

# Welcome to Greyhawk: A Player's Guide to the Campaign

*This guide is intended for the **PsychFinders** campaign group.*

## Setting: The World of Greyhawk (WoG) in 576 CY

Welcome to the World of Greyhawk, a land steeped in ancient magic, shifting alliances, and the slow burn of looming conflict. This is a setting grounded in realism, with a grittier tone than many high-fantasy worlds. Here, politics, religion, and power matter as much as swords and spells. In this campaign, we explore a slice of this world during the pivotal year of **576 CY (Common Year)**, a time when much is in motion, but little is yet set in stone.

Greyhawk is a mosaic of independent nations, wild borderlands, and long-forgotten ruins. You won't find a single unifying empire or global catastrophe shaping the world; instead, the flavor of the campaign comes from grounded regional detail, subtle factional conflict, and open-ended adventure. The tone echoes the spirit of early AD&D modules: exploration over exposition, danger over fairness, and consequence over control.

This campaign will be run in a **sandbox style**. That means there is no preordained narrative arc forcing you down a set path. Instead of chapters, you'll encounter locations, factions, rumors, and dangers scattered across a living map. Your choices determine what quests you pursue, which allies you make, and how the story unfolds.

## How This Differs from Gatewalkers (Pathfinder 2e)

Many of you have recently played **Gatewalkers: The Seventh Arch**, a structured Pathfinder 2e Adventure Path. That style is heavily narrative-driven with defined arcs, milestone progression, and tight plot pacing.

This Greyhawk campaign is different:

- **No predetermined story arc.** There is no "main quest" unless you choose to make one.
- **Deadly freedom.** The world is open, and that includes stumbling into fights you aren't meant to win.
- **Roleplay and exploration focused.** There are fewer cutscenes and more interrogation of the world.
- **Resource-driven progression.** Magic items, allies, and knowledge must be earned, not handed out.

## D&D 5e System Primer (vs Pathfinder 2e)

If you're new to **5e Dungeons & Dragons**, here's a quick primer with a focus on differences from **Pathfinder 2e**:

### Core Differences

- **Bounded Accuracy:** In 5e, attack bonuses and DCs scale slowly. Even high-level PCs can be threatened by lower-level creatures. ACs rarely go above 22–23.
- **Advantage/Disadvantage System:** Instead of stacking +2/-2 bonuses, most modifiers are resolved by rolling **two d20s** and taking the higher (advantage) or lower (disadvantage) result.
- **Simpler Action Economy:**
  - You get **1 Action**, **1 Bonus Action** (if applicable), and **1 Movement** per turn.
  - Reactions are limited to 1 per round.
  - **Bonus actions** are often tied to class features or specific spells (e.g., Rogue’s Cunning Action, Healing Word).
  - This replaces Pathfinder’s **3-action economy** system.
- **Saving Throws:** Characters have 2 proficient saves (based on class). Saves are usually only rolled when resisting effects—not for every spell hit.
- **Conditions:** Status effects are fewer and simpler, but still potent (e.g., restrained, prone, paralyzed).

## Character Building

- **Feats are optional** in standard 5e but **included in this campaign**.
- **Multiclassing is more flexible**, but you must meet ability score prerequisites.
- **Subclass at level 3:** Most classes get their archetype at level 3, not 1.
- **Magic is looser:** Spellcasters can choose known spells freely (depending on class), and concentration rules limit ongoing spell effects.

## Game Feel

- 5e tends to be **more streamlined and faster-paced** in combat.
- There’s **less tactical grid pressure** than in PF2e, but positioning still matters.
- Combat may be swingy: low-level PCs can die quickly, but high-level threats can go down faster than you'd expect if tactics are smart.

Overall, 5e emphasizes story flow and table rulings. It’s a framework to support narrative flexibility, especially well-suited to sandbox campaigns like this one.

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## House Rules Summary

A separate document outlines our core house rules (**5e 2024 House Rules – Old Skool**), but here are the key highlights:

- **Getting Lost:** Based on terrain and weather, modified by visibility and survival skills.
- **Encounter Distance & Frequency:** Terrain and season impact when and how enemies are encountered.
- **Reaction Tables:** NPC disposition rolled via 2d10 + Charisma mod.
- **Training Requirements:** Time and gold are needed to level up.
- **Exhaustion on Stabilization:** Restoring HP from 0 imposes exhaustion.
- **Experimental Concentration Rule:** Risk-based option for maintaining more than one spell.

These rules support the grittier, slower-burn pacing of a classic sandbox campaign.

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## Character Options: Greyhawk Content in D&D Beyond

This campaign includes a curated list of **homebrew content** available on D&D Beyond based on:

- **75184-Oerik Players Guide v3**
- **Greyhawk Rebooted Final**

### Approved Options

- **Species:** Flan, Suel, Oeridian, Rhennee, Valley Elf, Gray Elf, Tallfellow Halfling
- **Backgrounds:** Old Faith Initiate, Gambler, Caravan Guard, Reformed Bandit, etc.
- **Subclasses:** Thematic to Greyhawk culture or gods
- **Spells:** Classic Greyhawk spells (e.g., GH\_Drawmij's Instant Summons)

Use these as the default options when building characters.

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## Character Creation Checklist (PsychFinders Campaign – 576 CY)

### 1. Starting Level & Gear

- Start at level 1
- Use **standard array, point buy, or 4d6 drop lowest (in front of DM)**
- Starting gear from class + 1 thematic common magic item

### 2. Species & Background

- Choose options from Greyhawk homebrew content

### 3. Class & Subclass

- Any 2024 class allowed
- Subclass chosen at level 3
- Multiclassing allowed if prereqs are met

### 4. Alignment & Deity

- Any non-evil alignment (unless pre-approved)
- Choose from Greyhawk pantheon

### 5. Personal Characteristics (Mandatory)

- Choose or roll: 2 personality traits, 1 ideal, 1 bond, 1 flaw
- These are used to trigger world responses, NPC hooks, or faction interest

## 6. DM Review

- Submit full build on D&D Beyond for final check

## Appendix A: Sample Character - Frederico “Barabba” Barbieri

**Class:** Fighter 1

**Species:** GH\_Human (Baklunish)

**Background:** GH\_Gambler

**Alignment:** Chaotic Good

**Faith:** Undeclared

**Personality:** “Life is short! Enjoy the good things... it’ll be fine.”

**Ideal:** Rules are for the timid.

**Bond:** Owes a big debt to a Free City boss.

**Flaw:** Overconfident and impulsive.

**Notables:** Unarmed Fighting Style, Lucky feat, Weapon Mastery (Maul, Shortsword, Dagger), Yazna Divination

## Appendix B: Quick-Start 5e Cheat Sheet (for New Players)

**Your Turn** = Move + Action + Bonus Action (if granted)

**Attack** = 1d20 + bonus  $\geq$  AC

**Damage** = Weapon/spell die + modifier

**Advantage/Disadvantage** = Roll 2d20, keep best/worst

**Spellcasting** = Watch concentration; only one at a time

**Resting** = Short (1hr), Long (8hr)

## Appendix C: Regional Factions (576 CY)



### Lordship of Narwell

- **Leader:** Baron Arness Nar
- **Reputation:** Suspicious but lawful
- **Agenda:** Maintain control, leverage Greyhawk military

- **Player Hook:** Mercenary contracts, civil order jobs



## **Verbobonc Militia & Council**

- **Leader:** Mayor Langard
- **Reputation:** Disciplined, overstretched
- **Agenda:** Border defense, Temple containment
- **Player Hook:** Recon, escort, frontier politics



## **Old Faith (Druids)**

- **Leader:** Jaroo Ashstaff (in Hommlet)
- **Reputation:** Mysterious but helpful
- **Agenda:** Preserve nature vs. elemental corruption
- **Player Hook:** Ritual aid, wilderness support



## **Gnarley Rangers**

- **Leader:** Unofficial, decentralized
- **Reputation:** Skilled, honorable, secretive
- **Agenda:** Defend the forest, stop interlopers
- **Player Hook:** Patrol missions, poacher hunts



## **Kingdom of Celene**

- **Leader:** Queen Yolande
- **Reputation:** Isolationist, proud
- **Agenda:** Elven preservation, no human meddling
- **Player Hook:** Rare emissary roles, lost elven sites



## **Church of St. Cuthbert**

- **Leader:** Canon Terjon
- **Reputation:** Zealous, righteous
- **Agenda:** Eradicate heresy, enforce divine law
- **Player Hook:** Inquisition assistance, divine aid



## **Free City Agents**

- **Leader:** Unknown network
- **Reputation:** Cunning, subtle
- **Agenda:** Economic influence, destabilization
- **Player Hook:** Shadow contracts, double-cross plots