

Greyhawk Reborn

Campaign Groups

CAMPAIGN GROUPS

Campaign Groups (or CGs) are a way that players and their characters can be a part of a faction in the world of Greyhawk. There are many factions that you could join - organized churches, knighthoods, arcane brotherhoods, thieves' guilds, and adventuring companies.

Campaign Groups in Greyhawk Reborn can be of several sources. Many CGs, such as the Knights of the Watch, the Dreadwalkers, and the Old Faith are groups with deep roots in Greyhawk lore and canon. Other CGs, such as the Olwythi, the Guardians of the Highlands, and the New Silverdeep were a part of the Living Greyhawk campaign and have been adapted for Greyhawk Reborn. Some, such as the Brazen Blades, the followers of Sir Kinth, and Thieves Guilds have been created specifically for Greyhawk Reborn. Yet others we expect to be created and driven by you, our players (with collaboration by our admins), creating player-driven content that makes Greyhawk Reborn richer and more immersive

These Campaign Groups are meant to provide another layer of depth to the Greyhawk Reborn experience. It provides opportunities for players to benefit from being part of organizations that are larger than themselves. These organizations have deeper motivations that the player's actions might help to further. Certain adventures might feature extra missions, special encounters or differing objectives for certain Campaign Groups. Special adventures, call Special Missions can be requested from Campaign Staff when members of a Campaign Group all want to get together for a particular reason. Teamwork Campaign Cards benefit all members of a specific Campaign Group that are sitting at a table together.

Campaign groups will have subtypes to them. They may be an **Academic**, **Adventuring Company**, **Covert**, **Military**, **Political**, or **Religious**, and **Social** organizations. A character can belong to multiple Campaign Groups. None of those campaign groups can share a subtype.

Academic organizations focus on the gathering of knowledge. This may be specific knowledge, like a brotherhood of wizards gathering arcane knowledge. It might also be people who gather knowledge for broader purpose, like members of the Library of Greyhawk.

Adventuring Companies are small bands of adventurers that don't have official sanctioned backing. They are often small, with a few dozen members at most. Usually, these groups are made of friends, or at least, people that share a common shared interest in a region

Covert organizations share common purpose. This may be a group of thieves, assassins, unsanctioned treasure hunters, or rogue members of another official organization.

Military organizations are bands of warriors and soldiers. These groups are bound by duty, oaths and loyalty. They might not always get along personally, but they do share common core beliefs about their conduct.

Political organizations all share common goals when dealing with the different political groups in a region. These groups might help influence politics directly, or inspire political change through a variety of subtler means.

Religious organizations are ones backed by a church or faith. These include not only the priests, but the warriors, lay people, and other attendants of the organization that help it function on a day to day basis.

Social organizations exist purely for comradery. They are generally small groups of like minded folks that exist for networking purposes or to share ideas with relatively limited goals. A

character can belong to more than one Social organization. This is an exception to the rule that any Campaign Groups the character belongs in may not contain the same keyword.

Campaign Groups can have multiple keywords that help define it. In Gran March, the Knights Of The Watch are both a **Military** and **Political** organization. While the Knights Of The Remnant in Bissel are just a **Military** group, since they have no political influence. Meanwhile, the Farises of Ekbir are a **Military, Political, and Religious** group since they are a state sponsored knighthood dedicated to Al'Akbar.

JOINING A CAMPAIGN GROUP

Each Campaign Group is going to have different restrictions or requirements about how you may join the group. Please look over the Campaign Group ahead of time to see what those requirements are. Once you meet those requirements, please contact the Campaign Group's Point of Contact or a member of the Campaign Staff and you will be given a tracking sheet to help in tracking your progress through the group.

RENOWN

Over the course of your character's adventures, they will accumulate Renown. Renown can be gained from two different ways. It can be awarded by the organization directly for participating in certain adventures. It can also be gained by trading in Favors you receive from AR's.

When your character gains Renown in an adventure, it will be marked on the AR, accordingly. If you would like to trade in Favors from prominent NPCs for Renown. If you are going to trade in a Favor from a relevant NPC who has connections to the organization, their Favors can be counted as Renown. Please consult the chart below to see how much Renown each Favor is worth.

Renown for Favors

| Favor Type | Connected |
|------------|-----------|
| A | 2 |
| B | 1 |
| C | 1 |
| D | 0 |

USING RENOWN

As characters gain Renown with their Campaign Groups, they may spend it on a variety of benefits and abilities known as Perks. They may also spend Adventuring Days on different activities as they become available. When you would like to gain the benefit of Renown, you spend the appropriate Renown from your tracking sheet.

Each Campaign group has one Specialty, two Hindrances, and four Standard Perks. Specialties cost half the listed Renown when spent. Hindrances cost twice as much as the listed cost. Standard perks are listed at cost. Each Campaign Group must choose these Specialties, Hindrances, and Standard Perks upon creation and approval by Campaign staff. These abilities are listed below.

DOWNTIME ACTIVITIES

You may take the following downtime activities based on your rank. Your standing in the organization will allow you access to different resources you may need to complete these tasks. For example, Clan Deepholm may allow you to craft your own suit of plate armor, but the organization restricts its forges to members of Clansmen (Rank 2). The following Downtime Activities can be used by anyone belonging to an organization sharing one of these keywords. All of the Campaign groups provide the **Training** (Player's Handbook, pg 187) Rank 1, Downtime activity in addition to the ones below.

Covert

Sowing Rumors (Dungeon Master's Guide, pg 130) Rank 1

Political

Building A Stronghold (Dungeon Master's Guide, pg 128) Rank 4

Religious

Performing Sacred Rites (Dungeon Master's Guide, pg 129) Rank 2

Social

Running a Business (Dungeon Master's Guide, pg 129) Rank 3

PERKS

Lesser Alchemy. Your organization has given you a *Potion of healing*. This perk can be purchased multiple times. **1 Renown**

Alchemy. Your organization can sell you potions of uncommon (150 gp) or common quality (75 gp). Up to three such potions can be bought at the time you gain the benefits of this perk. You may gain this Perk more than once. **2 Renown**

Artifact. Your organization has access to certain magic items outside of the usual. You can purchase this item for the listed Treasure Points. Campaign staff will approve the item and set the Treasure Point cost for the item. **10 Renown**

Arcane Library. When in the same region as your organization, you may spend twice the amount of AD to scribe spells into a spellbook. If you do, you can scribe any spell in the PHB for free. This perk can be purchased multiple times. **4 Renown**

Brotherhood. You have advantage on all Charisma based checks with your CG's NPCs. **4 Renown**

Ciphers and Codes. Your organization teaches you their unique coded language that is only known only to members of the CG. You may add the language to your known languages without paying any additional AD's. **4 Renown**

Craftsmanship. The CG can provide you with a masterwork quality weapon (the weapon is chosen by the CG). **4 Renown**

Quality Materials. Your organization is known for access to better grade materials that improve crafting and material costs. When crafting, you may spend 2 Renown to count as 1 AD towards crafting an item. If you are adding spells to your spellbook, then the material cost is halved. This perk can be purchased multiple times **2 Renown for 1 AD of time.**

Hospitality. The CG provides better accommodations at their base of operations. For 6 Renown, you receive one step up better lifestyle than you pay for during an adventure. For 10 Renown, each time you take a long rest you gain advantage on your first Constitution saving throw the next day. **6 or 10 Renown**

Indoctrinate. Your CG may have extensive training that overrides your previous past and experiences, allowing you to change your current subclass with another subclass (chosen by the CG), once. Mark the change on your CGAR and notify your POC. **10 Renown**

Martial Training. The organization can provide training to become proficient in a single weapon that is important to the organization. The organization chooses this weapon when the

organization is created. This training costs 60 AD. **6 Renown**

Intimidating Reputation. The CG's reputation provides you with advantage on Charisma (Intimidation) checks made against a particular group of people. **8 Renown**

Network. You have advantage on Charisma (Persuasion or Intimidation) or Intelligence (Investigation) checks when dealing with a single other CG or NPC organization. **10 Renown**

Rank. You gain a rank in your organization. This confers a title to you. Lower ranking members of your organization must follow your orders when possible. **10 Renown**

Respected. Your reputation provides you ½ Lifestyle cost within the same region as your CG Location, usually as long as you maintain a certain Lifestyle (usually Modest). This perk is purchased once. **4 Renown**

Resupply. The CG has one specific tool from the table on page 154 of the Player's Handbook. They provide this to you free of cost. This perk can be purchased multiple times. **2 Renown**

Secret Rituals. Your CG teaches you one 1st level spell from any spell list (appropriate to the CG and chosen by them when the group is created). You may cast this spell as a ritual once each long rest. **6 Renown**

Skill Training. The CG provides training in one key skill other than the ones listed in Entry Requirements. Training the skill costs half the amount of AD that it would normally cost to train a skill. See Downtime Activities in the DMG, page 134 of Xanathar's Guide to Everything. **6 Renown**

Treasure Hunter. Your CG can point you to rumors and legends where they think powerful items are buried. You gain 1 Treasure Point. This perk can be taken multiple times. **6 Renown.**

Wealth. Your Campaign Group is wealthy and shares some of the benefits with you. You gain 50gp. This perk can be purchased multiple times. **4 Renown.**

MULTIPLE CAMPAIGN GROUPS

Your character may wish to belong to multiple Campaign Groups. Please keep the following things in mind.

- Each Campaign Group that you join must contain different subtypes.
- The character can have multiple Campaign Groups that have the Social keyword.
- When you receive Renown from an adventure or trading in a Favor, you will need to decide which Campaign Group the Renown goes towards.
- All of your Campaign Groups need to be based in the same region. If your organization doesn't have a home region, then you may count it as if it were in the region of your other Campaign Groups.
- Specialties and Hindrances are kept separate for each of your Campaign Groups, but do not share Renown.

Creating Campaign Groups

In addition to joining an existing campaign group, you also have the opportunity to create your own campaign group. This affords you the opportunity to put your stamp on the face of Oerth, as well as enriching the experience of other players.

To create your own campaign group, you must submit a proposal to GHR campaign staff. You should use the following template to outline the campaign group.

Name. This is the name of your campaign group, as well as its subtype or subtypes (an **Academic, Adventuring Company, Criminal, Military, Political,** or **Religious** organization).

Location. Choose a region or location where your campaign group operates. For Adventuring Companies, you should list the region you adventure in the most. This may be important later if you choose to build safe houses, chapterhouses, churches or other structures to act as a base of operations.

Point of Contact. List a valid and readily checked name and email address for the Point of Contact.

Overview and History. The group must have some history or reason for coming into existence. Please come up with a paragraph or two that helps explain the organization for both the purpose of the organization and its background.

Rank and Title. Each Campaign Group can have up to five ranks. You will need to provide a name for each rank that your Campaign Group provides.

Member Qualities. Please explain the qualities that members should possess. Remember that characters of different alignments might be in your organization for their own motives. Please list all the different qualities associated with prospective members.

Principles. Please provide at three ideals or tenants to which members must adhere.

Objectives. Please provide at least three major goals toward which your organization strives.

Entry Requirements. Your campaign group must have prerequisites to join, which may be monetary, time-based or narrative in nature. When creating your Campaign Group, you may require a yearly fee to help maintain facilities and hire workers. Alternatively, churches may ask you to tithe your earnings. All costs are set when the Campaign Group is created. Characters may volunteer AD for the year (1 AD for 1gp) instead of paying the yearly monetary requirement.

Standard Perks. The POC will need to choose six Perks that are paid for with Renown at cost. Two of these Perks are not available to members until Rank 3.

Teamwork Card. The member receives a special Campaign Card unique to the Campaign Group when they join. It provides a teamwork benefit, a benefit that applies to all of the members of that particular Campaign Group when it is used. Your Point of Contact will work with campaign staff to determine the specific benefit of your teamwork card. This card is added to your collection, and can only be used with a character belonging to that Campaign Group. Players are still limited to one Campaign Card per tier of their character.

Maintaining Your Membership. Your Campaign Group is going to require its members to meet some yearly requirements. Each new campaign year, each member needs to spend time or gold to help the organization. Members either need to spend 30 AD helping the organization, or 60 gp in dues, which is determined by the Campaign Group.

Specialty. Your Campaign Group can choose two Perks that its members can purchase with

Renown for half of the allotted cost. Members will be able to access the second Specialty at Rank 4.

Hindrances. Your Campaign Group must choose two Perks that its members find difficult. Those Perks are purchased by members at twice the listed Renown cost.

Submit to Campaign Staff. Please submit your organization template to Matt Dunn at koala.chap7@gmail.com. Campaign staff will be back to you to discuss any changes we feel need to be made to it before it can be used.

Appendix A: Current Campaign Groups

GRAND DUCHY OF GEOFF

Ashwood Avengers is a name that strikes fear into the heart of the savage humanoids of the Stark Mounds. It is largely a sham, a clever ruse by the gnomes to wage a cold war against these forces. The roster comes and goes. Heroes and adventurers are called when needed to aid the gnomes of the Stark Mounds.

Arbym Tressor is a group of concerned men and women whose economic pursuits have turned to alternative methods of trade. Often labeled a thieves' guild, the Arbym Tressor rides the line between respected and questionable in order to protect their members and making a name and profit.

Members of the **Olde Faith** serve the ancient religion of the Flan and the organization around the region of the Grand Duchy of Geoff. All manner of adherents serve the Olde Faith and serve as warriors, priests, messengers, scouts and administrators.

The **Olwythi** are a group of scouts, rangers, and wildmen and women who protect the wild and wide places of the grand duchy. Adventurers from all walks of life are called to serve the Griffon Throne in the wilderness.

Settler's Union is made of Keoish immigrants who settled in the Downlands. These men and women search for a voice in the Grand Duchy. These Downlands citizenry offer opportunity for different adventurers to be that voice.

KEOLAND

The Dreadwalkers are an organized group of rangers, druids and other classes dedicated to protecting the Dreadwood Preserve in Keoland from incursions by unseelie fey, as well as

protecting the inhabitants of villages inside the forest from humanoids and other monsters.

SEA PRINCES

The Adventurers' Guild

The Brotherhood of the Brazen Blade is a Religious and Military organization of devotees of Kelanen, the god of swords and balance. They are also concerned with regaining lands lost to Touv and Olman immigrants during the Scarlet Brotherhood's occupation of the Hold during the Time of Troubles.

The Knights of Berghof is a Social group dedicated to the service of Duchess Irma Nor, ruler of Berghof, and her consort, Count Tarvon of House Lizhal of Keoland. This group is dedicated to protecting the duchy from threats from the Hellfurnaces as well as extra-planar incursions.

Sir Kinth's Militia

The March of Bissel

The Knights of the Remnant When the Knights of the Watch withdrew from Bissel in 601, not all of their knights followed. Many knights were born and raised in Bissel, while others had formed deep roots in the march. The knights that remained formed small bands of knights, functioning as regional protectorate forces. After years of unorganized activities, in 617 the scattered groups of knights were formed into a new order called the Knights of the Remnant.

While these knights uphold the same oaths of chivalry and devotion as the Knights of the Watch, they operate under their own power structure. The Knights of the Remnant have sworn oaths to the office of the margrave, and often operate at the behest of the margrave. Each local band of knight also swears an oath to the barroney they are patrol.