

GREYHAWK: WEST MARCHES CAMPAIGN

Evil is ascendant across the lands of Eastern Oerik. If something isn't done to curtail the growing threat, Eastern Oerik will fall to tyrants, evil dragons, and monstrous hordes. Heroes are needed to bring hope to the people of the Flanaess. Even if the heroes die trying, the legends of their exploits will live on!

Adventuring parties from the Free City of Greyhawk and other settlements trek across the vast wilderness of Eastern Oerik, slaying monsters and exploring dungeons to find magic items the adventurers can use to defend their homeland and take the fight to their enemies. Are you ready to do your part?

THE MANY SHADES OF EVIL

- Evil chromatic dragons dwell in the wilds. Tiamat whispers to them of invasion and destruction.
- Extraplanar entities-demon lords, evil elemental princes, and Elder gods look to ravage Oerth.
- A demigod named Iuz has reclaimed the vast tract of land north of the Free City of Greyhawk.
- Vecna looms in the background as he roams the multiverse and searches for his Eye and Hand.
- Nihilistic cultists dedicated to Tharizdun, the Eater of Worlds, look to free their patron.

YOUR PLACE IN OUR WORLD

Your story begins in the Free City of Greyhawk. Whether you were born here, or you just recently arrived, you are all here to seek your own fame and fortune. You will forge your mark on the world as you come together as a party and explore the areas that most interest you and take on the evils that cross your path. Take your place in a large living world and discover your true potential and purpose.

THE WORLD IS ALIVE

A character's core motivation for adventuring in Greyhawk is your own. Whether you know from the onset your goals, or they happen organically; you need not share with others. You are one of many PCs and parties each with their own goals and objectives that will be interacting with the world at the same time. Your actions can and will affect the world around you as well as other parties that you do not know. Between sessions the game goes on and you can take downtime actions that will help further your story.

This is a West Marches style campaign. If you would like to learn more about West Marches please watch the following video: <https://youtu.be/oGAC-gBoX9k?si=0HchD5pSx8IY8bMj>

CHARACTER CREATION RULES

Characters begin at **1st level**. You can choose character options from the 2024 Player's Handbook and these can be adjusted to fit the narrative of your story.

You may use standard array or point buy for the ability scores and MAX/AVE Hit Points at each level with maximum HP for level 1 and the average for each level after.

You may create a personal backstory or allow the sessions and play determine it for you.

Other rules not covered here may be found in our server as they pertain to downtime and how to play in a "living world campaign".

HOW DOES THE LIVING WORLD WORK?

This is a living campaign world where everyone plays a part of our story. Nothing is predetermined and the world evolves over time. Here are some of our basic elements of play.

Alixtra Black Carvan Co. While there are many factions in Greyhawk, you will all be tasked with missions from the ABC Co. In this manner we can tie the world together and individual players and parties into one narrative.

Official Timeline. The campaign begins during the first week of Flocktime in 576 CY (Common Year). Each character and/or party will keep track of their date, and their deeds will be recorded onto the Official Timeline.

Types of Play. You may play as a regular campaign group each week at a predetermined hour and day; or you may play in one shots that can be scheduled by a group of players or the DM as per mutual agreement.

Downtime. Between play sessions a PC may declare they want to have downtime actions or activities. The downtime rules and options are shared on the server. This can include just meeting with friends in the tavern.

OUR TOOLS AND RULES

Tools. We will be using D&D Beyond for the character sheets and their MAPS VTT for combat and exploration. Our boosted Discord server will be used for chatting, announcements and voice channels for the game. We use Syrinscape for immersive background music and sounds.

Rules. We will be using the 2024 D&D 5e ruleset as well as the Bastion Rules and other specialized rules for downtime between sessions. See our server for more details.