon challenge “The Sunken Reliquary”, which has a challenge rating of 10. Gevrik rolls 2d6 and rolls a 3 and a 4 for a total of 7 on the dice roll, he adds his skill rating of 2, for a total result of 9. Since 9 is lower than the challenge rating of 10, Gevrik has failed the check. He flips the card and reads the Failure section.

Game Decks Overview

Tile Types Deck

Dungeon

When you draw this tile type card, place a dungeon token on the tile and then draw a card from the Dungeon Events Deck and resolve it.

If no more dungeon tokens are available, then instead draw a card from the Wilderness Events Deck. There can never be more Dungeons than the included number of tokens.

Wilderness

When you draw this tile type card, draw a card from the Wilderness Events Deck and resolve it.

Settlement

When you draw this tile type card, place a settlement token on the tile.

If no more settlement tokens are available, then instead draw a card from the Wilderness Events Deck. There can never be more Settlements than the included number of tokens.

Whenever a Champion ends their movement (both dice) on a Settlement, the Champion gains 1 Energy token, up to their maximum (see Champion card).

Wilderness Events Deck

Portal

When you draw this wilderness event, place a portal token on the tile.

From now on, a champion may enter the map board from their outpost with a 6 movement die result.

The champion that found the portal receives one experience token.

If no more Portal tokens are available, then instead draw a card from the Wilderness Events Deck. There can never be more Portals than the included number of tokens.

Wilderness Spawn

When you draw this wilderness event, draw a card from the Opponent Spawn Deck and resolve it, see the section on “Opponent Spawn Deck” below for more details.

Caravan

The active champion gains 1 Gold token for selling trivial loot that they have found on their travels; and can spend their gold here to buy equipment from their champion’s card.

Hazard

When you draw this wilderness event, place a hazard token on the tile.

From now on, whenever a champion tries to move over this tile, they must pass a skill check, or they must stop their current movement on this tile. The target number for the skill check is 9.

Wilderness Challenge

When you draw this wilderness event, draw a card from the Wilderness Challenge Deck of this expedition and resolve it.

Dungeon Events Deck

Catastrophe

When you draw this dungeon event, remove the dungeon token from this tile and place a dungeon ruin token on the tile.

From now on, the tile no longer triggers anything when a champion ends their movement on this tile. The Dungeon Token becomes available for another dungeon somewhere else on the map, if another one is found.

Treasure

When you draw this dungeon event, the active champion gains one gold.

Dungeon Challenge

When you draw this dungeon event, draw a card from the Dungeon Challenge Deck of this expedition and resolve it.

Dungeon Spawn

When you draw this dungeon event, draw a card from the Opponent Spawn Deck and resolve it.

Hoard

When you draw this dungeon event, the active champion gains two gold and one experience.

Opponent Spawn Deck

When you draw the opponent type, place the corresponding token on the opponent's spawn point.

If the opponent of that type is already on the map board, then instead place a minion on the respective spawn point. If there are no more minion tokens available, then nothing happens.

Champion Attributes



In order from left to right:
Maximum Health, Maximum Energy, Skill Rating

Champion Talents

Eldalie female ranger				
3 3 3				
ABILITY		EFFECT		
Long Shot	1-2	After movement is done, if there is an opponent within range, they are wounded	-	
Shadow Step	1	When attacked, roll a skill check (8 9 10), on success, move 1D6 before opponent can attack	8	
Suppressive Fire	1-2	Cause an opponent within range to skip their turn, can only be used once per enemy phase	4	
Eagle Eye	1-3	At any time, wound an opponent within range	16	

The talent can be used as indicated in its description. If no indication is given, it can be used at any time.

If there is a range given for the energy cost, then check the talent's description on how the range works.

Eldalie's Long Shot talent for example can be used at either a range of 1 tile for 1 energy, or a range of 2 tiles for 2 energy.

Champion Items

ITEM		EFFECT	
Composite Bow	0	Adjust a movement die result by +1 or -1 if you could attack an opponent	4
Caltrops	1	Reaction: after opponent movement roll, adjust a movement die result by +1 or -1	2
Boots Of Swiftness	1	Roll an additional movement die	8

Items can be acquired by a champion when they end their movement on a settlement, or when they discover a Caravan wilderness event.

Some items have an Energy cost that must be spent to activate its effect.

Game Round

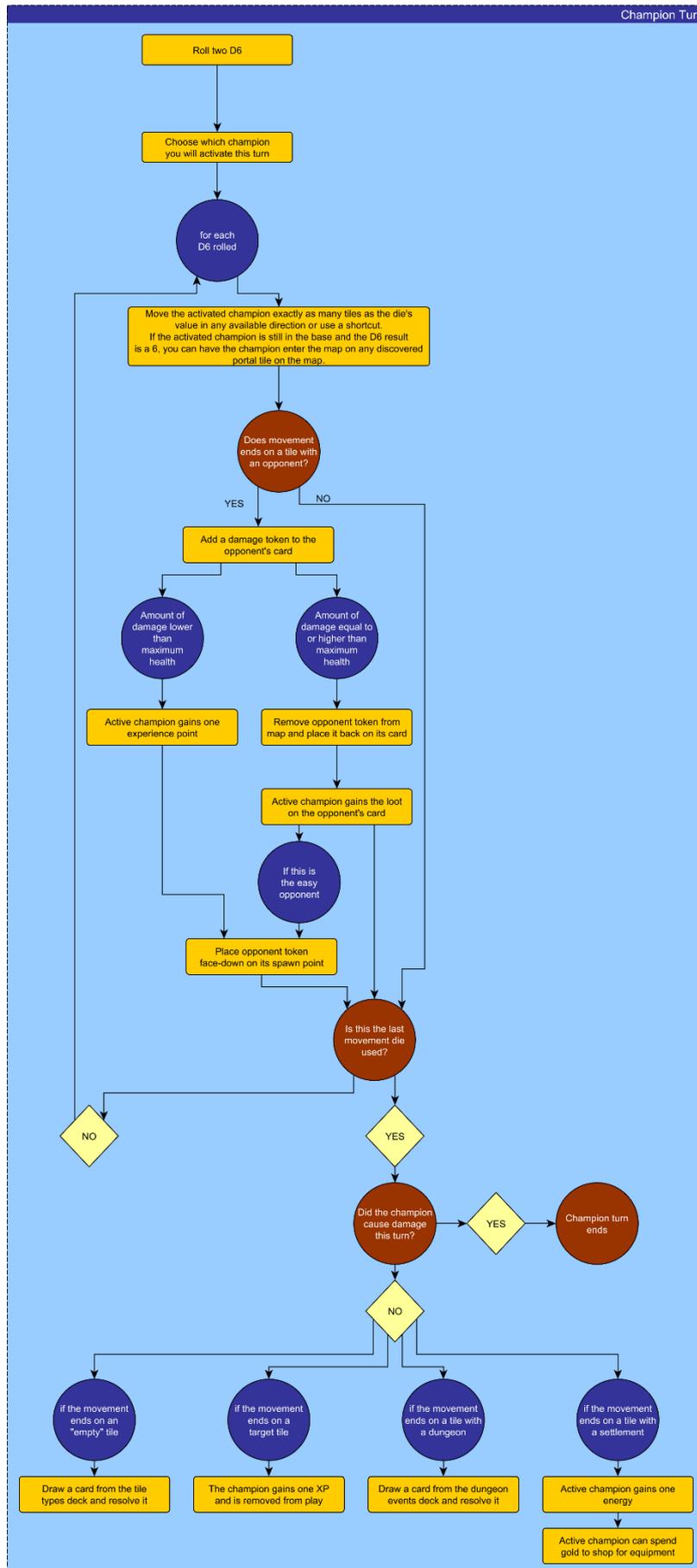
Every round has two turns, a “champion turn” and an “opponents turn”.

On the next two pages you can find a diagram for those turns.

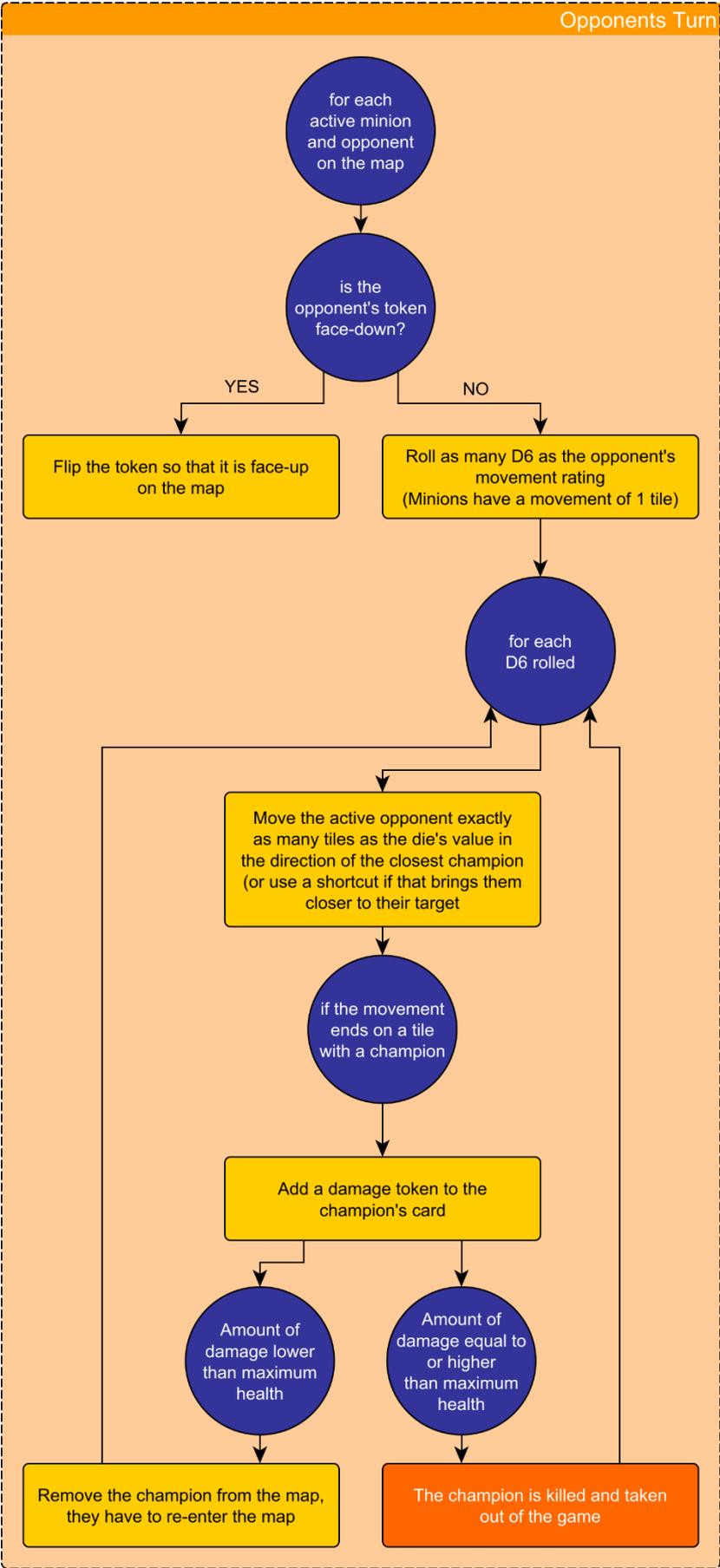
If the text of any card is contrary to this round structure, the card’s text takes precedence. For any other rules that might confuse you, use whatever you think is the most fun.

Champions Turn

Champion Turn



Opponents Turn



Episode-specific rules

Followers

Some champions can summon or acquire followers.

Followers can:

- Use one of the movement dice of the summoner/leader (most often with a negative modifier)
- Attack opponents and minions
 - When they attack an opponent, the follower is automatically defeated
 - The champion gains the experience, and the loot if applicable

Followers cannot:

- Explore an empty tile
- Enter a dungeon
- Rest in a settlement
- Attempt challenges

Ability and Items Charges

Some abilities and items do have usage charges.

The relevant episodes will include the tokens for these charges.

When you acquire an ability or item that has charges, place the respective tokens on the champion.

Whenever a charge is used, flip one of the charge tokens.

Charges refresh after a game session. Some abilities and items can be recharged by acquiring them again or through other means - check the champion's card for details.

Game Community Information

If you have feedback or questions about this game, please do not hesitate to contact me on Discord: <https://discord.gg/zVKyauTw4k>

The Discord-Link is also available on the official website:
<https://grimlore.online/portable>

Or directly via Mail @ grimscribe@grimlore.online

YouTube (play-through): <https://www.youtube.com/@Grimlore-Grimscribe>

Tools that I used to create my prototype



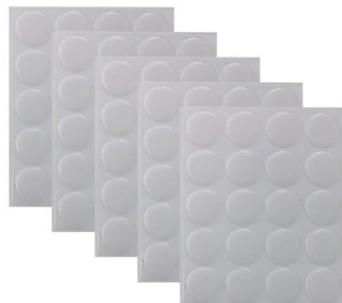
🔓 Corner Cutter for Cards



Token Cutter



1" Magnetic Bases (Fridge)



1" Epoxy Stickers