

# Greyhawk Reborn Players Guide



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*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,*

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

## Welcome to Greyhawk Reborn!

Welcome to the world of Greyhawk Reborn (GHR). Greyhawk Reborn is an organized play campaign that uses the Dungeons and Dragons 5th Edition ruleset and the Warduke Press Organized Play System to provide a unique, character centered play experience in a shared world where the decisions of the players have direct impact on the events of the story. As a player, everything you need to get started, other than a Player's Handbook, can be found here.

The other campaign documents are as follows:

[Greyhawk Reborn Expanded Options](#). This document contains special classes, races, feats and magic items that can be used by authors or players. Not all features are readily available - where there are limitations on use (for example, authors only) that will be noted in the document.

[Greyhawk Reborn Campaign Groups](#). This document contains information about the various adventuring groups that exist in the world of Greyhawk and the benefits and conditions of membership.

[Greyhawk Reborn Authoring and Judging Standards](#). This document describes how to write a

Greyhawk Reborn adventure, and the expectations we have for Dungeon Masters.

[Greyhawk Reborn Rules Adjudication Guidance](#). This document is a regularly updated set of questions and answers that frequently arise during gameplay, designed to allow Dungeon Masters to quickly and consistently adjudicate rule disputes.

[Greyhawk Reborn Character Conversion Guide](#). This document is a simple method for converting an existing Greyhawk Reborn character to the new treasure point and checkpoint systems.

## Fun & Entertainment

Everyone seated at the table is sacrificing time and/or money to be able to play this particular game including the DM. Players should feel vested in the campaign and part of the story. We understand that "roll"-playing and "role"-playing are not mutually exclusive - the Warduke Press organized play model is designed to accommodate both play styles that focus on game mechanics as well as those that focus on character development. The spirit of the system requires group cooperation to be successful, both in-character and out-of-character. Together, we strive for fun, interactive play opportunities for all involved in the Greyhawk Reborn campaign.

## **It's About the Story**

Warduke Press has created a unique shared storytelling campaign - the tales our authors have spun and the deeds of the player characters have become the stuff of legends. The success of our model has relied upon the passion that we share for telling and becoming a part of that shared story, and it is what sets us apart from other public campaigns. When you are playing a Greyhawk Reborn adventure, you should understand that narrative focus means that your character's actions can and will have consequences - both for your character and in the world at large. It is not unheard of in Greyhawk Reborn for the player character who attacks a soldier in broad daylight to be imprisoned indefinitely and removed from play. Similarly, if your character performs great acts of heroism in service to a city, and its citizens build statues to honor these deeds, those monuments may appear in all of the future adventures set in that location. Consider all of your decisions carefully in the context of the story.

## **Things are Handled at the Table**

The campaign staff believes strongly in both the letter of the rules and the spirit of the rules; they should be balancing between fair and fun while managing game balance and individual play styles. As with any game, sometimes people at a table will have different interpretations of a given rule. Disagreements will be settled using the current version of the Dungeons and Dragons 5E rules, Greyhawk Reborn Rules Adjudication Guidance and the DM's personal experience. We don't want interpretation of the rules to grind your gaming session to a halt, so when there is any confusion or contradiction about a rule, the DM is final arbiter.

## **Rules Updates and Character Changes**

As new source material is released from Wizards of the Coast, occur, there may be instances where the changes in the rules significantly alter the way that

characters play. When changes occur, the campaign staff will provide guidance on how characters can be tweaked so that they can remain within the rules of the game, and so that they are true to the 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**

We expect our players, DM's, volunteers and staff to conduct themselves with integrity and in a manner compatible with group cooperation and everyone's enjoyment of the game. Specifically: Be considerate of the fun of everyone at the table, and be understanding of all variety of play styles.

- Play fair and honestly.
- You cannot intentionally damage or hinder other player characters without their permission.
- Play adventures for the story and challenges, not for specific rewards.
- Please stay focused on the game. We understand that smartphones and tablets are often part of a player'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.

## Stories and 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 are structured to play in three to four hours including introductions, conclusions and paperwork. Some adventures will be longer and become two-round or three-round adventures, but these will be rare.

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 Tiers

In Greyhawk Reborn, your heroes begin their adventuring careers on the local level helping in towns and villages. As they continue to adventure, they will become more recognized and more powerful. The adventure tiers of Greyhawk Reborn reflect the concept.

*Local tier* adventures are the lowest level in GHR and involve the PCs in events at the town and village level. These adventures are levels 1-4.

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

*Multi-regional tier* adventures 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 are written for their story with a specific range of levels in mind. Under most circumstances, the adventures will fall within these tiers; however, tier overlapping can occur when the adventure story makes sense for levels from both tiers. Examples may include introductory adventures for level 1 characters only and adventures for levels 1-10 or 8-13.

### Adventure Types

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

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

*Story Arc Adventures.* Story arc adventures are 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 on the plot length of the story arc.

*Interactive Adventures.* An interactive adventure occurs at conventions. Interactives 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 event at which they are offered.

### **Adventure Categories**

Adventures are notated by category to help players prepare for the type of adventure that they are going to play. Each category provides insight on the encounters and skills best suited for the adventure. Adventure categories include tactical, social or universal and will be provided in the adventure blurb.

*Tactical Adventures.* A tactical adventure will emphasize combat and tactical situations. The use of combat and brute force is likely necessary to be successful in this type of adventure. Example scenarios include a classic dungeon crawl or mass combat scenarios.

*Social Adventures.* A social adventure will emphasize role-playing. The focus of the adventure is character interaction and the use of social skills to be successful. Example scenarios include a classic murder investigation or negotiating diplomatic relations.

*Universal Adventures.* A universal adventure emphasizes both tactical and social strategies. It may have alternate paths to success. In addition, the author may create a freeform, sandbox adventure and allow the heroes to find their way through it.

### **Adventure Settings**

The setting of an adventure can set the tone of an entire adventure. Players can expect certain features based on the adventure being urban, dungeon, wilderness or planar. The type of setting will be notated in the adventure blurb.

*Urban Adventures.* An urban adventure occurs in a city or large town, and the majority, or all, of the adventure will take place in an urban setting.

*Dungeon Adventures.* A dungeon adventure occurs 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 into this category.

*Wilderness Adventures.* A wilderness adventure occurs in the great outdoors. Players could be trying to find ancient ruins or acting as caravan guards for a long trek. Or, they could be sent on a discovery or exploration mission to a sparsely populated area.

*Planar Adventures.* A planar adventure would take place on other planes of existence. It would likely involve strange beings and surviving adverse conditions. It could involve aspects of other adventures, but in a landscape foreign to the characters.

### **Setting the Appropriate Challenge**

The Average Party Level (APL) ensures that a judge provides a challenging yet fair adventure for the players. To determine APL, add the total character levels of the PCs at the table and divide by the number of players. Round up above ½. In addition, all PCs at the tables must be within the same tier. This prevents the adventure from being overwhelming or uninteresting for one or another group of players. Player characters receive rewards based on their character level at the start of the adventure.

### **Table Size**

Table size for all normal Greyhawk Reborn adventures is 3-7 players and 1 DM. This gives an

optimal game experience for the players and DM alike.

### **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.

## Character Creation Guidelines

Greyhawk Reborn expands standard character creation with additional character creation options. You will need a D&D 5E Player's Handbook or the D&D 5E Basic Rules set to assist creation of your character. Follow the character creation in the player's handbook unless specifically notated in this campaign guide.

### Starting Player Characters

All PCs start at 1st level with zero checkpoints (Checkpoints are used instead of Experience Points).

### Ability Scores

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

*Standard Array.* Assign these scores to each ability in whatever order you wish: 15, 14, 13, 12, 10, 8.

*Point Buy.* Purchase ability scores using 27-points as described in the Player's Handbook 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, specific races and sub-races are available for play. With appropriate campaign documentation, unique races may be used when creating characters, and each year one new race will be unlocked and available for all characters created during that year. The following races are allowed across the entire campaign without any special documentation:

Dwarf (Hill, Mountain), Elf (Wild, High), Gnome (Forest, Rock), Half-Elf, Half-orc, Halfling (Stout, Lightfoot) Human.

Human (variant), tiefling, dragonborn and drow are not playable races in Greyhawk Reborn. Additional race options can be found in Greyhawk Reborn Expanded Options.

### Classes

You may select your starting class from any of the options in the Player's Handbook.

### Backgrounds

You may choose any of the backgrounds available in the Player's Handbook. In addition, you can select from any of the following Backgrounds in the Sword Coast Adventurer's Guide: City Watch, Clan Crafter (dwarf only), Courtier, Mercenary Veteran, Urban Bounty Hunter. Additional background options can be found in Greyhawk Reborn Expanded Options.

You must take the skill proficiencies and languages as listed in the backgrounds. You should choose a personality trait, ideal, bond and flaw for your character from the lists for each background.

*Customizing Backgrounds.* You may create your own background for your character, but it must be submitted and approved by GHR staff before you may use it. Use 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.

### Languages



When selecting your starting languages, the following options are available: Abyssal, Aquan, Auran, Celestial, Common, Deep Speech, Draconic, Dwarvish, Elvish, Giant, Gnomish, Goblin, Gnoll, Halfling, Ignan, Infernal, Orc, Primordial, Sylvan, Terran, Undercommon

**Hit Points and Hit Dice**

At first level, PCs receive maximum hit points for their class hit die plus their Constitution modifier. For each additional level, they gain fixed value of hit points as shown in their class entry, plus their Constitution modifier. For example, when PCs gain an additional level of fighter, they will gain 6+CON modifier.

**Religion**

Not all characters must select a religion. However, if your character is a Paladin or Cleric, you must select one of the Greyhawk specific deities as your religion. See Greyhawk Reborn Expanded Options for a list of deities and their associated domains.

**Alignment**

You may choose any non-evil alignment for your PC. When choosing an alignment, if the character is a Cleric or Paladin, the alignment must be within one step of the deity’s alignment on the following table.

Lawful	Neutral	Chaotic
Good	Good	Good
Lawful	True	Chaotic Neutral
Neutral	Neutral	
Lawful	Neutral	Chaotic
Evil	Evil	Evil

For example, if the PCs deity is lawful good, then the PC can be lawful neutral, neutral good or true neutral.

**Home Region**

Every PC must designate a home region where that character resides when not participating in an Adventure. That home region should be one of the nations of Oerth, such as Keoland, the Hold of the

Sea Princes, the Grand Duchy of Geoff and so on. You home region can impact travel time costs in Adventuring Days as well the information you character may receive when adventuring in the region, such as local customs, leadership and current events.

**Starting Equipment**

A PC starts with the maximum total gold pieces notated for their class as listed on page 143 of the PHB. That gold can be used to purchase starting equipment from any Armor, Weapons, Tools, Mounts/Animals, Trade Goods, Tack and Harness, Adventuring Gear or Vehicles listed in the Player’s Handbook with a cost of 75gp or less.

## Character Advancement

Greyhawk Reborn does not use the Experience Point system as described in the Player's Handbook. Instead the campaign has adopted a modified "Checkpoint" system for leveling as described in Xanathar's Guide to Everything. For each hour that an adventure is designed to run, one checkpoint is awarded to each player who participates. Players keep a running total of those checkpoints, and that total is compared to the Character Advancement table.

**Table: Checkpoints per Level**

Character Level	Total Checkpoints Required
1	0
2	4
3	8
4	16
5	28
6	40
7	52
8	64
9	76
10	88
11	104
12	120
13	136
14	152
15	168
16	184
17	200
18	220
19	240
20	260

## Subclasses

In addition to the all of the subclasses listed in the Player's Handbook, the following subclasses may be freely taken as the character advances in level:

*Barbarian:* Ancestral Guardian, Storm Herald, Zealot, Elk Totem, Tiger Totem

*Bard:* Swords

*Cleric:* Forge, Grave, Arcana

*Druid:* Dreams, Shepherd

*Fighter:* Arcane Archer, Cavalier

*Monk:* Drunken Master, Sun Soul

*Paladin:* Redemption

*Ranger:* Monster Slayer

*Rogue:* Inquisitive, Mastermind, Scout, Swashbuckler

*Sorcerer:* Divine Soul, Shadow Magic, Storm Sorcery

*Wizard:* War Magic

There are also several new subclasses freely available in **Greyhawk Reborn Expanded Options**.

Any other published subclasses are either banned completely or must be acquired through game play.

## Other Class Features

All of the Warlock Invocations published in Xanathar's Guide to Everything are freely available. All spells from XGE and the Elemental Evil Player's Companion are eligible for characters to use with exception to *Ceremony* and *Healing Spirit*. The spells from Sword Coast Adventurer's Guide are not available for use in Greyhawk Reborn.

## Feats

Feats are allowed using the rules on pages 165 - 170 of the Player's Handbook. All racial feats from XGE are available with exception of Elven Accuracy.

## Multiclassing

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

## Purchasing Items

Items may be purchased during the course of any adventure adventure played, and noted on the

Adventure Record. Any community the size of a thorp will have items available for purchase. As the population increases, so do the value of 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.

Location	Population	GP Value of Items
Thorp	1-80	75 gp or less
Hamlet	81-400	Up to 150 gp
Village	401-900	Up to 400 gp
Town	900-6,500	Up to 1,000 gp
City	6,500 +	Up to 9,999 gp

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

## Trading and Lending Items and Gold

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

## Selling Items

Players may sell mundane items from the tables in Chapter 5: Equipment section for  $\frac{1}{2}$  the full cost of the item.

## Adventuring Days (ADs) and Downtime Activities

Each character has a fixed amount of time to adventure and explore our world each year and that is represented in Adventuring Days (AD). A PC begins each calendar year with 364 ADs to use. This represents one AD for each day in the Greyhawk calendar. As you adventure, you expend AD's and note the expenditures on your Adventure Record.

The most common way to spend ADs is through adventuring. Each play session takes 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. Also, over-expended ADs from one year roll over to the next year.

When a PC expends all ADs for the year, the PC cannot be played until the start of the next calendar year.

### Travel Between Regions

When determining the total ADs 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

If you wish to change your PC's home region, you must expend thirty (30) ADs to reflect the time moving your residence. You may only be a resident of one region.

### Downtime Activities

After every adventure you may perform any one of the the following downtime published downtime

activities. Adventuring Days are spent as needed, and upkeep costs must be maintained unless the cost is explicitly included in the description. In Greyhawk, a work week is 5 days, a week is 7 days, a month is 30 days.

#### From the Dungeon Master's Guide

- Performing Sacred Rights
- Running a Business

#### From Xanathar's Guide to Everything

- Carousing
- Crafting an Item
- Crime
- Gambling
- Pit Fighting
- Relaxation
- Religious Services
- Research
- Scribing a Scroll
- Training
- Work

### Spellcasting Services

Any community the size of a thorp will have spellcasting services available. PCs must be able to travel to the location services available are generally healing and recovery spells and 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.

#### Available Spellcasting Services

The level of spells available is primarily determined by the size of the town as per the chart below.

Location	Population	Spells Available
Thorp	1-80	Level 1 spells
Hamlet	81-400	Up to Level 3 spells

Village	401-900	Up to Level 5 spells
Town	900-6,500	Up to Level 7 spells
City	6,500 +	Up to Level 9 spells

Spells may available based on location and the cost may vary. Sample costs as provided in the chart below. The below is only a guideline:

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

### Funding Spellcasting Services

Any number of PCs may contribute to purchase a spellcasting service. At least one PC in the party must survive the adventure in order to have a Raise Dead or other similar spell option available. PCs 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. Each AD spent working yields 2 gp.

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

Should PCs contribute enough favors to exceed the cost of the above spellcasting, 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.

### Changing Deity



Please contact campaign staff to plan to change a worshipped deity along with the specific reason. The campaign staff can determine how best to proceed, including the possibility of a special mission.

### Atonement

If your character has undergone a change in the game that requires Atonement (per the Ceremony spell in Xanathar’s Guide to Everything), such as losing one’s religion or becoming an Oathbreaker, this must be resolved during game play. Although some adventures may explicitly include this option, it is more likely that you will need to contact campaign staff to engage in a Special Mission.

# Adventure Records

After completing a Greyhawk Reborn adventure, your PC receives an adventure record—an AR. On that AR, you will record all of the information that is essential to keep track of your character’s progress: items you found, magic items you gain access to, gold gained/spent, Check Points, Treasure Points, and Adventuring Days. You can also choose to complete one Downtime Activity per adventure that you note under the “Downtime Used” Box. Every AR should also be numbered for ease of reference.

 <b>GREYHAWK REBORN</b> 			
<b>GHR-XXX00-00, Adventure Title</b> by Authors		<div style="border: 1px solid black; padding: 2px; width: fit-content;">AR #</div>	
<div style="border: 1px solid black; padding: 2px;">Adventure Blurb</div>			
<div style="border: 1px solid black; padding: 5px; min-height: 300px;"> <p style="text-align: center; margin-top: 0;"><i>Play Rewards</i></p> </div>	<b>Character Information</b> <hr/> Character Name <hr/> Race/Class <hr/> Name/Region      Level of Play	<b>Event Information</b> <hr/> Date <hr/> Year <hr/> GM Session	
	<b>Items Found</b> <div style="border: 1px solid red; height: 60px;"></div>	<b>Downtime Used</b> <div style="border: 1px solid orange; height: 40px;"></div>	<b>Adventuring Days</b> <hr/> Starting AD <hr/> Used AD <hr/> Ending AD
	Class/Item <hr/>	<b>Check Points</b> <hr/> Starting CP <hr/> Gained CP <hr/> Ending CP	<b>Treasure Points:</b> <hr/> Starting TP <hr/> Gained TP <hr/> Used TP <hr/> Ending TP <hr/> Items Bought with TP
	<b>Magic Items Found</b> <div style="border: 1px solid red; height: 60px;"></div>	<b>Lifestyle Chosen:</b> <input type="checkbox"/> Wretched, no cost <input type="checkbox"/> Squard, 1 sp/day <input type="checkbox"/> Poor, 2 sp/day <input type="checkbox"/> Modest, 1 gp/day <input type="checkbox"/> Comfortable, 2 gp/day <input type="checkbox"/> Wealthy, 4 gp/day <input type="checkbox"/> Aristocratic, 10v gp/day <hr/> Starting GP <hr/> Gained GP <hr/> Lifestyle GP <hr/> Other Spent GP <hr/> Ending GP	<hr/> Items Bought (if awarded, add in back)
	<b>Play Notes</b> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>		

## Greyhawk Reborn Rewards Cards

Greyhawk Reborn Rewards Cards are created exclusively for the major event where they are given away. Rewards cards grant PCs additional benefits to be used during adventures. Rewards cards may be used at any Greyhawk Reborn event and are interchangeable between characters.

- 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 stack between adventures and must place them 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.***

## Favors and Influence

In each adventure, PCs interact with noteworthy non-player characters with their own beliefs and agenda. These NPC characters can provide benefit, opportunity, punishment or consequence for the actions of the PCs. Other times, you may find that your PC's emotional or physical body may change. Some of these favors are forced based on PC actions. Others must be resolved before leaving the table, and a few can be visited at a later date.

### The Worth of a Favor

PCs receive favors for interacting with non-player characters for their actions in the adventure. Favors are tiered by grade and worth. While a PC can expend a favor from one region while in another region, the favor is treated as one tier lower. A Type D favor may not be expended outside of its region.

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

## Lifestyle Costs

At the beginning of every adventure, you must pay a certain cost to maintain your standard of living. Use the lifestyle rules and costs on page 157-158 of the Player's Handbook to calculate 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. This cost will be noted on your Adventure Record at the end of the adventure. [See “**The Adventure Record**”].

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 every adventure, PCs will find treasure locked in chests, loot their foes, or receive rewards from grateful individuals or groups. Treasure comes as various items. They may find magic items, such as weapons, armor, shields and the like. They could also be masterwork items, silvered items, scrolls, potions, or other unique items, magical and mundane, unique to the adventure.

### During the Game

Anything you find during the course of the adventure you can use during that adventure.

## **After the Game**

When the adventure is over, it is assumed that any non-magical mundane equipment you were able to loot is sold for gold and divided equally between the party members. Each adventure has a gold piece cap associated with it, which is the maximum that each player character can receive, but it is possible that player characters can receive less than the cap should they avoid certain encounters or fail to accomplish the mission(s) they are sent to perform. At the end of the adventure the Dungeon Master will note the total gold that players receive on their adventure record. [See “**The Adventure Record**”].

With regard to items that are either magical or expertly crafted (providing an in-game mechanical benefit), Greyhawk Reborn uses a modified version of the Treasure Point rules as presented in Xanathar’s Guide to Everything. At the end of every session, the player characters will receive a set number of Treasure Points, which will be noted on the Adventure Record. Treasure Points and Adventuring Days can then be expended to acquire any magic item for which the Character meets the minimum level requirement. The level requirements, Treasure Point and Adventuring Days costs are listed in the **tables** below.

In addition, as your Downtime Activity for the adventure, you can Sell a Magic Item you no longer need for ½ its value in treasure points and no additional adventuring days. You cannot sell magic items that you did not purchase with Treasure Points (such as scrolls you scribed or potions acquired as Items Found).



<b>Table A: Minimum Level 1</b>	<b>Cost in Treasure Points</b>	<b>Cost in AD's</b>
Alchemy jug	4	5
Ammunition (5) , +1	4	5
Amulet of proof against detection and location	8	5
Bag of holding	4	5
Boots of elvenkind	8	5
Boots of striding and springing	8	5
Boots of the winterlands	8	5
Bracers of archery	8	5
Brooch of shielding	8	5
Cap of water breathing	4	5
Chime of opening	4	5
Cloak of protection	8	5
Cloak of the manta ray	4	5
Decanter of endless water	4	5
Deck of illusions	8	5
Driftglobe	4	5
Dust of dryness	4	5
Dust of sneezing and choking	4	5
Elixir of health	4	5
Eversmoking bottle	8	5
Eyes of charming	8	5
Eyes of minute seeing	4	5
Eyes of the eagle	8	5
Figurine of wondrous power (silver raven)	8	5
Folding boat	4	5
Gem of brightness	8	5
Gloves of missile snaring	8	5
Gloves of swimming and climbing	8	5
Gloves of thievery	8	5
Goggles of night	4	5
Hat of disguise	8	5
Helm of comprehending languages	4	5
Heward's handy haversack	4	5
Horseshoes of speed	4	5
Immovable rod	4	5
Javelin of lightning	8	5
Keoghtom's ointment	4	5
Lantern of revealing	4	5
Mariner's armor	4	5
Mithral armor (Medium)	4	5
Necklace of adaptation	8	5
Oil of slipperiness	4	5
Pearl of power	8	5
Periapt of health	4	5
Periapt of wound closure	8	5
Philter of love	4	5
Pipes of haunting	8	5
Pipes of the sewers	8	5
Potion of animal friendship	4	5
Potion of clairvoyance	4	5
Potion of climbing	4	5
Potion of diminution	4	5
Potion of fire breath	4	5

Potion of fire giant strength	5	5
Potion of frost giant strength	6	5
Potion of gaseous form	4	5
Potion of greater healing	6	5
Potion of growth	4	5
Potion of healing	4	5
Potion of heroism	4	5
Potion of hill giant strength	4	5
Potion of invulnerability	4	5
Potion of mind reading	4	5
Potion of poison	4	5
Potion of resistance	4	5
Potion of stone giant strength	7	5
Potion of superior healing	8	5
Potion of water breathing	4	5
Quaal's feather token	4	5
Quiver of Ehlonna	8	5
Ring of jumping	8	5
Ring of mind shielding	8	5
Ring of swimming	4	5
Ring of warmth	8	5
Ring of water walking	8	5
Robe of useful items	4	5
Rope of climbing	4	5
Saddle of the cavalier	4	5
Scroll of protection	4	5
Sending stones	4	5
Shield,+ 1	8	5
Slippers of spider climbing	8	5
Spell scroll (1st level)	5	5
Spell scroll (2nd level)	6	5
Spell scroll (cantrip)	4	5
Staff of the adder	8	5
Staff of the python	8	5
Sword of vengeance	8	5
Trident of fish command	8	5
Wand of magic detection	4	5
Wand of magic missiles	8	5
Wand of secrets	4	5
Wand of web	8	5
Weapon of warning	8	5
Wind fan	8	5

<b>Table B: Minimum Level 5</b>	<b>Cost in Treasure Points</b>	<b>Cost in AD's</b>
Ammunition (5), +2	6	10
Armor of resistance (chain mail)	10	10
Armor of resistance (chain shirt)	10	10
Armor of resistance (leather)	10	10
Armor of resistance (scale mail)	12	10
Armor, + 1 leather	10	10
Armor, +1 chain mail	10	10
Armor, +1 scale mail	20	10
Armor, + 1 chain shirt	10	10
Belt of dwarvenkind	10	10
Boots of levitation	10	10
Bracers of defense	10	10
Cape of the mountebank	10	10
Cloak of elvenkind	8	10
Cloak of the bat	10	10
Dagger of venom	10	10
Dimensional shackles	10	10
Dragon slayer	10	10
Elven chain	10	10
Figurine of wondrous power: Bronze griffon	10	10
Figurine of wondrous power: Onyx dog	10	10
Figurine of wondrous power: Ebony fly	10	10
Figurine of wondrous power: Golden lions	10	10
Figurine of wondrous power: Ivory goats	10	10
Figurine of wondrous power: Marble elephant	10	10
Figurine of wondrous power: Serpentine owl	10	10
Flame tongue	10	10
Gem of seeing	10	10
Giant slayer	10	10
Glamoured studded leather	10	10
Gauntlets of ogre power	12	10
Horn of blasting	10	10
Horn of Valhalla (silver or brass)	10	10
Horseshoes of a zephyr	8	10
Instrument of the bards (Doss lute)	8	5
Instrument of the bards (Fochlucan bandore)	8	5
Instrument of the bards (Mac-Fuirmidh cittern)	8	5
Instrument of the bards (Canaith mandolin)	10	10
Instrument of the bards (Cli lyre)	10	10
Iron bands of Bilarro	10	10
Ioun stone (awareness)	10	10
Ioun stone (protection)	10	10
Ioun stone (reserve)	10	10
Ioun stone (sustenance)	10	10
Mace of disruption	10	10
Mace of smiting	10	10
Mace of terror	10	10
Mantle of spell resistance	10	10
Mithral armor (Heavy)	10	10
Necklace of fireballs	4	10
Necklace of prayer beads (TP Cost Per Bead - max 6; blessing, curing and smiting)	5	10
Nolzur's marvelous pigments	8	10
Oil of sharpness	8	10
Periapt of proof against poison	10	10
Portable hole	8	10
Potion of cloud giant strength	8	10

Potion of flying	8	10
Potion of invisibility	8	10
Potion of longevity	8	10
Potion of speed	8	10
Potion of supreme healing	8	10
Potion of vitality	8	10
Ring of animal influence	10	10
Ring of evasion	10	10
Ring of feather falling	10	10
Ring of free action	10	10
Ring of protection	10	10
Ring of resistance	10	10
Ring of the ram	10	10
Ring of X-ray vision	10	10
Robe of eyes	10	10
Rod of rulership	10	10
Rod of the pact keeper, + 1	8	10
Rope of entanglement	10	10
Sentinel shield	8	10
Shield, +2	10	10
Spell scroll (3rd level)	7	10
Spell scroll (4th level)	8	10
Spell scroll (5th level)	9	10
Staff of charming	10	10
Staff of healing	10	10
Staff of swarming insects	10	10
Staff of the Woodlands	10	10
Staff of withering	10	10
Stone of good luck	8	10
Sword of life stealing	10	10
Sword of wounding	10	10
Tentacle rod	10	10
Vicious weapon	10	10
Wand of binding	10	10
Wand of enemy detection	10	10
Wand of fear	10	10
Wand of paralysis	10	10
Wand of the war mage, + 1	8	10
Wand of wonder	10	10
Weapon, +1	8	10

<b>Table C: Minimum Level 11</b>	<b>Cost in Treasure Points</b>	<b>Cost in AD's</b>
Adamantine armor (half plate)	10	15
Adamantine armor (plate)	10	15
Ammunition (5), +3	8	15
Amulet of health	12	10
Animated shield	10	15
Armor of invulnerability	12	15
Armor of resistance (breastplate)	10	15
Armor of resistance (half plate)	12	15
Armor of resistance (splint)	10	15
Armor of resistance (studded leather)	10	15
Armor, + 1 breastplate	12	15
Armor, + 1 half plate	14	15
Armor, + 1 splint	12	15
Armor, + 1 studded leather	12	15
Armor, +1 plate	14	15
Armor, +1 scale mail	12	15
Armor, +2 breastplate	18	15
Armor, +2 chain mail	16	15
Armor, +2 chain shirt	14	15
Armor, +2 half plate	20	15
Armor, +2 plate	22	15
Armor, +2 scale mail	16	15
Armor, +2 splint	20	15
Armor, +2 studded leather	14	15
Arrow of slaying	8	15
Belt of fire giant strength	14	15
Belt of frost (or stone) giant strength	12	15
Belt of hill giant strength	10	15
Boots of speed	10	15
Candle of invocation	10	15
Carpet of flying	10	15
Cloak of arachnida	10	15
Cloak of displacement	10	15
Cloak of invisibility	12	15
Crystal ball (very rare version)	10	15
Dancing sword	10	15
Defender	12	15
Dragon scale mail	10	15
Dwarven plate	23	15
Dwarven thrower	10	15
Efreeti chain	12	15
Frost brand	10	15
Hammer of thunderbolts	12	15
Headband of intellect	12	10
Helm of brilliance	10	15
Helm of teleportation	10	15
Horn of Valhalla (bronze)	10	15
Horn of Valhalla (iron)	12	15
Instrument of the bards (Anstruth harp)	10	15
Instrument of the bards (Ollamh harp)	12	15
Iron flask	12	15
Ioun stone (absorption)	10	15
Ioun stone (agility)	10	15
Ioun stone (fortitude)	10	15

Ioun stone (greater absorption)	12	15
Ioun stone (insight)	10	15
Ioun stone (intellect)	10	15
Ioun stone (leadership)	10	15
Ioun stone (mastery)	12	15
Ioun stone (regeneration)	12	15
Ioun stone (strength)	10	15
Nine lives stealer	10	15
Oath bow	10	15
Plate armor of etherealness	12	15
Plate armor of resistance	12	15
Potion of storm giant strength	8	15
Potion of supreme healing	8	15
Ring of invisibility	12	15
Ring of regeneration	10	15
Ring of shooting stars	10	15
Ring of spell storing	10	15
Ring of spell turning	12	15
Ring of telekinesis	10	15
Ring of water elemental command	12	15
Robe of scintillating colors	10	15
Robe of stars	10	15
Rod of absorption	10	15
Rod of alertness	10	15
Rod of security	10	15
Rod of the pact keeper, +2	10	15
Scarab of protection	12	15
Scimitar of speed	10	15
Shield, +3	10	15
Sovereign glue	8	15
Spell scroll (6th level)	10	15
Spell scroll (7th level)	11	15
Spellguard shield	10	15
Staff of fire	10	15
Staff of frost	10	15
Staff of thunder and lightning	10	15
Sun blade	10	15
Sword of sharpness	10	15
Universal solvent	8	15
Wand of fireballs	10	10
Wand of lightning bolts	10	10
Wand of polymorph	10	15
Wand of the war mage, +2	10	15
Weapon, +2	10	15
Necklace of prayer beads (TP Cost Per Bead - max 6; favor, wind walking)	5	10
Winged boots	8	10
Wings of flying	10	10

<b>Table D: Minimum Level 17</b>	<b>Cost in Treasure Points</b>	<b>Cost in AD's</b>
Apparatus of Kwalish	12	15
Armor, +3 breastplate	20	20
Armor, +3 chain mail	20	20
Armor, +3 chain shirt	18	20
Armor, +3 half plate	22	20
Armor, +3 leather	14	20
Armor, +3 plate	24	20
Armor, +3 splint	22	20
Armor, +3 studded leather	16	20
Belt of cloud giant strength	16	20
Belt of storm giant strength	18	20
Rod of the pact keeper, +3	10	20
Spell scroll (8th level)	12	20
Spell scroll (9th level)	13	20
Staff of striking	10	20
Wand of the war mage, +3	10	20
Weapon, +3	10	20
Necklace of prayer beads (TP Cost Per Bead - max 6; summons)	5	10

### Adventure Access

If an item appears in the adventure that is not listed on the table, the Adventure Record will indicate the Treasure Point cost to obtain that item. Characters do not need to meet a minimum level requirement or expend additional Adventuring Days to obtain items noted on their Adventure Records, but they must immediately expend the listed number of Treasure Points necessary to acquire the item(s); once the next adventure has begun, you have lost your opportunity to acquire items from the previous one.

### Campaign Group Access

Characters may have the opportunity to join special organizations, such as the Knights of Watch, during the course of game play (see the Greyhawk Reborn Campaign Groups document). Membership in such an organization may reduce the cost of certain items that are especially easy for members of the group to access, or might add additional items to the list for the character to purchase with treasure points and adventuring days.

### Influence

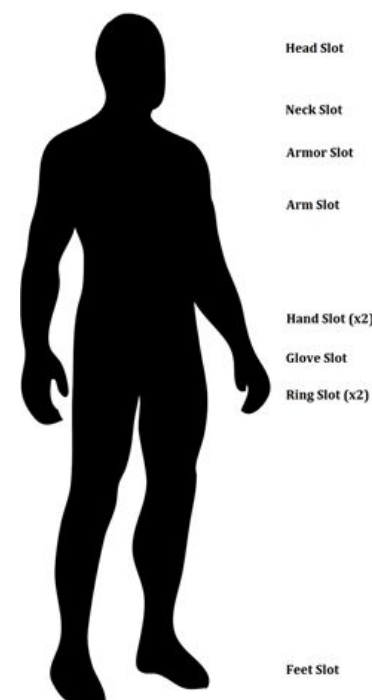
Characters routinely assist many influential leaders in the course of game play, as noted above under Favors and Influence. By expending that influence (and marking it as spent on your adventure record) you can reduce the cost in both AD's and Treasure Points to acquire items from the Magic Item Table, as follows

- Type A – 4 Treasure Points or 20 Adventuring Days
- Type B – 3 Treasure Points or 15 Adventuring Days
- Type C – 2 Treasure Points or 10 Adventuring Days
- Type D – 1 Treasure Point or 5 Adventuring Days

Multiple favors can be expended this way, but only from the same source. For example, you can spend 5 favors with the King of Celene to reduce the cost of acquiring a magic item by 20 Treasure Points, but you cannot expend one Favor of the King of Celene and one Favor of the King of the Great Kingdom to reduce the treasure point cost by 8.

### Equipping Magic Items

Each PC can equip a maximum of ten Magic Items and these slots must be decided before an adventure begins. PCs may only receive benefits of one head slot item, one neck slot item, one armor slot item, one set of arm slot items, one set of glove slot items, one set of feet slot items, two hand slot items and two ring slot items.



PCs can carry wondrous items such as a bag of holding that does not need to be equipped to gain the magical effect it offers.

# Miscellaneous Campaign Rules

## Bloodied

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.

## Movement on a Grid

If your Dungeon Master is using a grid for combat, then the you must follow the Optional Rule: Diagonals on page 252 of the Dungeon Master's Guide.

## Affliction with Misfortune

PCs afflicted with lycanthropy, vampirism or similar misfortune are not playable in the Greyhawk Reborn campaign unless specifically notated in the Greyhawk by Night campaign notes (which also may have special conditions for the removal of these afflictions which replace those listed here). 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 will 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.

## Using a Dead Character's Equipment

Equipment left behind by 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.

## Xanathar's Guide Optional Rules

The campaign uses the following optional rules from Xanathar's Guide to Everything:

- Simultaneous Effects
- Falling
- Sleep
- Adamantine Weapons
- Tying Knots
- Tool Proficiencies
- Perceiving a Caster
- Identifying a Spell
- Invalid Spell Targets

## Spell Limitations

For player ease of access, specific character abilities listed across sourcebooks are located here. To ensure game balance, specific elements of the following spells may be modified.

**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 ethnicity:

Percentile Dice	Human Ethnicity
01-60	Standard Human
61-70	Human, Baklunish
71-80	Human, Flan
81-90	Human, Oeridian
91-100	Human, Suel

**Conjuring Spells.** In order to reduce the administrative burden, for any spells that allow PC's to conjure or summon creatures, any creature that meets the spell's requirements and can be found in the Monster Manual, Xanathar's Guide to Everything, Volo's Guide to Monsters or Mordenkainen's Tome of Foes is a valid option. The only exception to this general rule is that pixies' cannot target PC's with any of their spells.

**Wild Shape / Elemental Wild Shape.** A Druid that uses this ability may select an appropriate creature from the Monster Manual, Xanathar's Guide to Everything, Volo's Guide to Monsters or Mordenkainen's Tome of Foes.

**Ranger's Companion.** A Ranger may choose an animal companion from the Monster Manual, Xanathar's Guide to Everything, Volo's Guide to Monsters or Mordenkainen's Tome of Foes.

## Online Play

Greyhawk Reborn is intended to bring gamers together, and as such, our 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. Online play must follow all Greyhawk Reborn guidelines, including the adventure being run by its author. Adventure Records must be distributed properly and in a timely manner.