

INTRODUCTION

Grimwood Games is a solo pursuit undertaken by myself, a seasoned game master of over three decades. After years of crafting intricate worlds, I have decided to capture my creations in written form. I am proud to introduce Grimwood City, a labor of love that has consumed my thoughts for the past few months.

The idea for Grimwood City arose from my desire to explore the captivating genre of Urban Fantasy. I could not find a system that would allow me to run the game I wanted. I did an alpha test on twitch with savage worlds though good was to restricting and required lots of rule changes. I hope that using the EZD6 by DM Scottie that I can make a system that works the way I want to play.

Drawing inspiration from masterful Urban Fantasy authors like Jim Butcher, Patricia Briggs, and Kevin Hearne, I have endeavored to capture the same excitement and intrigue in Grimwood City. My hope is that readers and players alike will be swept away by its enchanting atmosphere.

I am forever grateful for the unwavering support of my beloved wife, Melissa, whose encouragement has been a constant source of inspiration. I must also extend my gratitude to Shady Sails Designs, whose invaluable guidance in graphic design has been a tremendous help. My thanks go out to my parents, who though initially skeptical, pushed me to pursue this passion, and my play testers, who have offered their unwavering commitment and patience throughout this creative journey.



ABOUT THIS BOOK

I dedicate this book to the city of Grimwood, rather than the overarching world of Monterina. The book will feature a few magical creature species, although other creatures may exist elsewhere on Monterina. I have taken care to establish practical reasons these creatures are all present in Grimwood City. I provide a brief history of Grimwood so that Game Master who wish to use this setting in their own worlds will craft fantastic adventures, whether they involve delving into the Halls of Feral Ones or defeating the criminal underbelly of Grimwood City. I believe many settings provide too much history, leaving little room for Game Master to create their own stories. For this reason, I have provided only a brief history - just enough to stimulate creativity.

I divided the book into two main sections: Setting, Rule Changes. The Setting section provides a comprehensive overview of the city, from current political leaders to the reasons the Summer Court has made Grimwood City its home. In the Rule Changes section, you'll find new species, hero paths, magical societies (circles of sorcery in EZD6), Inclinations, Aspects, and Gear to enhance your gameplay experience. There are three new systems. I created hacking and Investigation systems. The Psychological Trauma System was taken from Assignment Danger by Dr. Bruce Ballon with his permission. You can visit Bruce see his amazing game design at <https://houndsandjackals.ca/>

I am thrilled to share Grimwood City with you and invite you to embark on your own fantastic adventures within its boundaries. It would honor me to hear your stories and experiences on social media, which you can find at <http://www.grimwood.games>. May your adventures become reality.

ABOUT GRIMWOOD

Werewolves, Fey, Vampires and other magical creatures server as the large, diverse populous of the Grimwood City. The diverse culture has created a thriving art district and a large trade business, but also resulted in widespread poverty. The magical community, known as “The Gifted”, keep their powers hidden from the general populous of the Grimwood City. This group of people is called “The Ironbound” by the Gifted.

Grimwood City is home to various magical societies and creature clans. The Magical Societies have their fingers in every business in Grimwood City. This includes the major corporations and small business weather. There are two major colleges in Grimwood City, Remose Obis College of the Arts and Silver Flame Holy College. These colleges are not just simple Ironbound college. They both hide secret organization which help educate the Magical Societies. Despite the conflicts and secrets, the diverse magical beings seem to have been able to coexist for centuries.

They built Grimwood City on an ancient underground city with a dark and violent history. This ancient city was home to many vicious monsters. These monsters, who live underground in the sewers and tunnels, still inhabit Grimwood City.

The reason so many magical entities seem to live around and in Grimwood City seems to be the way the Ley Lines work. It seems like Grimwood City is the focal point of the Ley Lines. The Highrise Center District is the focal point of the Ley Lines. This makes Grimwood City a magical hub for most of the world.

Despite the dangers posed by the dark creatures beneath the city, Grimwood City continues to thrive and attack people from all over. The line between mundane and magical is a blurred in Grimwood, making it a place where anything can happen.