

GRIMWOOD CITY

Version 1.9 Alpha

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Images are not final images.



GRIMWOOD
GAMES

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GNOMES

Small quirky species in Grimwood are the Gnomes. Gnomes are known for their love mischief and their strong community. Despite the small stature, Gnomes are tough and resilient. They are skilled craftsmen that have a strong connection to ley lines. This allows them to create magical items that are powerful.

In Grimwood City, most Gnomes live in close-knit communities in Littleton. They are known for their practical jokes and antics are a source of amusement for most other species. Despite their aloofness, Gnomes are loyal to a fault and will stop at nothing to protect their own.

Higher Intelligence: Boon to Illusionary Magic

Creative Juices: Boon on Creating Magical Items

Short Legs: Bane to running far distances



WEREWOLVES

Werewolves are a supernatural race of shapeshifters, capable of transforming from human form into a wolf-like creature. They are often seen as wild and dangerous, with a reputation for being vicious and unpredictable. However, not all werewolves are violent and many lead normal lives, keeping their shapeshifting abilities hidden from the general public.



Were creatures in this world possess the ability to tap into the power of the pack magic. This is due to the close connection between all werewolves, linked by magic that binds them together. Within each pack, there is always a dominant Alpha, who holds the strongest influence over the pack. However, there is also usually a Beta, who has the ability to challenge the Alpha and voice their disagreements. While the Beta may not be able to lead the pack on their own, they have the ability to resist the pack command from the Alpha.

Superhuman Senses: Boon to investigative task

Silver Bane: Take an additional strike against silvered weapons. You do still get to roll armor bonus against the additional strike separately.

Shapeshifting: works like the Shapeshifting Magic Society but can only change into wereform.

Special Shifting Abilities: (only available after shifting)

Natural Toughness: -1 Wound Save

Claw Attack: You can attack with claws. You get a boon with your claws.

INCLINATIONS

All the Ezd6 Inclinations are available plus these new ones:

Urban Survivalist: Find Food/Rest between encounters. Start with a Healing Kit with 3 uses.

Fey Bloodline: Boon against Magic cast by fey

Faction Bond: Once per session, you can call in a favor from your faction.

Alpha [were creature species required]: Has a boon on intimidation and persuasion on other were creatures even others from another species

Beta [were creature species required]: can get a boon on Mental Magic against them

Hatred of the Holy: Your loathing and hatred for Celestial empowers your melee attacks. If you roll a 6 while attacking Celestial or Archlings, you automatically inflict a second strike and continue to roll the crit.

Computer Literate: Boon to Hacking Skills

Mist Movement: Your connection to the night has made you hyper aware of your body. You can move your pace in an incorporeal mist that can seep through tiny openings.

Ghostly Sight: Your connection to the undead allows you to see roaming spirits, including ghosts and angels. Activating Ghostly Sight is a free action once per session and last a scene.

SILKWAY

Silkway is a home to variate of magical beings that you would not see anywhere else in Grimwood City. the leader of the district is the Queen of the Spiders, Nicole Collins, who is a were spider that weaves a intricate web of descent and lies. Nicole Collins has a silk weaving business that she uses as a front for her underground illegal contraband shipment system. Nicole Collins leads the Silk Weavers Guild, a group of powerful were spiders who are said to have produce the finest silk in all of Terredor.

The buildings in silkway are a mystery onto themselves. Intricate sculptures and statues adore the building while this seems like just a form of decorations, many Ironbound swear that the statues actual move from building to building.

Nicole Collins Underground contraband shipment system leads to many items that need to be sold. She has initated a Black Market action house that she uses to sell many of the contraband. It's a place where someone can find anything illegal from drugs, to magical artifacts. Nicole Collins has a saying that anything can be sold for the right price and to the right person.

Many Beings who don't have a place in Grimwood City call Silkway home. Trolls, demons, imps, and other mysterious beings seek shelter in Silkway. Most everyone leaves Silkway to their own accord. Even Grimwood Police Department (GWPD) doesn't really have a say in Silkway.

WINTERBANK

Located on the central coastal of Grimwood City is Winterbank. A rich maritime history village that is bustling activity and harmonious blend of diverse species including Ironbound, Elves, Fey, and other magical beings. It always seems to be slightly colder in Winterbank then the rest of Grimwood City which the Ironbound say it's because Hellborough Bay blows the coastal wind directly into Winterbank. The real reason is that the Winter Fey Court calls Winterbank home.

Some interesting sites are to be seen in Winterbank from it's beautiful lighthouses to it's rocky coast. Winterbank is full of small shops to entice the tourist into buying nicknacks they don't need. Places like Captain's Quarter, Treasure Trove, Page Turner Book Store, and more bring Winterbank a vital economic boom in the summer month while winter months are usually quiet. This allows the Winter Fey to enjoy their favorite time of year with out Iron-bound getting in the way.

Victory Bank Group owns most of the property in Winterbank. Some say that this is unfair but those complaint never last long. There are rumors that Victory Bank Group is actual under the control of the Winter Fey Court.

WOLFWATER

Wolfwater is a district where life is tough, and resources are scarce. The residents of the district struggle to make ends meat. If there is a district that is the slums of Grimwood City, Wolfwater would be it. Dominated by the Were creature packs, the district has never had clear leadership. This has caused it to not get the funding or representation that in needs in the City Council of Grimwood City.

A few notable locations due stand out in Wolfwater. The Howling Hound seems to be the only neutral place in the Were creatures bid for the district. Owned by a self proclaimed retired Werewolf named Phelan Hawthorne, He maintains that his business remains neutral. No were packs have ques-



CHURCH OF SAINTS

The Church of Saints is a suborganization of the Order of The Silver Flame. The Church of Saints is secret organization in the order that is made of Archlings who are fighting the fight against demons. The Archlings are taken from a young age from their mothers. They are trained for military, magical, and holy weaponry.

The Organization is lead by Gabriel Juaz who was different from most Archlings in that his father was the mortal. Gabriel leads with a iron clad hand. He does not look upon failure lightly and will punish those he sees fit.

The Church of Saints are the frontline of the battle with the demons. Many Archlings are not even on this plan of exists. They are in the in between worlds preventing demons from crossing the vale into our world.

GRIMWOOD POLICE DEPT

The GWPD is a respected law enforcement agency that keeps Grimwood safe. GWPD is led by Chief of Police Robert Stone, who oversees the departments with due diligence. He has gathered some the highest regarded detectives, patrol offices and special units. GWPD is well equipped with state of the art weapons and equipment.

GWPD central office is in Highrise Center, where it's state of art of facility houses most of the GWPD. There are a few satellite offices throughout the city, but most of GWPD is handled through the central office. GWPD encourages its officers to develop strong ties with the community and offers training courses on building relationships with citizens.

Though GWPD is well equipped for most mortal situation, a large percentage of the department does not know that magic lives with them. The officers when dealing with a magical incident usually chalk up the incident to a terrorist cell, gas leak, or



DRAIN DWELLERS

The Drain Dwellers are a tribes of goblins who live in the sewers of Grimwood City. There are many challenges living in the sewers between the monsters that roam them and the occasional flooding. Despite those challenges, the Drain Dwellers have built many thriving communities, each with their own traditions and culture.

Recently, the Drain Dwellers have all accepted one leader, Grigg. King Grigg has united these tribes into one community. He has built safety in numbers for the goblins. Goblins are quickly becoming a source of underground exploration, often leading groups into the sewers and even returning with monster parts for sale.

CORPORATIONS

AURORA ENERGY

Aurora Energy is a utility that provides electricity to much of Grimwood. The company was founded with the hope of developing renewable energy. The company's main shareholder is Winter King with a 67% stake. Aurora Energy offers a wide range of energy solutions, such as solar, wind and even geothermal. CEO Rachel Lee is an award-winning engineer looking to triple its power outages over the next 4 years.

ECHELON CORP

Echelon Corporation is a luxury fashion company that caters to the elite. Owner of Echelon Corporation is a fashion icon Victoria Rose. She is known for her keen eye and sharp attitude. She built Echelon up from nothing to the most requested fashion company for the elites. Recently she has expanded into a protective clothing line which totes that it can be fashionable and protective. Many of the leading magical community have bought her products over the years. Rumor has it that she has magic users weaving in protection spells into the actual fiber that is used to make the clothes.

METROPOLIX COMMUNICATION

Metropolix Communications is the leading communication companies. Metropolix Communications started as a simple newspaper outlet that owner Alexander Stone founded. It's now a multibillion dollar corporation which controls most media and news outlets in the world. Metropolix X1 is the most recent endeavour of Alexander Stone, which is the most advance phone on the market. Toting a new screen type that allows for holographic display from the phone and better looking screen then the current OLED displays. Metropolix Communications has set itself up to be the leading technological communication device.

NEOTECH INDUSTRIES

NeoTech Industries is known for their medical equipment, but recent years they have been dabbling in the artificial intelligence and virtual reality spaces. They have worked with Metropolix Communication to develop a holographic system that allows images to hover over the screen. Metropolix Communications is using it for phones, but NeoTech is using the technology for Virtual Reality devices. They also created a surgical table that uses AI and holographic scenes to assist surgeons during delicate procedures. Owner and CEO Dr Marcus Chen is a well-known engineer that has been called the genius of the century. He helps design the building that NeoTech houses its internal testing. The building is literally run by an AI that he developed.

NEXUS BIOTECHNOLOGY

Nexus Biotechnology is a company that specializes in generic engineering. CEO Dr. Samantha Patel is a world renown geneticist who is known for creating a cure to Azure Blight which made a wave through Terrelidor. She created a new vaccine using a rodent's genetic material, which helps our white blood cells fight the virus. Under her leadership, Nexus Biotechnology has become the leading pharmaceutical companies in all of Terrelidor.

OGRE

P. Strikes	M. Strikes	To Hit	Magic Res.
5	2	3+	n/a

Large brutish green skinned beings who due to their size have trouble actually maintaining any existence in the Grimwood City so you usually find them in the sewers, subway systems, and cavernous underbelly. Goblin especially hate Ogres due to years of being their prey.

- Large Club Attack
- Boon to Strength Task

PHASE CAT

P. Strikes	M. Strikes	To Hit	Magic Res.
2	3	3+	n/a

A short hair feline that appears to be regular stray cat. Watching carefully though you can see it shift from one plane to another. Usually bring a feeling of deja vu.

- 1 claw attack and 1 Bite attack
- **Short Distant Teleportation:** Allows the Cat to teleport to near distance

TROLL

P. Strikes	M. Strikes	To Hit	Magic Res.
3	2	3+	1d6*

The swamp lands outside of Grimwood City to the south is a common hunting ground for these trolls. The large fey creature who have bark skin and plants growing out of them. They covered in fur that appears to moss like in nature.

- 2 claw attacks per round
- **Regeneration:** each round of one strike else caused by fire

*Trolls have to magical resistances to fire magic