Legends of Greyhawk Guide

Version 1.3
Last Updated November 2, 2026
Next Update: Q2 2027

This guide covers rules specific to playing Legends of Greyhawk, an ongoing Dungeons & Dragons organized play campaign set in the world of Greyhawk. Visit the Legends of Greyhawk official website for more information.

What You Need to Play

Legends of Greyhawk uses the newest rules for D&D fifth edition (the 5.5 rules). To participate in the campaign as a player, you need the following:

- *Player's Handbook* or *D&D Beyond Basic Rules*
- A D&D Beyond account or a printed character

Sources Allowed

All character options from the following products are allowed. Please see the "Additional Sources" section for additional options from other releases.

- *Player's Handbook*
- *D&D Beyond Basic Rules*

Character Creation

All Legends of Greyhawk characters begin at level 1. To create a character, follow these steps.

1: **Visit the Character Builder.** Head to the Character Builder tool on D&D Beyond. Select Standard or Quickbuilder from the options available.
2: **Select Available Rules.** If you are using the Quickbuilder, ensure the "5.5E" rule set and "Official" publisher sliders are selected. For the Standard builder: on the Character Preferences screen, uncheck all boxes under "Sources" except 5.5e Core Rules and 5.5e Expanded Rules. Uncheck the "Enable All Partnered Content" box under "Partnered Content." The campaign does not use content marked "5e," "Legacy" or "Partnered Content."
3: **Continue Creating Your Character.** Follow all remaining steps to create a level 1 character. You may not choose random generation for your ability scores (listed as "Manual/Rolled"). These steps are also listed in the *Player's Handbook* or *D&D Beyond Basic Rules*. You may not choose an evil alignment for your character.
4: **Select a Location (Optional).** On your character sheet, under the Notes tab, write in the location you want your character to be affiliated with under "Organizations." You may choose any location listed in the five major regions present in the "Greyhawk Gazetteer" section of the *Dungeon Master's Guide.*

Playing Adventures

You may play any Legends of Greyhawk adventures appropriate for your character's level. Each character may only play each adventure once.

Treasure

During the play of Legends of Greyhawk adventures, you may obtain treasure useable during the adventure; this treasure is not retained at the end of the adventure. At the conclusion of the adventure, you are offered a choice of treasure, which may include magic items. You can only possess a certain number of magic items depending on your level.

Magic Items by Level

Character Level	Magic Item Limit
1-4 (Tier 1)	5 Common, 1 Uncommon or Rare
5-10 (Tier 2)	5 Common, 3 Uncommon, 1 Rare or Very Rare

Gaining Levels

At the conclusion of a Legends of Greyhawk adventure, you earn advancement towards your next level. You can note your progress on your character sheet in the Notes tab under "Other."

Level Advancement

Character Level	Number of Adventures to Next Level
1	1
2	2
3	3
4	4
5-10	4

When you gain a new level, use the Fixed Hit Points by Class table present in the *Player's Handbook* or *D&D Beyond Basic Rules.*

Rebuilding Your Character

Whenever you gain a level, you may rebuild any aspects of your character determined during character creation (including starting equipment). Any rewards gained or purchases made through play may not be rebuilt.

You may also rebuild your character once after a new source with character options has been released. See the "Additional Sources" section.

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FAQ

Where can I play Legends of Greyhawk adventures?
Anywhere! Legends of Greyhawk adventures are available monthly for purchase on D&D Beyond. In addition, check with your local game store or find a convention near you to get started playing. Visit the Legends of Greyhawk official website for more information.

What locations are available for my character?
While you may choose any location listed in the Greyhawk section of the *Dungeon Master's Guide*, adventures will be more commonplace in the supported locations listed below, and having a character hailing from one of them may provide you with additional benefits.

LOCATIONS OF LEGENDS OF GREYHAWK
The current list of supported locations is as follows:

- Bandit Kingdoms
- County of Urnst
- Domain of Greyhawk
- Duchy of Urnst
- Furyondy
- Highfolk
- Lordship of the Isles
- Shield Lands
- Veluna
- Verbobonc
- Wild Coast

What if I don't want to advance my character, so I can continue to play at a certain level?
When you earn advancement, you may decline to advance if you wish. If you decline advancement, you gain no treasure from the adventure but may still earn other rewards (such as Marks of Prestige).

My organizer said I can play a level 5 premade character they provided since I don't have an appropriately leveled character. What happens now?
After completing the session, you may select any one of your characters below level 5 to receive an advancement towards your next level. You earn 125 GP and any other non-treasure rewards. You do not receive a magic item.

What if I'm at my magic item limit, and I want to select a magic item at the conclusion of an adventure?
If you are offered the opportunity to select a magic item at the end of the adventure and you are at your maximum number of items, you may gain a magic item but must immediately choose to remove a magic item (either one you already possess or the new item).

What happens if my character dies?
If you have no means of reviving the character by the end of the adventure, the character remains dead. If the party can retrieve the body and return to a town-sized settlement or larger, they may seek out spellcasting services to have a *Raise Dead* spell cast to revive the character. The spell costs 2,500 GP. Characters present during the adventure may contribute GP towards this cost. The dead character's GP may also be used.

I received a physical certificate and/or magic item card after I played my adventure. What's so special about it?
Physical representations of rewards are only available to players with verified D&D Beyond accounts, so having a D&D Beyond account may get you a nice memento of your play! In addition, most magic item cards are tradable with other players who also possess a physical tradable card.

How does trading magic items work?
You can trade magic items with other players at the conclusion of the adventure, so long as the characters that have the items both participated in the same adventure. Note the trade on your character sheet in the "Notes" section. You cannot trade magic items with other characters you own. You do not need a physical representation of the item to trade.

How do I Dungeon Master Legends of Greyhawk adventures?
Talk with an organizer looking for Dungeon Masters at the event you wish to attend. You should ensure you have access to the latest version of the core rules (either the three core rulebooks or the *D&D Beyond Basic Rules*). Your organizer will inform you which adventures to prepare. You can also purchase Legends of Greyhawk adventures on D&D Beyond.

Are there rewards for Dungeon Mastering Legends of Greyhawk adventures?
Dungeon Masters can apply advancement and select any one non-random reward to apply to a character for each adventure session they complete as a DM. In the case of Dungeon Mastering multiple sessions of the same adventure, DMs may not apply advancement and rewards from the same adventure more than once to the same character, but they can apply advancement and rewards to a different character.

I'm a convention organizer and I'd like to run Legends of Greyhawk adventures. Do you have anything special for me beyond what is on D&D Beyond?
We have special Legends of Greyhawk adventures for approved organizers that are not available on D&D Beyond. Head to the Requesting D&D Convention Support page, located on the Wizards of the Coast customer service portal. At the bottom of the page, there is a link to the support request form. Fill it out, and our organizer liaison will contact you about your request.

All requests for Legends of Greyhawk adventure content should be placed at least 60 days prior to the first day of the convention. The organizer liaison will request a link to your event's code of conduct that applies in the space where D&D play will occur. After you are approved, the organizer liaison will inform you what adventure content is available.

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Additional Sources

In addition to the *Player's Handbook* and *D&D Beyond Basic Rules*, other sources also have character options available.

This guide will be updated with each future Wizards-published official D&D product release containing character options.

Availability

Character options are available on the first day of early access to a product (the date available for D&D Beyond Master Tier subscribers and first on-sale date at Wizards Play Network stores).

When a product becomes available as a source for Legends of Greyhawk, you may rebuild your character once without leveling (see "Rebuilding Your Character") in-between adventures. This "free rebuild" must occur within 30 days of the first availability date for the source in Legends of Greyhawk.

New Sources

Each source lists what character options are available from it. If a source does not list an option present in the product, it is not currently available in the campaign.

Forgotten Realms: Heroes of Faerûn

This source is available on **October 28, 2025**.

Subclasses

- College of the Moon (Bard)
- Knowledge Domain (Cleric)
- Banneret (Fighter)
- Oath of the Noble Genies (Paladin)
- Winter Walker (Ranger)
- Bladesinger (Wizard)

Feats

- Cold Caster
- Fairy Trickster
- Genie Magic
- Street Justice

Spells

- *Backlash*
- *Blade of Disaster*
- *Cacophonic Shield*
- *Conjure Constructs*
- *Death Armor*
- *Dirge*
- *Doomtide*
- *Wardaway*

Astarion's Book of Hunger

This source is available on **April 16, 2026.**

All options presented in Chapter 1: Vampiric Character Options are available. Note that the most recent printing of the Dhampir species is in *Ravenloft: The Horrors Within*, although it is mechanically identical.

Eberron: Forge of the Artificer

This source is available on **November 25, 2025**.

Class

- Artificer

Subclasses

- Alchemist
- Cartographer

Spell

- *Homunculus Servant*

Magic Item Plans Clarifications

An Artificer character also has access to the new magic items listed on the Magic Item Plans tables for purposes of the Replicate Magic Item class feature.

If you choose a plan that allows you to select a magic item, that item must be chosen from the *Dungeon Master's Guide.*

Ravenloft: The Horrors Within

This source is available on **June 2, 2026**.

Subclasses

- College of Spirits (Bard)
- Grave Domain (Cleric)
- Hollow Warden (Ranger)
- Phantom (Rogue)
- Shadow Sorcery (Sorcerer)
- Undead Patron (Warlock)

Backgrounds

- Haunted One (must select Survivor feat)
- Investigator (must select Sharp Eye feat)

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Species

- Dhampir
- Hexblood
- Lupin
- Reborn

Feats

- Sharp Eye
- Survivor

Arcana Unleashed

This source is available on **July 29, 2026**.

All character options from Chapter 1: Character Options and all spells from Chapter 2: Spells are available.

Dungeons & Dragons: World of Warcraft®

This source is available on **November 3, 2026**.

Subclasses

- Warrior of Mystic Brews (Monk)
- Oath of the Holy (Paladin)
- Swashbuckler (Rogue)
- Path of the Elements (Barbarian)
- Path of the Spiritual Guardian (Barbarian)

Feats

- Clearcasting
- Elusive Brawler
- Fingers of Frost
- Fists of Fury
- Hot Streak

Battle Master Fighter Maneuvers

- Battle Shout
- Demoralizing Shout
- Heroic Leap
- Mortal Strike
- Warding Maneuver

Species

- Goblin

Changelog

Version 1.1

- Added *Ravenloft: The Horrors Within* as an additional source.
- Added information on *Arcana Unleashed* future update.
- Added Shield Lands as a supported location.
- Added “next update” information to version information box on page 1.

Version 1.2

- Added *Arcana Unleashed* as an additional source.
- Changed the FAQ question on trading magic item cards to more broadly encompass magic item trading, not restricting it to those that have physical representations only.
- Added “next update” information to version information box on page 1.

Version 1.3

- Added *Dungeons & Dragons: World of Warcraft®* as an additional source.
- Added an FAQ question on playing level 5 premade characters and how to apply advancement and rewards to lower level characters.
- Added “next update” information to version information box on page 1.
- Minor text edits for clarity/brevity.

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