



Gygax Society

Player's Guide 2025

v 1.0

Introduction

Welcome to the official guide for character creation and advancement in the Gygax Society—our sanctioned organized play initiative within Luke Gygax's World of Okkorim™. This document lays out all the rules you need to build and progress your characters.

Companions to this document include the Gygax Society Gamemaster's Guide.

Before you Begin

In cooperation with the folks at Roll20, the Gygax Society uses **Roll20.net** as our **Portal to Okkorim**. One thing should be stated up front: we cannot force anyone to get a **free account** on Roll20, but we do strongly encourage all players to do so. We know, we know...another account on another system. What a pain!

Just know this makes **tracking character progression** and providing rewards for playing MUCH EASIER. Like night and day difference. There is no, and will never be a, requirement to use Roll20 as a game platform for live, in-person events. The API integrations that we have created allow Roll20 to connect with our Discord server and website to capture your accomplishments during each game for all to see.

We expect Living Okkorim to become a truly interactive community where your characters become a part of the world, not just play in it. To accomplish this, we do need to track your characters and can do so when you register them in the Okkorim Portal on Roll20.

To start, create a free account on **Roll20.net** then follow the steps below under "Joining the Gygax Society..."

Here are a few features we either have implemented or will very shortly:

- Level Token rewards and Level Token transfers among your characters
- Titles, Rewards, and Achievements
- Discord RP and PBP (play-by-post)
- Long-term World Goals and Objectives (tracked on Discord)
- Magic Item Swap Meets
- ...and more as our players come up with great ideas!

Gygax Society Membership

Joining the Gygax Society is *easy*!

- Visit <https://society.gaxworx.com> and join for **FREE** as an **Iron** member.
- Once you've joined, [go to this link](#) and follow the instructions
- Gygax Society members can create **3 registered characters** and may attain a maximum of Rank 4 as an **Iron Member**.

Creating Your **Gygax Society** Character

Follow the character creation guidelines from the Player's Handbook (PH) with these specific notes for the Gygax Society organized play program:

Begin Play at 1st Level

Step 1: Select Your Species or Lineage

Any species from the PH or other sources listed below are available. You're welcome to choose a custom lineage from Tasha's Cauldron of Everything.

Step 2: Choose Your Class

Consult [Appendix II](#) for the list of available class choices.

Step 3: Determine Your Ability Scores

Allocate your ability scores using the standard set below:

15, 14, 13, 12, 10, 8

Step 4: Define Your Character

Refer to the sidebar for additional options as you describe your character:

- **Alignment:** Choose an alignment. Note that players are encouraged to choose non-evil alignments; Chaotic Evil is not allowed in Gygax Society play;
- **Background:** Either create your own background or select one from the available options.
NOTE: If your chosen background doesn't grant a feat, you may opt for either the Skilled or Tough feat.
- **Deity:** Pick any deity from the World of Okkorim
NOTE: This is optional for all characters except clerics
- **Faction:** You may join a faction at character creation or whenever an opportunity arises during play. Keep in mind that you can only belong to one faction at a time, although you're free to switch whenever you like. More information can be found in [Appendix IV: Factions](#)
- **2014 vs. 2024:** We recommend playing with the most current 2024 rules for character creation. However, if you would like to stick with the 2014 rules for your character, you may also choose one of the following feats: **Skilled**, **Tough**, or **Magic Initiate**.



Step 5: Equip Your Character

Your starting equipment and Crowns are determined by your class and background—do not roll for your Crowns. For more information on currency in the World of Okkorim see [Appendix III: Money Conversion](#).

Additionally, you may choose a trinket from the available class or background options. You can sell your starting gear according to the PH rules and purchase extra equipment as outlined in the PH or other approved options.

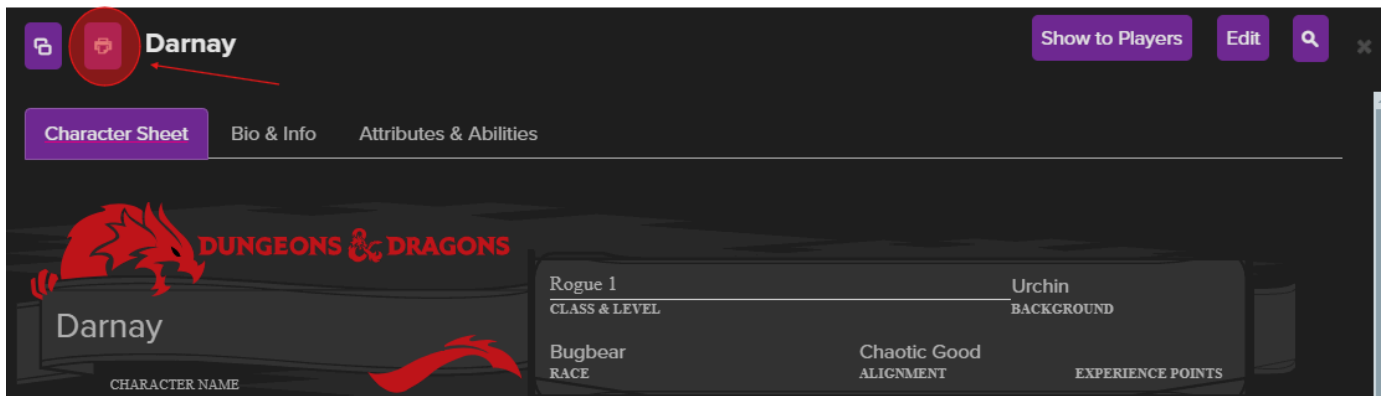
Starting Play at Higher Levels

Starting Play at Rank 2 Alternatively, you may opt to begin your character at Rank 2 (4th level) instead of the standard 1st level. As a 4th Level character, you'll have the opportunity to select one of the designated magic items listed below. Magic items on this list can be found in Appendix I: Okkorim Magic Items of this guide. In addition to your chosen magic item, you'll receive your usual starting gear based on your class and background, plus an extra 400 Crowns, and 40 Respite days. • +1 armor • +1 shield • +1 weapon • +1 amulet of the divine • +1 codex of spellcraft • +1 harmonic conduit • +1 rod of the eldritch pact • +1 sash of the wind • +1 wand of arcana • +1 wildwood weapon • +1 wurmcoil shard • Bag of holding	Starting Play at Rank 3 Lastly, you may start your adventure at Rank 3 (7th level). As a 7th level character, you may choose 2 of the magic items from the Rank 2 list or 1 of the magic items from the Rank 3 list below. Magic items on this list can be found in Appendix I: Okkorim Magic Items of this guide. In addition to your chosen magic item, you'll receive your usual starting gear based on your class and background, plus an extra 2,400 Crowns, and 80 Respite days. • +2 armor • +2 shield • +2 weapon • +2 amulet of the divine • +2 codex of spellcraft • +2 harmonic conduit • +2 rod of the eldritch pact • +2 sash of the wind • +2 wand of arcana • +2 wildwood weapon • +2 wurmcoil shard • Portable Hole
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Step 6 - Print Your Character

Once you have everything complete, please **print your character** from Roll20 when you are ready to bring them to an in-person event. If you are playing a virtual game, you can, of course, just play them from Roll20 directly.

- Login to the Gyga Society: Okkorim Portal
- Open your Character Sheet
- Look for the Print icon in the top left corner
- Print and Play!



Which Rulebooks are Allowed?

You can reference all non-optional rules from the Player's Handbook, the Basic Rules, and every book listed below. If a rule appears in a more recent resource, always use that updated version. In cases where current documents conflict, defer to the current SRD available on [D&D Beyond](#).

Authorized Books

- Chentoufi: City of Intrigue and Secrets
- Oculus of Senrahbah Series (OS1 - OS3)
- G20 Magazine
- Mordenkainen Presents: Monsters of the Multiverse (MPMM)
- Tasha's Cauldron of Everything (TCE)
- Xanathar's Guide to Everything (XGE)

Additionally, the following variant or optional rules are available (with the exception of multi-classing):

- Chapter 6: Customization Options (PH)
- Customizing Your Origin (TCE)
- Optional Class Features (TCE)
- Variant Human Traits (PH)

Playing Adventures

You are welcome to participate in any adventure offered through the Gygax Society, as long as your character meets the required level. Each adventure is assigned a rank that indicates the appropriate character levels for participation.

Since each adventure is usually connected to other adventures or even campaigns, be sure to review the specific details of each module before you play.

RANK BY CHARACTER LEVEL

Character Level	Rank
1	0
2-3	1
4-6	2
7-9	3

10	4
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Logging Play

It's a good idea to keep a character log where you record rewards and any other key details from your adventures. For more details, check out the "Resources And Links" section under the [Gygax Society Discord](#) on our Discord server.

Leveling Up

At the end of any play session in which you complete a Gygax Society adventure—or even just a segment of an official adventure—you gain a **level token** (*some adventures may offer multiple level tokens*). You may use these level tokens to level up any character you have registered with the Gygax Society. The cost of leveling up can be found on the table below.

LEVELING UP BY RANK

Rank	Level Token Cost Per Level
Rank 1 (Levels 2-3)	1
Rank 2 (Levels 4-6)	2
Rank 3 (Levels 7-9)	3
Rank 4 (Levels 10)	4

When you level up, add hit points as specified by the fixed value for your class, including any applicable modifiers (i.e. $\frac{1}{2}$ die + 1 + Constitution Modifier; a Fighter would be 5 + 1 + Con Modifier).

Once you attain Rank 2 (4th Level) and Rank 3, you'll have the chance to choose a magic item, as explained in the "Starting Play at Rank 2" and "Starting Play at Rank 3" sections.



Rebuilding Your Character

Between sessions, you can adjust any part of your character on Roll20. However, you can only use **equipment** and **magic items** that you earned during play. You **may not** add different items unless you trade for them. Any class feature items from a class you no longer have will be removed, and you'll receive the corresponding class feature items from your new class(es).

Multi-Classing

Currently, multi-classing is not allowed. We will include the ability to multi-class in later updates of this document.

Rewards

During gameplay or between games, you will earn a variety of awards for your character. These include:

- Magic items
- Coins, Gems, and Other Treasure
- Gear and Equipment
- Story Achievements
- Event Achievements

Magic Items

Whenever your party discovers a magic item during play, the group decides who will hold it for the remainder of the adventure. At the end of the session, any number of characters who want the item may keep it, as long as it hasn't been consumed or destroyed during play.

This means that multiple players may walk away with the same item, if they so choose. This item is kept in the *player's reserve* and can be used by any character they choose in the future - as long as that character meets any rank, class, or other requirements to do so.

You can retain all the magic items you're awarded, but the number you bring to future sessions must adhere to the limits outlined in the table below.

CARRIED MAGIC ITEMS BY RANK

Rank	Uncommon+	Common	Consumable
1	2	4	7
2	3	5	9
3	4	6	11
4	5	7	13

Permanent magic items that are uncommon, rare, very rare, legendary, or unique are categorized under the "Uncommon+" column, while common permanent magic items fall under the "Common" column.

Consumable magic items include any item that is used up when activated (such as potions or scrolls), covering single-use items (like an elemental gem) and charms. Items with multiple uses (such as ointments or dusts) count as one consumable each. For smokepowder and magical ammunition, one consumable is counted for every 5 shots, rounded up.

If an item is destroyed, used up, or lost during gameplay, it will be removed from your character and can only be obtained again by earning it through play.

Blessings and boons count as magic items of their respective rarity when determining how many magic items you may bring to a play session for your character. You can choose to have your character forgo a blessing or boon at any time; if you do, it is **removed from your character** and can only be obtained again through further play.

Additional magic items might be available through events like trading posts or special play opportunities; however, these items are also subject to the magic item limits outlined above.

Coins, Gems, and Other Treasure

The currency in Okkorim is slightly different from the standard game. The **Empire of Timmuroid** uses the copper Crown (or just Crown) and silver Moons (or just Moons) as the primary coins. Gold Suns and platinum Stars are usually considered to be a reserve - sort of like a bank.

Whenever your party discovers treasure worth coins, you may keep it for use during play. At the end of the adventure, any unused treasure is converted into Crowns or Moons and **divided equally** among all characters.

The Gamemaster is available to help with this process. Similarly, mundane items—such as equipment you find—are distributed according to the party's decision at the end of the play session.

Story Achievements

Occasionally, you and your party may earn a **story achievement**—an exclusive accolade or item (sometimes presented as a certificate) that could play a significant role in future adventures within the same storyline.

When appropriate, the Gamemaster might ask if any party member possesses such an achievement. In some

cases the party may need to decide who will hold special story items associated with these achievements for that particular adventure.

Event Achievements

You may participate in an event and earn an achievement as a reward for joining or engaging in a specific activity. These achievements might be a pet or trinket that does not count against your magic item count. These rewards are linked to you as a **player** rather than to an individual character.

At the beginning of each play session, you can choose one event achievement from your collection to activate, and only one event award may be active at any time.

Death, Disease, and Curses

During a play session, if your character dies, suffers a lingering effect (like a disease or curse), or is removed from the adventure, they'll endure the consequences for the rest of that session. At its conclusion, you have three options:

- You may **revive** your character or eliminate the negative effect after the session is over. If you were removed from the adventure, you receive all rewards earned up to that point and may also gain a level token.
- **Retire** your character, accepting their fate.
- If you're **healed** or brought back into the adventure before the session ends, you can earn all the rewards available to the party, including those accumulated while you were out.

Gamemasters and Rewards

Your Gamemaster may have supplementary documentation offering additional guidance on how to work with specific rewards. If you have any questions about using a particular reward during gameplay, please consult your Gamemaster.



Between Play Sessions

Buying and Trading Gear

You can buy and sell equipment following the guidelines in the PH.

Buying and selling of regular gear listed in the PH can normally take place anytime between sessions, unless your GM determines otherwise due to the circumstances of the adventure (remote wilderness location, for example).

During play, equipment and consumable items may be lent to other characters, but they must be returned at the end of the session—unless they’ve been consumed or lost.

Permanent magic items are eligible for trade (see details below), while unique magic items cannot be traded.

When trading permanent magic items with characters within your campaign, exchanges must be one-for-one and of equivalent rarity. If the item includes a certificate, it must also be exchanged or destroyed. Trading with characters from a different organized play program is not permitted.

Look for updated rules and the announcement of an official Trading Guild in future editions of this Player’s Guide.

Note on Components

The Gygas Society games are meant to be light and unencumbered for players and GMs alike. As such, you are not required to track spell components with a cost equal to or less than **250 Crowns**. You can find a list of these types of spells in this handy [spreadsheet](#).

Respite

Between each play session, you gain 10 Respite days. During this period, your character can engage in Respite activities as outlined in the “Downtime Activities” section of the PH.

The additional Respite activities listed below are available; any activities not mentioned here are unavailable unless provided in an adventure.

Leveling Up

Spend 10 Respite days to gain a level.

Copy Spells

If your character is able to copy spells, follow the rules in the “Your Spellbook” sidebar of the PH to duplicate spells encountered in adventures.

This process costs **1 Respite day** for each spell up to 4th level and **2 Respite days** for each spell of 5th level or higher.

If you’re copying spells from another character’s spellbook, you can do so immediately after a session in which both characters were present. You always succeed when copying spells from scrolls.

Brew Potions.

You can brew healing potions following the “Crafting an Item” guidelines in XGE. For purposes of Gygas Society play, a “workweek” is 5 Respite days. This activity does not incur any complications. Any potions you brew will count toward your consumable item limit.

Scribe Scrolls.

You may scribe spell scrolls as presented under “Scribing a Spell Scroll” in XGE. In Gygas Society play, a “workweek” is 5 Respite days. You do not suffer a complication when engaging in this activity. Scrolls always count towards your consumable item limit.

Trading Magic Items.

You spend 5 Respite days whenever you trade a single magic item. Consumable magic items cannot be traded outside of an adventure. You must confirm this trade with a registered Gyga Society Gamemaster wither in person or on our Discord server.

Questions and More Info

The following resources are available to you to keep up with all the latest Gyga Society news and discussion!

Gyga Society Article Library on [Discord](#). This should be your source for updates about the Gyga Society.

Gyga Society Resources and Links on [Discord](#) serves as the file repository for everything you need!

Gyga Society Patreon. Joining the Gyga Society is FREE and you and your friends can do so simply by joining our free [Patreon](#).

Updates for 2024

It is Gyga Society policy to use the most recent version of the rules when they have been updated. This applies to the 2024 rules revision in the following ways:

- When a new core rulebook is released worldwide, Gyga Society games will adopt the updated 2024 rules from it. Until then, please continue to use the rules from the 2014 edition.
- For any rules option found in previously published sourcebooks like TCE or XGE that have been updated in the 2024 rules, use the new version.
- If a rules option hasn't been updated, then stick with the most recent published version of that option.

Grace Period Before Rules Implementation

Gamemasters should start using the new rules as soon as a book becomes available. For those without access to the 2024 Core Rulebooks, the Rules Glossary in the [D&D Free Rules \(2024\)](#) is available as an alternative.

When the 2024 Monster Manual is released, the D&D Free Rules (2024) will be expanded to include content from that book for your use.

2024 Player's Handbook

This book becomes available for use in Gyga Society games starting at Gary Con XVII (2025). For a complete overview of the rule updates, please check out our "Updates to the Player's Handbook" article.

You're welcome to build or rebuild your existing characters by swapping out any player options with the new rules. Just remember to adhere to the grace period mentioned above. For any player options that haven't been updated in the 2024 Player's Handbook (such as subclasses or species), continue using the most recently published version.

2024 Gamemaster's Guide

This book becomes available for use in Gyga Society games beginning at Gary Con XVII (2025).

All magic items should be updated to follow the rules outlined in this book. Please note that treasure—magic items included—that you acquire during an adventure cannot be "rebuilt" (see the Exception section above).

Magic items earned in adventures that are now considered artifacts are only usable during that adventure and **cannot be kept**.

If you have an item that has been reclassified as an artifact, it is no longer available to you, but you may replace it with a suit of +3 Armor, a +3 Shield, or a +3 Weapon (choose a specific weapon or armor type based on your campaign's available options; firearms are not currently allowed).

Additionally, you may use the guidelines in the "Creating a Background" section in chapter 3 of the PH to craft your own character background instead of selecting one from the 2024 Player's Handbook. Note: If you create

your own background, this must be approved by a Gyga Society GM on our [Discord](#) server.

Gamemasters should utilize the updated rules in this book to adjudicate scenarios as described in the 2024 Gamemaster's Guide.

2024 Monster Manual

This book is available for use in Gyga Society games starting at Gary Con XVII (2025). It will include updates to all creatures from the 2014 version of the book. Other specifics on its use in Gyga Society will be communicated closer to the book's release date.

Previously Published Adventures

All Gyga Society adventures and compatible products continue to remain as published, except for using updated rules as present in the 2024 Core Rulebooks. Creature statistics in these adventures that are unique to Okkorim will be updated as time permits. Until such time, continue to use the previously printed version of those statistics.

Updating Existing Gyga Society Adventures

The **G20 Adventures** program allows for community-created Gyga Society adventures. If you have published an adventure under this program, those adventures should not be updated until after the release of the updated fifth edition Systems Reference Document (SRD 5.2).

We anticipate the release of the SRD 5.2 in 2025.

Designing New Gyga Society Adventures with the 2024 Rules

Adventure designers contributing to the **G20 Adventures** program from now until the release of the 2024 Monster Manual should reference the 2014 rules or the existing Okkorim creature statistics, as appropriate.

Updates to the G20 Adventures program will be made available after the release of SRD 5.2.

Updates to Gyga Society Documents

The Gyga Society Resources and Links forum on our [Discord](#) server will be updated with relevant references to the 2024 rules as needed. Be sure to check the server regularly for the latest updates.

Onboarding to New Rules at the Table

Once the grace period has ended, if a player shows up with an outdated character, avoid pausing the adventure to update it immediately. Instead, let them know about the new character options and ask that they rebuild their character before the next session.

During this transition, many players and Gamemasters might still be familiarizing themselves with the new rules or may not be fully up-to-date. Please be considerate of everyone's experience and offer support where needed. Keep the session moving, and don't stress about adjusting to a new rule on the spot if it might cause tension or disrupt the fun.

Above all, ensure that Gyga Society sessions remain welcoming and enjoyable!

Appendix I: Okkorim Magic Items

Amulet of the Divine

Wondrous item, uncommon (+1), rare (+2), very rare (+3) (requires attunement by a cleric or paladin)

This amulet displays a deity's sacred symbol, inlaid with precious stones or metals. While you wear it, you gain a bonus to your spell attack rolls and to the saving throw DCs of your spells—a bonus that scales with the amulet's rarity.

Additionally, while adorned with this holy emblem, you can use your Channel Divinity feature without expending a daily use of this ability. Once used, this property can't be used again until the next dawn.

Codex of Spellcraft

Wondrous item, uncommon (+1), rare (+2), very rare (+3) (requires attunement by a wizard)

While holding this leather-bound book, you can use it as a focus for your wizard spells. You also receive a bonus to your wizard spell attack rolls and saving throw DCs, with the bonus determined by the book's rarity.

This book functions as a spellbook, and when you use your Arcane Recovery feature, you can increase the number of spell slot levels you regain by 1.

Harmonic Conduit

Wondrous item, instrument, uncommon (+1), rare (+2), very rare (+3) (requires attunement by a bard)

This well-crafted instrument pulses with subtle energy. While you hold it, you can use it as a spellcasting focus for your bard spells, and you gain a bonus to your spell attack rolls and saving throw DCs—an amount determined by the instrument's rarity.

Additionally, when you cast a bard spell that incorporates sound, you may roll an additional d4 and add the result to one roll associated with that spell. Once you use this ability, it can't be used again until the next dawn.

Rod of the Eldritch Pact

Rod, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a warlock)

While you hold this rod, your warlock spells receive a bonus to both their attack rolls and saving throw DCs, with the bonus determined by the rod's rarity.

Additionally, you can use an action to regain one warlock spell slot; once used, this ability can't be used again until you complete a long rest.

Sash of the Wind

Wondrous item, uncommon (+1), rare (+2), or very rare (+3) (Requires Attunement by a Monk)

This finely crafted sash is made of supple leather. While you wear it, your Monk's Focus becomes more potent—raising the saving throw DCs of your Monk's Focus features by an amount based on the sash's rarity.

Additionally, you can use an action to harness its power, regaining focus points equal to a roll of your Martial Arts die. This ability can't be used again until the next dawn.

Wand of Arcana

Wand, uncommon (+1), rare (+2), very rare (+3) (requires attunement by a wizard)

While you hold this wand, you gain a bonus to your spell attack rolls based on its rarity. Additionally, you ignore half cover when making a spell attack roll.

Wildwood Weapon

Weapon (any simple), uncommon (+1), rare (+2), very rare (+3) (requires attunement by a druid or ranger)

A wildwood weapon is any simple melee weapon that carries a quiet natural power. While you hold it, you gain a bonus to attack and damage rolls made with the weapon, and your druid and ranger spells gain a bonus to their spell attack rolls and saving throw DCs—the bonus being determined by the weapon's rarity. Additionally, you can use the wildwood weapon as a spellcasting focus for your druid and ranger spells.

When you cast a spell that restores hit points, you may roll an additional d4 and add the result to the amount of hit points restored, provided you are holding the weapon.

Wurmcoil Shard

Wondrous item, uncommon (+1), rare (+2), very rare (+3) (requires attunement by a sorcerer)

This small, polished stone emits a steady inner light. While holding it, you can use it as a spellcasting focus for your sorcerer spells. You also gain a bonus to your spell attack rolls and saving throw DCs, with the bonus determined by the shard's rarity.

When you cast a sorcerer spell, you can channel some of the shard's stored energy to regain one sorcery point. Once you use this ability, you cannot use it again until the next dawn.

Appendix II: Available Character Classes

Barbarian

A fierce warrior who channels raw, primal rage into combat prowess.

Bard

A versatile performer who uses music, art, and lore to cast spells and inspire allies.

Cleric

A divine spellcaster who serves a deity, using holy magic to heal, protect, and smite foes.

Druid

A nature adept who wields the power of the wild to cast spells and transform into animals.

Fighter

A skilled combatant proficient in various weapons and tactics, excelling in physical combat.

Monk

A disciplined martial artist who harnesses inner energy (ki) to perform swift, precise strikes.

Paladin

A holy warrior who combines martial skill with divine magic to uphold sacred oaths and fight evil.

Ranger

A wilderness expert who blends combat and tracking skills with nature-based magic.

Rogue

A stealthy and cunning character who uses agility and clever tactics to exploit enemy weaknesses.

Sorcerer

An innate spellcaster who taps into a well of raw magic, often derived from a mysterious lineage.

Warlock

A spellcaster who gains arcane power through pacts with otherworldly patrons.

Wizard

A scholarly magic user who studies ancient tomes to master a wide array of spells.

Future base classes may be added as we work to adopt them into the World of Okkorim.

Appendix III: Money Conversion

Conversion of Money

Currency in Okkorim - or at least in areas in and around the **Timmurod Empire** - works off the basic *Crown*. When looking in the PH or other official books for buying and selling things, convert GP to Crowns first.

For example, a *Chain Shirt* costs 50 *Crowns*, not 50 GP. A starting fighter begins play with $5d4 \times 10$ *Crowns*.

Currency	Common Name	Relative Value (in USD)
Pewter Bits	<i>Bits</i>	\$0.10
Copper Crowns	<i>Crowns</i>	\$1.00
Silver Moons	<i>Moons</i>	\$10.00
Golden Suns	<i>Suns</i>	\$100.00
Platinum Stars	<i>Stars</i>	\$1,000.00

Appendix IV: Factions

Gamwich Lads

Edict: All will dance to our tune. Leader: Harriet Kettledrum (Rogue 12th) Moniker: Lads (no matter the gender) Year Established: 2112	Symbol: The Harping Fish (Quarterly Azure and Argent, in chief dexter a harp Or, in base sinister a Fish Or) Home Chapterhouse: Currently the Slithering Scale Tavern, but this location changes regularly
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Description: The Gamwich Lads are a guild of thieves, assassins, and rogues. Their leaders are halflings, though all races can and have been members. They dominate the Artisan and Sage Wards of Chentoufi, but have agents and allies across the city and the Central Coast of Okkorim.

Not surprisingly, these agents and allies have formed their own faction with special passwords and recognition signals. They will cheerfully steal and assassinate when giving an opportunity to earn silver moons, but one thing the Gamwich Lads cannot abide is the drug trade enriching their competitors. They may have few scruples, but this is one.

Faction Benefits

Members of the Gamwich Lads faction gain advantage on Dexterity (Stealth) checks when on rooftops and similar locales. They can ask for and receive reasonable (as determined by the GM) assistance from any member of the guild. In addition, they may always find a reliable fence to sell stolen goods at no more than one quarter their base value.

The League of Najur

Edict: You will do business with us. Leader: Roza Sarrha (Rogue 9th) Moniker: Leaguers Year Established: 2112	Symbol: The Golden Ship (Azure, a ship Or) Home Chapterhouse: The Great Fish (Sept Diwana, City of Chentoufi)
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Description: The League of Najur is a coalition of merchants who ply their trade across the Sea of Najur. Led by ship captains and merchant lords, their members use any honorable means, and many dishonorable, to seek wealth and influence.

Affiliated with them are their various partners, sailors, and factors who help all get rich. This faction can be found anywhere touched by the Sea of Najur, meaning those who bear the Golden Ship can find assistance, for a reasonable price, just about anywhere in this part of Okkorim.

Faction Benefits

Members of the League of Najur faction gain advantage on Charisma (Persuasion) checks when haggling. They can ask for and receive reasonable (as determined by the GM) assistance from any member of the guild. In addition, they can buy passage to any location on the Sea of Najur at the normal price, not the price inflated in the Chentoufan economy.

The Ebon Scythe

Edict: We keep Okkorim pure. Leader: Scythemaster (currently Krilanal Jankl, Elf Fighter 14th) Moniker: Scythian (SIGH-the-an) Year: 2112	Affiliated Gods: While not officially or publicly affiliated with Thothamuun, many Scythians are followers of the Dark One. Symbol: The Scythe (Ermine, a Scythe Sable) Home Chapterhouse: Tor Verrakal (Near Kenza in the south)
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Description: Seven paladins founded the Ebon Scythe chivalric order in the time of Wazir Wudlaharram I, believing they needed to remove that which keeps Okkorim from being pure. Originally, this meant demons, devils, and other evil spawn. However, over the years, the leader of the order, the Scythemaster, determined more and more what was pure. Now, what defines “pure” is wholly at the discretion of the current leader, Krilanal Jankl.

Krilanal accepts the service of those who share his vision. The members of this faction ruthlessly carry out whatever tasks he deems proper, no matter how distasteful the actual deed might be. Included among the faction are assassins, thieves, scholars, as well as mailed and armored warriors.

Faction Benefits

Members of the Ebon Scythe faction gain advantage on Charisma (Intimidation) checks when wielding an **ebon scythe**. They can ask for and receive reasonable (as determined by the GM) assistance from any member of the order. In addition, they can purchase an ebon scythe and gain proficiency in its use.

New Weapon

Ebon Scythe: 1d10 slashing, 4lb, Two-handed, Special (Trip attack: make a trip check in place of an attack roll: an opposed Strength (Athletics) or Dexterity (Acrobatics) check . If you succeed, the target is knocked prone.) Cost: *250 Crowns*

This weapon is considered a *holy weapon* of the order. Those carrying it who are not part of the Ebon Scythe will be confronted or attacked on sight.

Swords of the Sun

Edict: The sun shines on our steel. Leader: Sunblade Prime (currently Soheil Shirazi, Paladin 16th) Moniker: Sunblades Year Established: 2112	Symbol: The Striking Swords (Per fess Sable and Or, in chief a Sun Or, in base two swords saltire Sable) Home Chapterhouse: Sun’s Keep (Al-Kadeeri)
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Description: The Swords of the Sun are Busheera’s strong arm of battle. This order of chivalry includes many paladins, but accepts those of all fields who wish to serve Busheera in her unrelenting fight to light the dark corners of the world.

Fighting alongside the knights are the members of the Swords of the Sun faction. Though not knights, per se,

all who join the faction aim to fulfill the tenets of Busheera whether they fight on battlefields, in libraries, or in small communities.

Faction Benefits

Members of the Swords of the Sun faction gain advantage on Intelligence (Religion) checks on any topic related to the Seven or the Triad. They can ask for and receive reasonable (as determined by the GM) assistance from any member of the order. In addition, they can purchase potions of healing from the Priory of the Sun at the normal price, not the price inflated in the Chentoufan economy.

The Wealdguard

Edict: We defend the land. Leader: Elena Shinohara (Ranger 14th) Moniker: Guardians Year Established: 2112	Symbol: The Bear's Wrath (Vert, a bear Or rampant, in chief Gules, an axe Sable) Home Chapterhouse: Wealdhome (Verdurous Vale)
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Description: The Wealdguard is an order of rangers, druids, and others devoted to Imara who actively work to defend woodlands and waterways from rampant destruction and damage. The members of this order are sworn to serve Imara and are part of her church.

In addition, there are those who agree with the Wealdguard's mission who assist the church itself. This faction, generally included as part of the Wealdguard as a whole for convenience, includes people from all walks of life. The only requirement is that you work to keep the world of Okkorim free from pollution, whether magical or material.

Faction Benefits

Members of the Wealdguard faction gain advantage on Intelligence (Nature) checks when tracking someone who has damaged or negatively affected the land. They can ask for and receive reasonable (as determined by the GM) assistance from any member of the order. In addition, when in the wild places of Okkorim, member may make a DC 15 Wisdom (Nature) check to know the location of a secluded, safe campsite kept stocked by the order.

Appendix V: Gaxx Grade



Gaxxers in the society can be identified by their Gaxx Grade (or GG) in the Gygax Society. Your GG is based both upon your **patreon membership** (*default is Iron*) and your number of **participation years** and represents your overall status in the Gygax Society.

A **participation year** is any year in which you have played at least 1 Gygax Society scenario.

Each year at Gary Con, you will receive a pin based upon your number of **participation years**. For a first year player, you will receive a **Gygax Society 1** pin. For your second year, a **Gygax Society 2** pin, and so on.

Your GG as a Gaxxer is equal to your patreon membership + participation years. That is, **GG = PM + PY**.

*Example. A player with an Iron membership and 3 participation years would be an **Iron 3 Gaxxer**.*