

GRIMWILD

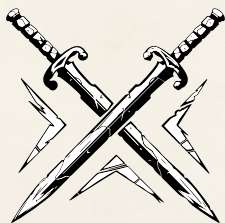


CINEMATIC FANTASY ADVENTURE



GRIMWILD

DESIGNED BY
J.D. MAXWELL



ILLUSTRATED BY
PER JANKE

*Grimwild is designed to grow with its community. Both Grimwild and Moxie are **open licensed**, with all text in this book under CC-BY, free for personal **or commercial** use—for adventures, rules supplements, or entirely new games! You can use the logos below to indicate compatibility.*

— CRAFTED FOR —
GRIMWILD

odditypress.com/licensing

***Grimwild wouldn't be what it is without its community of contributors. Endless thanks to all who helped:** Aleksandar Saranac, Alex Reynolds, Alexandru Seinedin, Andrew Eaton, Archer Whitman, Benji Tham, Betsy Brinkerhoff, Blake a.k.a zzyzx, Cassandra Frey, Christopher Umali-Lam, Cinna Store, Clinton Pong, Colton Janisch, Denis Gusarov, Felix-Antoine G, Gatien Manzac, Harakeke, Jack Mann, Jackson Cassidy, June Bloom, Kyle Roderick, Luke Saunders, Mads Marturin, Mark Eckenrode, Matthew Kessler, Michael Joseph, Michael Villaronga, MilleVitasVixi, Mitchell Stevenson, Noel Warford, Olin Kirkland, Owen Townsend, Vesper Silverflame, Victor Turner, Walter Weingard, Zach LaBounty, and zemrx.*

Grimwild © 2024 by J.D. Maxwell and Oddity Press, licensed under CC BY 4.0.

Grimwild is based on Moxie © 2024 by J.D. Maxwell and Oddity Press, licensed under CC BY 4.0.

The art, layout, and design of this book is © 2024 Oddity Press.



odditypress.com



moxietoolkit.com



CONTENTS

	CHAPTER 1: GAMEPLAY	5		CHAPTER 2: GM TOOLKIT	29
	GETTING STARTED	6		GM RULES	30
	GAMEPLAY OVERVIEW	7		HIT WITH IMPACT	30
	PLAYING WITH MOXIE	8		STORY MOVES	31
	EXAMPLE CHARACTER SHEET	10		SUSPENSE MOVES	32
	CORE RULES	12		IMPACT MOVES	33
	TEAMWORK	12		CHALLENGES	34
	DICE ROLLS	13		VIGILANCE	36
	DIMINISHING POOLS	13		COMBAT KIT	38
	VANTAGE	14		RUNNING COMBATS	39
	CHARACTER DETAILS	14		FACTIONS	40
	CREATIVE FREEDOM	15		GM WITH MOXIE	41
	STORY ARCS	15		EXAMPLES OF PLAY	42
	DAMAGE	16			
	RECOVERY	16		CHAPTER 3: ADVENTURERS	47
	ODDS & ENDS	17		STARTING A CAMPAIGN	47
	BEFORE & AFTER SESSIONS	17		ADVENTURER PATHS	48
	SPELLCASTING	18		CHARACTER CREATION	49
	TOUCHSTONES	19		BACKGROUNDS	50
	RITUALS	21		PATHS & TALENTS	52
	TREASURE	22		BARD	54
	ARCANA	23		BERSERKER	56
	EXAMPLES OF PLAY	24		CLERIC	58
				DRUID	60
				FIGHTER	62
				MONK	64
				PALADIN	66
				RANGER	68
				ROGUE	70
				SORCERER	72
				WARLOCK	74
				WIZARD	76



H CHAPTER 4: EXPLORATION 79

EXPLORING THE GRIMWILD?	79
THE THREE REALITIES	80
SEASONS	81
EXPLORATION SYSTEM	82
REGION MAPS	84
SITE MAPS	86
SETTLEMENT MAPS	87
EXPLORATION CRUCIBLES	88

T CHAPTER 5: MONSTERS 91

MONSTERS A ~ Z	92
--------------------------	----

G CHAPTER 6: STORY KITS 119

A PLAGUE OF GOBLINS	120
THE MASQUERADE	121
THE BLOODPITS	122
THE FALL OF BASTION	123
THE BACCHANAL	124
THE WITCHFIRE WAR	125
THE QUIET WINTER	126
BEACONS OF GLOOMDALE	127
WANDERSTONE	128
THE BLEEDING TREE	130
THE GRAND HUNT	131
SHACKLEMINE BREAKOUT	132
PIRATES OF BLIGHTWATER	133
THE THORNWATCH	134
THE STARVING GOD-THING	135

U CHAPTER 7: EXTRAS 137

FLAVORS OF FANTASY	137
GM TOOLS	138
FICTION PILLARS	138
TOKEN INITIATIVE	138
ENEMY TACTICS	139
CHARACTER OPTIONS	142
GROUP-BUILDING QUESTIONS	142
DISTINCTIVE FEATURES	143
THIEVES' CANT	144
ARTIFICER	146
PSION	148
VARIOUS ARCANA	150
MINOR ARCANA	150
MAJOR ARCANA	154
MYTHIC ARCANA	158
SOLO PLAY	162
SOLO PARTY MODE	163
DESIGNER NOTES	164

**ODDITY
PRESS**

**GRIMWILD HARDCOVER
WAITING LIST**

JOIN THE DISCORD

CHECK OUR NEXT PROJECT





CHAPTER 1

GAMEPLAY

WHAT IS GRIMWILD?

Grimwild is a game of cinematic fantasy adventure. You go on quests, delve into dungeons, and explore the wilderness. It's set in a world of your choosing, or one you create together—the key being it's a world in need of adventurers. *Grimwild* isn't a setting. That's up to you. This game gives you the rules, monsters, and adventurers to play a campaign in that setting that feels like a fun, ensemble cast TV series, each session a new episode.

Gameplay flows smoothly. The rules resolve actions quickly, favoring the dramatic over the realistic. They provide a strong framework to *pace the game*, manage tension, and create *great scenes*. They give significant creative freedom to add set dressing and even larger details into *scenes* to play off of, keeping the story *moving forward* and prioritizing common sense over detailed tracking.

The story is character-driven. As players, you work together to decide *your adventuring party's identity*, then make *characters* that fit *well* within it. You set your *group arcs*, then choose your own character *arcs*, *broad themes* that give you experience when you bring them into play and help *steer the story*.

Characters are revealed through play. You start with a clear concept that fits well within your party, but you don't necessarily need all of the *details upfront*—focus on what sounds fun to *bring into play*. You can always use the tools the game gives you to add details about your past and connect the dots as they come up, leaving plenty of space to grow together into a cohesive, colorful party.

Things get dramatic. You're rewarded for playing into your traits *in ways that complicate the situation*, giving *good reason* to *think in-character* and sometimes *picking the less than optimal path*. Inevitably, sparks *fly*, leading to in-fighting between protagonists, just like any great story with *characters* driven by their own motivations. This is all cleanly resolved with quarrels—a simple roll to *move things forward*, encouraging and providing a *release valve* for this friction!

The story is a maelstrom of dice rolls and fun ideas. From *all this pushing and pulling* on the narrative, *storylines* and *side plots* emerge. In spite of the *tension*, the choices you make about your party's arcs and the characters growing together over time give *compelling reason* to stay together and focused. It's a TV show that you're the main characters of, messy and fun and full of surprises.

