

Grim Hand: The Game Manual



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1. Prologue: The History of Grimwold

In an age long forgotten, when the stars still shone with a vibrant, untainted light, the world of Eldoria flourished, a tapestry woven with magic, heroism, and boundless life. Yet, even the brightest dawn must yield to the deepest night. From the furthest reaches of the cosmos, a malevolent entity, a cosmic blight known only as the **Grim Hand**, stretched forth its shadowy tendrils. Its touch withered the very essence of existence, corrupting the land, twisting the creatures, and plunging Eldoria into an eternal twilight.

The once-proud kingdoms crumbled, their grand halls now echoing with the whispers of despair. Forests turned to gnarled, petrified woods, their ancient spirits weeping in silence. The rivers ran thick with sorrow, and the very air grew heavy with the dust of forgotten dreams. This blighted realm became known as Grimwold, a testament to the Grim Hand's insidious power.

Yet, even in the deepest despair, a spark of defiance flickers. Scattered across the ravaged landscape are those who, for reasons unknown, have resisted the full corruption. They are the last bastions of will, burdened by a grim purpose, driven by a flicker of hope, or perhaps, simply too stubborn to yield. They are the inheritors of a dying world, seeking to uncover forgotten truths, reclaim lost artifacts, or simply survive another agonizing day.

You are one such soul. You carry the weight of your lineage, the discipline of your training, and the mysterious resonance of your **Affinity** – a primal connection to one of the world's fundamental, yet now twisted, forces. The path before you is shrouded in mist and menace, but the call of destiny, or perhaps just the gnawing emptiness, compels you forward.

You embark on your most perilous quest yet, your fate defined by the cards of life itself...

2. Game Contents

To play Grim Hand, you will need the following components:

- **50-Card Poker Deck (Ones through Tens only):** This is your Grim Hand Deck.



- **1 Set of 50 Explore Cards:** These represent locations and events.



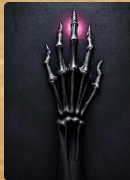
- **1 Set of 75 Event Cards:** These represent enemies and hazards.

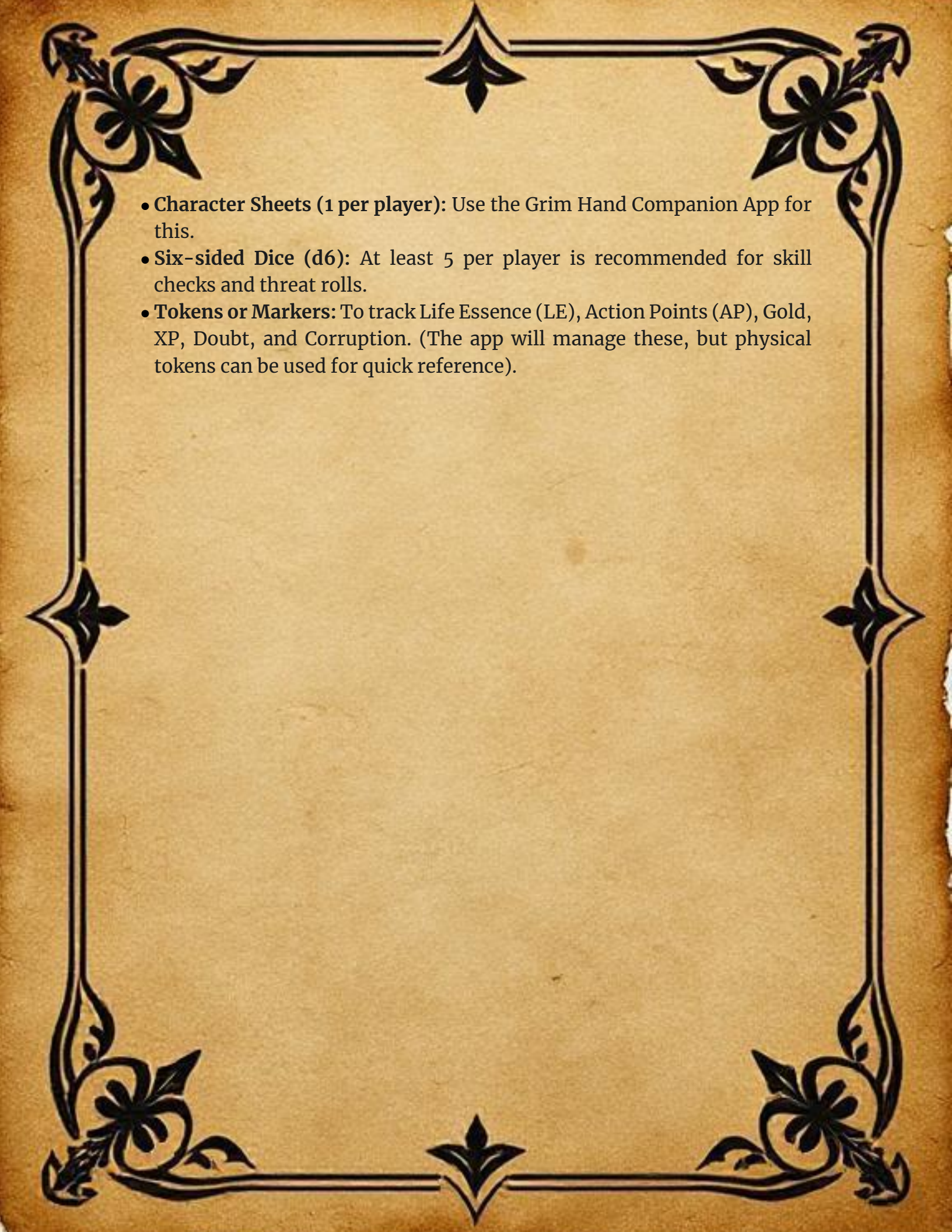


- **2 Decks of Equipment/Loot Cards:** These represent items players can acquire.



- **1 Deck of Stature Ability Cards:** These represent the different available abilities players can acquire when they reached the required Stature. There are 5 Abilities per level giving a total of 25



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- **Character Sheets (1 per player):** Use the Grim Hand Companion App for this.
 - **Six-sided Dice (d6):** At least 5 per player is recommended for skill checks and threat rolls.
 - **Tokens or Markers:** To track Life Essence (LE), Action Points (AP), Gold, XP, Doubt, and Corruption. (The app will manage these, but physical tokens can be used for quick reference).

3. Setting Up the Game

3.1 Physical Components Setup

1. **Prepare the Decks:**

- **Grim Hand Deck:** Take a standard 50 card Grim Hand Deck and shuffle the cards. Lay them in an area that's easily accessible.
- **Explore Decks:** Remove all explore cards rank 6-10 and set aside. Shuffle the balancing 25 cards thoroughly.
- **Event Deck:** Remove all threat cards rank 6-10 and set aside. Shuffle the balancing 50 cards thoroughly.
- **Equipment:** Remove all cards rank 6-10 and set aside. Shuffle the balancing 25 cards thoroughly.
- **Loot Decks:** Shuffle deck thoroughly.

3.2 Using the Grim Hand Companion App

The Grim Hand Companion App serves as your digital Character Sheet and helps manage game data.

1. **Access the App:** Open your web browser and navigate to <https://Meanmintdjm.github.io/Grim-Hand-Character-Sheet/>
2. **Character Creation:** Each player will use a separate instance of the app (or share one and switch characters) to manage their character's stats, equipment, and abilities. You can either Randomise your character and the App will assign a random character. Or you may select Race, Class and Affinity yourself. Ensure you select a new Affinity to update your character stats correctly, as the Stats will only update once Affinity has been chosen.
3. **Load Master Data:**
 - Go to the "Systems" tab within the app.
 - All the Data files should automatically load, but can be refreshed here.
4. **AI Insights:** The app's AI Insights feature (powered by the Gemini API) can provide narrative prompts or interpretations based on game events. Ensure your API key is correctly embedded in src/App.js for this feature to work.

4. Character Fundamentals

Your character is defined by three core choices, reflected in your Character Sheet within the app:

- **Race:** Your inherent lineage (Human, Dwarf, Elf, Orc, Goblin). Each race provides unique base stat contributions.
- **Class:** Your chosen path of training (Warrior, Ranger, Rogue, Mage, Cleric). Each class grants specific skills and stat focuses.
- **Affinity:** A deep, mystical connection to one of Grimwold's primal forces (Blood, Bone, Shadow, Iron, Nature). Your affinity grants passive bonuses and dictates your connection to certain items and abilities.

These choices combine to form your **Base Stats**, which are then augmented by your equipped items to form your **Current Stats**.

4.1 Key Stats Explained:

- **Life Essence (LE):** Your character's health. When it drops to 0, your character is defeated.
- **Strength (ST):** Represents physical power and resilience. Influences melee attacks and certain abilities.
- **Agility (AG):** Represents quickness, dexterity, and evasiveness. Influences ranged attacks, initiative, and certain abilities.
- **Action Points (AP):** Your pool of energy for performing actions during encounters.
- **Gold (GP):** The primary currency for purchasing items and services.
- **Experience Points (XP):** Gained from overcoming challenges, used to unlock new abilities.
- **Doubt:** A measure of mental strain and despair. Accumulating too much Doubt can lead to negative consequences.
- **Corruption:** Represents the insidious influence of the Grim Hand. High Corruption can grant power but at a terrible cost.
- **Attack Score:** Your character's overall effectiveness in combat, combining physical prowess and equipment.

5. The Grim Hand Deck & Poker Mechanics

The **Grim Hand Deck** is a modified 50-card poker deck containing only **Ones through Tens (1, 2, 3, 4, 5, 6, 7, 8, 9, 10)** and has 5 suits, called **Affinity**. There are no Jacks, Queens, or Kings. This deck is central to all mechanics.

5.1 Grim Hand Poker Hand Rankings (Lowest to Highest):

The rank of the poker hand you form (from cards drawn or equipped) is crucial. Higher-ranking hands generally lead to better outcomes.

Grim Hand Name	Traditional Equivalent	Description	Example Hand (Ranks)	Attack Bonus/ XP Bonus
Desperate Scramble	High Card	Five cards of different ranks, no sequence.	2, 5, 7, 9, 1	+0 / x1
Unified Effort	Pair	Two cards of the same rank.	1, 1, 3, 7, 9	+1 / x1
Dual Grip	Two Pair	Two separate pairs of cards.	4, 4, 8, 8, 10	+2 / x2
Triad Impact	Three of a Kind	Three cards of the same rank.	7, 7, 7, 2, 9	+3 / x3
Unfettered Path	Straight	Five cards in sequence, different suits.	1, 2, 3, 4, 5	+4 / x4
Pure Affinity	Flush	Five cards of the same Affinity, not in sequence.	10♠, 9♠, 6♠, 4♠, 2♠	+5 / x5
Anchored Power	Full House	Three of a kind and a pair.	10, 10, 10, 5, 5	+6 / x6
Resonant Force	Four of a Kind	Four cards of a kind.	7, 7, 7, 7, 8	+7 / x7
Primal Current	Straight Flush	Five cards in sequence, all of the same Affinity.	6♥, 7♥, 8♥, 9♥, 10♥	+8 / x8
Monolithic Quintessence	Five of a Kind	Five cards of the same rank. (Requires wild card or special rule)	1, 1, 1, 1, 1	+9 / x9

6. Game Flow Overview

Grim Hand is played in a series of cycles, typically involving:

1. **Exploration:** Characters navigate Grimwold, discovering locations and encountering threats. This often involves skill checks.
2. **Events:** When faced with threats or opportunities, encounters unfold. These will almost always end with combat.
3. **Questing:** Characters pursue specific objectives, these objectives are automatically revealed in the character companion app when your character reaches increases in Stature.
4. **Rest & Recovery:** Periods of respite where characters can heal, recover AP, and prepare for their next venture.

The game progresses through **Explore Levels**, each consisting of 5 Explore cards, which in turn can present various events depending on the rank of the Explore card.

7. Detailed Game Phases

7.1 Phase I: The Ante Phase

The game is structured around "Explore Levels," each representing a deeper delve into Grimwold.

1. **Choosing Quest Depth:** Before starting a campaign, players decide how many Explore Levels they wish to attempt. A shorter campaign might be 3 levels, while a full epic quest could involve all 6 levels from the Explore Deck (50 cards total).
2. **Defining Levels:** An "Explore Level" is defined by a sequence of 5 **Explore cards**. These 5 cards are drawn from the Explore Deck and laid face-down in a line. Players will then turn them over and resolve them one by one.
3. **Paying the Ante:** At the beginning of each new Explore Level (when the first of the 5 Explore cards for that level is revealed), **each player must pay a mandatory Ante in Life Essence**. This Life Essence is removed from their current total.
 - The Ante increases with each level, forcing players to commit more of their vital essence as they delve deeper into Grimwold.
 - **Example Ante Progression:**
 - **Level 1 Ante:** 1 Life Essence
 - **Level 2 Ante:** 2 Life Essence
 - **Level 3 Ante:** 3 Life Essence
 - **Level 4 Ante:** 4 Life Essence
 - **Level 5 Ante:** 5 Life Essence
 - **Why the Ante?** The Ante ensures that every step into the unknown carries a significant risk. It forces strategic resource management and makes the decision to proceed into a new level a high-stakes gamble with their very lives. If a player cannot pay the Ante, they are immediately defeated and removed from the quest.

7.2 Phase II: The Explore Phase (5 Cards Sequence)

Once the Ante is paid for a new Explore Level, players proceed through the 5 Explore cards laid out for that level.

1. **Initiative:** Players roll 1d6. The highest player has the initiative. The initiative token is placed in front of that player, and remains with that player until the next exploration card is revealed. On the next card, the token is moved to the next player to the left.
2. **Resolve Each Explore Card:** Players turn over and resolve each of the 5 Explore cards in sequence.
 - Each card describes a location, event, or challenge.
 - Some Explore Cards may have immediate effects (e.g., gain Gold, lose AP, trigger an event, find an Item).
 - **Threat Encounter from Card:** If an Explore card explicitly states to "engage in a threat," players will take the next available threat card from the event deck. This threat will be encountered at the same time as any threats revealed on the event roll.
 - **Progressive Event Roll (Per Explore Card):** At the beginning of *each Exploration Turn* spent resolving an Explore card, the player with the initiative rolls the number **Affinity Dice(d6)** equal to the Explore Cards Rank. For each die that matches the Exploration Cards Affinity players will draw an event card. Rolling a wild, the player draws an Event Card. Event cards are handled in turn. Areas/Places are resolved first, then threats then finally other Non Player Characters.

If multiple threats are revealed, see **7.4.3 Multi-Threat Handling: Mobs & Queue**.

Once Level one is completed, players take all ranked 6 Event, Explore and Equipment cards and add them to their deck. This continues each level adding rank 7 and so on. Please make sure the decks are shuffled. Do not add in any discarded cards.

7.3 Phase III: Preparation Phase

This phase is triggered after every 5th Explore card is resolved. It provides a crucial opportunity for players to regroup and prepare.

1. **Healing & Recovery:** Players can spend resources (e.g., Gold, specific items, or use abilities) to recover lost Life Essence and Action Points.
2. **Manage Doubt & Corruption:** Opportunities may arise to reduce accumulated Doubt or Corruption, often at a cost.
3. **Trade & Strategize:** Players can trade items, discuss strategy, and prepare for the next sequence of Explore cards.
4. **Equipment Market:** The Market opens at the beginning of the first level and thereafter at the end of each level including Level 1. 5 Equipment cards are dealt out from the top of the Equipment Deck and players can purchase those cards. The player with the initiative chooses first. Once all players have had the option to purchase the cards are returned to the deck and shuffled in.

7.4 Phase IV: Combat Phase – Please See Appendix II for visual examples

Combat in Grim Hand is a strategic, poker-driven encounter system. Each battle unfolds in structured rounds, blending card mechanics with tactical decisions.

Step-by-Step Combat Sequence

7.4.1 Initiative Setup

- At the start of the Exploration Phase, all players roll 1d6.
- The highest roller gains the Initiative Token, which determines turn order during combat.

7.4.2 The Deal

Each player (and threat) receives cards in four rounds:

- Round 1: First Active Card (to all players and threats)
- Round 2: Second Active Card (to all players and threats)
- Round 3: First Inactive Card (to players only)
- Round 4: Second Inactive Card (to players only)

Active Cards: Used to form poker hands with community cards.

Inactive Cards: Can be swapped into the active hand using Action Points (AP).

Timing: Action Points can be spent before and during each phase of combat.

Affinity Resonance: Each community card matching your character Affinity grants +1 Attack for that round, this applies to the Threats also.

7.4.3 Multi-Threat Handling: Mobs & Queue

When multiple threats are revealed from a single Explore card, first form Mobs, then limit how many entities are active; the rest queue and join later.

Form Mobs (same Affinity)

- Immediately upon reveal, group threats that share the same Affinity into Mobs, this should be capped at 2 threats per Mob. Remaining threats go to the threat queue.
- Each Mob is treated as a single threat entity for dealing, targeting, and hand comparison.

Active Limit and Queue

- Active Limit = Party Size (recommended default).
- After forming Mobs, fill Active slots with Mobs/solo threats up to the Active Limit.
- Any remaining threats are placed face-up in a Queue (enter later in this combat).

Mob identity and stats

- Affinity: the shared Affinity of its members.
- Base Attack: highest member Base Attack +2 per additional member
- Life Essence (LE): sum of member LE values (shared pool).
- Keywords/Passives: combine all passive keywords/resistances of members.
- Triggered/Activated abilities: at most 1 such ability from the Mob may trigger/resolve per street (Flop/Turn/River). If multiple would trigger, use the highest-ranked member's ability.

Dealing and hands for Mobs

- A Mob receives 2 Active cards.
- It forms its best 5-card hand using its 2 Active cards + community cards.
- Apply all normal combat rules (Affinity Resonance, Crits/Chains).

Damage vs Mobs

- Compare each player's Street Attack vs the Mob's Street Attack; damage = difference.
- All damage reduces the Mob's shared LE pool. When $LE \leq 0$, all member threats are despatched simultaneously.

Queue entry timing (same round)

- When any Active threat/Mob is despatched, immediately fill open Active slots from the Queue in reveal order.
- Entry street:
 - Entering on the Turn: deal 2 Active cards now; it participates on Turn and River and gains +1 Attack on entry.
 - Entering on the River: deal 2 Active cards now; it participates on River only and gains +2 Attack on entry.
- If no Active slot opens this round, queued entities join at the start of the next combat round as normal.

7.4.4 The Flop

- Deal 3 Community Cards face-up.
- Players and threats form the best 5-card poker hand using their 2 active cards + community cards.
- Apply Attack Bonuses based on hand strength (see Poker Rankings table) and Affinity Resonance.
- Players may spend AP to increase their hand strength by:
 - Swapping inactive cards into active slots.
 - Activate equipment abilities.
 - Using loot card effects.
 - Using Stature/Character Abilities

7.4.5 The Turn

- Deal 1 additional community card.
- Players reassess their hand and may spend AP again to optimise.
- Apply Attack Bonuses based on hand strength (see Poker Rankings table)

7.4.6 The River

- Deal the final community card.
- Players reassess their hand and may spend AP again to optimise.
- Apply updated Attack Bonuses.

7.4.7 Damage Resolution

- Compare each player's Attack Score (base + bonuses) against each threat's score.
- Damage = Difference between scores.
- If a character's Life Essence drops to 0 → Defeated.

7.4.8 Threat Defeat & Rewards

- For each defeated threat:
 - Roll 5 Affinity dice, for each dice that matches the Threats Affinity counts as a match. Any wilds also count as a match.
 - Gain 1 loot card for 1-2 Matches, 2 loot cards for 3-4 matches and 3 loot cards for 5 matches.
 - All players receive Gold = Explore Level + Threat/Threats Rank.
 - When a Mob is despatched, treat as multiple threats defeated simultaneously. Calculate Gold, Loot and XP per above.
 - The player that dealt the final blow to the threat keeps the threat for trophy awards at the end of the game.

7.4.9 Critical Hits & Chains

- Street scoring: You resolve damage three times per combat round—after the Flop, Turn, and River.
- Flop Critical Hit:
 - If your Flop hand is Three of a Kind (Trips) or better, gain +1 Attack on the Flop.
 - If you do not achieve Trips+ on the Flop, you are not eligible for chain bonuses this round.
- Critical Chain (strict):
 - Eligibility: Only available if you achieved a Flop Critical Hit.
 - Turn: If your best 5-card hand on the Turn strictly improves over your Flop hand, gain +2 Attack on the Turn.
 - If it does not improve, the chain immediately ends (no Turn bonus) and you cannot gain a River chain bonus this round.
 - River: Only if the chain is still alive from the Turn, and your best 5-card hand on the River strictly improves over your Turn hand, gain +3 Attack on the River. Otherwise, no River chain bonus.
- “Strictly improves” means your best 5-card hand is strictly stronger by standard poker ranking (including tiebreakers within the same category).
- These bonuses are not cumulative across streets; apply only the bonus listed for that street (+1 on Flop, +2 on Turn, +3 on River) if eligible.
- Apply the same rules to both players and threats.

7.4.10 Retreat

- Players may retreat if the combat is not going according to plan.
- Players must have at least 1 AP and 2 LE to retreat.
- In order to achieve a retreat players must make a check against their In-Active hand. Evaluate a 5 card hand using your 2 inactive cards + the community cards available at the time of retreat. This must score at least 2 Pair in order for the retreat to be achieved.
- Retreating players lose 1 AP and 1 LE. They also forfeit any XP, Loot and Gold from that Exploration.
- In Single player threats are discarded and play moves onto the next Exploration card. In multiplayer the rest of the party may continue, while the retreating players sit out of the combat.

7.5 Phase V: Rest & Recovery Phase

Periods of respite are vital for survival in Grimwold. This phase can be triggered by specific Explore cards or by players choosing to rest (at a potential cost or risk).

1. **Life Essence Recovery:** Players can attempt to recover LE by succeeding at a Strength check (as per Section 10).
2. **Action Point Recovery:** Players recover a set amount of AP, or can attempt to recover more via and Agility check.
3. **Doubt/Corruption Mitigation:** Opportunities to reduce these negative statuses may be available.
4. **Meditation:** Players can choose to Meditate instead of taking a Strength/Agility check. Meditation will apply either, 2 LE, 2 AP or 1 LE and 1 AP.

8. Equipment & Bonuses

Your equipped items are more than just gear; they are extensions of your character's fate.

- **Equipped Items:** You can equip up to 5 items. Each item has a **Rank** (like a poker card rank, 1-10) and an **Affinity**.
- **Affinity Match Bonus:** If an equipped item's Affinity matches your character's Affinity, it provides a small, immediate stat bonus (e.g., +1 Life Essence, +1 Strength, +1 Agility, or +1 AP).
- **Equipment Hand Bonus:** The Ranks of your 5 equipped items form a poker hand. The highest-ranking hand grants a powerful passive bonus, automatically applied to your character's stats on the Character Sheet.
 - *Refer to the "Equipment Hand Bonuses" section in the Game Guide tab of the Character Sheet for details.*
- **Equipment Sets:** Each Equipment Card will be assigned a set by the Companion App when the Equipment Card is Entered. Common (Green), Un Common (Blue), Rare (Purple), Ultra Rare (Red), Legendary (Gold), Mythic (Silver/Grey). This is shown in the colour border of the Card Container in the App. Complete sets will grant additional bonuses. These will be automatically fed into the player's stats. A visual prompt will highlight a completed set.
- **Max 5 Items:** Once players have reached the maximum of 5 cards, if they draw new cards and want to keep the new card the old Equipment Card must be discarded (Gold value cannot be claimed) or can be traded with another player in the party. In the Market stage after a full level of Exploration players may recoup the Gold Value cost of the item they are swapping out.

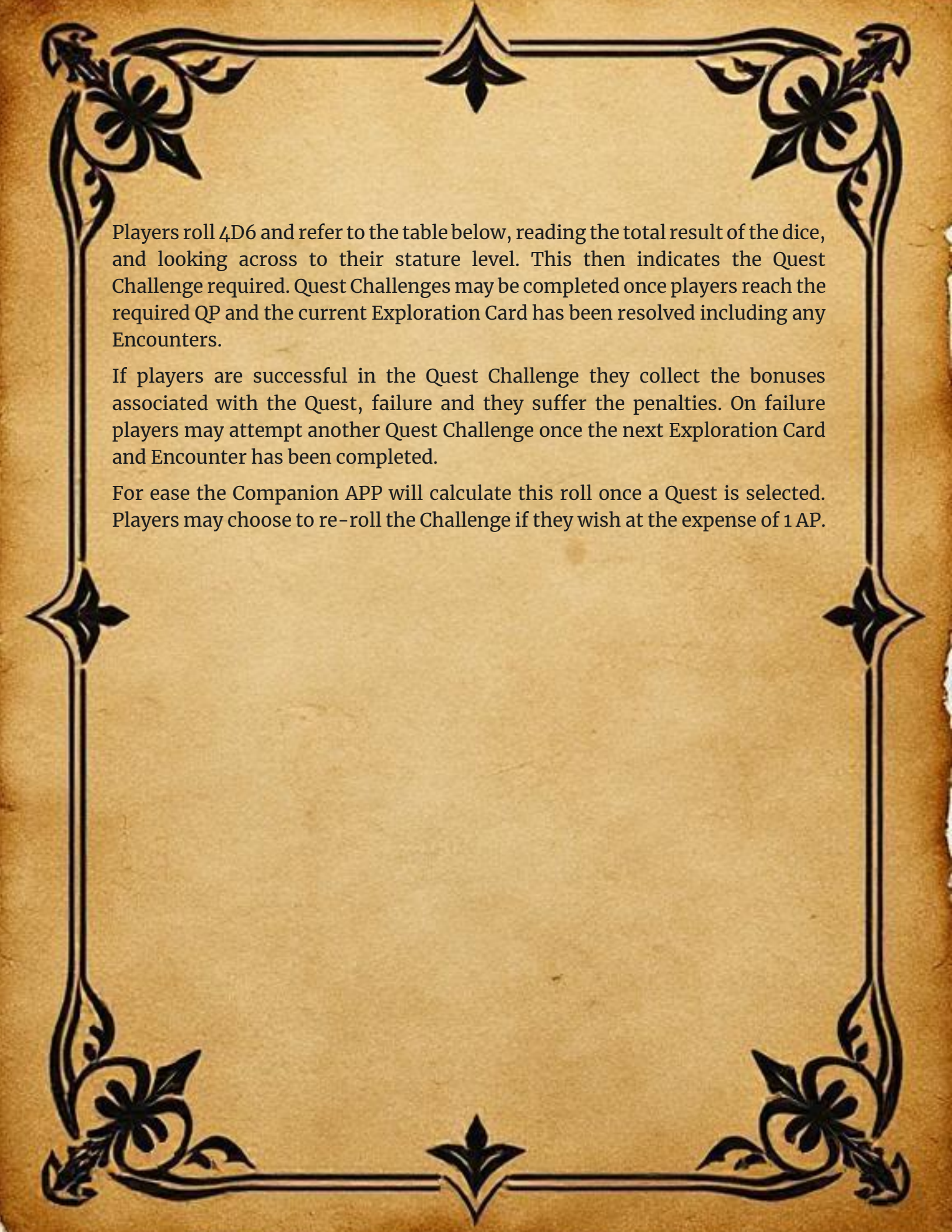
9. Abilities & Quests

- **Character Abilities:** Each character when created will have three Abilities, one for your Race, One for your Class and One for your Affinity. These are passive abilities and do not require AP to activate them, but these Abilities can only be used as described.
- **Abilities:** As your character gains XP and reaches new levels of **Stature** (Novice, Adept, Veteran, Master, Legendary), they unlock powerful abilities. These abilities cost AP to use and provide tactical advantages. As your Stature increase you may choose 1 Stature Ability Card for that level. So once you have reached Legendary you would have 5 Stature Abilities, one for each of your levels. These all cost 1 AP to use.
- **Quests:** The narrative backbone of Grim Hand. Quests provide objectives, challenges, and rewards. Completing quests is a primary way to gain XP and advance the story.

9.1 Ensuring the Path Forward

Players gain Quest Points (QP) as they progress. Each Exploration Card has a Rank. The Value of this Rank indicates the number of QP players take and add to their Quest Score in the App. Once the Exploration Card is resolved players with the same Affinity as the Exploration Card gain the QP. Each Quest has a Quest Point Value to reach. Once reached players attempt to complete the Quest.

Challenge Name	Description
Fate Roll	Pass a Strength or Agility check. Fail: Lose 1 LE and 1 AP.
Threat Manifestation	Draw and defeat a Threat card in solo combat. Rank 6 for Novice to Rank 10 for Legend
Sacrifice Equipment	Discard one equipped item. No refund.
Affinity Check	Roll 5 Affinity Dice. Need 3 matches. Fail: Gain 1 Corruption and 1 Doubt.
Poker Hand Challenge	Draw 5 cards. Must form at least a Pair. Fail: Lose 2 LE.
Gold Offering	Pay tribute equal to Explore Level multiplied by 5 Gold.



Players roll 4D6 and refer to the table below, reading the total result of the dice, and looking across to their stature level. This then indicates the Quest Challenge required. Quest Challenges may be completed once players reach the required QP and the current Exploration Card has been resolved including any Encounters.

If players are successful in the Quest Challenge they collect the bonuses associated with the Quest, failure and they suffer the penalties. On failure players may attempt another Quest Challenge once the next Exploration Card and Encounter has been completed.

For ease the Companion APP will calculate this roll once a Quest is selected. Players may choose to re-roll the Challenge if they wish at the expense of 1 AP.

10. Skill Checks: The D6 System

For various actions outside of combat (you may be asked to perform various skill checks on Exploration cards), your character's core stats are put to the test.

- **Mechanic:** When performing a Strength or Agility check, roll a number of Affinity Dice (d6) equal to your character's current Strength or Agility score (as shown on your Character Sheet).
- **Success:** Each result of the player's Affinity on a die counts as one "success.". Players may add 1 success for Explore Card Affinity Alignment.
- **Outcome:** Every success players may add +1 to either their Life Essence or Action Points depending on which skill check was performed. If no successes are recorded players receive the minimum of +1 to either their Life Essence or Action Points but also +1 to their Doubt.
- **Meditation:** Players may choose to MEDITATE for either +2 Life Essence or +2 Action Points. This may be split, players may choose +1 Life and +1 Action Points.
- **Affinity Checks:** In certain circumstances players may be asked to perform an Affinity Check. In this instance players roll 5 Affinity D6. For each matching D6 to the Affinity being checked they receive a Success, players can also add 1 Success if they match the Affinity being checked, they can add a further Success if their Affinity matches the Explore Card they are currently on. The Wild Affinity Dice counts as any, so rolling that counts as 1 success. You need 3 successes to pass the Affinity Check.
- **Affinity Corruption Resonance:** When completing a Strength, Agility or Affinity check, if you roll two or more Wild Dice you must add 1 to your corruption. This is the penalty for drawing on the wild Affinity.

11. Gold, Loot and XP

Once threats are defeated, they may drop valuable items. The following is carried out on threats once they have been despatched:

- **Gold:** All players received gold to the value of the Rank of the Explore card + the Rank of the threat or threats. The Explore card calculation is only used once and does not count for multiple threats dispatched.
- **Loot:** For each threat dispatched players roll 5 Affinity Dice. Gain 1 loot card for 1-2 Matches, 2 loot cards for 3-4 matches and 3 loot cards for 5 matches.
- **XP:** Experience gain in Grimwold is vital for the progression of your character, more experience will increase your Stature. Increases in Stature will allow you additional abilities as the game progresses. XP is calculated on various factors, the Ante the player has placed on the level, the Rank of the Exploration Card, Rank of the Threat and finally the Hand that you drew once the threat was finally defeated, even if the player did not dispatch the final blow. The formula below shows how XP is calculated. If multiple threats are defeated sum the total of those threats first, then add the Explore Rank.

((Explore Rank + Threat Rank) x Player Ante) x Combat Hand

So defeat a Rank 4 threat in a Rank 3 Explore area, with a 2 Life Ante and dispatched threat using 2 pair would equate to:

$$3 + 4 = 7$$

$$7 \times 2 = 14$$

$$14 \times 2 = 28 \text{ XP gain, this can then be recorded}$$

12. Doubt, Corruption and Status Effects: The Grim Toll

These are critical negative statuses that reflect the harsh realities of Grimwold.

- **Doubt:** Represents mental and emotional strain. Gained from traumatic events, failed checks, or exposure to overwhelming despair. High Doubt will lead to penalties against your attack score. The Companion App applies this automatically when the Doubt threshold has been reached.
- **Corruption:** Represents the insidious influence of the Grim Hand itself. Gained from interacting with blighted areas, using forbidden magic, or making morally compromising choices. High Corruption can grant temporary power but slowly twists your character's appearance, personality, and ultimately, their soul.
- **Other Effects:** In general, one of your Active Hole cards becomes inactive, meaning during combat you can only use 1 hole card to make a hand. Further effects will affect your other card or cards. You will need to use Action Points to bring your Inactive Hole Cards to the Active Position. These effects will be described on the card. These effects only last during the current combat unless otherwise stated.

Managing Doubt, Corruption and Status Effects is a constant struggle, a balance between survival and succumbing to the darkness.

13. Winning the Game

Winning in Grimwold can be hard, not every game will have a Happily Ever After.

In a Single Player game, players must just survive all the levels defined. Players may use XP, Quests Completed, Gold Collection, Threat Kills and Final Equipment Hand as a record of how successful their quest has been. They can use this record to compare future campaigns.

In a Multi Player Campaign players have joined forces to destroy the evils that Grimwold has presented them. But the game is not over for our battle-hardened players.

One final challenge may have to be dealt with, **CORRUPTION**. Corrupted players will now turn on the rest of the party, the evil grasp of Grimwold has turned your fellow companion or companions. Their souls now hell bent on becoming all powerful, and the shine and glimmer of all of your bounty corrupts them further.

As players you have one final chance to redeem your corrupted friend or friends. Each un-corrupted player must perform an Affinity Check. For every Affinity matched dice, players can remove 1 corruption from the Corrupted player/players. **Wilds do not count on these throws.**

For example there are 5 in the party and two are corrupted. Their corruption scores are 7 and 12. The remaining 3 players all roll for affinity, Player 1 has 2 successes, player 2 has 4 and player 3 has 3. That is a total of 9 that can be deducted. You will need 4 to un-corrupt the 1st player. But then you only have 5 points to reduce the 2nd who will still be corrupted.

Any corrupted players left after the Affinity check stage will now fight to the death. All players play combat as normal; abilities and equipment can be used.

If the corrupted player/players win its Game Over and the World of Grimwold has Won, the souls of the corrupted are absorbed into the land.

If the players are victorious they have won. Players can if they wish find out who the ultimate winner is by calculating the number of Trophies they have won.

Trophy Calculation is carried out as follows :

- Highest Number of XP = 1 Trophy
- Highest Number of Gold = 1 Trophy
- Highest Number of Quests = 1 Trophy
- Highest Number of Threats = 2 Trophies
- Highest Equipment Hand = 2 Trophies

Players with the same values each receive a Trophy. The player with the most Trophies is the overall winner. If there is a tie at the end of the this, players draw five combat cards each and the player with the best poker hand wins.

May your journey through Grimwold be filled with grim resolve, and may the cards ever be in your favour.

Map of Grimwold

Below is the map of Grimwold, depicting key regions and terrain features.



Character Gallery

Human Cleric

A devoted protector and healer, the Human Cleric channels divine energy to shield allies and banish corruption.



Dwarven Mage

A master of arcane forces tempered by stone-born resilience, the Dwarf Mage weaves destructive spells and protective wards, channelling elemental power through ancient runes.



Goblin Rogue

A cunning opportunist and shadow-dancer, the Goblin Rogue thrives on stealth and trickery, striking swiftly from the dark and twisting fate to their advantage.



Appendix I

Affinity Dice Table (If no Affinity Dice available)

D6	Affinity
1	Blood
2	Bone
3	Shadow
4	Iron
5	Nature
6	WILD

Equipment Hand Bonuses

Poker Hand	Bonus
Pair	+1 AT
Two Pair	+1 AP
Three of a Kind	+1 ST
Straight	+1 AG
Flush	+1 LE
Full House	Reduce damage by 1
Four of a Kind	+2 AT
Straight Flush	+2 LE +1 AP
Five of a Kind	+3 AT

Equipped Items Alignment

Affinity	Bonus
Blood	+1 LE
Bone	+1 AG
Shadow	+1 AP
Iron	+1 ST
Nature	+1 LE

Appendix II

Combat Example

Player after the exploration phase, has two threat encounters. At the beginning of the combat phase, players are dealt their starting hole cards. The Player is Blood Aligned and has a base attack of 4.



The Player's hand consists of an Active and an Inactive hand. The two cards at the front are Active. If the player would like to move any of their cards, they must use Action Points. 1 Action Point for each card move. The player may also have Equipment, Loot or Abilities that could affect the cards played now. Again, for every Action performed players will lose valuable Action Points. Now we move to the flop.

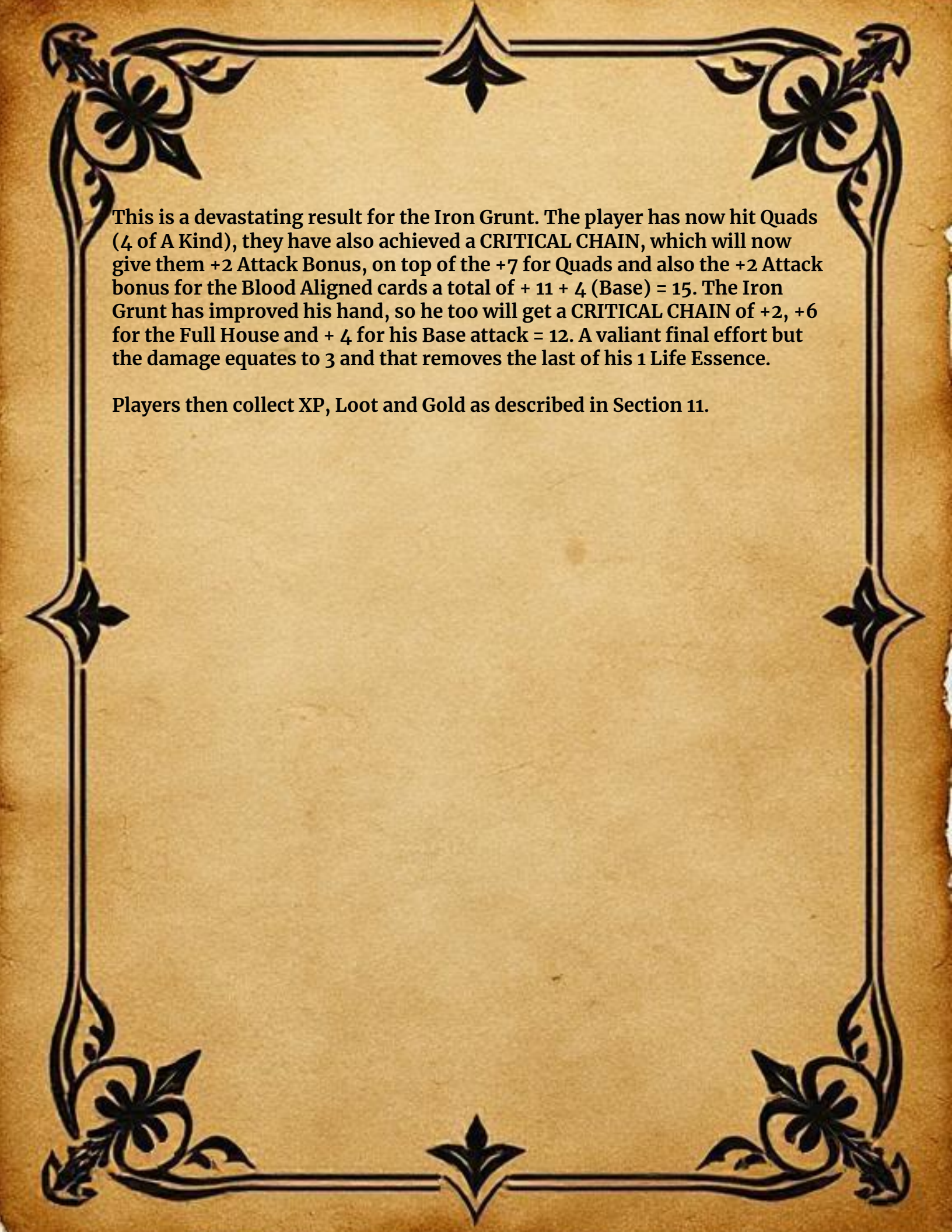
The Flop brings:



The Player has a CRITICAL HIT hand here (Trips or Better on the flop), with a full house giving him +6 to his base attack, +1 for the CRITICAL HIT. They will also receive any Affinity bonuses of +2 attack for the Affinity alignment with the two flopped Blood cards. This gives the player a total Attack score of 4 (Base) +9 (Attack Score) = 13 Attack total. Players and Threats scores are reviewed. The Wolf has gained an Affinity card bonus for hitting a Nature card on the flop so gets a +1 attack, a base score of 2+1 = 3. The player has caused damage to the value of the difference of those two scores. +10 Damage (Player Attack 13 – Threat Attack 3), the Wolf only has 4 health and is defeated.

As combat all happens at the same time, scores are compared against the other threat the Iron Grunt. He has fared a little better than the Wolf. He has achieved TRIPS +3 Attack, and therefore also receives a CRITICAL HIT bonus of +1. He has no flop Affinity alignment so no further bonuses. This gives him an Attack score of 4 (Base) +4 (Attack) = 8 Attack Total. The player and threat scores are compared $13 \text{ (Player)} - 8 \text{ (Threat)} = 5$. The Iron Grunt has a health of 6, therefore leaving him with 1 health when facing the Turn.





This is a devastating result for the Iron Grunt. The player has now hit Quads (4 of A Kind), they have also achieved a CRITICAL CHAIN, which will now give them +2 Attack Bonus, on top of the +7 for Quads and also the +2 Attack bonus for the Blood Aligned cards a total of $+ 11 + 4$ (Base) = 15. The Iron Grunt has improved his hand, so he too will get a CRITICAL CHAIN of +2, +6 for the Full House and + 4 for his Base attack = 12. A valiant final effort but the damage equates to 3 and that removes the last of his 1 Life Essence.

Players then collect XP, Loot and Gold as described in Section 11.