

GREYHAWK REBORN: BEHIND THE SCENES

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GHR Staff Playing in the Campaign

We feel it is very important that GHR campaign staff stay fully involved and invested in the campaign itself, so we encourage our staff and leads to play PCs at tables whenever possible.

Tell Us What You Think

The campaign staff is always eager to hear what your enjoyed, what you didn’t enjoy, and, most importantly, why. You may ask questions of the campaign staff or ask for rules clarification. We’d love to hear any suggestions or comments you may have.

**FIND US ONLINE**

- The Greyhawk Reborn website at [www.greyhawkreborn.net](http://www.greyhawkreborn.net) (under construction)
- The GHR Facebook Group at [https://www.facebook.com/groups/greyhawkreborn/](https://www.facebook.com/groups/greyhawkreborn/)
- The GHR Facebook Page at [https://www.facebook.com/greyhawkreborn](https://www.facebook.com/greyhawkreborn)
- The GHR Yahoo Groups page at [https://groups.yahoo.com/neo/groups/ghr/info](https://groups.yahoo.com/neo/groups/ghr/info)

All Greyhawk Reborn campaign announcements will be made in the above locations.

In addition, you may contact Dave Guerrieri at d-guerrieri@comcast.net with general Greyhawk Reborn questions.
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WELCOME TO GREYHAWK REBORN!

We welcome you to our Greyhawk Reborn (GHR) organized play campaign. Our primary goal is entertainment for everyone involved, players and DMs alike, while advocating for the gaming community.

Greyhawk Reborn is a new type of living campaign, one in which adventures are created and judged by each individual DM. At the same time, the campaign staff manages the campaign guidelines and documents and oversees the campaign story lines. We are using the Dungeons and Dragons 5E as a basis for our Greyhawk Reborn campaign. However, where there is a difference between the D&D 5E rules and GHR campaign, the rules in this document have precedence.

One of the main goals of the Greyhawk Reborn campaign is to bring gamers together. As such, it will primarily be offered at conventions and game days. We believe that the more often gamers get together, and the greater numbers of gamers that get together, the greater the benefits to the gaming community overall.

Please keep in mind that the Greyhawk Reborn campaign will constantly strive to provide the best play experiences possible for our players. We will tweak, change and maybe even overhaul things to improve our campaign.

Understand that the rules in this document, and other Greyhawk Reborn documents to follow, may always be changed or tweaked, whether to adjust to rules updates, allow for better game balance, or simply to create more player enjoyment.

Post-LG Greyhawk

The Flanaess needs new heroes. Are you ready to answer the call?

It is no longer safe to be out at night. It is dangerous to travel from town to town, except in groups. The night somehow seems darker, more sinister. Only the very powerful travel alone or after dark. Or the very foolish.

What was once thriving farming hamlets are now walled villages. Towns are heavily fortified. Only the desperate are outside the safety of town walls at night; even the farmers travel to the fields to mind their crops during the day, returning to the protection of civilization at dusk.

Goblin, kobolds and their ilk fill the vast spaces between towns now, bullied by hobgoblins, and gnolls, and orcs. It is said that their evil grows stronger each day. There are likely fouler, more evil masters above them, such as trolls, and giants, and drow, with even more hideous evil creatures above them. It is even rumored that great fiends and other abyssal creatures now sit at the top rung of the ladder, with the strong ruling the weak.

The Guiding Principles of the Greyhawk Reborn Campaign

- Have fun. Everyone at the table should be a part of the enjoyment of everyone else.
- Story is king.
- PCs actions should have consequences for the character and in the campaign.
- Players should feel invested in the campaign.
- Role-playing and roll-playing are not mutually exclusive.
- To involve as many people in the creative process as possible.

What were once powerful, unified empires have now become small city-states, barely controlling the territory with a day's ride of their walls. Kings, lords and nobles now clash against one another, trying to become the one who is able to unite the various small political entities. Some want to do it for the benefit of all, others only to feed their own egos and power.

No, it is not a safe world anymore, not since The Breaking.

Rising from the Ashes, Greyhawk is Reborn!

Once again explore one of the oldest, most beloved campaign worlds of all time. The world of Greyhawk will come alive again as your characters, your HEROES, wander upon the Flanaess, pushing back the darkness.

Venture forth anew in the realm that brought you classics such as The Village of Hommlet, White Plume Mountain, Against the Giants, Slavers, and the Living Greyhawk campaign. Revisit places such as Saltmarsh, Greyhawk City, the Vast Swamp and the Amedio Jungle.

Create new player characters in your favorite world, with classic races and classes. Create mighty warriors, powerful wizards, saintly clerics and dubious rogues. Your characters have a place in the world and their actions will help shape the world.
GREYHAWK REBORN OVERVIEW

Living Campaigns

A “living” campaign comes from the idea that more than one table, at more than one time, can exist and help shape a campaign. A living campaign springs from the idea that a home-style role-playing campaign can be expanded to include tens, hundreds, or even thousands of different players and characters. In essence, when you play an adventure, other players with other characters can experience the same adventure, and maybe have a completely different experience than you. So many players (and many characters) can share the same world, and have some shared experiences, and some not-so-shared experiences.

One of the main principles of our living campaign is that your characters actions mean something within the campaign, and can have a lasting impression. For instance, during a royal wedding festival, the local rogues' guild has a contest in which a Quall’s Tree Token is to be placed in the most outrageous or inappropriate location. If you place the Tree Token in the reflection pool in the royal palace, it may show up in an inappropriate location. If you place the Tree Token in the reflection pool in the royal palace, it may show up in the most outrageous or inappropriate location. If you place the Tree Token in the reflection pool in the royal palace, it may show up there in future adventures. You and your characters’ actions have meaning!!

Using the Greyhawk Setting

Greyhawk is one of the first, and therefore one of the oldest, published campaign settings. Created by E. Gary Gygax and Dave Arneson, and originally published by TSR, now owned by Wizards of the Coast/Hasbro, the Greyhawk setting is one of the most loved and deepest detailed settings in the history of role-playing.

Greyhawk Reborn aims to keep the feel and flavor that Mr. Gygax and Mr. Arneson developed in the early years of Dungeons and Dragons, and we often refer back to both the 1st edition World of Greyhawk Fantasy Game Setting (often called the WoG boxed set) and the 3rd edition Living Greyhawk Gazetteer. We are also inspired by Living Greyhawk Campaign adventures and documents.

Central Campaign Rules

No matter the specific game or campaign, there are always certain rules to follow. These are those rules.

RULE ONE: FUN & ENTERTAINMENT

Everyone seated at the table is sacrificing time and/or money to be able to play this particular game, including the DM. Let’s all have fun together, and respect other people’s play styles and our DMs.

RULE TWO: IT’S ABOUT THE STORY

The campaign staff strongly believes that Greyhawk Reborn is a shared storytelling campaign. We have tales we’d like to share with you and have you become a part of. You, and your player character, likely wish to become part of the stuff of legends. Together, we strive for fun, interactive play opportunities for all involved in the Greyhawk Reborn campaign.

RULE THREE: THINGS ARE HANDLED AT THE TABLE

Since the DM is judging their own adventure, the DM has final say over all rules decisions at their table. Adventure Records and certificates will not be emailed or mailed to players, so please make sure when you are done at the table that you have everything you need.

As with any game, sometimes people at a table will have different interpretations of a given rule. We don’t want interpretation of the rules to grind your gaming session to a halt. One of the DM’s tasks is to listen to all sides and then make a decision. Whenever there is any confusion or contradiction about a rule, the table DM is the final arbiter, using the current version of the Dungeons and Dragons 5E rules.

The campaign staff also believes strongly in both the letter of the rules and the spirit of the rules, balancing between fair and fun, game balance and individual play styles.

Other Campaign Rules

RULES UPDATES AND CHANGES

We want everyone to enjoy themselves; players and DM alike. In any shared world campaign, we need a semblance of structure, organization and rules to keep a level playing field.

We will be using the Dungeons and Dragons 5E rules set, with some changes for our campaign. As additional options become available, the campaign staff will examine them carefully, and adjust the campaign rules accordingly. The campaign staff will be weighing fun and enjoyment for all, as well as campaign balance. Who knows, we may even create some rules and materials of our own.

With the D&D 5E rules as our rules set, we expect no significant changes in the rules in the near future. If changes do occur, there may be instances where the changes in the rules significantly alter the way characters play. When changes occur, the campaign staff will allow characters to be tweaked so that they can remain within the rules of the game, and so that they are true to your original character concept. Guidance for those changes will be provided when needed, usually with a window of opportunity to make those changes.
Ethical Play Guidelines

In the Greyhawk Reborn campaign, we expect all of our players, DM’s, and staff to conduct themselves with integrity and in a manner compatible with group cooperation and everyone’s enjoyment of the game, including the DM.

Specifically:

- Be considerate of the fun of everyone at the table, and be understanding of all variety of play styles.
- Remember it is a game of heroes, and requires group cooperation to be successful, both in-character and out-of-character.
- Play fair and honestly, and stay away from "Shadyville" in rules interpretations.
- Follow both the spirit and the letter of the rules.
- You cannot intentionally damage or hinder other player characters without their permission.
- Respect the authority and decisions of your DM and play styles and decisions of your fellow players.
- Play adventures for the story and challenges, not for specific rewards.
- Please stay focused on the game. We understand that smart phones and tablets are often part of a gamer’s arsenal today, but be polite to everyone around the table. Please be conscious that continuous texting and web surfing pulls your attention away from the game at hand.
CHARACTER CREATION

Before you can play, you need a player character. To create a Greyhawk Reborn character, you will need the following:

- D&D 5E Basic Rules and/or Player’s Handbook
- A character sheet of some sort
- Device pencil or pen

The following rules are for character creation and advancement. All GHR PCs must conform to the following rule: All PCs start at 1st level with zero XP.

Starting Player Characters

All player characters begin play at level 1. Your character will advance a level approximately every 3 to 5 adventures. Play a character that you will enjoy and that other players at the table will enjoy interacting with.

Starting Ability Scores

You may use one of the following methods to determine your starting ability scores:

- You may use the following ability scores and assign them to your abilities as you prefer; 15, 14, 13, 12, 10, and 8, and then make any changes necessary based upon your choice of race
- You may use the variant 27 point buy ability score system as described in the PHB on page 19

Due to the nature of a living-style shared world campaign, you may not determine your ability scores using any type of dice rolling method.

Races

To create the traditional feel and flavor of the World of Greyhawk, we allow all standard demi-human races (dwarf, elf, halfling, gnome, half-elf and half-orc) and their sub-races that inhabit Greyhawk.

The following demi-human races are currently available for play in Greyhawk Reborn:

| Dwarf, Hill | Half-Orc |
| Dwarf, Mountain | Gnome, Rock |
| Elf, High | Gnome, Forest |
| Elf, Wood | Half-Elf |

Demi-human races that are currently not available for play in Greyhawk Reborn:

| Dwarf, Duergar | Human, Rhennee |
| Elf, Gray | Human, Olman |
| Elf, Valley | Human, Touv |
| Elf, Dark (Drow) | Dragonborn |
| Elf, Wild (Grugach) | Tiefling |

A standard human is considered to be a mix of several races, with no discernible dominant race. Each of the human sub-races have distinguishing physical features, and PCs will have physical traits denoting their main heritage. Greyhawk has traditionally had several human sub-races, such as Baklunish, Flannaeh, Oeridian and Suloise.

Greyhawk Reborn human PCs may be either a standard human as described in the Player’s Handbook, or one of the following sub-races listed below.

### Playable Human Sub Races

#### Baklunish:
- +1 to Strength, two other abilities
- Bonus Feat: Mounted Combat
- Bonus Language: Ancient Baklunish

#### Flan:
- +1 to Constitution, two other abilities
- Proficient in Nature & Survival;
- +5 foot bonus to speed;
- Bonus Language: Flan.

#### Oeridian:
- +1 to Wisdom, two other abilities
- Bonus Feat: Savage Attacker;
- Bonus Language: Old Oeridian

#### Suloise:
- +1 to Intelligence, two other abilities
- Bonus Feat: Magic Initiate;
- Bonus Language: Suloise

You may not create a human using the Variant Human Traits sidebar on page 31. Other human sub-races, as well as other races, may become available in the campaign at a later date.
Languages

The following are languages that can be learned in the GHR campaign:

<table>
<thead>
<tr>
<th>Ancient Baklunish</th>
<th>Common</th>
<th>Draconic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plan</td>
<td>Dwarvish</td>
<td>Giant</td>
</tr>
<tr>
<td>Keolandish</td>
<td>Elvish</td>
<td>Goblin</td>
</tr>
<tr>
<td>Old Oeridian</td>
<td>Gnomish</td>
<td>Sylvan</td>
</tr>
<tr>
<td>Suloise</td>
<td>Halfling</td>
<td>Undercommon</td>
</tr>
<tr>
<td></td>
<td>Orcish</td>
<td></td>
</tr>
</tbody>
</table>

Other languages may become available through campaign play.

Classes

All of the classes in the Player’s Handbook are available for play in the Greyhawk Reborn campaign. You may use the Quick Build option and Equipment suggestions as recommended for your chosen class and background, or you may make your own choices regarding ability scores, class features, backgrounds, equipment and the like.

You may choose the suggested background for your class, or choose any of the backgrounds available in the Player’s Handbook. You must take the skill proficiencies and languages as listed in the backgrounds, but you may choose your own equipment if desired (see the Equipment section below for more details). You should choose a personality trait, ideal, bond and flaw for your character from the lists for each background.

Additional Greyhawk Reborn class options are available in Appendix A of this document.

Customizing Backgrounds

You may create your own background for your character, but it must be submitted and approved by the campaign before you may use it. The backgrounds as written in the Player’s Handbook as both a template and guideline for creating your new background. The Greyhawk Reborn campaign reserves the rights to use any original submitted backgrounds in the GHR campaign. Approved backgrounds are listed in Appendix A of this document.

Other backgrounds may become available for the campaign in the future.

Additional Greyhawk Reborn backgrounds are available in Appendix A of this document.

Alignment

You may choose any non-evil alignment for your PC. You are not required to choose a deity, however any PC that casts a divine spell must have a deity and the PC’s alignment must be within one step of that deity’s alignment.

Deities worshipped in the campaign, as well as other information regarding deities, their clerics, and their worshippers, maybe found in Appendix A. Deities may be added, edited, or removed from the campaign in the future.

Hit Points

At first level, a PC receives maximum hit points for its class. For each additional level, they the fixed value of hit points as shown in their class entry, plus their Constitution modifier. For example, when a fighter gains a level, she will gain 6+CON modifier.

Starting Equipment

You may choose the suggested equipment listed in class and background descriptions, or you may choose your own equipment. To begin play a PC starts with the maximum total gold pieces funds for their class as listed on page 143 of the PHB.

Additional Equipment

Anything 75 gold pieces or less from the follow tables is available for purchase for a starting character:

- armor
- weapons
- adventuring gear
- tools
- mounts and other animals (except camels)
- tack, harness & drawn vehicles
- waterborne vehicles
- trade goods

Other items will be available with campaign documentation.

Home Region

Every player character hails from somewhere, whether it is a specific village or town or simply a country. Every PC must choose a home region from the areas listed on a Greyhawk map. It could be a hamlet or large city, a country, or even a mountain range or forest. This may have an impact upon your use of Adventuring Days or it could help or hinder you during and adventure.
**STORIES & ADVENTURES**

Each Greyhawk Reborn player will have a different play style, and that is a part of what makes a living campaign interesting to play. In a shared-world campaign, we all need to agree on some ground rules. The following are some general guidelines that in which our campaign staff strongly believe:

- We are all here to have fun! This is the most fundamental rule; after all, it is called a game. Please try not to take things personally, or become antagonistic or abusive. Have a hearty rules discussion, but don’t let it slow the game down. Try to find compromises so that all can enjoy themselves, including the DM. When the DM makes a final decision, respect the decision and move on.

- Remember that it is a team game. Even the gloomy outsider character should be able to function well in the team environment. D&D has always been about shared storytelling and overcoming obstacles as a group. Role-play how you wish, but support your fellow heroes.

- You cannot intentionally hurt, damage or hamper other PCs without that player’s permission. Obviously, sometimes PCs can be forced to attack other PCs, such as when dominated. In that case, those attacks are chosen by the DM, not by the player of the dominated character.

**Adventures**

Each time you sit down at a Greyhawk Reborn adventure it will be a unique experience, one created by the particular combination of players around the table as well as the individual DM. Some adventures may be a classic dungeon crawl, while others may require you to solve a mystery. Some will be combat intensive, and others will focus upon character interactions with NPCs. Many more will be some combination of the above.

You could be hired as guards for a caravan carrying something vitally important or you could be sent to investigate why an ore shipment is overdue from a silver mine. You could be sent to rescue a princess, a merchant, or another adventurer. Or you could be sent to deal with a group of bandits, eliminating the threat once and for all.

Most adventures will be planned to play in about a three to four hour time frame, from the time everyone sits down at the table to the time everyone leaves after the adventure is wrapped up and paperwork completed. This would be considered a one-round adventure and most of our adventures will fall into this category. Some adventures will be longer, and become two-round or three-round adventures, but these will be rare.

It is possible that there may be encounters in adventures that you are not meant to fight. Not all encounters are meant to be solved by battle. There may even be some encounters that retreat is the best option for survival.

**ADVENTURE TIERS**

In Greyhawk Reborn, your heroes will begin their adventuring careers on the local level, helping out towns and villages. They are not yet well known, and are not very powerful. As they continue to adventure, they will become more recognized and more powerful.

The adventure tiers for Greyhawk Reborn will reflect that concept. Characters will at first influence Greyhawk at the local level, and as they increase in power, so will their influence. The PCs will progress through the local level to where they are now dealing with nobles that rule a city or province. From there, they will deal with the problems of kingdoms, and eventually the PCs will be involved with Oerth-shattering events. Our tiering system is as follows:

- Local tier adventures are the lowest level in GHR, and will involve the PCs in events at the town and village level. These adventures will be of levels 1 through 4.

- Regional tier adventures will bring the heroes into conflicts that involved provinces and baronies, and possibly even kingdoms. These adventures will be of levels 5-10.

- Multi-Regional tier adventures will concern the PCs in the events of kingdoms and empires. These adventures will be of levels 11-16.

- Global tier adventures will engage the heroes in struggles against threats to all of the Flanaess, the Oerth and planar menaces. These adventures will be of levels 17-20.

Adventures will be written for a specific level range, and some overlapping of tiers may occur. For instance, an introductory adventure may only be for level one characters, while other adventures may be for levels 1-5. Each adventure offers different challenges for different levels. Perhaps monsters will be different between levels, or the numbers of monsters could be increased or decreased. Skill challenges may have different difficulty levels, or similar adjustments can be made to alter the level of difficulty based upon the PCs. This allows us to keep the challenges faced by the PCs appropriate, and will make adventure creation much easier to the DM/author.

Adventures will have a brief description (called a blurb) that tells you a little about the adventure, such as where it occurs. It will also include level range, as well as the type, category and setting of the adventure.
**Adventure Types**

Adventures will be designated as either stand-alone adventures or story arc adventures. The type of adventure will be noted in the adventure blurb.

A stand-alone is a separate adventure all unto itself, to be played completely in one session. The story will have a beginning, middle, and an end. No other adventures will directly relate to a stand-alone adventure.

Story arc adventures will be a connected series of adventures that will be told over time through several adventures. It may be composed of as little as two adventures, or a series of six or more, depending upon the author/DM. It will likely be beneficial for you to play a story arc adventure with the same character for each as well as to play them in the intended order. The story arc, and each adventure’s place in it, will be noted in each adventure’s blurb.

**Interactive Adventures**

Primarily scheduled at conventions, IAs offer a unique experience to players as their characters are brought together with not just one table but many tables for a singular cause. IAs are only offered once, making them exclusive to the particular event at which they are offered.

These events, commonly referred to as "battle interactives", feature more than battles, armies and opposing forces. IAs include battles for the small, adventuring party all the way to the adventuring party acting on battleships to recover treasure. IAs may also offer heavy amounts of role-play in the form of social events to make significant changes in the world of Greyhawk while others may require characters to use their refined skills in infiltration, cooperation, and even friendly competition.

As the campaign grows, it is possible other types of adventures and events could be created.

**Adventure Categories**

We realized our players come in all shapes, sizes, and style. As such, we plan to let them know what each adventure is about so that they may make intelligent choices as to which adventures to play and with which character.

Adventures will fall under one of three categories: tactical, social, or universal. A tactical adventure will have more of an emphasis on combat and tactical situations. The use of combat and brute force is likely necessary to be successful in this type of adventure. It could include scenarios such as a classic dungeon crawl, mass combat scenarios, and the like.

A social adventure will have more of an emphasis on role-playing. It will be more focused on character interaction and the use of social skills to be successful. Samples would be a classic murder investigation, negotiating diplomatic relations, and so forth.

A universal adventure would be one somewhere in the middle. It may have alternate paths to success or it may have some combat and some role-playing necessary to be successful. Or the DM may create a more freeform adventure and allow the heroes to find their way through it.

**Adventure Settings**

Adventures will also be noted as set in urban, dungeon, wilderness, or planar settings. As play numbers and interest dictates, it is possible that other types of adventures and events could be offered.

An urban adventure will take place in a city or large town, and the majority (or all) of the adventure will take place within that setting.

A dungeon adventure will take place in a smaller space, likely in a series of connected or interconnected rooms, such as a dungeon or a mine. It would likely be underground, though adventuring through a wizard’s tower or evil temple would also fall under this category.

A wilderness adventure would take place in the great outdoors. You could be trying to find ancient ruins or acting as caravan guards for a long trek. Or you could be sent on a discovery and exploration mission to a sparsely populated area.

A planar adventure would take place on other planes of existence. It would likely involved strange beings and surviving adverse condition. It could involve aspects of other adventures, but in a landscape foreign to your characters.

We are currently focusing our attention in the southwestern section of the Sheldomar Valley, including Keoland, the Hold of the Sea Princes, and the Free City of Westkeep. Adventures at this time will be occurring in one of those regions. As the campaign grows, and more people become involved in the campaign, it is likely that adventures will be created for other areas.

**Adventure Records**

Adventure records will be provided to track experience and access to found items and influences gained through play.

**Adventuring Days (ADs)**

The campaign staff feels strongly that time plays a factor in the campaign. Each character should have a fixed amount of time to adventure and explore our world each year, and that will be represented in Adventuring Days (AD). At the beginning of each calendar year your PC will have 364 AUs to use, unless something from the previous year reduces this total. This represents one AD for each day in the Greyhawk calendar.

The most common way of spending Adventuring Days is by adventuring, but you might also spend them other ways. Each time you sit at a table, your character will
take a certain amount of game time to play each adventure. Each actual day of adventure time counts as one AD. So, each play session could take a different amount of time, depending upon how many days the adventure takes, how often you take a long rest, how fast you travel, and where you call home.

Your character might also spend Adventuring Days by joining Campaign Groups, or being imprisoned or captured, or volunteering to help NPCs or those less fortunate.

When a PC is out of Adventuring Days for the year, you cannot play them until the start of the next calendar year.

**Travel Between Regions**

When determining the total Adventuring Days for an adventure, a player should compare the Adventure Record of the prior adventure to the current adventure.

If the region for the prior adventure record matches the current record, there is no additional AD cost to the character.

If the region for the prior adventure record does not match the current record, the character must pay an additional five (5) ADs to reflect the time traveling between regions.

**Changing Home Regions**

A character who wishes to change home regions must expend thirty (30) Adventuring Days to reflect the time moving his or her residence. A PC may only be a resident of one region.

**At the Table**

To determine the Average Party Level of the table, add the number of total character levels of the PCs at the table and divide by the number of players. Fractions $\frac{1}{2}$ and above round up while fractions below $\frac{1}{2}$ round down. This is the APL of the table. The players at the table may then decide to either play up one level above APL, play at table level, or play down one level below APL. If playing up, please be aware that our DMs are instructed to “take the gloves off”.

In addition, all PCs at the tables must be within a range of 5 levels. For instance, a level 1 and a level 5 character may play at the same table, but a level 6 character and a level 1 may not play at the same table.

**Average Party Level & Rewards**

Rewards after the adventure for each character are determined by the level of the PC at the start of the adventure, and then adjusted if the adventure was played either up or down. So, a level 3 character will get level 3 rewards if the table is neither playing up or down. If a level 3 PC is playing up at a table, they would receive level 4 rewards, and if the table is playing down, they would receive level 2 rewards. This represents the approximate proportional contribution to the table and the adventure.

**Table Size**

Table size for all normal Greyhawk Reborn adventures at a convention or game day event is 4-7 players and 1 DM. This gives an optimal game experience for the players and DM alike.

**Online Play**

Greyhawk Reborn is intended to bring gamers together, and as such, it’s primary focus is face-to-face at game days and conventions. Since it is also intended to foster gaming, we also allow for online play. Obviously, online play must follow all Greyhawk Reborn guideline, including the adventure being run by its author. Adventure Records must be distributed properly and in a timely manner.

**Playing Again**

A character can only play an adventure once. Most adventures can be played again by the same player unless specifically noted. If playing the adventure again, please don’t ruin the fun or surprises for anyone else that may be playing the adventure for the first time.

Authors/DMs may only play their own adventures if the adventure is co-written with other authors and ran by those authors/DMs.

**Greyhawk Reborn Rewards Cards**

Greyhawk Reborn Rewards Cards are given away at conventions and each card is specially created for that event. The rewards cards grant PCs benefits not limited to rerolls and special reactions. Players may use the rewards cards at any GHR event for any character.

- Players start with one card in their stack at first level. They may add an additional card to their stack at level 5, level 9, level 13 and level 17.
- Players may choose the cards in their card stack between adventures.
- The card stack must be placed on the table before the adventure starts.
- Only one card may be used per round.
- Card effects must be used before the roll, unless otherwise stated.
- Cards cannot be loaned to another player before, during or after the adventure.
The purpose of house rules is to tailor a specific subset of rules released by Wizards of the Coast to best meet the intended play experience for the Greyhawk Reborn Campaign.

While the administration recognizes there are many additional rules that could benefit from tailoring for the Greyhawk Reborn Campaign, it is the position of the campaign administration that the Campaign House Rules remain limited to a minimal number.

The campaign staff prefers to limit the number of published house rules to avoid establishing a cumbersome reference guide or to introduce additional campaign paperwork.

**Adventuring Days**

The following are permissible uses for Adventuring Days in the Greyhawk Reborn campaign.

**BUILDING A STRUCTURE**

A character may spend adventuring days between adventures building a structure, assuming they had GHR campaign documentation providing an appropriate plot of land for the structure. The rules are as in the Dungeon master's Guide, page 128, with the following structures as the only ones available at this time. For any structure 5000 gp and over, you will also need the expressed permission to build of the local powers in charge.

<table>
<thead>
<tr>
<th>Structure</th>
<th>Cost in gp and AD</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cottage</td>
<td>500 gp &amp; 15 days</td>
</tr>
<tr>
<td>Residence, simple house</td>
<td>1,000 gp &amp; 30 days</td>
</tr>
<tr>
<td>Residence, grand house</td>
<td>5,000 gp &amp; 60 days</td>
</tr>
<tr>
<td>Noble estate w/ manor</td>
<td>25,000 gp &amp; 150 days</td>
</tr>
<tr>
<td>Business, basic w/ residence</td>
<td>1,000 gp &amp; 30 days</td>
</tr>
<tr>
<td>Guildhall, town of city</td>
<td>5,000 gp &amp; 60 days</td>
</tr>
<tr>
<td>Religious, shrine</td>
<td>1,000 gp &amp; 30 days</td>
</tr>
<tr>
<td>Religious, church</td>
<td>5,000 gp &amp; 60 days</td>
</tr>
<tr>
<td>Religious, cathedral</td>
<td>25,000 gp &amp; 150 days</td>
</tr>
<tr>
<td>Trading post</td>
<td>5,000 gp &amp; 60 days</td>
</tr>
<tr>
<td>Outpost or fort</td>
<td>15,000 gp &amp; 100 days</td>
</tr>
<tr>
<td>Tower, fortified</td>
<td>15,000 gp &amp; 100 days</td>
</tr>
<tr>
<td>School of magic or training</td>
<td>5,000 gp &amp; 60 days</td>
</tr>
<tr>
<td>College of magic or training</td>
<td>25,000 gp &amp; 60 days</td>
</tr>
</tbody>
</table>

**CRAFTING**

You may use Adventuring Days to craft non-magical items (PHB, p. 187), however multiple characters may not combine to create items.

**PERFORMING SACRED RITES**

A divine character may spend adventuring days performing sacred rites as described on page 129 of the Dungeon Master's Guide.

**PRACTICING A PROFESSION**

You may use adventuring days to practice a profession as per the rules in the Players Handbook page 187.

**RECOVERING**

You may spend adventuring days after an adventure attempting to shake off the effects of a debilitating injury, disease, or poison, as per the rules in the Player’s Handbook, page 187. If you do not succeed, or do not spend the adventuring days to attempt to remove the condition, you begin the next adventure affected by it.

**RUNNING A BUSINESS**

A character may run a business as per the rules on page 129 of the Dungeon Master’s Guide, assuming that the PC has actually built a business before, or has other campaign documentation stating they own a business.

**TRAINING**

You may use adventuring days between adventures learning a new language or training with a set of tools, as per the rules in the Player’s Handbook, page 187. In addition, you must have GHR campaign documentation providing an instructor willing to teach you, or belong to a Campaign Group providing access to an instructor.

**Combat**

**BLOODED**

You have a bloodied value equal to half your hit point maximum. When your hit points are equal to or less than your bloodied value, you are bloodied. We find this a good house rule to represent damage levels in the game without using hit point numbers.

**MASTERWORK WEAPONS**

A masterwork weapon is a superbly constructed version of a normal weapon, which provides a +1 bonus on attack rolls only. A weapon must be crafted as a masterwork weapon. Creating a masterwork weapon costs 100 gold pieces plus the cost of a normal weapon of the same type. A weapon must be masterwork quality before it can become a magic weapon, and the +1 bonus to attack rolls does not stack with the magic bonus. Masterwork weapons are only available for purchase with Adventure Record documentation.
Spells

CONJURING SPELLS

The player whose character casts the spell may select an appropriate creature from the list below.

Wild Shape

Player’s Handbook, Appendix D:

- Beasts (CR 0): bat, cat, frog, hawk (falcon), owl, rat, raven
- Beasts (CR 1/8): mastiff, mule, poisonous snake
- Beasts (CR 1/4): boar, constrictor snake, panther, riding horse, wolf
- Beasts (CR 1/2): black bear, crocodile, reef shark, warhorse
- Beasts (CR 1): brown bear, dire wolf, giant eagle, giant spider, lion, tiger

Monster Manual, Appendix A - All of the beasts from the Player’s Handbook, plus the following:

- Beasts (CR 0): baboon, badger, crab, deer, eagle, giant fire beetle, goat, hyena, jackal, lizard, octopus, quipper, scorpion, seahorse, spider, vulture
- Beasts (CR 1/8): blood hawk, camel, flying snake, giant crab, giant rat, giant weasel, pony
- Beasts (CR 1/4): axe beak, draft horse, elk, giant badger, giant bat, giant centipede, giant frog, giant lizard, giant owl, giant poisonous snake, giant wolf spider
- Beasts (CR 1/2): ape, giant goat, giant seahorse, giant wasp
- Beasts (CR 1): giant eagle, giant hyena, giant octopus, giant toad, giant vulture, tiger
- Beasts (CR 2): giant boar, giant constrictor snake, giant elk, hunter shark, polar bear, rhinoceros, saber-toothed tiger
- Beasts (CR 3): giant scorpion, killer whale
- Beasts (CR 4): elephant
- Beasts (CR 5): giant crocodile, giant shark
- Beasts (CR 6): mammoth

For use in conjunction with the 10th level druid class feature, elemental wildshape.

- Dungeon Master’s Basic Rules: air elemental, earth elemental, fire elemental, water elemental

Find Familiar (Familiars in italics are only available to chain-pact warlocks)

- Player’s Handbook: bat, cat, frog, hawk, poisonous snake, owl, rat, raven, imp, pseudodragon, quazit, sprite
- Monster Manual: crab, lizard, octopus, quipper, seahorse, spider, weasel

Ranger’s Companion

Player’s Handbook, Appendix D:

- Beasts (CR 0): bat, cat, frog, hawk (falcon), owl, rat, raven
- Beasts (CR 1/8): mastiff, mule, poisonous snake
- Beasts (CR 1/4): boar, constrictor snake, panther, wolf

Monster Manual, Appendix A - All of the beasts from the Player’s Handbook, plus the following:

- Beasts (CR 0): baboon, badger, crab, deer, eagle, giant fire beetle, goat, hyena, jackal, lizard, octopus, quipper, scorpion, seahorse, spider, vulture
- Beasts (CR 1/8): blood hawk, flying snake, giant crab, giant rat, giant weasel, pony
- Beasts (CR 1/4): giant badger, giant centipede, giant frog, giant poisonous snake, giant wolf spider

Undead Thralls:

- Player’s Handbook: skeleton, zombie

Awaken

Player’s Handbook, Appendix D:

- Beasts (CR 0): bat, cat, frog, hawk (falcon), owl, rat, raven
- Beasts (CR 1/8): mastiff, mule, poisonous snake
- Beasts (CR 1/4): boar, constrictor snake, panther, riding horse, wolf
- Beasts (CR 1/2): black bear, crocodile, reef shark, warhorse
- Beasts (CR 1): brown bear, dire wolf, giant eagle, giant spider, lion, tiger

Monster Manual, Appendix A - All of the beasts from the Player’s Handbook, plus the following:

- Beasts (CR 0): baboon, badger, crab, deer, eagle, giant fire beetle, goat, hyena, jackal, lizard, octopus, quipper, scorpion, seahorse, spider, vulture
- Beasts (CR 1/8): blood hawk, camel, flying snake, giant crab, giant rat, giant weasel, pony
- Beasts (CR 1/4): axe beak, draft horse, elk, giant badger, giant bat, giant centipede, giant frog, giant lizard, giant owl, giant poisonous snake, giant wolf spider
- Beasts (CR 1/2): ape, giant goat, giant seahorse, giant wasp
- Beasts (CR 1): giant eagle, giant hyena, giant octopus, giant toad, giant vulture, tiger
- Beasts (CR 2): giant boar, giant constrictor snake, giant elk, hunter shark, polar bear, rhinoceros, saber-toothed tiger
- Beasts (CR 3): giant scorpion, killer whale
- Beasts (CR 4): elephant
- Beasts (CR 5): giant crocodile, giant shark
- Beasts (CR 6): mammoth
- Beasts (CR 7): giant ape

Dungeon Master’s Basic Rules:

- Plants: awakened shrub, awakened tree

Conjure Celestials
- Dungeon Master's Basic Rules: pegasus

**Conjure Elementals**
- Dungeon Master's Basic Rules: air elemental, earth elemental, fire elemental, gargoyle, water elemental

**Conjure Minor Elementals**
- Dungeon Master's Basic Rules: gargoyle

**Conjure Animals/Fey**
*Player's Handbook, Appendix D:

- Beasts (CR 0): bat, cat, frog, hawk (falcon), owl, rat, raven
- Beasts (CR 1/8): mastiff, mule, poisonous snake
- Beasts (CR 1/4): boar, constrictor snake, panther, riding horse, wolf
- Beasts (CR 1/2): black bear, crocodile, reef shark, warhorse
- Beasts (CR 1): brown bear, dire wolf, giant eagle, giant spider, lion, tiger

*Monster Manual, Appendix A* - All of the beasts from the *Player's Handbook*, plus the following:

- Beasts (CR 0): baboon, badger, crab, deer, eagle, giant fire beetle, goat, hyena, jackal, lizard, octopus, quipper, scorpion, seahorse, spider, vulture
- Beasts (CR 1/8): blood hawk, camel, flying snake, giant crab, giant rat, giant weasel, pony
- Beasts (CR 1/4): axe beak, draft horse, elk, giant badger, giant bat, giant centipede, giant frog, giant lizard, giant owl, giant poisonous snake, giant wolf spider
- Beasts (CR 1/2): ape, giant goat, giant seahorse, giant wasp
- Beasts (CR 1): giant eagle, giant hyena, giant octopus, giant toad, giant vulture, tiger
- Beasts (CR 2): giant boar, giant constrictor snake, giant elk, hunter shark, polar bear, rhinoceros, saber-toothed tiger
- Beasts (CR 3): giant scorpion, killer whale
- Beasts (CR 4): elephant
- Beasts (CR 5): giant crocodile, giant shark
- Beasts (CR 6): mammoth
- Beasts (CR 7): giant ape

**Conjure Woodland Beings**
- Player's Handbook: sprite (CR 1/4)

**Create Undead**
- Dungeon Master's Basic Rules: ghoul, mummy, wight
- Monster Manual: ghast

### REINCARNATE
Any rolls that result in a dragonborn, dark elf or tiefling must be rerolled. If a human is indicated, use the following chart to determine sub-race:

| 01-60 | Standard Human |
| 61-70 | Human, Baldunish |
| 71-80 | Human, Flan |
| 81-90 | Human, Oeridian |
| 91-100 | Human, Suel |

### SPELLCASTING SERVICES
Any community the size of a thorp will have some availability of spellcasting available. The level of spells available are primarily determined by the size of the town, as per the chart below.

<table>
<thead>
<tr>
<th>Name</th>
<th>Population</th>
<th>Spells Available</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thorp</td>
<td>0-80</td>
<td>Level 1 spells</td>
</tr>
<tr>
<td>Hamlet</td>
<td>81-400</td>
<td>Level 2 &amp; 3 spells</td>
</tr>
<tr>
<td>Village</td>
<td>401-900</td>
<td>Level 4 &amp; 5 spells</td>
</tr>
<tr>
<td>Town</td>
<td>900-6,500</td>
<td>Level 6 &amp; 7 spells</td>
</tr>
<tr>
<td>City</td>
<td>6,500+</td>
<td>Level 8 &amp; 9 spells</td>
</tr>
</tbody>
</table>

Characters must be able to travel to the settlement to purchase spellcasting. Spellcasting services available are generally healing and recovery spells, as well as informational spells. Other spell services may be available if specified in the adventure or per the DM's discretion. The DM may also limit the number of spells available.

A sample of spells and their costs, this is only a guideline:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cure Wounds (1st)</td>
<td>10 gp</td>
</tr>
<tr>
<td>Identify</td>
<td>20 gp</td>
</tr>
<tr>
<td>Lesser Restoration</td>
<td>40 gp</td>
</tr>
<tr>
<td>Prayer of Healing (2nd)</td>
<td>40 gp</td>
</tr>
<tr>
<td>Remove Curse</td>
<td>90 gp</td>
</tr>
<tr>
<td>Speak with Dead</td>
<td>90 gp</td>
</tr>
<tr>
<td>Divination</td>
<td>210 gp</td>
</tr>
<tr>
<td>Greater Restoration</td>
<td>450 gp</td>
</tr>
<tr>
<td>Raise Dead</td>
<td>1,250 gp</td>
</tr>
</tbody>
</table>

Any and/or all character may contribute to purchase a spellcasting service.

At least one character in the party must survive the adventure in order to have a Raise Dead or other similar spell option available. Characters participating in the adventure may contribute Time In Service to pay off the gold piece cost required for the Raise Dead or similar spell casting. The exchange rate available to the characters is 1 Adventuring Day (AD) yields 2gp.
Characters may expend Favors to reduce the cost of a Raise Dead spell in bringing a dead comrade back to life.

The spell casting may be reduced by the following amounts:

- Type A – contributes 1,250 gp
- Type B – contributes 937 gp
- Type C – contributes 625 gp
- Type D – contributes 312 gp

In the event that characters contribute enough favors to exceed the cost of the above spell casting, the characters do not receive “change” or any gp in excess of the cost of the spell casting.

A character with the acolyte background may request one spell each day for free from the spellcasting services listed above. It must be requested from a temple of their faith, and any material cost must be paid for by the character or their party.

**SUMMONING SPELLS**

The player whose character casts the spell may select an appropriate creature from the following list.

**Complete List of GHR Legal Creatures (by source).**

**Familiars**
- PHB: bat, cat, frog, hawk, poisonous snake, owl, rat, raven, *imp, pseudodragon, quazit, sprite*.
- MM: crab, lizard, octopus, quipper, seahorse, spider, weasel.

Familiars in italics are only available to Chain Warlocks.

**Beasts (PHB Appendix D)**
- Beasts (CR 0): bat, cat, frog, hawk (*falcon*), owl, rat, raven
- Beasts (CR 1/8): mastiff, mule, poisonous snake
- Beasts (CR 1/4): boar, *constrictor snake*, panther, riding horse, wolf
- Beasts (CR 1/2): black bear, *crocodile, reef shark*, warhorse
- Beasts (CR 1): brown bear, dire wolf, *giant eagle*, giant spider, lion, tiger

**Beasts (MM Appendix A)** - All of the beasts from the PHB, plus the following:
- Beasts (CR 0): baboon, badger, *crab*, deer, eagle, giant fire beetle, goat, hyena, jackal, lizard, octopus, quipper, scorpion, seahorse, spider, vulture
- Beasts (CR 1/2): ape, giant goat, *giant seahorse*, giant wasp

- Beasts (CR 2): giant boar, giant *constrictor snake*, giant elk, *hunter shark*, polar bear, rhinoceros, saber-toothed tiger
- Beasts (CR 3): giant scorpion, killer whale
- Beasts (CR 4): elephant
- Beasts (CR 5): giant *crocodile, giant shark*
- Beasts (CR 6): mammoth
- Beasts (CR 7): giant ape

Beasts in italics have a flying/swimming speed (relevant for wildshape restrictions).

**Fey**
- PHB: sprite (CR 1/4)
- The Blink Dog (DM Basic Rules, CR1/4) is not legal. Players summoning CR 1/4 fey must choose the sprite as their only option.

**Undead**
- PHB: Skeleton, Zombie
- DM Basic Rules: Ghoul, mummy, wight *(create undead)*
- Monster Manual: Ghast *(create undead)*

**Celestials**
- DM Basic Rules: Pegasus

**Elementals**
- When casting *conjure minor elementals*, your only CR 2 option is the Gargoyle.

**Plants**
- DM Basic Rules: Awakened Shrub, Awakened Tree

**Fiend**
- PHB: Imp, Quazit.
- Characters summoning fiends with *planar ally* are stuck with Imps and Quazits as their only options.

**Miscellaneous Campaign Rules**

**CHANGING DEITY**

Please contact campaign staff if your PC wants to change deity, along with the specific reason. The campaign staff will work with you directly to determine how best to proceed, including the possibility of a special mission.

**EQUIPMENT**

Any community the size of a thorp will have some items available for purchase. As the population increases, so does the items available. The items available are primarily determined by the size of the town, as per the...
chart below. Other items may be available if specified in the adventure or per the DM’s discretion.

<table>
<thead>
<tr>
<th>Name</th>
<th>Population</th>
<th>GP Value of Items</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thorp</td>
<td>0-80</td>
<td>75 gp or less</td>
</tr>
<tr>
<td>Hamlet</td>
<td>81-400</td>
<td>76 to 150 gp</td>
</tr>
<tr>
<td>Village</td>
<td>401-900</td>
<td>151 to 400 gp</td>
</tr>
<tr>
<td>Town</td>
<td>900-6,500</td>
<td>401 to 1,000 gp</td>
</tr>
<tr>
<td>City</td>
<td>6,500+</td>
<td>1,000 gp and up</td>
</tr>
</tbody>
</table>

**Note:** Poisoner's kits, poisons, camels, elephants, and ships other than a rowboat may only be purchased with campaign documentation.

**Feats**

Feats are allowed using the rules on pages 165 - 170 of the Player’s Handbook. It is possible that other feats may become available in the future.

**Lycanthropy**

A PC afflicted with lycanthropy, vampirism or similar misfortune are not playable in the Greyhawk reborn campaign. These conditions allow PCs' powers and abilities not suitable for GHR, as well as likely changing their alignment to a non-playable one. Before the PC may be played again, they must remedy the situation in one of the following ways.

Lycanthropy: A remove curse spell with cure the afflicted character. This spell is available as a spellcasting service for 90 gp, or it may be cast by another PC at the table.

Vampirism: This PC may be cured by a wish spell cast by a fellow PC or an NPC as determined by the DM, or they may be killed and returned to life by a raise dead spell, at the normal cost of 1,250 gp.

The GHR campaign staff is willing to discuss other options for solving these issues with you.

**Multiclassing**

Multiclassing is allowed using the rules on pages 163 - 165 of the Player's Handbook.

**Scroll Levels**

All scrolls found during an adventure are of the lowest level that the spell can be cast, unless otherwise stated on the Adventure Record.

**Selling Items**

Players may sell mundane items from the tables in Chapter 5: Equipment section for ½ the full cost of the item. No other items may be sold at this time.

**Trading Items**

Items may not be traded to another PC. During adventure play you may loan items and coin to other PCs for the duration of the adventure, but loaned items and anything purchased with borrowed GP reverts back to your PC at the end of the game. If a loaned item is destroyed, its loss is reflected on your AR and coin totals at the end of the game. You may not loan money to a friend to buy an item you cannot normally buy for yourself.

**Using a Dead Character’s Equipment**

Equipment left behind from a dead PC may only be used by other PCs until the end of the adventure. If the dead PC is not raised or resurrected, all of their items are considered buried/destroyed with the body. The only exception allowed, at the DM’s discretion, is if the dead PC was carrying an item vital to the plot of the adventure story arc.
ADVENTURE RECORDS & Rewards

Favors and Influence

Favor Worth

Characters may gain the favor of NPCs through play. Favors are tiered by grade and worth.

- Type A – Royalty
- Type B – Major Noble
- Type C – Lesser Noble / Notable Organization
- Type D – Other

Out of Region Favors

When expending a favor from another region, a favor is treated as one grade lower.

Example: When using the Favor of the Longbowmen (Type C, Region: Geoff) in the region of Keoland, the Favor is treated as a Type D.

Lifestyle & Upkeep

Players will choose a lifestyle for their character at the beginning of each adventure. This will define their standard of living for the adventure. Background may dictate a minimum lifestyle cost for the character, as per the table below.

<table>
<thead>
<tr>
<th>Background</th>
<th>Minimum Lifestyle</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acolyte</td>
<td>Modest</td>
</tr>
<tr>
<td>Charlatan</td>
<td>Comfortable</td>
</tr>
<tr>
<td>Criminal</td>
<td>Poor</td>
</tr>
<tr>
<td>Entertainer</td>
<td>Modest</td>
</tr>
<tr>
<td>Folk Hero</td>
<td>Modest</td>
</tr>
<tr>
<td>Guild Artisan</td>
<td>Comfortable</td>
</tr>
<tr>
<td>Hermit</td>
<td>Poor</td>
</tr>
<tr>
<td>Noble</td>
<td>Wealthy</td>
</tr>
<tr>
<td>Outlander</td>
<td>Poor</td>
</tr>
<tr>
<td>Sage</td>
<td>Modest</td>
</tr>
<tr>
<td>Sailor</td>
<td>Modest</td>
</tr>
<tr>
<td>Shaman</td>
<td>Modest</td>
</tr>
<tr>
<td>Soldier</td>
<td>Modest</td>
</tr>
<tr>
<td>Urchin</td>
<td>Modest</td>
</tr>
</tbody>
</table>

You must declare your desired upkeep to the DM before play starts, and may not change upkeep during the adventure. Use the lifestyle rules and costs on page 157-158 of the Player’s Handbook for your lifestyle. Multiply the price per day by the number of Adventuring Days for the adventure to determine final lifestyle cost for each adventure, rounding up.

It is possible that certain situations provide bonuses and penalties for an individual PC or the entire group. For instance, if trying to infiltrate a secret rogue organization, or attempting to gather rumors in certain areas of town, it may not be beneficial to have a luxury lifestyle. Conversely, a character may not be allowed into certain places if they are living a Wretched or Squalid lifestyle.

Treasure & Rewards

In the world of Greyhawk, magic items are very rare. They are powerful, magnificent items found in an old tomb, a dragon’s hoard, or with a powerful person. Many magic items have been lost to the passage of time, while others have been forgotten. Others are resting, maybe in the skeletal hand of a dead adventurer, waiting to be found and used once again.

After you successfully finish a Greyhawk Reborn adventure, you will be rewarded. Your rewards will include experience points, gold, and likely access to some items. Those items could be magic items, such as weapons, armor, shields and the like. They could also be masterwork items, silvered items, scrolls, potions, or other unique items, both magical and mundane, unique to the adventure. These items will be listed in the Items Found section of each Adventure Record.

APL AND Rewards

Rewards after the adventure for each character are determined by the level of the PC at the start of the adventure, and then adjusted if the adventure was played either up or down. So, a level 3 character will get level 3 rewards if the table is neither playing up or down. If a level 3 PC is playing up at a table, they would receive level 4 rewards, and if the table is playing down, they would receive level 2 rewards. This represents the approximate proportional contribution to the table and the adventure.

Items Found

In every adventure you will find treasure locked in a chest, the loot of your foes, or receive rewards from grateful individuals or groups. We feel that in each adventure, you should be able to pick something up that makes your character a little better, a little stronger, or a little more versatile.

In each adventure you will be able to take an item that is listed in the Items Found section of the Adventure
Record. This must be chosen at the end of the adventure and written in the Item Found line on the AR before you leave the table. These items will tend to be mundane items, masterwork items, potions, scrolls and the like. When you choose an item to fill the Item Found section after an adventure, you don't have to pay any gold for the item. Simply write down the item in the "Item Found" section of your Adventure Record.

**Magic Items Found**

Each player character also will have a maximum of 20 Magic Item Found slots. Each PC will begin with one Magic Item Found slot and gains one additional Magic Item Found slot every time they advance a level. Items that use these slots will be listed in the Magic Items Found section of your AR (though not every adventure will have this section on its AR, especially lower level adventures). If this section is present, you may select one of the items (presuming you have an empty magic item found slot) by writing it in the Magic Item Found line on the AR before you leave the table. When you choose an item to fill a Magic Item Found slot after an adventure, you don't have to pay any gold for the item. Once you have used a Magic Item Found slot to acquire an item, you never get that slot back even if you later sell or otherwise dispose of the item in question.

More than one player at a table may select the same item, even if it isn't totally realistic. However, each PC can only have one of any item in the game unless the items are a matched set.

You may not sell magic items without campaign documentation.

**Upgrading an Item to Magic Item Slot**

One of your Item Found slots could become a Magic Item Found slot. For instance, maybe you find a masterwork long sword in an adventure and choose it for an Item Found slot. Several adventures later, you gain a story award in an adventure that allows you to upgrade a masterwork weapon to a +1 weapon for no gold. This long sword now takes up a Magic Item Found slot, and you would need to have an open Magic Item Found slot to be able to choose this.

Alternately, in another adventure, you gain a story award that allows you to upgrade a masterwork weapon to a +1 weapon, but it will cost your character 200 gold to make the upgrade your character's weapon. This weapon would not take up a Magic Item Found slot, as you are using gold to upgrade it.

Generally, if you receive an item for no cost, it will use a Magic Items Found slot. If you use some resources (gold, AU, etc.) to obtain an item, it will use an Items Found slot. Of course, there may be exceptions as well, so always refer to the Adventure Record for the details in each instance. Each specific story award and Adventure Record will have the specific details.

**Magic Item Body Slots**

Each PC may have items in the following slots, and must choose what is in that slot before the adventure begins. The slots that each character has are as follows:

- 2 hands slots, includes weapons
- 1 armor/chest/torso slot
- 1 head slot
- 1 neck/cape slot
- 1 arm/bracer slot
- 2 ring slots
- 1 gloves slot
- 1 boot/feet slot

Characters also can carry wondrous items such as pearls of powers or bags of holding that do not need to be equipped to gain the magical effects they offer.
CAMPAIGN GROUPS

Campaign groups are organizations primarily focused on pursuing goals and activities that further their own agenda. Each campaign group will have their own motives, goals, agendas and philosophies. Some campaign groups will be larger, and others small. Some will be very public, while others prefer to operate in the background. Sometimes groups with similar goals may work together, while at other times groups may oppose one another.

Campaign groups will be introduced through play, and your character will be given the opportunities to join campaign groups based upon their interactions with NPCs and actions at the table.

More information regarding campaign groups will be forthcoming in the months ahead.

ADVENTURING COMPANIES

DESCRIPTION

A group of characters may organize and establish their own Adventuring Company. An Adventuring Company is a formal organization, which is recognized through play and may grant the characters in-game benefits (and potentially hindrances) depending upon character choices.

Each Adventuring Company should have the following:

- Purpose
- Theme
- Eligibility Requirements
- Base of Operations
- Sponsor

SPONSORSHIP

Each Adventuring Company must have a sponsor in order to receive formal recognition.

A sponsor may take the form of an NPC of some influence or an organization. Each NPC will typically only elect to sponsor one Adventuring Company.

An organization may elect to sponsor more than one Adventuring Company.

An Adventuring Company should select a sponsor whose beliefs the characters align with. An Adventuring Company that performs actions, which conflict with the beliefs of the sponsor, may lose any in-game benefits.

PETITION FOR SPONSORSHIP

To request sponsorship, a group of adventurers must draft a Petition for Sponsorship. A petition for sponsorship should be an In Character document of no more than one page in length submitted to the Regional Administration.

Each Petition for Sponsorship must include five (5) characters of at least 3rd level interested in creating the Adventuring Company.

Petitions for Sponsorship will be reviewed by each sponsor and the Adventuring Company that best fits the interests of the sponsor will be selected.

BENEFITS

A character with membership in an Adventuring Company may gain some in-game benefits.

Each character in an Adventuring Company gains the following benefits:

- Favor of the Sponsor (reusable, once per adventure)
- Possible benefits per interactive
- Possible item access through play
- Other secret benefits

CONSTRAINTS

A player may only have one character in an Adventuring Company at any given time.

A character may resign from an Adventuring Company without penalty. The player must notify the Adventuring Company POC.

Each Adventuring Company must maintain a current roster of participants.

Each Adventuring Company must maintain five (5) members in order to maintain its sponsorship.
APPENDIX A – ADDITIONAL CHARACTER CREATION OPTIONS

OPTIONAL DOMAIN: CLERIC

In addition to the domains available in the PHB, you may also choose the domain of Protection as listed below.

Protection Domain

The gods of protection are gods of defensive strength, an unyielding force that guards against the forces of evil. Sometimes the god of protection is a martial deity, usually male, who stands as the ideal for sentinels and paladins. Other times they are a god of community, often female, who embodies the community’s cohesiveness and responsibility to protect and care for each other.

The Protector entrusts you with the strength and endurance to protect the innocent so that you can become a beacon of hope in a darkened world. You protect the weak from the wicked, and nothing stirs your righteous fury so much as witnessing harm brought to those your god calls you to protect. The most devoted and enlightened followers of the Protector are bulwarks of defense in a violent world. Many seek to take the fight to the enemy, delving into dungeons to root out threats before they can spread. On the edge of civilization, the Protector’s clerics organize defenses, train local militias, and bring justice to a lawless land.

Bonus Proficiency: When you choose this domain at 1st level, you gain proficiency with heavy armor.

Holy Guarding: Also starting a 1st level, when a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Divine Shelter: Starting at 2nd level, you can use your Channel Divinity to defend one of your allies. When a creature within 25 feet of you takes damage, you may use your reaction to reduce the damage the creature takes by 2d8. If you are at least 11th level, reduce the damage by 4d8 instead.

Blessing of the Protector: At 6th level, you can use your Channel Divinity to create a 30 foot burst of divine energy centered on you that removes the following conditions on all creatures within the burst: blinded, charmed, deafened, frightened, paralyzed, poisoned and stunned.

Sacred Defense: At 8th level, you and all allies within 30 feet of you gain a +1 bonus to saving throws. When you reach level 14, this bonus becomes +2.

Divine Resistance: At 17th level, you can use your action to allow you and your allies to gain resistance to one damage type for one minute.

Domain Spells: You always have the following spells prepared, provided you are able to cast cleric spells of the given level. They do not count against the number of spells you can prepare each day.

1st protection from evil and good, sanctuary
2nd aid, warding bond
3rd dispel magic, protection from energy
4th death ward, freedom of movement
5th dispel good and evil, raise dead

OPTIONAL OATHS: PALADIN

THE VALIANT OF MAYAHEINE

The last two decades have been good to the order since the arrival of their patroness in the Flanaess during the Greyhawk Wars. Once a mortal paladin of Pelor herself, the faithful of Mayaheine emerged for the most part from within the ranks of existing Pelorian knighthoods. Many who were considered too weak to serve by this orders found the Order of the Valiant welcoming them with open arms. Worshippers of the Shield Maiden tend to have a martial attitude, but are known for their unending optimism. The Valiant of the Shield Maiden tend to prefer bladed weapons, particularly the bastard sword. They always carry shields.

TENETS OF MAYAHEINE
1. The Shield Maiden does not judge others by their gender, but the valor of their hearts.
2. The Shield Maiden always protects the good, the downtrodden and the innocent.
3. Honor and honesty are the greatest defenses we have against the wicked.

OATH SPELLS

You gain oath spells at the paladin levels listed.

<table>
<thead>
<tr>
<th>Paladin Level</th>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td>3rd</td>
<td>Healing Word, Hellish Rebuke</td>
</tr>
<tr>
<td>5th</td>
<td>Hold Person, Warding Bond</td>
</tr>
<tr>
<td>9th</td>
<td>Beacon of Hope, Protection from Energy</td>
</tr>
<tr>
<td>13th</td>
<td>Fire Shield, Guardian of Faith</td>
</tr>
<tr>
<td>17th</td>
<td>Hallow, Hold Monster</td>
</tr>
</tbody>
</table>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Shield Maiden’s Grace. As a reaction, when you are hit with an attack, you can add your Charisma modifier to your armor class until the end of your next turn. This bonus would cause the attack to miss, you take no damage from the attack.

Shield of the Innocent. As a reaction, when a non-evil creature who is adjacent to you is targeted by an attack or about to be caught in the area of harmful spell effect, you may swap places with that creature. It takes no damage from an area spell, and any attack that would have resolved against the creature instead resolves against you. If the creature you are shielding...
was unconscious, you have advantage on your saving throw against the spell and any attacks that are now resolving against you are made with disadvantage.

**HEAL THE WEAK**
Starting at 7th level whenever you restore hit points to a creature, you heal double the normal amount if that creature has a level or challenge rating lower than yours.

**AURA OF GRACE**
Beginning at 15th level, all allies within 10 feet of you benefit from your Shield Maiden’s Grace when you use that feature. At 18th level, the area of this aura increases to 30 feet.

**BULWARK AGAINST EVIL**
At 20th level, as an action, you can take up a defensive stance to protect others from the onslaught of evil. For 1 minute, any hostile creature that can see you must make a Charisma saving throw against your Spell DC whenever it tries to target a creature other than you with an attack or cast a harmful spell that does not include you in its area of effect. If it fails the saving throw, its attacks must target you and it must change the direction of its spell such that you are caught in its area of effect. Once you use this feature, you can’t use it again until you finish a long rest.

**THE WHITE PALADINS OF MURLYND**
The White Paladins of Murlynd are the most esoteric holy warriors in all of the Flanaess, a narrow sect, existing outside of the standard traditions of Heironeous. They have an unquenchable curiosity for all things otherworldly and mechanical, and seek to use technology to aid the struggle against evil. They are non-conformists and trailblazers with a strong will, but also an equally strong sense of honor and justice. They usually wear a hodge-podge of strange self-crafted armor and clothing: foreign hats, odd breastplates, or shirts of chain in combination with leather breaches or pantaloons are common. All of the White Paladins incorporate the six-pointed star of Murlynd into their raiment. The most jealously guarded inventions of the White Paladins are called firebrands, remarkable (some think magical) devices that can fire small metallic balls with sufficient force to pierce flesh and penetrate hide at great distances.

**Tenets of Murlynd**
1. Talk slowly, think quickly.
2. Tomorrow is the most important thing in life. It’s perfect when it arrives and it puts itself in our hands. It hopes we’ve learnt something from yesterday.
3. Generally, you ain’t learnin’ nothing when your mouth’s a-jawin’.
4. Tellin’ a man to git lost and makin’ him do it are two entirely different propositions.
5. Courage is being scared to death - and saddling up anyway.

**Oath Spells**

**Paladin Level**  **Spells**

<table>
<thead>
<tr>
<th>Level</th>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td>3rd</td>
<td><em>Magic Missile, Shield</em></td>
</tr>
<tr>
<td>5th</td>
<td><em>Shatter, Heat Metal</em></td>
</tr>
<tr>
<td>9th</td>
<td><em>Dispel Magic, Counterspell</em></td>
</tr>
<tr>
<td>13th</td>
<td><em>Otiluke’s Resilient Sphere, Leomund’s Secret Chest</em></td>
</tr>
<tr>
<td>17th</td>
<td><em>Animate Objects, Contact Other Plane</em></td>
</tr>
</tbody>
</table>

**Channel Divinity**
When you take this oath at 3rd level, you gain the following two Channel Divinity options:

- **Arcane Insight.** As an action, you can activate any spell scroll you possess, even if that spell does not appear on your spell list or is of a higher level than you normally can cast. No Intelligence (arcana) check is required.

- **Piecemeal Patchwork.** As a bonus action you may activate the features of any additional piece of worn equipment you possess, those features lasting for 10 minutes. This is an exception to the general rule that in order to operate, items that are intended to be worn as pairs must be worn together, and that you can only benefit from one item of particular kind at a time. For example, you could not normally benefit from both a Cloak of Protection and a Cloak of Elvenkind, or one Boot of Speed and one Boot of Springing and Striding. However, Murlynd’s followers are known for piecing together individual parts to make a new whole. As a result, the paladin may benefit from wearing one boot from a set of Boots of Springing and Striding, and then use this feature to activate the powers from a one Boot of Speed.

**Replacement Fighting Style**
At third level, whatever fighting style you chose at 2nd level is lost and replaced with:

**Archery**
You gain a +2 bonus to attack rolls you make with ranged weapons.

In addition, any paladin spells or features that normally can be used with melee weapon attacks, can now only be used with ranged attacks.

**The Secret of the Firebrand**
Starting at 7th level, you may purchase any of the Firearms listed in the Renaissance Item table (see pages 267-268 of the Dungeon Master’s Guide), and you are considered proficient in their use. Any feat, spell or class feature that applies to use of other ranged weapons can be applied to the use of firearms you possess.

**Reverse Engineering**
Beginning at 15th level, you have learned to unlock the formulae of magic items in your possession. For one-half of the cost shown under Crafting Magic Items on
page 129 of the Dungeon Master's Guide, you may transfer any magical enchantment from one item to another. The time it takes to transfer a magical enchantment is as follows: Common: 2 days, Uncommon: 10 days, Rare: 50 days, Very Rare: 150 days, Legendary: 365 days. There are no additional lifestyle costs due while magic is being transferred.

LAST MAN STANDING
At 20th level, when all of your allies have died or been knocked unconscious in a battle against a major foe (DM’s discretion), you remain upright even after having been dealt mortal wounds. You do not fall unconscious at 0 hit points and do not die until you reach negative your hit point maximum or until your foe is defeated (whichever comes first.) While below 0 hit points, you cannot take reactions – the will of Murlynd is slow but implacable. You continue to make death saving throws as normal and if you fail three such saving throws, normal healing magic will not work on you – you are considered “dead” for purposes of such spells and can only be restored by magic that would return the dead to life. Once you use this feature, you can’t use it again until you have completed a long rest.

THE CRUSADERS OF PELOR
Pelorian paladins tend to be altruists and selfless crusaders, always willing to make great sacrifices to save the helpless. Paladins of Pelor are sworn foes of the undead, whose presence their religion finds anathema to all living things. They always honor the Sun God with a gold orb holy symbol worn somewhere on their person, usually emblazoned on chest-plates or shields. All paladins of Pelor wear a so- emblazoned inky black cloak on formal occasions or when engaging in a planned battle with the forces of darkness (such as a war). When so garbed, the Pelorians blend into the darkness, looking like floating suns charging into battle.

TENETS OF PELOR
1. In the deepest darkness, even the smallest light shines true. Anyone can be a hero if they are but given the chance.
2. Never back down before the forces of darkness and decay, the sun is always there even if you can’t see it.
3. Seek not power for your own sake: the sun doesn’t keep it’s warmth for itself but gives freely with all that it is.

OATH SPELLS
You gain oath spells at the paladin levels listed.

<table>
<thead>
<tr>
<th>Paladin Level</th>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td>3rd</td>
<td>Guiding Bolt, Healing Word</td>
</tr>
<tr>
<td>5th</td>
<td>Enhance Ability, Prayer of Healing</td>
</tr>
<tr>
<td>9th</td>
<td>Beacon of Hope, Mass Healing Word</td>
</tr>
<tr>
<td>13th</td>
<td>Divination, Wall of Fire</td>
</tr>
<tr>
<td>17th</td>
<td>Flame Strike, Mass Cure Wounds</td>
</tr>
</tbody>
</table>

CHANNEL DIVINITY
When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Disrupt Undead. As a bonus action, when you hit an undead creature with a weapon attack, you may disrupt its negative energy by channeling divine power into your assault. If, after you resolve the damage from your attack, the target has 25 hit points or fewer, it must make a Wisdom saving against your spell DC or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

Reveal the Hidden. As a bonus action, you emit a sudden burst of tangible light. All obscurement, natural and magical, is instantly negated in a 30 foot radius centered on you. Spells that create obscurement are immediately dispelled, and creatures that were hidden are suddenly evident until they hide again. Natural darkness returns at the end of your next turn as the light fades.

SCALDING FAITH OF THE SUN
Starting at 7th level, any time you deal radiant damage to an undead creature, it is treated as being vulnerable to that damage. If the target is already vulnerable to radiant damage, it takes triple damage instead of double from your radiant attacks. Your attacks ignore radiant immunity.

THE SUN SHINES ON US ALL
Beginning at 15th level, the effects of your Scalding Faith of the Sun feature affect allies within a 30 foot radius as well as you.

LET THE LIGHT GUIDE YOUR PATH
At 20th level, as an action, you can allow the light of Pelor to guide your actions. For 1 minute, your eyes are replaced by glowing motes of pure sunlight. You have advantage on all attacks against fiends or undead and you have truesight out to the range of your normal vision. Once you use this feature, you can’t use it again until you finish a long rest.

THE HERALDS OF RAO
Paladins of Rao place their faith in the concepts of peace and reason. Many believe that his adherents would rather die than lift a sword in anger, preferring to outwit or outmaneuver their foes by guile or magic. Although few in number, Raoan paladins are exceedingly formidable individuals chosen for both their martial abilities and their keen wisdom and intellect. They are excellent negotiators, diplomats, as well as nuanced tacticians and field commanders. While the image of the “man with the swordless scabbard” pervades their legends, Heralds of Rao are no fools to wander the wilds unarmed: they generally wear chainmail or leather armor and wield light, single-handed weapons such as shortswords and maces. They rarely wear helms and almost never carry shields. Serene, patrician figures, most possess spotless manners and erudition. Rao’s symbol, the white mask of serenity, is embroidered over their chests.
**Tenets of Rao**

1. The god of reason knows well that peace is rarely bought cheaply, but that it must often be won at the point of a sword and enforced through strength of arms. When conditions make discourse impossible, do not hesitate to use force to keep the peace.
2. Know your enemy. Learning their every vice and weakness, and use your knowledge to quell tumult and violence.
3. Calm is the father of wisdom – make decisions not from a fiery heart, but from a tranquil and detached place, free from emotional confusion.

**Oath Spells**

You gain oath spells at the paladin levels listed.

<table>
<thead>
<tr>
<th>Paladin Level</th>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td>3rd</td>
<td>Charm Person, Comprehend Languages</td>
</tr>
<tr>
<td>5th</td>
<td>Augury, Calm Emotions</td>
</tr>
<tr>
<td>9th</td>
<td>Clairvoyance, Sending</td>
</tr>
<tr>
<td>13th</td>
<td>Divination, Mordenkainen’s Private Sanctum</td>
</tr>
<tr>
<td>17th</td>
<td>Legend Lore, Scrying</td>
</tr>
</tbody>
</table>

**Channel Divinity**

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

**Calm the Many.** So long as you are not wearing heavy armor and do not have a weapon drawn, as an action, you can use the teachings of Rao to defuse a dangerous situation. Any creatures within 30’ feet of you must make a Charisma saving throw, with a difficulty equal to 8+ the better of your Charisma (Persuasion) or Wisdom (Religion), or have their attitude towards you and your allies improved by one (hostile creatures become indifferent, indifferent creatures become friendly). This effect lasts as long as you concentrate, or until any of the targets are attacked.

**Knowledge is Power.** As a bonus action, the paladin opens himself to the vast stores of knowledge of his patron. As a result, he gains insight into the inner workings of his foes. He instantly knows the alignment, maximum hit point total, armor class, saving throws, resistances, weaknesses and immunities of one target creature.

**Serenity**

Starting at 7th level, you may add your Wisdom modifier to your saving throw DC, spell attack modifier, and Aura of Protection, in addition to your Charisma modifier.

**Aura of Calm**

Beginning at 15th level, you emit an aura of wisdom, inner calm and sagacity. You and any allies within 30’ of you may draw upon your confidence to gain a bonus to any one d20 roll per turn, equal to your Wisdom modifier. This does not cost any actions and may be declared after you know the results of the die roll.

**The Gift of Foresight**

At 20th level, you may cast Foresight without using a spell-slot or any components. Once you use this feature, you can’t use it again until you finish a long rest.

**The Votaries of St. Cuthbert**

Paladins of St. Cuthbert are forthright and deliberate warriors who seek to apply the common sense and truth embodied in their god’s teachings while combating those who would deceive the good or injure the unenlightened. They emphasize practicality over honor or pride. Once a decision has been made, the Votary takes swift and efficient action. Votaries focus on living a lawful and orderly life, and place little value on wealth or titles: only forthrightness and perspicuity gain their admiration. St. Cuthbert’s paladins tend to be dour, sober folk, favoring drab clothing and heavy, practical armor with no filigree. The often-repaired (seldom replaced) armor frequently shows signs of battle, including dings and dents. Cuthbertines tend to have long facial hair and a common man’s taste for smoke and fermented drinks. They wear no other particular symbols and do not tend to offer other obvious displays of their association.

**Tenets of St. Cuthbert**

1. Protect the common folk from those who would use power and wealth to deny them the fruits of their labor.
2. If you beat your head against the wall it is your head which breaks and not the wall; don’t waste your efforts where they are of no value.
3. Teach others through your actions.
4. Fight against the forces of disorder and confusion that distract men’s minds and distort the truth.

**Oath Spells**

You gain oath spells at the paladin levels listed.

<table>
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<tr>
<th>Paladin Level</th>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td>3rd</td>
<td>Goodberry, Shillelagh</td>
</tr>
<tr>
<td>5th</td>
<td>Shatter, Spiritual Weapon</td>
</tr>
<tr>
<td>9th</td>
<td>Protection from Energy, Glyph of Warding</td>
</tr>
<tr>
<td>13th</td>
<td>Fabricate, Stone Shape</td>
</tr>
<tr>
<td>17th</td>
<td>Creation, Wall of Stone</td>
</tr>
</tbody>
</table>

**Channel Divinity**

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

**Practical Wisdom.** As a bonus action, you may grant a bonus equal to your Wisdom modifier to any untrained skill check or saving throw made by you or any friendly creature who can see and hear you.

**Simple Faith.** As an action, you can dispel any mind controlling effects in place on all creatures within 30’ of you. To successfully dispel an effect, make a spell attack against the saving throw DC of the caster. If the target under the mind controlling effect is a good aligned...
humanoid who is not considered nobility, you get advantage on this roll.

**Cuthbert’s Smite**
Starting at 7th level, all spells or features that you have which normally only work on evil, fiendish or celestial creatures also work on chaotic creatures as well. This includes the extra 1d8 damage that you deal with Divine Smite.

**Humble Heart**
You are immune to charm and compulsion effects.

**The God’s Will**
At 20th level, you are the embodiment of St. Cuthbert’s holy mission to thwart the machinations of Iuz the Evil One. You are instantly aware of the presence of any worshippers of Iuz within 100 feet, and cannot be surprised by them. In addition, all attacks you make against worshippers of Iuz are made with advantage, all saving throws they make against your spells are at disadvantage, all saving throws you make against their spells are at advantage, and all attacks they make against you are at disadvantage. You ignore all of their resistances and immunities.

More to Come:
Heironeous (Glory Axe)
Al’Akbar (Exalted One)
Azor’alq (Ascendant)
Pholtus (Inquisitor)
Allitur (Holy Judge)
Trithereon (Hound)
Hextor (Scourge)

**Optional Background: Shaman**
Creator: Sean McClellan

You grew up in the wilderness, amongst a tribe you called kin. While your brothers, sisters, and cousins would go out on hunting expeditions, you were called to study under the tribe’s high shaman, the eyes and ears of your gods. You were chosen to become the tribe’s next shaman, handpicked by the gods themselves. You can hear them whisper in your ears, see their faces in your dreams. Some would be driven mad by such things, but to you it is pleasant and comforting. You are never alone, for you walk with the gods.

**Skill Proficiencies:** Insight, Religion

**Tool Proficiencies:** Herbalism Kit

**Languages:** One of your choice of Abyssal, Celestial, Infernal, or Primordial

**Equipment:** A staff, a set of traveler’s clothes, an herbalism kit, and a belt pouch containing 10 gp

**Feature: Vision Quest**
As a shaman you have been given a vision quest by the gods, and it is your sacred duty to carry out their will until the quest has been completed. The exact nature of your vision quest depends on what gods you follow and the culture you are part of. It may be your duty to seek out a sacred text (assuming you can even read) or to travel to the cairn of an ancient tribal hero and commune with her spirit. For many shamans, a vision quest is less specific and more about seeing the world and learning all there is to know about it before returning home to enlighten the members of their tribes.

While you are on your vision quest, you are considered to be protected by the gods. Those who share a similar culture or religious belief with you will assist you in completing your vision quest. If you need supplies or seek shelter, they will accommodate you as best they can, supporting you and any companions or guardians at a modest lifestyle. However, there are also enemies of your gods, and they will see you as an opportunity to strike out, perhaps furthering the will of their gods.

Work with your DM to determine the nature of your vision quest and its impact on the campaign.

**Suggested Characteristics**
Shamans are more often found in the far reaches of the wilderness or amongst uncivilized humanoid and goblinoid tribes, where they often have power rivaling that of the tribe’s chieftain. Many shamans receive vision quests during their youths, sending them across the world in search of knowledge and enlightenment so that when they return home they can share the knowledge they acquired in the wider world with their kin. Unlike trained clerics, shamans tend to worship a pantheon of gods rather than a specific deity, although they do often favor one or two gods whose portfolios and ideals most closely match their own.

<table>
<thead>
<tr>
<th>d8</th>
<th>Personality Trait</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>I want to see as much of the wider world as I can before I return home to my people.</td>
</tr>
<tr>
<td>2</td>
<td>It is my duty to enlighten and educate those around me about the will of the gods.</td>
</tr>
<tr>
<td>3</td>
<td>I believe that everything that happens in this life is only to prepare us for the life hereafter.</td>
</tr>
<tr>
<td>4</td>
<td>The gods speak to me constantly, often distracting me from the words of the mortals around me.</td>
</tr>
<tr>
<td>5</td>
<td>I fear nothing; I am always with the gods.</td>
</tr>
<tr>
<td>6</td>
<td>I tend to speak in the chosen language of my gods rather than the language of mortals, switching tongues only when necessary.</td>
</tr>
<tr>
<td>7</td>
<td>I see omens and signs from the gods all around me, and do my best to help others see them too.</td>
</tr>
<tr>
<td>8</td>
<td>I have been chosen by the gods to serve as their eyes and ears. Those who do not respect my power by choice will respect it by force.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>d6</th>
<th>Ideal</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><strong>Community:</strong> Everything I do is for the good of my tribe and kin. (Lawful)</td>
</tr>
<tr>
<td>2</td>
<td><strong>Greater Good:</strong> My gifts and the knowledge I have gained are to be used to help as many children of the gods as possible, not for my own purpose. (Good)</td>
</tr>
<tr>
<td>3</td>
<td><strong>Power:</strong> The gods have blessed me with great power and their permission to use it as I see fit. (Evil)</td>
</tr>
<tr>
<td>4</td>
<td><strong>Enlightenment:</strong> I desire to learn all that I can, so that I may better serve the gods and my people. (Any)</td>
</tr>
<tr>
<td>5</td>
<td><strong>Change:</strong> The gods have plans for this world, ideas to make it a better place for all. It is our duty to help usher in this new era. (Chaotic)</td>
</tr>
</tbody>
</table>
Tradition: I, like so many, have been chosen by the gods to serve as their instrument. It is my duty to carry out their wishes to the best of my abilities. (Lawful)

<table>
<thead>
<tr>
<th>Bond</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>While I am tasked to complete my vision quest, I have taken it upon myself to help as many people as I can along the way.</td>
</tr>
<tr>
<td>2</td>
<td>The gods are the most important thing to me, then my kinsmen, no matter where I am in life or the world.</td>
</tr>
<tr>
<td>3</td>
<td>The voices of the gods have given me a great insight into the ways of the world and to a threat that I must be willing to stop, no matter the cost.</td>
</tr>
<tr>
<td>4</td>
<td>I owe my life to my tribe’s high shaman, as it was she that took me in and helped me hear the gods.</td>
</tr>
<tr>
<td>5</td>
<td>I will do anything to protect shrines to my gods and their children.</td>
</tr>
<tr>
<td>6</td>
<td>My only goal is to complete my vision quest so that I may return home to my people.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Flaw</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>I take far too much pleasure in what the wider world has to offer, and occasionally I ignore the voices of the gods to pursue material pleasure.</td>
</tr>
<tr>
<td>2</td>
<td>The gods speak to me, so why should I listen to the words of petty mortals?</td>
</tr>
<tr>
<td>3</td>
<td>I pity those who cannot hear the voices of the gods, and often hold them in contempt.</td>
</tr>
<tr>
<td>4</td>
<td>I am jealous and covetous and will not share the knowledge of the gods with anyone who does not meet my outrageous expectations.</td>
</tr>
<tr>
<td>5</td>
<td>I am slow to trust members of other races, tribes, and societies</td>
</tr>
<tr>
<td>6</td>
<td>I blindly trust those who claim that the gods speak to them, even if I risk endangering myself doing so.</td>
</tr>
</tbody>
</table>
**APPENDIX B – GREYHAWK REBORN DEITIES**

All PCS who cast divine spells *must* choose a deity; other PCs may choose not to take a deity. Divine casters must be within one step of their deity's alignment. Power levels, in order, are greater, intermediate, lesser, demi-god, and hero-deity.

Deities are divided by racial characteristic. Deities displayed in **bold-italic** are common in most areas and do not have to be taken by a character of that race. Deities shown in *italics* cannot be worshipped by PC Clerics, but are included for the sake of giving the players knowledge of various evil deities.

### Baklunish Pantheon

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<thead>
<tr>
<th>Name</th>
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<th>Spheres of Influence</th>
<th>Domains</th>
<th>Weapon</th>
<th>Sex</th>
</tr>
</thead>
<tbody>
<tr>
<td>Al'Akbar</td>
<td>LG</td>
<td>Lesser</td>
<td>Guardianship, Faithfulness, Dignity, Duty</td>
<td>Protection</td>
<td>Falchion</td>
<td>M</td>
</tr>
<tr>
<td>Al'Asran (Pelor)</td>
<td>NG</td>
<td>Greater</td>
<td>Sun, Light, Strength, Healing</td>
<td>Life, Light</td>
<td>Mace</td>
<td>M</td>
</tr>
<tr>
<td>Al'Zarad (Boccob)</td>
<td>N</td>
<td>Greater</td>
<td>Magic, Arcane Knowledge, Balance, Non-interference</td>
<td>Knowledge</td>
<td>Staff</td>
<td>M</td>
</tr>
<tr>
<td>Azor'alq</td>
<td>NG</td>
<td>Hero</td>
<td>Light, Purity, Courage, and Strength</td>
<td>Light</td>
<td>Scimitar</td>
<td>M</td>
</tr>
<tr>
<td>Daoud</td>
<td>N</td>
<td>Hero</td>
<td>Humility, Clarity, Immediacy</td>
<td>Knowledge</td>
<td>Quarterstaff</td>
<td>M</td>
</tr>
<tr>
<td>Istus</td>
<td>N</td>
<td>Greater</td>
<td>Fate, Destiny, Divination, Predestination, Future, Honesty</td>
<td>Knowledge</td>
<td>Net</td>
<td>F</td>
</tr>
<tr>
<td>Mouqol</td>
<td>N</td>
<td>Lesser</td>
<td>Trade, Negotiation, Ventures, Appraisal, and Reciprocity</td>
<td>Protection</td>
<td>Dagger</td>
<td>M</td>
</tr>
<tr>
<td>Xan Yae</td>
<td>N</td>
<td>Lesser</td>
<td>Twilight, Shadows, Stealth, and Mental Power</td>
<td>Trickery</td>
<td>Paired Falchions</td>
<td>F</td>
</tr>
<tr>
<td>Zuoken</td>
<td>N</td>
<td>Demi</td>
<td>Monks, Mental Powers, Physical and Mental Mastery</td>
<td>Protection</td>
<td>Unarmed Attack</td>
<td>M</td>
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</table>

**Cannot Be Worshipped**

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<th>Domains</th>
<th>Weapon</th>
<th>Sex</th>
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</thead>
<tbody>
<tr>
<td>Tharoth the Reaper</td>
<td>NE</td>
<td>Greater</td>
<td>Death, Darkness, Murder, The Underworld</td>
<td>Death</td>
<td>Scythe</td>
<td>M</td>
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### Dwarven Pantheon

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<tr>
<td>Abbathor</td>
<td>NE</td>
<td>Inter</td>
<td>Greed</td>
<td>Trickery</td>
<td>Dagger</td>
<td>M</td>
</tr>
<tr>
<td>Berronar Truesilver</td>
<td>LG</td>
<td>Inter</td>
<td>Safety, Truth, Home, Healing</td>
<td>Protection, Life</td>
<td>Mace</td>
<td>F</td>
</tr>
<tr>
<td>Clangeddin Silverbeard</td>
<td>LG</td>
<td>Inter</td>
<td>Battle, War</td>
<td>War</td>
<td>Battleaxe</td>
<td>M</td>
</tr>
<tr>
<td>Dugmaren Brightmantle</td>
<td>CG (NG)</td>
<td>Lesser</td>
<td>Scholarship, Discovery, Invention</td>
<td>Knowledge, Light</td>
<td>Short Sword</td>
<td>M</td>
</tr>
<tr>
<td>Dumathoin</td>
<td>N</td>
<td>Inter</td>
<td>Mining, Exploration</td>
<td>Light, Nature</td>
<td>Warhammer</td>
<td>M</td>
</tr>
<tr>
<td>Gendwar Argrim</td>
<td>LN</td>
<td>Hero</td>
<td>Fatalism and Obsession</td>
<td>War</td>
<td>Dwarven Battleaxe</td>
<td>M</td>
</tr>
<tr>
<td>Moradin</td>
<td>LG</td>
<td>Greater</td>
<td>Dwarves, Smithing, Engineering, Creation, War</td>
<td>Knowledge, War, Protection</td>
<td>Warhammer</td>
<td>M</td>
</tr>
<tr>
<td>Muamman Duathal</td>
<td>NG</td>
<td>Lesser</td>
<td>Wanderers and Expatriates</td>
<td>Protection</td>
<td>Mace</td>
<td>M</td>
</tr>
<tr>
<td>Vergadain</td>
<td>N</td>
<td>Inter</td>
<td>Wealth and Luck</td>
<td>Trickery</td>
<td>Long Sword</td>
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# Elven Pantheon

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</thead>
<tbody>
<tr>
<td>Aerodie Faenya</td>
<td>CG (CN)</td>
<td>Lesser</td>
<td>Air, Weather, Avians, Rain, Fertility</td>
<td>Tempest</td>
<td>Staff</td>
<td>F</td>
</tr>
<tr>
<td><em>Corellon Larethian</em></td>
<td>CG</td>
<td>Greater</td>
<td>Elves, Magic, Music, Arts &amp; Crafts, War</td>
<td>Light, Knowledge, War</td>
<td>Longsword or Longbow</td>
<td>M</td>
</tr>
<tr>
<td>Deep Sashelas</td>
<td>CG</td>
<td>Inter</td>
<td>Aquatic Elves, Oceans</td>
<td>Nature, Tempest, Protection</td>
<td>Trident</td>
<td>M</td>
</tr>
<tr>
<td>Ereven Ilesere</td>
<td>CN</td>
<td>Inter</td>
<td>Mischief, Change, Rogues</td>
<td>Trickery</td>
<td>Short sword</td>
<td>M</td>
</tr>
<tr>
<td>Fenmarel Mestarine</td>
<td>CN (CG)</td>
<td>Lesser</td>
<td>Wild Elves, Outcasts, Scapegoats, Isolation</td>
<td>Trickery</td>
<td>Dagger</td>
<td>M</td>
</tr>
<tr>
<td>Gadhelyn</td>
<td>CN</td>
<td>Hero</td>
<td>Independence, Outlawry, Feasting, Hunting</td>
<td>Protection, Nature</td>
<td>Longbow</td>
<td>M</td>
</tr>
<tr>
<td>Hanali Celanil</td>
<td>CG</td>
<td>Inter</td>
<td>Love, Romance, Beauty, Fine Art</td>
<td>Protector</td>
<td>Dagger</td>
<td>F</td>
</tr>
<tr>
<td>Labelas Enoreth</td>
<td>CG</td>
<td>Inter</td>
<td>Time, Longevity, History</td>
<td>Knowledge</td>
<td>Staff</td>
<td>M</td>
</tr>
<tr>
<td>Sehanine Moonbow</td>
<td>CG (NG)</td>
<td>Inter</td>
<td>Mysticism, Dreams, Far Journeys, Death, Full Moons, Transcendence</td>
<td>Knowledge, Death</td>
<td>Quarterstaff</td>
<td>F</td>
</tr>
<tr>
<td>Solonath Thelandira</td>
<td>CG</td>
<td>Inter</td>
<td>Archery, Hunting, Wilderness Survival</td>
<td>War, Tempest, Nature</td>
<td>Long Bow</td>
<td>M</td>
</tr>
<tr>
<td>Ye'Cind</td>
<td>CG</td>
<td>Demi</td>
<td>Music, Magical Songs</td>
<td>Knowledge</td>
<td>Long Sword</td>
<td>M</td>
</tr>
</tbody>
</table>

# Flan Pantheon

<table>
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<tr>
<th>Name</th>
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<th>Domains</th>
<th>Weapon</th>
<th>Sex</th>
</tr>
</thead>
<tbody>
<tr>
<td>Allitur</td>
<td>LG (N)</td>
<td>Lesser</td>
<td>Ethics, Propriety</td>
<td>Light</td>
<td>Spear</td>
<td>M</td>
</tr>
<tr>
<td>Berei</td>
<td>NG</td>
<td>Lesser</td>
<td>Home, Family, Agriculture</td>
<td>Protection</td>
<td>Sickle</td>
<td>F</td>
</tr>
<tr>
<td>Earth Dragon</td>
<td>LE</td>
<td>Demi</td>
<td>Earth, Weather, Hidden Treasure</td>
<td>Protection, Tempest</td>
<td>Pick</td>
<td>n/a</td>
</tr>
<tr>
<td>Ehlonna</td>
<td>NG</td>
<td>Lesser</td>
<td>Forests, Flowers, Meadows</td>
<td>Life, Nature</td>
<td>Long Bow</td>
<td>F</td>
</tr>
<tr>
<td>Mayahene</td>
<td>LG</td>
<td>Demi</td>
<td>Protection, Justice, Valor</td>
<td>Protection, War</td>
<td>Bastard Sword</td>
<td>F</td>
</tr>
<tr>
<td>Myhriss</td>
<td>NG</td>
<td>Lesser</td>
<td>Love, Beauty, Romance</td>
<td>Protection</td>
<td>Shortbow or Whip</td>
<td>F</td>
</tr>
<tr>
<td>Pelor</td>
<td>NG</td>
<td>Greater</td>
<td>Sun, Strength, Light, Healing</td>
<td>Life, Light</td>
<td>Mace (any)</td>
<td>M</td>
</tr>
<tr>
<td>Rao</td>
<td>LG</td>
<td>Greater</td>
<td>Peace, Reason, Serenity</td>
<td>Knowledge</td>
<td>Lt. Mace</td>
<td>M</td>
</tr>
<tr>
<td>Red Fox</td>
<td>CG</td>
<td>Lesser</td>
<td>Crafts, Thievery</td>
<td>Trickery</td>
<td>Dagger</td>
<td>M</td>
</tr>
<tr>
<td>Vathris</td>
<td>LN</td>
<td>Hero</td>
<td>Anguish, Lost Causes, Revenge</td>
<td>War</td>
<td>Longspear</td>
<td>M</td>
</tr>
<tr>
<td>Zodal</td>
<td>NG</td>
<td>Lesser</td>
<td>Mercy, Home, Benevolence</td>
<td>Protection</td>
<td>Unarmed strike</td>
<td>M</td>
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### Cannot Be Worshipped

<table>
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<tr>
<th>Name</th>
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<th>Domains</th>
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<th>Sex</th>
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</thead>
<tbody>
<tr>
<td>Kyuss</td>
<td>NE</td>
<td>Hero</td>
<td>Creation &amp; Mastery of the Undead</td>
<td>Death</td>
<td>Club</td>
<td>M</td>
</tr>
<tr>
<td>Nerull</td>
<td>NE</td>
<td>Greater</td>
<td>Death, Darkness, Murder, The Underworld</td>
<td>Death</td>
<td>Scythe</td>
<td>M</td>
</tr>
<tr>
<td>Vecna</td>
<td>NE</td>
<td>Lesser</td>
<td>Destruction, Evil Secrets, Magic, Hidden Knowledge, Intrigue</td>
<td>Knowledge, War</td>
<td>Dagger</td>
<td>M</td>
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### Gnome Pantheon

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<th>Weapon</th>
<th>Sex</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baervan Wildwanderer</td>
<td>NG</td>
<td>Inter</td>
<td>Forests, Nature, Travel</td>
<td>Trickery, Nature</td>
<td>Spear</td>
<td>M</td>
</tr>
<tr>
<td>Baravar Cloakshadow</td>
<td>NG (N)</td>
<td>Lesser</td>
<td>Illusions, Protection, Deception</td>
<td>Protection, Trickery</td>
<td>Dagger</td>
<td>M</td>
</tr>
<tr>
<td>Calladuran Smoothhand</td>
<td>N (NG)</td>
<td>Inter</td>
<td>Svirfneblin, Protection, Earth, Mining</td>
<td>Life, Protection</td>
<td>Greataxxe</td>
<td>M</td>
</tr>
<tr>
<td>Flandal Steelskin</td>
<td>NG</td>
<td>Inter</td>
<td>Mining, Smithing, Fitness</td>
<td>Light</td>
<td>Warhammer</td>
<td>M</td>
</tr>
<tr>
<td>Gaerdal Ironhand</td>
<td>LG (LN)</td>
<td>Lesser</td>
<td>Protection, Vigilance, Combat</td>
<td>Protection, War</td>
<td>Warhammer</td>
<td>M</td>
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<tr>
<td><strong>Garl Glittergold</strong></td>
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<td>Greater</td>
<td>Protection, Humor, Trickery, Gemcutting, Smithing</td>
<td>Protection, Trickery</td>
<td>Axe (any)</td>
<td>M</td>
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<tr>
<td>Nebelun</td>
<td>CG</td>
<td>Lesser</td>
<td>Inventions, Good luck</td>
<td>Knowledge</td>
<td>Mace</td>
<td>M</td>
</tr>
<tr>
<td>Segojan Earthcaller</td>
<td>NG</td>
<td>Inter</td>
<td>Earth, Nature</td>
<td>Tempest, Nature</td>
<td>Mace</td>
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#### Cannot Be Worshipped

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<tr>
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<th>Sex</th>
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<tbody>
<tr>
<td>Gelf Darkhearth</td>
<td>CN</td>
<td>Inter</td>
<td>Entropy, Revenge</td>
<td>Death</td>
<td>Warhammer</td>
<td>M</td>
</tr>
<tr>
<td>Roykyn</td>
<td>NE</td>
<td>Hero</td>
<td>Cruelty</td>
<td>Trickery</td>
<td>Spiked Gauntlet</td>
<td>F</td>
</tr>
<tr>
<td>Urdlen</td>
<td>CE</td>
<td>Inter</td>
<td>Greed, Bloodlust, Evil, Hatred, Blind Destruction</td>
<td>War</td>
<td>Spiked Gauntlet</td>
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### Halfling Pantheon

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<tbody>
<tr>
<td>Arvoreen</td>
<td>LG</td>
<td>Inter</td>
<td>Protection, Vigilance, War</td>
<td>Protection, War</td>
<td>Any silvered</td>
<td>M</td>
</tr>
<tr>
<td>Brandobaris</td>
<td>N</td>
<td>Lesser</td>
<td>Stealth, Thieves, Adventuring</td>
<td>Trickery</td>
<td>Short Sword</td>
<td>M</td>
</tr>
<tr>
<td>Charmalaine</td>
<td>N</td>
<td>Hero</td>
<td>Keen Senses, Narrow Escapes</td>
<td>Protection</td>
<td>Mace</td>
<td>F</td>
</tr>
<tr>
<td>Cyrollalee</td>
<td>LG</td>
<td>Inter</td>
<td>Friendship, Trust, Home</td>
<td>Protection</td>
<td>Club</td>
<td>F</td>
</tr>
<tr>
<td><strong>Yondalla</strong></td>
<td>LG</td>
<td>Greater</td>
<td>Halflings, Protection, Fertility</td>
<td>Protection, Life</td>
<td>Sword, any</td>
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#### Cannot Be Worshipped

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<tr>
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</thead>
<tbody>
<tr>
<td>Urogalan</td>
<td>N (LN)</td>
<td>Demi</td>
<td>Earth, Death, Protection of the Dead</td>
<td>Death</td>
<td>Flail</td>
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Oeridian Pantheon

<table>
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<tr>
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<td>NG</td>
<td>Lesser</td>
<td>Spring, East Wind, Renewal</td>
<td>Life, Nature</td>
<td>Sling</td>
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<tr>
<td>Bleredd</td>
<td>N</td>
<td>Lesser</td>
<td>Metal, Mines, Smiths</td>
<td>Light</td>
<td>Warhammer</td>
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<tr>
<td>Celestian</td>
<td>N(G)</td>
<td>Inter</td>
<td>Astronomy, Stars, Space, Wanderers</td>
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<td>Spear</td>
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<td>Cyndor</td>
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<td>Time, Continuity, Infinity</td>
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<td>Sling</td>
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<tr>
<td>Daern</td>
<td>LN</td>
<td>Hero</td>
<td>Defenses, Fortifications</td>
<td>Protection</td>
<td>Shortspair</td>
<td>F</td>
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<tr>
<td>Delleb</td>
<td>LG</td>
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<td>Reason, Intellect, Study</td>
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<td>Saber</td>
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<tr>
<td>Heironeous</td>
<td>LG</td>
<td>Inter</td>
<td>Chivalry, Honor, Justice, Valor, War,</td>
<td>Protector, War</td>
<td>Battleaxe or Longsword</td>
<td>M</td>
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<tr>
<td>Johydee</td>
<td>NG</td>
<td>Hero</td>
<td>Deception, Espionage, Protection</td>
<td>Trickery</td>
<td>Short Sword</td>
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<td>Kurell</td>
<td>CN</td>
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<td>Jealousy, Revenge, Theft</td>
<td>Trickery</td>
<td>Short Sword</td>
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<tr>
<td>Kuroth</td>
<td>CN</td>
<td>Hero</td>
<td>Theft, Treasure-Finding</td>
<td>Trickery</td>
<td>Dagger</td>
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<tr>
<td>Lirr</td>
<td>CG</td>
<td>Lesser</td>
<td>Prose, Poetry, Literature, Art</td>
<td>Knowledge</td>
<td>Rapier or Shortspair</td>
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<tr>
<td>Merikka</td>
<td>LG</td>
<td>Demi</td>
<td>Farming, Agriculture, Home</td>
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<td>Sickle</td>
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<tr>
<td>Murllynd</td>
<td>LG</td>
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<td>Magical Technology</td>
<td>Knowledge</td>
<td>Longsword</td>
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<tr>
<td>Olidammara</td>
<td>CN</td>
<td>Inter</td>
<td>Music, Revelry, Roguery, Wine</td>
<td>Trickery</td>
<td>Rapier</td>
<td>M</td>
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<tr>
<td>Pholtus</td>
<td>LG (N)</td>
<td>Inter</td>
<td>Light, Resolution, Law, Order, Inflexibility, Sun, Moons</td>
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<td>Staff</td>
<td>M</td>
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<tr>
<td>Procan</td>
<td>CN</td>
<td>Inter</td>
<td>Oceans, Seas, Salt, Sea life, Weather, Navigation</td>
<td>Tempest, Nature</td>
<td>Trident</td>
<td>M</td>
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<tr>
<td>Rudd</td>
<td>CN(G)</td>
<td>Demi</td>
<td>Chance, Good luck, Skill</td>
<td>Trickery</td>
<td>Rapier, Stiletto, or Shortbow</td>
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<tr>
<td>Sol (Pelor)</td>
<td>NG</td>
<td>Greater</td>
<td>Sun, Strength, Light, Healing</td>
<td>Life, Light</td>
<td>Mace (any)</td>
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<td>Sotillion</td>
<td>CG(N)</td>
<td>Lesser</td>
<td>Summer, South wind, Ease, Comfort</td>
<td>Tempest, Nature</td>
<td>Sickle</td>
<td>F</td>
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<td>Stern Alia</td>
<td>LN</td>
<td>Demi</td>
<td>Oeridian Culture, Law, Motherhood</td>
<td>Protection</td>
<td>Long Bow or Mace</td>
<td>F</td>
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<tr>
<td>Telchur</td>
<td>CN</td>
<td>Lesser</td>
<td>Winger, North wind, Cold</td>
<td>Tempest, Nature</td>
<td>Shortspair</td>
<td>M</td>
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<tr>
<td>Velnius</td>
<td>N(G)</td>
<td>Lesser</td>
<td>Sky, Weather</td>
<td>Tempest, Spear</td>
<td>M</td>
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<tr>
<td>Wenta</td>
<td>CG</td>
<td>Lesser</td>
<td>Autumn, West Wind, Harvest, Brewing</td>
<td>Life, Nature</td>
<td>Club</td>
<td>F</td>
</tr>
<tr>
<td>Zilchus</td>
<td>LN</td>
<td>Inter</td>
<td>Power, Prestige, Influence, Money, Business</td>
<td>Protection</td>
<td>Dagger</td>
<td>M</td>
</tr>
</tbody>
</table>

**Cannot Be Worshipped**

| Erythnul        | CE    | Inter | Hate, Envy, Malice, Panic, Ugliness, Slaughter | War          | Mace | M   |
| Hextor          | LE    | Inter | War, Discord, Massacres, Conflict, Fitness, Tyranny | War          | Any* | M   |
# Suloise Pantheon

<table>
<thead>
<tr>
<th>Name</th>
<th>Align</th>
<th>Power</th>
<th>Spheres of Influence</th>
<th>Domains</th>
<th>Weapon</th>
<th>Sex</th>
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<tbody>
<tr>
<td>Beltar</td>
<td>CE (CN)</td>
<td>Lesser</td>
<td>Malice, Caves, Pits</td>
<td>War</td>
<td>Spiked Gauntlet</td>
<td>F</td>
</tr>
<tr>
<td>Dalt</td>
<td>CG</td>
<td>Lesser</td>
<td>Portals, Doors, Enclosures, Locks, Keys</td>
<td>Trickery</td>
<td>Dagger</td>
<td>M</td>
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<tr>
<td>Fortubo</td>
<td>LG (N)</td>
<td>Lesser</td>
<td>Stone, Metals, Mountains, Guardianship</td>
<td>Protection</td>
<td>Warhammer</td>
<td>M</td>
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<tr>
<td>Jascar</td>
<td>LG</td>
<td>Lesser</td>
<td>Hills, Mountains</td>
<td>Protection</td>
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<td><strong>Kord</strong></td>
<td>CG</td>
<td>Inter</td>
<td>Athletics, Sports, Brawling, Strength, Courage</td>
<td>Tempest, War</td>
<td>Greatsword</td>
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<td>Lendor</td>
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<td>Time, Tedium, Patience, Study</td>
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<td><strong>Lydia</strong></td>
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<td>Music, Knowledge, Daylight</td>
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<td>Spear</td>
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<td>Norebo</td>
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<td>Luck, Gambling, Risk</td>
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<td>Dagger</td>
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<tr>
<td>Osprem</td>
<td>LN</td>
<td>Lesser</td>
<td>Sea Voyages, Ships, Sailors</td>
<td>Protection, Tempest</td>
<td>Trident</td>
<td>F</td>
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<tr>
<td>Phaulkon</td>
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<td>Lesser</td>
<td>Air, Winds, Clouds, Birds, Archery</td>
<td>Tempest, Nature</td>
<td>Bow (Long or Short)</td>
<td>M</td>
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<td>Phyton</td>
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<td>Lesser</td>
<td>Nature, Beauty, Farming</td>
<td>Light, Nature</td>
<td>Scimitar</td>
<td>M</td>
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<td>Pyremius</td>
<td>NE</td>
<td>Lesser</td>
<td>Assassins, Fire, Poison, Murder</td>
<td>War</td>
<td>Longsword or Whip</td>
<td>M</td>
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<td>Syrul</td>
<td>NE (LE)</td>
<td>Lesser</td>
<td>Lies, Deceit, Treachery, False Promises</td>
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<td>Dagger</td>
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<tr>
<td>Vatun</td>
<td>CN</td>
<td>Lesser</td>
<td>Northern Barbarians, Gold, Winter, Arctic Beasts</td>
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<td>Battleaxe</td>
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<td>Wee Jas</td>
<td>LN (E)</td>
<td>Greater</td>
<td>Magic, Death, Vanity (love), Law</td>
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<tr>
<td>Xerbo</td>
<td>N</td>
<td>Lesser</td>
<td>The Sea, Sailing, Money, Business</td>
<td>Tempest</td>
<td>Trident</td>
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# Common or Unknown Origins

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<tr>
<td>Bahamut</td>
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<td>Good Dragons</td>
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<tr>
<td><strong>Boccob</strong></td>
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<td>Magic, Arcane Knowledge, Balance, Non-interference</td>
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<td>Staff</td>
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<td>Joramy</td>
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<td>Lesser</td>
<td>Fire, Volcanoes, Wrath, Anger, Quarrels</td>
<td>Tempest, War</td>
<td>Staff</td>
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<tr>
<td>Kelanen</td>
<td>N</td>
<td>Demi</td>
<td>Swords, Sword skill, Balance</td>
<td>War</td>
<td>Any Sword</td>
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<td>St. Cuthbert</td>
<td>LG (N)</td>
<td>Inter</td>
<td>Wisdom, Zeal, Common sense, Honesty, Truth, Discipline</td>
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<td>Trithereon</td>
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<td>Individuality, Liberty, Retribution, Self-defense</td>
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<td>Ulaa</td>
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<td>Hills, Mountains, Gemstones</td>
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<td>Warhammer</td>
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<tr>
<td>Zagyg</td>
<td>CN</td>
<td>Demi</td>
<td>Humor, Occult studies, Eccentricity, Unpredictability</td>
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<td>Club</td>
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## Cannot Be Worshipped

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<td>Kuo-toas</td>
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<td>Grolantor</td>
<td>CE</td>
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<td>Hills Giants, War</td>
<td>War</td>
<td>Club</td>
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<td>Gruumsh</td>
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<td>Orcs, Storms, War</td>
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<td>Troglydotes, Hunger</td>
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<td>Magluhiyet</td>
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<td>Goblinoids, War</td>
<td>War</td>
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<td>Ralishaz</td>
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<td>Inter</td>
<td>Sahuagin, God of the Hunt</td>
<td>Nature, Tempest</td>
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<td>Heavy pick or bite</td>
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</table>
Appendix C – Join the GHR Team!

Do you enjoy playing Greyhawk Reborn? Did you just discover us and want to see Greyhawk Reborn in your area? Do you want to make a difference in the world of Greyhawk? If you're interested in what we are doing and want to see us expand, take a look below to see how you can help us improve and shape the Greyhawk experience for our deep-rooted Greyhawk enthusiasts and the newly introduced Greyhawk fans!

Authors/DMs

Greyhawk Reborn's distinct experience of the author as the DM provides a unique flexibility to adventures. Consequently, authors must be willing to create adventures and then run them at gaming community gatherings like game days and conventions. Authors work with the Regional Leads to create adventures that effect Greyhawk Reborn's story. At this time, the most developed regions currently in play are the Hold of the Sea Princes and Keoland. We are currently accepting petitions for areas within these developed regions. Authors interested in different regions should see Specific Area Organizations.

Artists

The addition of art to the campaign provides a strong visual to the creative world of Greyhawk. Artists should have experience in graphic design, conceptual design and/or geographical design. While we intend to stay true to the Greyhawk setting, as Flanaess is rebuilt, it needs new, updated representations of maps and cartography, renderings of monsters and NPCs, and icons of Greyhawk heraldry.

Editors

With great authorship, comes great editors. Editors review, edit, modify, consolidate and format across the various written documents of the campaign. They get a sneak peak of new adventures, get to work on supporting documents to improve the campaign integrity, and provide the service of improving each document to provide an incredible play experience for players and a simple, efficient document for DMs.

Campaign Group Organizers

We expect many of the old Living Greyhawk organizations still exist while new organizations are developing. Campaign Group Organizers (CGOs) assist in developing a Campaign Group by managing it and acting as a point-of-contact for the group as it develops and expands. One new and exciting feature to the Greyhawk Reborn's Campaign Groups is their focus on role-play to immerse players into the PCs world. Currently, a small list of Campaign Groups exist, including guilds, religious groups, military groups and political groups within each region of the campaign with new Campaign Groups being introduced via story.

Specific Area Organizations

Specific Area Organizations (SAOs) are a vital part of Greyhawk's return to fame. SAOs are a group of people (4-8) in a real-world, geographical area that develop a specific location in Greyhawk. The group is responsible for creating story lines, writing adventures, running adventures, developing regional groups, and organizing events where Greyhawk Reborn is run for players. The group works with the GHR Leads to preserve campaign continuity across all regions. The specific location to be developed in Greyhawk can range from one specific town and surrounding area to a large area such as a province or even a small country. The GHR Leads approve an area based on the in-game location, the geographical location, the number of SAOs offering to organize and the available player base. Feel free to contact the GHR Leads to petition for a particular location.

Getting Involved

Do you want to be part of the Greyhawk Reborn experience? Please contact us at greyhawkreborn@comcast.net with the following information to introduce yourself!

- A brief introduction of yourself including where you are living and your gaming background.
- In which position(s) listed above are you interested in helping to shape Greyhawk Reborn? Why?
- Provide samples/commendations of any previous experience with writing, organization, development, and/or art.

Expect an email from one of the GHR Leads that will introduce himself or herself and work with you one-on-one through the “Getting Involved” process. During that time, we will get to know you and your skills and give you specialized instruction based on your position(s) of choice!

Do you have something specific in mind that you can offer that is not listed above? We are interested in hearing from you! Send us an email to greyhawkreborn@comcast.net with the bulleted information listed above and tell us about your ideas!