



HALLS OF HEROES

AN ORGANIZED PLAY CAMPAIGN FOR D&D 5E

PLAYER GUIDE v26.0

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Website: hallsofheroes.com

Discord: <https://discord.gg/Kf8sEen>

WHAT IS D&D HALLS OF HEROES?

The D&D Halls of Heroes is an ongoing 3rd organized play campaign for Dungeons & Dragons®. It uses fifth edition (2024) Dungeons & Dragons rules, and has a unified multiversal setting including the Forgotten Realms®, Eberron®, Dragonlance®, and more. You can play D&D Halls of Heroes games anywhere, creating a character in a setting and playing that character in any D&D Halls of Heroes game in that setting. These games can be in public in person play events or in a private setting of your choosing. These settings can be online, game and hobby stores, conventions, public accessible game day events, libraries, your home, or anywhere you gather to play following D&D Halls of Heroes rules.

D&D 5TH EDITION 2024 (5.5E VS 5E)

During the 5e-to-5.5e conversion process, magic items that would become functionally different can retain their previous (5e) features by adding a (Legacy) tag after them.

- Items that have varying prerequisites or attunement requirements do not qualify for the (Legacy) treatment.
- (Legacy) items lose the tag (and are thus updated) if traded.
- No new (Legacy) items can be created by any means. For example, a DM who earns the right to award themselves a Helm of Telepathy in 2018 would instead award themselves a 5.5e version in 2025.
- Updated items must be randomly modified as necessary (e.g. a Necklace of Prayer Beads with invalid beads would have the offending beads re-rolled).

PURPOSE OF THIS PLAYER GUIDE

This document is a comprehensive guide to the rules used by players for official Halls of Heroes games. In case of differences between rules and guidelines from other sources and this guide, the guide takes precedence for D&D Halls of Heroes play.

WHAT YOU NEED

In order to participate in D&D Halls of Heroes games, the following is needed at a minimum:

- ◆ **The D&D Basic Rules.** This PDF document is available for free on the Wizards of the Coast website. It contains all the basic rules of the game, and you can create a character with it. Additional options for characters are available in the other resources, according to your setting.
- ◆ **Character Sheet.** You can use any D&D character sheet you wish.
- ◆ **An Adventure Logsheet.** This can be formatted logsheet or any paper or electronic file where you track the same information each session of play. The required information is detailed below.

CREATING YOUR CHARACTER

To create a character for D&D Halls of Heroes, follow the steps below. Most characters begin at 1st level.

See Appendix S (Sources) for the full catalogue of valid source books. Ignore all attribute bonuses.

In extremis, a character can start at level 5 if a new player (or two) would otherwise be unable to play. Such a character still starts with 0 xp. If 3 players would need to make a level 5 character, that's a good time for another table with another adventure.

The most recently published version of a character creation option should be used. If in doubt, just do your best.

STEP 1: CHOOSE AN ORIGIN SETTING

Halls of Heroes games take place in a multiverse of settings. There are a wide variety of ways to move from one world to another (Planescape, Spelljammer, Radiant Citadel, Infinite Staircase) and such movements need not be logged. Your character's initial state should be consistent with one world.

Any renown you earn on a world different from your faction's home setting still applies, as news travels back home across the planes.

STEP 2: CHOOSING A SPECIES AND CLASS

Choose a race and class from the player-valid sources (Appendix S)

The following variant or optional rules are available when creating your character:

- ◆ MTF: Blessing of Corellon
- ◆ SCAG: Half-Elf and Tiefling Variants
- ◆ TCE: Changing Your Subclass (*using downtime for the suggested amount of training time and training costs*)
- ◆ TCE: Optional Class Features (*any class feature that replaces another class feature is chosen per character*)

Options presented in other resources-- such as Death Domain found in the *Dungeon Master's Guide* (DMG14) or content from the various Unearthed Arcana articles-- aren't allowed for play unless you possess specific campaign documentation that indicates otherwise.

STEP 3: CREATE A BACKGROUND AND CHOOSE ORIGIN FEAT(S)

You can choose a background using the rules in the PHB or **any other** officially-released Wizards of the Coast, D&D Halls of Heroes, or D&D Adventurers League resource. These resources are more numerous than Appendix S.

Ignore all attribute bonuses.

Any background you create will grant:

- ◆ 1 Origin Feat
- ◆ 2 Skill Proficiencies
- ◆ 2 Tool and/or Language Proficiencies
- ◆ Background Feature from a published background (cannot grant an additional feat).
- ◆ Starting Equipment list from a published background

Note: The Spell List enhancements in backgrounds (e.g. GGR and STRIX) are not features for this purpose and thus are not attainable.

STEP 4: DETERMINING ABILITY SCORES

When generating a character's ability scores you can use one of the following methods:

- ◆ Standard Array (15, 14, 13, 12, 10, 8)
- ◆ Variant: Customizing Ability Scores (PHB). Helpful [calculator](#)

Then assign 3 additional points spread among at least 2 different attributes (i.e. +1/+2 or 3x +1).

STEP 5: CHARACTER DESCRIPTION

Name. Give your character a name that is unique among your own characters. This name will never change (though your character can always acquire nicknames or titles, use pseudonyms, etc.)

Alignment. D&D Halls of Heroes focuses on maintaining a welcoming, fun environment so neutral evil and chaotic evil alignments are not legal for characters to be as part of D&D Halls of Heroes. Players of lawful evil characters are still bound by code of conduct to cooperate with the party, but do so with different motivations. You can change your alignment at any time.

Deities. One's relationship to the divine is personal and setting-dependent. In the **Forgotten Realms** and in **Dragonlance**, deities are often manifest and the power of clerics are said to flow directly from the deity – thus, clerics should choose an appropriate source for their power. In **Eberron**, the divine is more abstract, and classes such as 'cleric' might not represent a religious character at all.

Starting Lifestyle. Unless your starting lifestyle is explicitly determined by your chosen background, you can choose to begin with whatever lifestyle you like. Note this selection on the first entry of your logsheet. You can change your lifestyle when you spend downtime days for activities.

This Is Your Life (XGE). You may roll randomly on, choose for yourself from, or ignore completely the This Is Your Life tables in the XGE. You may not use it to start with magical weapons, armor, or spellcasting foci.

STEP 6: CHOOSE EQUIPMENT

Upon creating a D&D Halls of Heroes character, you obtain starting equipment and gold as determined by your class and background. Rolling for your starting wealth isn't allowed.

Trinket. You begin play with a trinket of your choice from any of the allowed resources in Step 2, or you can roll randomly to determine your trinket. Some backgrounds with give you additional trinkets.

Selling Equipment. You can sell any mundane equipment that your character possesses using the normal rules in the PHB (50% of cost) to add to your starting gold.

Purchasing Equipment. With your starting gold, you can purchase any equipment found in the PHB or other allowed resources in Step 2. Note that potions of healing are the only non-mundane equipment available for purchase.

STEP 7 (OPTIONAL) SELECT A FACTION

Joining a faction can be done at any time and is an optional choice. Each faction has goals that are distinct. Helping a faction with their goals will give adventurers a chance to

earn prestige within its ranks through the acquisition of renown. If you want your faction to be an important part of your play, work with your Dungeon Master to establish the nature of your relationship with the faction. See Appendix F: Factions for more information.

DURING THE ADVENTURE

EXCHANGING WEALTH

You **cannot** give another character wealth, treasure, or equipment (mundane or magical). You **can** (1) contribute to the cost of spellcasting services that help another character that you are adventuring with, and (2) loan another character magic items to use during a session both characters are present. **Trading** magic items with another character is a downtime activity (Appendix D)

AT THE END OF THE ADVENTURE

SPLITTING TREASURE

Material wealth is split equally among all party members, according to GP value.

Consumable magic items (potions, scrolls, and ammunition) are split according to the agreement of the party. A common method is that everyone rolls a die and the highest roll picks first. If the party can't agree, the DM determines the winner randomly.

Permanent magic items (which includes magic items with a limit number of charges) are dividing according to the following rules:

- ◆ Unanimous agreement: if the entire table agrees on who gets an item, that person gets it.
- ◆ If more than one player wants an item, then the player with the lowest number of permanent magic items gets it.
- ◆ If there is a tie in permanent magic item count, then the DM determines the winner randomly.

Permanent Magic Item Count includes each permanent magic item held by a character.

- ◆ It excludes potions, scrolls, and ammunition.
- ◆ It excludes items sacrificed as a non-improvised part of the adventure (e.g. the legendary weapons in Princes of the Apocalypse, certain hags who demand bribes)
- ◆ It excludes items that have become non-magical or used up under normal use (e.g Keoghtom's Ointment, Rod of Absorption).
- ◆ It includes item that have been destroyed or render non-magical due to a roll of the dice (e.g. Horn of Blasting, Helm of Brilliance, Staff of Striking) or neglect (drowcraft equipment, Staff of the Python).

- ◆ It includes items that applies a permanent effect (e.g. Tome/Manual ability score increases). Bag of Beans ability score increases count for each character affected.

DEATH

The party may pool wealth to pay for Spellcasting Services (Appendix D) to bring a party member back to life.

Alternately, the player of a tier 1 character (who is not in Barovia) can accept **Faction Charity** as other interested parties arrange for the character's recovery. The character will receive no rewards from this session. Their share is entirely lost to the party.

Days spent on downtime activities between sessions do count toward recovery from the penalties of resurrection spells.

MONSTROUS TRANSFORMATION

Characters transformed into monsters at the end of a session (such as lycanthropy, vampirism) cannot participate in further adventures until the condition is cured. This is usually done via Spellcasting Services (Appendix D).

THE ADVENTURE LOGSHEET

In addition to having a character sheet, every character needs an adventure logsheet to keep track of changes from adventure to adventure. The format doesn't matter, but it should be available for reference whenever playing. Downtime activities between sessions will also be recorded on your logsheet.

- ◆ Session Date
- ◆ **DM:** Dungeon Master name
- ◆ **Adventure Name**
- ◆ **XP Gained**
- ◆ **GP:** net change in wealth (expressed in GP)
- ◆ **DT:** net change in downtime (Appendix D)
- ◆ **Renown** earned, if part of a faction (Appendix F)
- ◆ **Magic Items Count.** If you received a permanent magic during the adventure, increase your magic item count by one (see 'Permanent Magic Item Count' above in *Splitting Treasure*).
- ◆ **Story Awards.** Record any story awards you received during the adventure. These may have lasting effects on your character. If a story award is ever lost or expires, record that as well.
- ◆ **Adventure Notes.** Record important things that happened during the adventure here: deaths, story notes, leveling up, downtime activities, etc. If you received a randomly generated item, record the name of the adventure and the encounter/room where it was found in the adventure.

DOWNTIME ACTIVITIES

As you adventure, you earn DT (downtime days) to represent in an abstract way things your character does

between adventures. In practice, some Downtime Activities occur during adventures.

Downtime Activities require the expenditure of DT. Lifestyle costs can be ignored.

Logging: Record the date, your DT expenditure, your GP expenditure, and any other relevant information on your Adventure Logsheet. Partial progress toward completion of an activity can be performed and recorded.

Appendix D contains information on Downtime options.

SHOPPING

You may make purchases of mundane equipment and potions of healing from the PHB equipment lists, as well as the other resources available to you during character creation. Coins, gems, jewelry, and costed spell components are all interchangeable for like value.

CHARACTER ADVANCEMENT

Adventures are broken into four tiers of play- first tier (levels 1-4), second tier (levels 5-10), third tier (levels 11-16), and fourth tier (levels 17-20). You can't begin adventures outside your tier, but you can continue to play any adventure you have started. Any references to tier-appropriate magic items refer to the rarity of the magic items. Tier-appropriate is an additive property, encompassing all lower tiers as well.

- Tier 1: Trinkets, Common, Uncommon
 - Tier 2: Rare
 - Tier 3: Very Rare
 - Tier 4: Legendary.
- Artifacts are never tier-appropriate.

XP must be applied immediately. If you advance to the next level, you must do so after the next long rest or at the end of the session -- whichever happens first. You use the options provided in Step 2 of Character Creation for advancing your character.

When you gain a level, use the fixed hit point value in your class entry. You can't roll your hit points.

The Dragonlance 4th-Level Bonus Feat does not function outside that setting.

If you level between sessions of a multi-session adventure (like a hardcover), your used spell slots, lost hit points, and other used resources do not return until you rest in-session. If you join another adventure entirely between sessions of a multi-session adventure: you begin the middle adventure as if rested, then resume the initial adventure as though you had not rested.

APPENDIX D: DOWNTIME ACTIVITIES

Downtime Days (DT) are awarded by the DM at the end of each session. These represent time spent between sessions performing other activities beside adventuring. While 5.5e books do not mention Downtime, any mention of an activity requiring a 8 hours of a day can be assumed to be equivalent to 1 DT.

UNRESTRICTED DOWNTIME ACTIVITIES

Downtime Activities in PHB14 (p. 187) may be used in addition to those below. Sometimes, a Story Award or Certificate will grant additional downtime options.

Appendix F lists additional downtime activities available to Faction members.

DT represents downtime days that are used during the activity.

Spellcasting Services

Before, during, or after an episode or adventure, you can have a spell cast by an NPC. If the NPC spellcaster is written into the adventure, the base cost is 0 DT, otherwise 1 DT.

The GP and DT cost can be shared by the characters in the party. Characters raised from the dead during the course of play can continue play and earn rewards as normal, but penalties imposed by *raise dead* and the like still apply. This is the only downtime activity a dead character can perform.

If spellcasting services are needed after the adventure has concluded, it is presumed they're available, and that bodies have been recovered if necessary (unless the adventure or encounter specifically states otherwise).

The presence of appropriate facilities for a character with an Acolyte Background to receive a discount is up to the DM.

<i>Spell</i>	<i>Cost</i>
Cure Wounds (Level 1)	10 GP
Identify	20 GP
Continual Flame	90 GP
Lesser Restoration	40 GP
Prayer of Healing (Level 2)	40 GP
Dispel Magic	90 GP
Remove Curse	90 GP
Speak with Dead	90 GP
Divination	210 GP
Greater Restoration	450 GP
Raise Dead	1,250 GP

Resurrection*	3,000 GP + 150 DT
True Resurrection*	50,000 GP + 350 DT

Table: Spellcasting Services

*The downtime cost for these spells can be reduced by 50 for each faction rank above '1' that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does not reduce the GP nor DT cost for either of these spells.

Copying Spells

In order to copy spells into your spellbook, you must use this downtime activity. For each downtime day spent, your character can spend 8 hours copying spells into their spellbook. Two or more characters playing the same adventure together using this downtime activity can allow one another access to their spell book; effectively "trading" spells between everyone involved to copy as normal. All parties to the trade must spend these downtime days in order to trade spells, you must use this downtime activity in the presence of the table's DM. No less than a moderate lifestyle will suffice for this activity.

Catching Up

Sometimes you might like to advance to the next tier to catch up with friends, play new adventures, etc. "Catching Up" is an available option at 4th (20 DT), 10th (100 DT), and 16th level (300 DT), and advances your character to the minimum XP for the next level.

Rebuild

You can rebuild your character. Pay 10 DT per level of your character. A player **can't change a character's name**, but can change any other aspect.

Certain aspects can be changed at any time, unless they are forcibly altered by events in adventures: alignment, personality traits, bonds, ideals, flaws, and lifestyle.

During a rebuild, the character keeps all XP, wealth and equipment, downtime, and faction renown. Starting equipment (and wealth from selling it) can be swapped or kept. **Changing a character's faction style returns total renown to 0.**

Tier 1 characters (level 1-4) who have not yet started a session at level 5 can waive the DT cost. Higher-level characters can waive the DT cost once per calendar year, no matter what their level, to accommodate the publication of new options, addenda, etc.

Trade Magic Item (15 DT)

Two characters can trade Permanent magic items of equal Rarity. Each pays 15 DT. Trading with a character in the same session as you costs 0 DT.

The following items can't be traded:

- ◆ consumables (scrolls, potions, ammo)
- ◆ items with no magic left or broken items, including used +stat books

Record the trade on your logsheet: player name, character name, items given and received, origin of new item. If a certificate exists, it goes with the item or is destroyed.

Craft Magic Items

Characters with the appropriate skill proficiencies (Arcana + the correct artisan tool) and any required spells can craft magic items according to the rules in the "Crafting Magic Items" section of the DMG(5.5e). A proper Bastion facility can compensate for lacking skills, but not spells.

Required materials are always available. Crafting DT can be spent by multiple qualifying characters who shared their last session, but the receiving character must cover all the GP.

Characters can only craft and/or receive tier-appropriate magic items. Valid magic items for this activity are from any source that is not primarily an adventure book. (e.g. FTD: valid. LMOP: invalid).

The amount of DT is the number of days required to perform the crafting. Using a Bastion's facilities for this purpose does not require a Bastion Turn DT Activity. The 10th-level Artificer feature "Magic Item Adept" does apply to both the downtime and cost, if they are doing the crafting. Half-time consumables are only potions, (non-spell) scrolls, and ammunition.

A character lacking the correct proficiencies and spells can hire NPC spellcasters (not artificers) to perform the crafting for them. The spellcasters will demand favors in the form of additional work or additional funds. This will amount to either an additional 20% DT or additional 20% GP. So having an uncommon magic item (normally 10 DT + 200 GP) crafted for you will either cost you (12 DT + 200 GP) or (10 DT + 240 GP) before other costs, like weapons or armor. No sharing these costs with other characters.

Note that since you cannot craft mundane items not available to purchase in Appendix S, you also cannot craft magical versions of those unless you already possess the non-magical version to use as raw materials.

Bastion Turn (7 DT) (requires: level 5)

Chapter 9 of the DMG(5.5e) details an entire bastion system.

Bastion expansion requires the character expend the relevant GP, but neither DT nor days need be accounted for. *No shared bastions* (mechanically).

You can perform this activity between sessions to issue one Order for 7 days of Bastion activity. A DM may agree to adjudicate the Maintain action after a session has ended. Time spent thusly counts as part of neither session nor adventure for any purpose for DM nor player.

Any Bastion-related activity requires performing this DT activity. This includes things like visiting your pub for a drink, spending a Long Rest in the Bastion, or casting Teleportation Circle, but excludes bastion construction/expansion and player-involved crafting.

If 7 days pass during a session, the Bastion Turn takes effect as normal without this DT activity. (As normal, outside this activity, if you don't have a means of communicating with your Bastion, then the Maintain order takes effect as usual.)

Escape the Mists (10+ DT)

A character with the Demiplane of Dread story award can gain the *Escape the Mists* story award after paying 10 DT to leave the Demiplane. The DT cost is modified by the following story awards:

- +10 DT (each): *Touched by the Mists*
- +5 DT: *Enmity of Jeny Greenteeth* (DDAL 04-06)
- +5 DT: *You Murderer* (DDAL 04-08)
- +5 DT: *Cursed by Greed* (DDAL 04-09)

If a character does not have enough DT to escape the mists, more DT can be gained via adventuring in Ravenloft or granting their character DM rewards.

Walking Home

A character who has been planeshifted out of an adventure must spend 50 DT to find the necessary transport to get back home. Possession of other means of planar travel allows one to forego this downtime activity altogether. This situation does effectively delay their re-entrance until the next game session.

Buying from the Merchant Princes of Port Nyanzaru (10 DT)

When completing a session in the Tomb of Annihilation (TOA) or related adventures set around Chult (or re-mapped for another setting), characters can engage in this downtime activity.

For each 10 DT you make a single transaction, per the Prince's limit noted below. Otherwise, refer to their entries in TOA pp 24-25.

- ◆ **Ekene-Afa.** This Merchant Prince has a small selection of magic items readily available for a modest price. Limit: 1 permanent item or 10 pieces of ammunition.

- ◆ **Ifan Talro'a.** Animals purchased from this merchant prince aren't available as familiars. Limit: 750 GP.
- ◆ **Jessamine.** This soft-spoken Merchant Prince sells some of the most potent poisons in Faerûn. Limit: 2,000 GP.
- ◆ **Kwayothe.** Dealing with Kwayothe does not require expenditure of DT.

- ◆ **Wakanga O'tamu.** This charismatic Merchant Prince sells potions and scrolls. Limit 750 GP.

If the characters complete Wakanga's quest (TOA), they may choose spells once their levels have been determined, as normal.

APPENDIX F: FACTIONS

Factions are organizations to whom your character may have some allegiance, rather than just your character's party or quest givers. Membership brings responsibilities and benefits.

FACTION PROGRESSION

You can only be part of one faction at a time. When you join a Faction, you begin with 0 Renown. As you adventure, your DM will reward you with Renown. If you leave a faction, Renown returns to 0.

During certain adventures, you may be given the opportunity to complete additional objectives on behalf of your faction. Completion of these missions might earn you additional rewards.

Each rank has minimum requirements:

- Rank 1 (Initiate): Renown 0
- Rank 2 (Agent): Renown 3
- Rank 3 (Stalwart): Renown 10, Level 5
- Rank 4 (Mentor): Renown 25, Level 11
- Rank 5 (Exemplar): Renown 50, Level 17

Rising in rank happens at the end of a session.

GENERAL FACTION DOWNTIME ACTIVITIES

Gain rank gives you access to additional Downtime Activities to those listed in Appendix D. Faction rank prerequisites are listed after the names of each of these downtime activities.

Apprentice Training (Rank 2+, 175 DT)

After a shared adventuring session, you may learn any language or tool proficiency that a higher-rank member possesses for 175 DT (no GP cost but lifestyle).

Fighting Partners (Rank 2+, 5 DT each)

By practicing before adventures, two members of the same faction-style benefit from teamwork. Each must spend 5 DT before the session.

Gain the following benefits for the session:

- ◆ Any saving throw made by one participant to save against an effect created by the other is made with advantage.
- ◆ Once per short rest, a participant may use the Help action to assist the other as a bonus action.
- ◆ Neither participant acts as cover against ranged attacks made by the other.

Faction Philanthropist (Rank 4+)

You may choose to pay for or cast *raise dead*, *resurrection*, or *true resurrection* spells for a Rank 2+ member of your same faction-style. The recipient need not share the session. If you aren't casting the spell yourself, you must pay the full cost of the NPC Spellcasting Service plus 25 DT (to deliver the body and find a caster).

You can also use this downtime activity to personally cast (including from an item) *wish* to remove effects that dictate the use of *wish* is necessary.

INTER-FACTION INTRIGUE

Adventures may include conspiracies, intrigue, and mystery. While your faction's larger goals may put you at cross-purposes with the factions of your allies, you can and must work together toward your immediate goals. Several factions' true goals will be utterly opaque to the characters, and so the Dungeon Master should be able to devise hooks easily enough to draw any of the factions into an adventure. As always, it's the player's duty to help devise reasons their character will work together with the party, regardless of factional differences.

FACTION STYLES

When defining your character's faction, you will specify its name as well as its Faction Style. There are six varieties of Faction Style: Devious, Exploration, Law, Meddling, Nature, and Order. It's possible for two characters to belong to the same faction but name a different Faction Style (subfactions!). Work with your DM to justify your choice if necessary. Lists of examples are not exhaustive. The styles are explored on the following pages.

FACTION STYLE: DEVIOUS

Devious factions are verging on the criminal. But since they maintain a facade of legitimacy, members are able to cooperate with other party members.

Eberron Examples: Aurum, Boromar Clan, Cabinet of Faces, The Tyrants, and Houses Cannith, Phiarlan, Sivis, and Thuranni.

Forgotten Realms Examples: Zhentarim, the Hand of Yartar, the Red Sashes

EXAMPLE: AURUM (EB)

The **Aurum** are a shadowy organization run by the wealthiest citizens of Khorvaire. Using their wealth and power, they accrue more of both throughout the continent to make sure that they hold the secret reins of power. With a vast web of agents, many adventurers of influence are unknowingly pulled into their web and manipulated toward their mysterious goals.

The organization's goals are to attain wealth and power, to guide the course of history, and to maintain secrecy at all costs.

The ruling concords (copper, silver, gold, and platinum) certainly know the Aurum's true goals and work toward them, but lesser agents may not be aware of its goals nor even of their own membership.

EXAMPLE: ZHENTARIM (FR)

The **Zhentarim** (aka 'The Black Network') is an unscrupulous shadow network that seeks to expand its influence and power throughout Faerûn by presenting a legitimate and heroic front. The organization is ambitious, opportunistic, and meritocratic. Rogues and warlocks of neutral and/or evil alignments are commonly drawn to the Zhentarim.

Zhentarim agents often hope to amass wealth, seize power, and gain influence. Everyone has a price, but the Zhentarim are your family.

DEVIOUS-ONLY DOWNTIME ACTIVITIES

Faction Training: Devious (Rank 2+)

Your faction can train you in certain new skills twice as quickly as usual. Perform by spending 125 DT plus 125 GP over lifestyle costs. Options include: Disguise kit, Forgery kit, Poisoner's kit, Thieves' tools

Procure Legend (Rank 3+)

You are adept at getting yourself into places you don't belong. By spending 10 DT, you have backed up a false identity with more credentials. If you can reroll one failed check (Deception, Disguise Kit, or Performance) needed to establish a false identity.

Procure Illicit Goods (Rank 3+)

You have contacts among the local smugglers who are able to procure restricted and illicit items for you. Spend 15 DT to gain one of the following items: carrion crawler mucus, serpent venom, or a 1st-level spell scroll of your choice. Roll on the Procure Illicit Goods table to see what happens.

d20	Result
1-2	You are caught red-handed and fined 200 GP.
3-6	You are accosted by the city watch while making the deal. You lose 200 GP, but you manage to retain possession of the item.
7-12	You find a fence willing to sell you the item, but it's going to cost you. Make a DC 10 Charisma (Persuasion) check. If you succeed, you pay 50 GP for the item. If you fail, you pay 100 GP for the item.
13-18	You are able to swindle or fast-talk your way into obtaining the item, gaining it for free.
19-20	You manage to obtain one item for free while attempting to steal another. Make a DC10 Dexterity (Sleight of Hand) check. If you succeed, choose two different items instead of one. You gain both items for free. If you fail, you instead gain one item for free.

Table: Procure Illicit Goods

FACTION STYLE: EXPLORATION

Exploration-style factions enjoy going new places and finding lost things. Perhaps so they can sell them, put them in a museums, or write books about them.

Eberron Examples: Clifftop Adventurers' Guild, Deathsgate Explorers' Club, Morgrave University, and the Wayfinder Foundation

Forgotten Realms Examples: Candlekeep, The Guild of Naturalists, The Order of Delvers, and The Order of the Forgotten Page

EXAMPLE: CANDLEKEEP (FR)

The Library of Candlekeep is a fortress of collected knowledge. The Avowed oversee the library and strictly control access to the collection.

Candlekeep personnel rarely leave the fortress, but adventurers who bring back lost tomes and new memoirs of their adventures are sure to gain renown and favor with the Library.

EXAMPLE: MORGRAVE UNIVERSITY (EB)

Morgrave University is an institute of higher education. Their scholarly expeditions travel the world, exploring lands both new and lost. Those same expeditions return with artifacts, relics, and knowledge to fill the University's museums, libraries, and coffers. Bards and wizards are often drawn to academia.

Field scholars of Morgrave University are often adventurers, by necessity if not by choice. The patrons who fund the expeditions may have their ulterior motives, as might the adventurers themselves. Morgrave University often struggles for legitimacy, attempting to rise above the long shadow cast by the more reputable Arcane Congress.

EXPLORATION-ONLY DOWNTIME ACTIVITIES

Faction Training: Exploration (Rank 2+)

Your faction can train you in certain new skills twice as quickly as usual. Perform by spending 125 DT plus 125 GP over lifestyle costs. Options include: Cartographer's tools, any musical instrument, Navigator's tools, Vehicles, any standard language.

Cartographic Connections (Rank 3+)

You have connections with mapmakers. Prepare by spending 10 DT. You can reroll one failed ability check related to navigation. You must use the new result.

Expeditionary Preparations (Rank 3+)

You have expertise with preparing for an expedition that may involve extreme weather or ambient conditions. Prepare by spending 10 DT. To use, roll on the Expeditionary Preparations table to judge the affect AFTER you have chosen your gear. Only after its use can you prepare this activity again.

d20	Result
1-2	There's a severe shortage of supplies. Pay 100 GP over the usual price for the goods (even if they would have been free).
3-6	You found everything you needed, but had to pay the usual price.
7-12	You got a deal on the required equipment and rations for the expedition (up to 100 GP discount for the party).
13-18	This gear is great. Each member of your party can reroll one failed Save vs travelling dangers (weather, hazards).
19-20	Your outfitter has the best gear around. Your party members have Advantage on all Saves vs travelling dangers (weather, hazards). You can also choose to purchase +1 weapons and +1 spellcasting foci for 5000gp each.

Table: Expeditionary Preparations

FACTION STYLE: LAW

Law-style factions maintain peace, often for political reasons. They might represent alliances of several nations, one nation's secret police, or just a collection of villages.

Eberron Examples: The Twelve, the King's Citadel of Breland, and Houses Denneith, Kundarak, Medani, and Tharashk

Forgotten Realms Examples: The Lord's Alliance, The Order of the Silver Chalice

EXAMPLE: LORDS' ALLIANCE (FR)

The Lords' Alliance is a loose coalition of established political powers concerned with mutual security and prosperity. The organization is aggressive, militant, and political. Fighters and sorcerers of lawful or neutral alignments are commonly drawn to the Lords' Alliance.

The organization seeks to ensure the safety and prosperity of cities and other settlements of Faerûn by maintaining a strong coalition against the forces of disorder. Members are expected to do what needs to be done, while also keeping to the diplomatic niceties needed to stay united.

EXAMPLE: THE TWELVE (EB)

The **Twelve** is the organization that coordinates between the twelve Dragonmarked Houses and enforces House edicts. It holds that the Houses are more important than nations since they unify Khorvaire with their valuable services.

Agents of the Twelve will be practical above all else. Of course, each agent will have come from one particular House before entering The Twelve, and so some remnant of loyalty or pride in that House will remain. They are expected, however, to take the long view and work for the good of all the Houses.

LAW-ONLY DOWNTIME ACTIVITIES

Faction Training: Law (Rank 2+)

Your faction can train you in certain new skills twice as quickly as usual. Perform by spending 125 DT plus 125 GP over lifestyle costs. Options include: any gaming set, Jewelers tools, Mason's tools, Navigator's tools, Painter's supplies, any standard language.

Ear to the Street (Rank 3+)

You've taken part in your fair share of interrogations and investigations. Prepare by spending 10 DT. You can reroll one failed Intimidation or Investigation check to uncover information from a person or from a population. You must use the new result.

Rally the Troops (Rank 3+)

You have skill in rallying the locals to stand against the forces of chaos. Prepare by spending 10 DT. During combat, you can use a bonus action to call on their immediate aid. Roll on the Rally the Troops table to determine the result. Creatures who appear are under the control of the DM and depart at the end of the current combat. Only after its use can you prepare this activity again. It must be reasonable for the locals to be in the area.

<i>d20</i>	<i>Result</i>
1-2	Oh no! A bandit captain and 3 bandits arrive and join the other side of the battle.
3-6	3 guards arrive to assist. Afterwards, you receive a bill of 200gp for services rendered.
7-12	3 guards arrive to assist.
13-18	A knight and 3 guards arrive to assist.
19-20	A veteran and an acolyte lend their aid.

Table: Rally the Troops

FACTION STYLE: MEDDLING

Meddling-style factions stick their noses in and get things done, often covertly. Spy rings, underground revolutions, and trickster covens could all be meddling-style.

Eberron Examples: Dark Lanterns, Royal Eyes of Aundair, the Trust

Forgotten Realms Examples: The Harpers, Triceratops Society, Spysong, Moonstars

EXAMPLE: DARK LANTERNS (EB)

The **Dark Lanterns** are the secret intelligence branch of The King's Citadel of Breland. The Citadel already operates covertly, and the Lanterns are even more discreet. They are the elite of the elite. The organization works to secure the safety of the nation of Breland through covert operation.

Some of those gaining renown with the Dark Lanterns will be secret agents, duly sworn into service with the King's Citadel. Many more will be witting or unwitting assets, being given missions by their handlers in the spy agency. As valuable assets, those members will still benefit from this renown as their handlers work to keep them safe. Secrecy is so important that if someone were to admit that they are a Dark Lantern almost certainly means that they've never met a Dark Lantern in their life.

EXAMPLE: HARPERS (FR)

The **Harpers** is a scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power. The organization is benevolent, knowledgeable, and secretive. Bards and wizards of good alignments are commonly drawn to the Harpers.

The Harpers thwart tyrants and leaders, governments, and organizations that grow too powerful. They believe one can never have too much information or arcane knowledge, but also that too much power leads to corruption and the abuse of magic must be closely monitored.

Harper agents are trained to act alone and rely on their own resources. When they get into scrapes, they don't count on their fellow Harpers to rescue them. Nevertheless, Harpers are dedicated to helping one another in times of need, and friendships between Harpers are nigh unbreakable.

Masterful spies and infiltrators, they use various guises and secret identities to form relationships, cultivate their information networks, and manipulate others into doing what needs to be done. Although most Harpers prefer to operate in the shadows, there are exceptions.

MEDDLING-ONLY DOWNTIME ACTIVITIES

Faction Training: Meddling (Rank 2+)

Your faction can train you in certain new skills twice as quickly as usual. Perform by spending 125 DT plus 125 GP over lifestyle costs. Options include: Calligrapher's supplies, Disguise kit, Forgery kit, Thieves' tools.

Foil Bureaucracy (Meddling, Rank 3+)

You have a friend of a friend who can help you out. Prepare by spending 10 DT. You can reroll one failed Charisma check to either influence local officials or to avoid trouble with local authorities. You must use the new result. Alternately, before the roll, you may choose to use your Intelligence bonus when you would normally use your Charisma bonus.

Intel Flashback (Meddling, Rank 3+)

You're excellent at accumulation data. Prepare by spending 10 DT. After you feel you've exhausted your preparatory leads, you can make a DC15 Intelligence (Investigation) or Charisma (Persuasion) check to realize that you previously learned one important piece of additional information. You decide the general subject and the type of roll, but the DM decides what that piece of information was.

Mental Fortitude (Meddling, Rank 3+)

You are intimately familiar with the paradoxes of life and can use this to cure madness. By spending 10 DT, you have prepared a ready solution for any madness. Roll on the Mental Fortitude table to judge the affect. Only after its use can you prepare this activity again.

d20	Result
1-2	You've made the problem worse. Roll on the short-term madness table and add that effect.
3-12	It worked. The madness effect ends.
13-18	It worked great. The target and one other person you can see has been cured of the madness effect.
19-20	The madness effect ends. The word spreads: make a DC10 Charisma (Persuasion) check. On a success, three other creatures you can see have their madness effects ended.

Table: Mental Fortitude

FACTION STYLE: NATURE

Nature-style factions are involved in the balance of nature vs civilization. How much they view humanoids as part of nature will vary from group to group.

Eberron Examples: Ashbound, Children of Winter, Gatekeepers, Greensingers, and Wardens of the Wood

Forgotten Realms Examples: The Emerald Enclave, The Order of the Shooting Star

EXAMPLE: EMERALD ENCLAVE (FR)

The **Emerald Enclave** is a widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats. The organization is decentralized, hardy, and reclusive. Barbarians, druids, and rangers of good or neutral alignments are commonly drawn to the Emerald Enclave.

The Enclave seeks to keep civilization and the wilderness from destroying each other, while respecting and preserving the natural order.

Members of the Emerald Enclave are spread far and wide, and usually operate in isolation. They learn to depend on themselves more than others. Survival in a harsh world also demands great fortitude and mastery of certain fighting and survival skills. Members of the Enclave who dedicate themselves to helping others survive the perils of the wilderness are more social than others who are charged with defending sacred glades and preserving the natural balance.

WARDENS OF THE WOOD (EB)

The **Wardens of the Wood** are the largest of the druidic sects of the Eldeen Reaches. Their influence is broad, and they work with many of the rangers, shifters, and farmers. All of them work together to maintain the balance between nature and civilization. Whenever one threatens to encroach on the other, the Wardens of the Wood keep the peace, having even gone so far as to defend the people of the Eldeen Reaches from invasion. They are led by an awakened greatpine, the Great Druid Oalian.

The Wardens perform a great deal of community outreach, guiding people toward practices in tune with the nature and ensuring that livestock and land are treated with respect. But they are fierce in destroying unnatural aberrations.

Members of this faction are not necessarily druids themselves, but may be anyone whose way of life deals with the plants and animals of the rural landscape and the wilderness.

NATURE-ONLY DOWNTIME ACTIVITIES

Faction Training: Nature (Rank 2+)

Your faction can train you in certain new skills twice as quickly as usual. Perform by spending 125 DT plus 125 GP over lifestyle costs. Options include: Cartographer's tools, Herbalism kit, Woodcarver's tools.

Find The Way (Nature, Rank 3+)

You are adept at woodcraft. Spend 10 DT to prepare. You can reroll one failed Survival or Nature check for an activity related to tracking, camping, or knowledge of plants or beasts. You must use the new result.

Find Refuge (Nature, Rank 3+)

You know a place where you and your allies can rest and recuperate. Prepare by spending 10 DT. To use, roll on the Find Refuge table to judge the effect. Only after its use can you prepare this activity again.

d20	Result
1-2	Surely there's been a mistake. The refuge was hostile and turned you away. Lose 100 GP. Ask your DM why.
3-6	You can take a long rest here without interruption, but lose 50 GP.
7-12	This place is great. You can use the Recuperating downtime activity (PHB) and apply the effects to your entire group.
13-18	In addition to Recuperating, Mounts (riding horses, ponies, or mules) are available to borrow for the duration of the session. If any mount dies, you must pay half its value in gold.
19-20	In addition to Recuperating and Mounts, NPC spellcasting services are available here.

Table: Find Refuge

FACTION STYLE: ORDER

Order-style factions tend toward smiting evil and defending the weak through direct confrontation. They're doing good for good's sake, not for political purposes (mostly).

Eberron Examples: Church of the Silver Flame, Maruk Ghaash'kala, the Path of Light, the Redcloak Battalion, the Sharn Watch, and the Undying Court

Forgotten Realms Examples: The Order of the Gauntlet, Force Grey, Order of the Guilded Eye, Purple Dragons

EXAMPLE: THE SILVER FLAME (EB)

The **Church of the Silver Flame** is one of the most prominent faiths of Eberron. Dedicated to ridding the world of supernatural evil, its priests, paladins, and monks roam far and wide to protect the innocent.

Factions may be among the church proper aka 'The Purified,' among the mercenaries hired to further the Church's goals, or a member of an allied order. As with all religious organizations, some members will be true believers, some will pay only lip service, and some may be decidedly corrupt.

Though the Church of the Silver Flame is heavily identified with the government of Thrane, the Silver Flame's influence extends far beyond the borders of that nation, The druidic lizardfolk of Q'barra are one of the more exotic examples of its spread. Not all answer to the Keeper of the Flame who rules Thrane. Often, the Silver Flame's adherents are militant – whether that means being part of a templar battalion or a village militia.

EXAMPLE: ORDER OF THE GAUNTLET (FR)

The **Order of the Gauntlet** is composed of faithful and vigilant seekers of justice who protect others from the depredations of evildoers. The organization is honorable, vigilant, and zealous. Clerics, monks, and paladins of good (and often lawful good) alignments are commonly drawn to the Order of the Gauntlet.

The organization hopes to be armed and vigilant against evil and to enact justice against evil, but not to strike pre-emptively.

The Order of the Gauntlet is a dedicated group of like-minded individuals driven by religious zeal or a finely-honed sense of justice and honor. Friendship and camaraderie are important to members of the order, and they share a trust and a bond normally reserved for siblings. Like highly motivated soldiers, members of the Order of the Gauntlet seek to become the best at what they do and look forward to testing their mettle. There are few, if any, "lone wolves" in this organization.

ORDER-ONLY DOWNTIME ACTIVITIES

Faction Training: Order (Rank 2+)

Your faction can train you in certain new skills twice as quickly as usual. Perform by spending 125 DT plus 125 GP over lifestyle costs. Options include: Carpenter's tools, Leatherworker's tools, Mason's tools, Smith's tools, Vehicles.

Strictly Smiting (Order, Rank 3+)

Sometimes, might makes right. Prepare by spending 10 DT. You can use your reaction once to allow yourself or another creature you can see to bypass the resistances of a single creature during the current turn. This benefit does not bypass immunities.

Guardian Angel (Order, Rank 3+)

You have a guardian angel. Prepare by spending 10 DT. During combat, you can use a bonus action to call on it. Roll on the guardian angel table to determine the result. Creatures who appear are under the control of the DM and leave at the end of the current combat. Restrictions on planar travel by the creatures may affect the results. Only after its use can you prepare this activity again.

d20	Result
1-4	There was infernal or abyssal interference. A quasit or an imp appears instead and interferes for the duration of the current combat. The DM chooses which.
5-10	A pegasus assists you for the duration of the current combat. Afterwards, you must make a 1000 GP offering.
11-15	A unicorn assists you for the duration of the current combat. Afterwards, you must make a 1000 GP offering.
16-18	A mercane appears and provides merchant services (mundane equipment from PHB) after the current combat. During combat, it attacks only to defend itself and its wares.
19-20	A couatl assists you for the duration of the current combat. Afterwards, you must make a 1000 GP offering.

Table: Guardian Angel

APPENDIX R: HH RULINGS

ERRATA/UPDATES

The newest published version of a character option (including spells) or of a magic item must be used. Usually the changes caused by a re-publication make it into the official Errata of the other books. If in doubt, do your best.

SAGE ADVICE

It's nice sometimes, but DMs are not obliged to use them.

FEATS

Cartomancy: The spell must be of 5th level or lower.

CLASSES

If a class feature allows you to swap out one option for another, any lasting benefit from the previous option goes away. An example would be the mount from Find Steed would vanish if your option to cast Find Steed went away. The exception would be restorative effects that undo undesirable effects.

Artificer: Artificers cannot replicate magical versions of weapons and armor that they cannot normally purchase between sessions. However, they can 'replicate' a magical version of such an item if they have a non-magical sample in their possession and understand how to operate it. (i.e. No *Reloading Anti-matter Rifle* unless you own an Anti-matter Rifle and know how to operate it.)

SPELLS

A movable **Spell Area** that affect creatures when the **Spell Area** moves into a creature's space (c.f. *Moonbeam*, *Spirit Guardians*) is considered to 'move into the space' at the end of the relevant turn, not at each step of the movement during the turn.

Clone: Maturing a clone requires the expenditure of 120 downtime days in any way after the casting.

Find Greater Steed: The dragoonel from FTD is also an option.

Moonbeam: The spell area's movement should be treated as teleportation, rather than scribing a path across the battlefield.

Silvery Barbs: There is no way to cast Silvery Barbs. Ever.

Simulacrum: The copy cannot create another copy of itself.

Spirit Guardians: If the emanation moves, it is only considered to 'move into the space' of a creature at the end of a turn, not at each step of the movement during each turn.

Teleportation Circle: Scribing a teleportation circle requires spending 365 downtime days in any way. You can only scribe a circle on your own property (such as a Bastion) or on a faction property.

True Polymorph: The permanent effects of the spell are removed automatically at the end of the session (if affecting a PC or PC's follower/companion/simulacrum).

Tsunami: After the tsunami moves the first time, it should not change direction, no matter how the caster moves.

Wish: Any effects of a Reshape Reality use of the spell is undone at the end of the session **except** for the stress of casting the spell or curing an effect. You also suffer from the Wish-casting stress that any version of you suffers: a simulacrum (made by anyone), etc. A wish cannot affect characters not participating in the session, except with the Faction Philanthropist downtime activity.

MAGIC ITEMS

Magic items listed in adventures that are enhanced/cursed versions of a standard magic item will share the rarity of the standard version (like Lightbringer). If the adventure specifies a rarity, use that, however (like Dawnbringer).

The following magic items have been assigned the following rarities.

Trinket:

- ◆ Silver Ewer (COS)
- ◆ Coffe of Holding (TYP)

Rare:

- ◆ Spider Staff (LMOP)
- ◆ Staff of Defense (LMOP)

This list is easily expanded. Let the Admins know if you find more items with missing rarities.

WEAPONS

Laser weapons, when available, are ranged martial weapons as per the DMG and proficiency is obtainable accordingly.

Laser weapon powerpacks cannot be crafted.

OTHER

Distance jumped up is not included in falling distance

APPENDIX S: SOURCES

GENERAL GUIDELINES: 5E IN 5.5E

The newest published version of a character option is the one you should use. There is some blurring of the lines with situations such as Ghostwise Halflings, the Mobile feat, and the Path of the Totem Barbarian subclass. In general, if it's not clear, assume it's allowed, but this Appendix is meant to make it clear.

Player-Valid Source Books

5.5e Books: All Options Available

- ◆ *Player's Handbook* (2024) (PHB)
- ◆ *Astarion's Book of Hungers* (ABH)
- ◆ *Eb: Forge of the Artificer* (FOTA)
- ◆ *Exploring Eberron* (2024) (EEB)
- ◆ *FR: Heroes of Faerun* (HOF)
- ◆ *Frontiers of Eberron: Quickstone* (FOE)
- ◆ *Lorwyn: First Light* (LFL)

5e Books: Some Options Available

- ◆ *Player's Handbook* (2014) (PHB14)
- ◆ *Bigby's Glory of the Giants* (BGG)
- ◆ *Dragonlance: Shadow of the Dragon Queen* (SDQ)
- ◆ *Fizban's Treasury of Dragons* (FTD)
- ◆ *Guildmaster's Guide to Ravnica* (GGR)
- ◆ *Locathah Rising* (LR)
- ◆ *Monsters of the Multiverse* (MOM)
- ◆ *Mythic Odysseys of Theros* (MOT)
- ◆ *Mordenkainen's Tome of Foes* (MTF)
- ◆ *One Grung Above* (OGA)
- ◆ *Planescape: Adventures in the Multiverse* (PLAN)
- ◆ *Rising from the Last War* (RLW)
- ◆ *Spelljammer: Adventures in Space* (SPJM)
- ◆ *Strixhaven: A Curriculum of Chaos* (STRX)
- ◆ *Sword Coast Adventurer's Guide* (SCAG)
- ◆ *Tasha's Cauldron of Everything* (TCE)
- ◆ *The Book of Many Things* (TBMT)
- ◆ *Van Richten's Guide to Ravenloft* (VRGR): Lineages here MUST be your starting race, unless an adventure clearly calls for adopting one.
- ◆ *Xanathar's Guide to Everything* (XGE)

Species

Tiefling subraces and Variant Tiefling 5e features that replace 5e Infernal Legacy instead replace 5.5e Fiendish Legacy.

- ◆ All options in 5.5e books
- ◆ FTD: Chromatic, Gem, and Metallic Dragonborn
- ◆ GGR: Loxodon, Simic Hybrid, Vedalkin

- ◆ MOM: Aarakocra, Bugbear, Centaur, Deep Gnome, Duergar, Eladrin, Fairy, Firbolg, Genasi, Githyanki, Githzerai, Goblin, Harengon, Hobgoblin, Kenku, Kobold, Lizardfolk, Minotaur, Satyr, Sea Elf, Shadar-Kai, Tabaxi, Turtle, Triton, Yuan-ti
- ◆ MOT: Leonin
- ◆ MTF: Tiefling subraces
- ◆ SCAG: Ghostwise Halfling (as subrace of PHB14 halfling), Tiefling Variants.
- ◆ SPJM: Astral Elf, Autognome, Giff, Hadozee, Plasmoid, Thri-Kreen
- ◆ STRX: Owlin
- ◆ VRGR: Hexblood, Reborn
- ◆ SDQ: Kender

Feats:

Origin Feats:

- ◆ All options in 5.5e books
- ◆ SDQ: Initiate of High Sorcery, Squire of Solamnia
- ◆ BBG: Rune Shaper, Strike of the Giants
- ◆ PLAN: Scion of the Outer Planes
- ◆ STRIX: Strixhaven Initiate

General Feats:

- ◆ All options in 5.5e books
- ◆ BBG: Ember of the Fire Giant, Fury of the Frost, Guile of the Cloud, Keeness of the Stone, Soul of the Storm.
- ◆ FTD: Gifts of the Chromatic Dragon, of the Gem Dragon, of the Metallic Dragon
- ◆ PHB14: Dungeon Delver, Linguist, Martial Adept, Mobile
- ◆ PLN: Agent of Order, Baleful Scion, Cohort of Chaos, Outlands Envoy, Planar Wanderer, Righteous Inheritor
- ◆ RLW: Revenant Blade
- ◆ SDQ: Adept of the Black/Red/White Robes, Divinely Favored, Knight of the Crown/Rose/Sword.
- ◆ STRIX: Strixhaven Mascot
- ◆ TCE: Artificer Initiate, Eldritch Adept, Fighting Initiate (use 5.5e Fighting Style Feats), Gunner, Metamagic Adept
- ◆ TBMT: Cartomancy (*see Appendix R*)
- ◆ XGE: Bountiful Luck, Dragon Fear, Dragon Hide, Drow High Magic, Dwarven Fortitude, Elven Accuracy, Fade Away, Fey Teleportation, Flames of Phlegethos, Infernal Constitution, Orcish Fury, Prodigy, Second Chance, Squat Nimbleness, Wood Elf Magic

Fighting Styles

- ◆ All options in 5.5e books
- ◆ TCE: Superior Technique

Epic Boons

- ◆ All options in 5.5e books

Classes

Artificer is still a valid class (TCE and EEB).

PHB14 Warlock Invocations

These Warlock invocations from PHB14 have not been replaced:

- ◆ Beast Speech
- ◆ Beguiling Influence
- ◆ Bewitching Whispers
- ◆ Book of Ancient Secrets
- ◆ Chains of Carceri
- ◆ Dreadful Word
- ◆ Eldritch Sight
- ◆ Eyes of the Runekeeper
- ◆ Minions of Chaos
- ◆ Mire the Mind
- ◆ Sculptor of Flesh
- ◆ Sign of Ill Omen
- ◆ Thief of Five Fates

TCE Optional Class Features

These Optional Class Features from TCE remain in effect:

- ◆ Additions to Spell Lists
- ◆ Bard: Magical Inspiration (2)
- ◆ Cleric: Harness Divine Power (2)
- ◆ Fighter: The Battlemaster maneuvers: Grappling Strike and Quick Toss

- ◆ Monk: Dedicated Weapon (2)
- ◆ Monk: Ki-Fueled Attack (3)
- ◆ Monk: Quicken Healing (5)
- ◆ Monk: Focused Aim (5)
- ◆ Paladin: Harness Divine Power (3)
- ◆ Ranger: Favored Foe (1) (Replaces 5.5e Favored Enemy)
- ◆ Sorcerer: Magical Guidance (5)
- ◆ Warlock: Pact of the Talisman is now a level 1 Invocation.
- ◆ Warlock: The invocations: Bond of the Talisman, Far Scribe, Protection of the Talisman, Rebuke of the Talisman, and Undying Servitude.

XGE Class Features

The Class Features from XGE remain in effect:

- ◆ Warlock: The invocations: Aspect of the Moon, Cloak of Flies, Ghostly Gaze, Gift of the Ever-Living Ones, Grasp of Hadar, Improved Pact Weapon, Lance of Lethargy, Maddening Hex, Relentless Hex, Shroud of Shadow, Tomb of Levistus, Trickster's Escape

Subclasses

You now choose a subclass at level 3 of all 5.5e classes. If a 5e subclass says you gain something at level 1 or 2, you gain it at 3 instead.

PHB14 subclasses are still usable if they have not been replaced. Totem Barbarians (PHB14+SCAG) still live.

CHANGE LOG

v26

- ◆ Numbering system has been changed to reflect the calendar year. Not worried about the y2.1k problem.
- ◆ Added rulings to Appendix R to handle anti-matter rifles, spirit guardians, and moonbeam.
- ◆ Moved the list of source books to Appendix S
- ◆ Moved 5e to the past since everyone should have converted.
- ◆ Added the new sources
- ◆ Removed even more setting restrictions
- ◆ Clarified (Legacy) tag on magic items
- ◆ Clarified Bastion Turn and Walking Home DT activities
- ◆ Added Continual Flame to the list of NPC Spellcasting Services

v4

- ◆ 5.5e changes (aka D&D 2024), especially to Character Creation and the addition of Appendix S (Sources).
- ◆ Some changes to Appendix R (Rulings) for 5.5e.
- ◆ Addition of Magic: The Gathering setting books to list of sources.
- ◆ Removal of 'Setting' section. Some features are still setting-specific at level 1, plus dragonlance level 4 feats.
- ◆ Faction Downtime Activity Adjustments
- ◆ Addition of Crafting Magic Item DT activity. What with silvered weapons and adamantine weapons being magic items now, it just seemed practical.
- ◆ Removal of Magic Item Requisition faction-DT activities.
- ◆ Addition of Bastion Turn DT activity. Seems like 5.5e is trying to use Bastions instead of DT anyway.
- ◆ Escaping the Mists (DT) is easier (to make the page smaller).
- ◆ Addition of Tier-appropriate magic-item definition.
- ◆ Addition of (Legacy) tag to magic items during 5e-to-5.5e conversion.