

Creating Collectives

Factions and organizations for players or DMs to build



Buy in! Take root! Expand! With this guide, players and DMs can create **collectives** - organizations to lead and develop through adventure and investment. Add new story hooks, goals, and complications for your players and gain the tools to leverage a collective's influence for unique benefits and rewards. Form thieves' guilds, thriving communities, invading forces, and more!

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With thanks to Helena, Anisa, Henry, Jessica, Chris, Crystal, Chana Oshira and a sounding board of allies, and friends.

Character sheet by Crystal Froste

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Collectives

A world of fantasy will have both small stories and large ones. While a ragtag band of heroes may strike the final blow to save the day, nations and armies still move to the flow of the narrative. Stories are often shaped by a mysterious college of wizards, a shop of eclectic goods, or a traveling troupe of unusual performers. In fact, our focus characters - your player characters - may weave in and out of those larger stories, even taking part in those groups themselves.

Any group of people with a common purpose and resources, here called a **collective** can be represented using the rules below to add additional tools, texture, and options to downtime and to drive new adventures for your party and campaign.

Creating a Collective

Collectives are built in a manner similar to a player character, relying on player characters or NPCs for leadership and direction.

Determining Ability Scores

Ability scores are determined for collectives the same way as they are for player characters - a standard array, point-buy, or other methods. The DM can also decide on starting values based on the situation - increasing or limiting abilities based on the available people and resources at the collective's formation.

Collective Leadership

Each of a collective's ability scores must be assigned a **leader**. No ability score can exceed the score of that ability leader until the collective reaches 15th level, where an institution transcends its members and becomes its own, lasting mover of the world. The ability that a leader is linked to doesn't have to be the same ability as the collective itself - a brilliant tactician might link her Intelligence to a Force collective's Strength in battle. A single character may lead in no more than two ability scores at once.

The personalities of leaders also reflect downward. The primary leaders of a collective decide its alignment, but they need not share the same one - an evil, greedy scoundrel might prefer their mercantile guild to operate as a lawful good business. That way, they have less to worry about from their own employees and making the wrong enemies. However, when a collective's actions reflect the alignment, personality traits, Ideals, Bonds, or Flaws of a leader, it may gain inspiration for its future endeavors at the DM's discretion.

Primary Abilities

Each collective class has one or two **primary abilities**. These ability leaders lead the collective as a whole. Any actions that contradict these primary leader's commands or stated wishes are rolled at disadvantage, unless efforts are undertaken to

both hide these actions and ensure the personal loyalty of those performing them.

Collectives that have two primary leaders must apply this limitation to each other, making a working relationship essential to success. Rivals for power can tear any group apart. Toppling two united leaders, however, can be truly difficult. Each may use actions to provide aid to the other, allowing the benefactor to roll with advantage on any check, saving throw, or attack roll where such aid would help.

Conflicts Between Leaders

A primary ability leader may dismiss another leader at any time, so long as their ability score in the collective is higher. In the case of two primary leaders, both must agree. If the challenged leader's ability score in the collective is equal to or higher than the primary leader's ability, that challenged leader may opt to reject their dismissal and a crisis of leadership begins (see Attacking Collectives).

Collectives and Race

The most common ancestry within a collective increases its ability scores and other baseline features. Cosmopolitan cultures use the common or variant human features, chosen when the collective forms.

Collective Classes

Collectives have classes of their own, reflecting their purpose and focus as part of a society or the world at large. A city operates differently from a military academy, and so on. Many large collectives tend to multiclass - for example, if that military academy trained a city-state's elite class, effectively ruling it.

Hit Points and Threat

A collective uses hit points to denote its stability - a reflection of how cohesive, healthy, and functional its members remain in the face of threats. Collectives possess Hit Dice and a Threat Die. Both begin as a d8, but you may choose to raise one to a d10 by dropping the other to a d6, or vice versa, each time the collective gains a level. Collectives gain hit points based on the Hit Die chosen for that level. The Threat Die is used for damage rolls against other collectives. Conservative, defensive collectives build a lasting legacy for stability, while each daring turn at challenging others comes with lasting cost.

Damage inflicted by a successful threat increases to two dice at 5th level, 3 dice at 11th level, and 4 dice at 17th level.

Armor Class and Saving Throws

A collective's Armor Class is equal to 10 + its Charisma modifier. This value represents the commitment of a collective's members, to its purpose and its leaders. Select two ability scores for the collective's saving throw proficiencies. At least one must come from the collective's primary abilities.

Collective Classes

Class	Description	Primary Ability	Proficiencies
College	Students of the arcane, seeking to collect and preserve lore	Intelligence	5
Community	A group of people in a common culture, focused on survival	Charisma & Constitution	6
Cult	Keepers of forbidden lore, vying for otherworldly power	Dexterity & Charisma	5
Faith	Speakers of inner truth, seeking to sway the masses	Wisdom & Charisma	5
Force	A company of warriors, organized to face a number of threats	Strength or Dexterity	5
Guild	Merchants and craftsmen training and selling by common rules	Intelligence & Charisma	6
School	A source of education on a number of affairs and disciplines	Intelligence or Wisdom	6
Troupe	A band of free spirits, seeking fame, fortune, and adventure	Charisma	7

Proficiencies and Languages

Each collective begins with a number of proficiencies split among skills and tools, based on its class. Weapon and armor proficiencies don't exist at the collective level.

Communication with the collective defers to its leaders or should assume it possesses languages shared by most of its members.

Collective Stability and Threat

Hit Die	Hit Points at 1st Level	Hit Points Gained After 1st Level	Threat Die
d6	6 + Constitution modifier	4 + Constitution modifier	d10
d8	8 + Constitution modifier	5 + Constitution modifier	d8
d10	10 + Constitution modifier	6 + Constitution modifier	d6

Proficiency, Size, and Reach

A collective's proficiency bonus establishes its Size. Size, in turn, limits a collective's maximum Reach. Reach represents how far away from a collective's presence it may take actions or apply its influence. Actions taken at the next stage of reach are rolled with disadvantage. Beyond that, actions may only be taken at the DM's discretion, and even then, the disadvantage remains unless somehow mitigated.

Collective Size and Reach

Bonus	Size	Examples	Reach
+2	Tiny	A village, a thieves' guild, a family business, a goblin tribe	A small village or a city neighborhood
+3	Small	A frontier town, a mercenary corps, a thriving guild, an orcish warband	A single city and its surrounding villages
+4	Medium	A young city, a forest cult, a regional guild, a hobgoblin tribe	A city-state, small nation, or political region
+5	Large	A capital city, a mage college, a major guild, an undead army	A nation and its immediate neighbors
+6	Huge	An imperial hub, a world faith, a monopoly, a dragon flight	A continent or major geographical region
More	Gargantuan	The province of gods and greater things	Almost anywhere imaginable

Collective Advancement

Collectives gain levels like player characters, increasing their influence. To advance in level, a collective must invest gold equal to the experience points needed for a player character to reach the next level. Keep track of the gold invested -falling to 0 hit points can cause a collective to *lose* invested gold.

Losing a Level

If a collective loses a level, it loses access to features or other benefits gained from a lost level. Roll Hit Dice equal to the number of levels lost, losing the result in maximum hit points. If this reduces a collective to 0 hit points, it collapses and is destroyed. In the case of a lost Ability Score Improvement, remove 2 points from one ability score of their choice, 1 point from two abilities, or surrender a collective feat.

Collectives and Your Party

Collectives and player characters operate on different scales but can offer each other considerable benefits. A collective's influence can assist an adventuring party in achieving their goals, while in turn a group of skilled adventurers might solve problems, remove obstacles, or present revenue to a collective. Consider the options below for integrated collectives into part of a new or ongoing campaign.

Option 1: Buying In

Player characters can invest gold into a collective to gain its benefits, while the collective takes action to support the party's endeavors. Consider your quest rewards and treasure accordingly - for simplicity's sake, you can assume that the collective earns gold equal to the party's gold rewards when the party's actions would further the collective's ambitions. Otherwise, the party must invest their own wealth.

Option 2: Intertwined Fates

Each time your party's average level increases, so too does the level of their allied collective. Rising stars guide a collective from a ragtag bunch to an organization that shakes the planes. If the collective loses a level, adventures should be offered to regain the losses as part of the ongoing story. Consider the gold cost of such an expansion when deciding on the scope and effort needed to restore what was lost.

Option 3: Pawns in a Larger Game

You work as agents for a powerful collective, gaining various forms of support in return for your services. Your efforts contribute to an existing collective's growth, but you are not in charge... at least at first. You gain benefits equal to the gold (Option 1) or effort (Option 2) your party has invested - the collective's efforts on your part will not exceed that effective level in most cases. As you rise to meet the collective's level, the story may turn to give you leadership opportunities. From there, the story may switch to Option 1 or 2 above.

Option 4: Collectives as Services

If your table isn't interested in tracking and maintaining their own collectives, the benefits can be offered as adventuring rewards. As a general rule, benefits from a collective's influence compares to quest rewards for a character of that level. Many collectives offer these benefits to lure heroes to their aid.

Collective Classes

The Collective

Level	Proficiency Bonus	Features
1st	+2	Class Feature, Influence
2nd	+2	Ability Score Improvement
3rd	+2	Subclass Feature
4th	+2	Ability Score Improvement
5th	+3	Extra Action
6th	+3	Ability Score Improvement
7th	+3	Expertise
8th	+3	Ability Score Improvement
9th	+4	Extra Action (three actions)
10th	+4	Ability Score Improvement
11th	+4	Expertise
12th	+4	Ability Score Improvement
13th	+5	Extra Action (four actions)
14th	+5	Ability Score Improvement
15th	+5	Transcend Leadership
16th	+5	Ability Score Improvement
17th	+6	Extra Action (five actions)
18th	+6	Ability Score Improvement
19th	+6	Endless Reach
20th	+6	Ability Score Improvement

Collective Features

Class Feature

At 1st level, a collective gains the signature feature of its class - usually a new way to apply its influence. A collective may never spend more influence points on a class feature than its levels in a relevant class.

Influence

Influence Points. A collective possesses Influence Points equal to its level. Influence points not dedicated to an ongoing action are regained at a rate of 1 point per day. A collective can also cultivate influence as an action.

Influence Ability. When applying influence in ways that face resistance, attack modifiers or save DCs are set by the ability score described in that feature. For unique benefits that are reasonable, but not described below, select an appropriate ability modifier for the action.

Save DC = 8 + proficiency bonus + ability modifier

Attack modifier = proficiency bonus + ability modifier

Subclass Feature

At 3rd level, a collective can further focus their influence towards certain specialties. Some of these denote a new Primary Ability. A collective never has more than two Primary Abilities, but if a third is offered, the collective selects two Primary Abilities from among them, changing as leadership does.

Ability Score improvement

When a collective reaches 2nd level, and again at every other level, increasing one ability score by 2, or two Ability Scores by 1. These ability scores can't exceed its leader's linked ability score until 15th level.

Extra Action

Beginning at 5th level, a collective can take a second action independent of the first. This increases to 3 actions at 9th level, 4 actions at 13th level, and 5 actions at 17th level.

Expertise

At 7th level, choose two of the collective's skill or tool proficiencies. The collective's proficiency bonus is doubled for any ability check you make that use either of the chosen proficiencies.

At 11th level, choose two more of the collective's proficiencies to gain this benefit.

Transcend Leadership

At 15th level, a collective's ability scores are no longer limited by its leaders' abilities. A leader with only moderate Charisma may be able command truly impressive social pressure when representing the collective's ambitions, for example. In a crisis of leadership, a leader relies on their own abilities. The collective also gains its own Ideal, Flaw, Bond, and up to two other Traits based on the collective's history. These goals may eventually conflict with a leader's ambitions.

Endless Reach

Once a collective reaches 19th level, it may take action anywhere on its native plane. Extraplanar actions are possible with a reasonable explanation and at a cost of 5 influence points per action.

Class Descriptions

College

Students of the arcane arts often come together to pool their knowledge, both to improve their own talents and to safeguard the secrets and wonders they happen upon in their studies. These colleges begin as simple fraternities or partnerships, but can grow into vast academies or towers in the distance.

At 9th level, a college may install a teleportation circle with two sigil sequences at no additional cost, with a year's preparation. The college gains an additional circle or a new sigil sequence at each level after that. See the Unique Additions section for more information.

Arcane Support

Action Time: 1 week per influence point

A leader may expend 1 or more points of influence to provide the support of a bard, sorcerer, warlock, or wizard of a level equal to the points expended. This spellcaster will cast a single helpful spell or provide a service in return - either one at the leader's request or the most helpful spell or service they can think of to support the endeavor, before departing. Any material components must be paid for by the leader, collective, or benefactors before a spell is cast or service is provided. The aid covers lore and labor only.

Providing these benefits takes up an action for a number of weeks equal to the points of influence spent. The favor may be invoked immediately or held in store for a later date. No more favors than the collective's Intelligence may be held at once. The benefactors of the college need not be selected when the influence points are spent. If the spellcaster dies or becomes hostile to the collective or benefactors, the favor may be lost without a refund.

Mages are a finicky bunch.

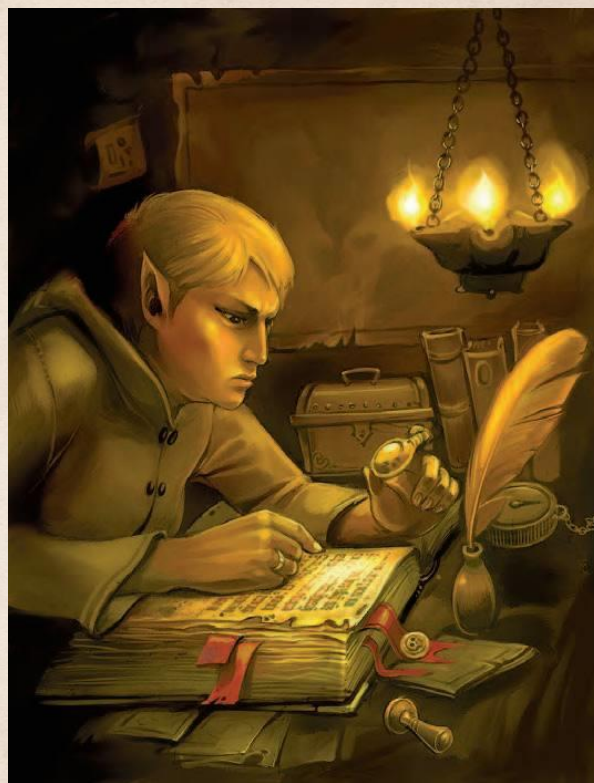
College Subclasses

Bardic College (Charisma): Library of Legends

Action Time: 1 week per influence point

A leader may expend 1 or more points of influence to gain useful information about a particular topic. For 1 point, the knowledge gained is equivalent to an *identify* spell. For 2 points, objects within 100 miles of the college's sphere of influence can be tracked down like a *locate object* spell. For 4 points, this tracking extends to the *locate creature* spell. Magical forms of nondetection prevent this. For 5 points, the college's resources cover knowledge that could be gleaned from a *legend lore* spell.

Each of these projects takes 1 week per point of influence spent to resolve, but the time can be cut in half by spending twice as many points of influence.



Sorcerous College (Charisma): Exclusive Membership

Action Time: 1 week

A leader may expend 1 or more points of influence to call in favors from esoteric powers and curious contacts within the college. Once the action is complete, either a spellcaster or an intelligent magical creature with a CR no higher than the influence points expended will provide knowledge or perform a single task for the collective's benefit. They won't go into battle, unless manipulated. Consider the nature of beings that'd be available to the college and the kinds of help they can provide. Once at level 5, a leader may treat the favor as a *contact other plane* spell for a total of 5 influence points.

Wizard's College: Library of Lore

Action Time: 1 week

A leader may expend 1 or more points of influence to track down the details of a particular spell, presented in the form of a *spell scroll*, presented at the end of 1 week. The cost is 1 point of influence per spell level of the scroll, which cannot exceed the level that a wizard of the collective's level could cast. The spell need not be a wizard spell, but spells from other sources cost twice the influence points.

In addition, those in good standing with access to the college may roll with advantage on Intelligence checks for the Research downtime action. Gold costs to aid research are halved with the college's aid.

Community

Communities cover groups of people living, working, and thriving together - be they humble villages, bustling cities, pastoral nomadic clans, or enclaves deep in strange environs.

Provide Shelter

Action Time: 1 week or more

A leader may spend influence points to provide a certain quality of living for up to six guests seeking hospitality or sanctuary. While hosted, leaders gain advantage on Charisma checks to make reasonable requests compared to the expense incurred. Attempts by others to interfere with or harm these guests are made at disadvantage, barring some clever means to bypass the community's influence and defense.

These points may be set aside, reducing the maximum influence of the collective to provide for guests until they depart. Until hospitality is revoked, this takes up an action. The default cost per lifestyle is listed above. Add additional points of influence for each larger interval of people who might benefit. For example, providing an aristocratic lifestyle for 20 people costs 11 points of influence per week - 10 for the quality of life and 1 additional point to cover the additional guests.

Provide Shelter

Lifestyle	Cost	Max People	Cost	Max People	Cost
Squalid	Free	6	Free	5,000	6
Poor	1	20	1	12,000	7
Modest	2	50	2	25,000	8
Comfortable	3	200	3	50,000	9
Wealthy	5	500	4	100,000	10
Aristocratic	10	2,000	5	250,000	15

Community Subclasses

Agricultural Community: To the Common Good

For each level of your collective after 2nd level, reduce the cost of the Provide Shelter feature by 1 point. For example, a 5th level collective can provide a comfortable lifestyle to 200 people for 3 points of influence per week. A 20th level community could provide modest lifestyles to 250,000 people without expending any of its influence to do so. An action must still be taken and set aside to maintain it.

Outland Community: Safe Passage

Action Time: 1 week or more

In addition to providing shelter, this community can safely guide outsiders through their otherwise hostile domain. For 1 point of influence, up to six travelers can move through your reach for 1 week without risking environmental dangers (falling from mountain trails, breathing in an underwater

kingdom), no matter how exotic. While supported, they roll with advantage on Dexterity (Acrobatics), Dexterity (Stealth), Strength (Athletics), or Wisdom (Survival) checks or other region-specific ability checks. Additional people may be escorted, referring to the Provide Shelter table for the additional cost.

These points may be set aside, reducing the maximum influence of the collective to sustain the travelers until they depart. Until this protection is revoked, this takes an action.

Pastoral Community: Far and Wide

Action Time: 1 week or more

The collective aids those it favors in their travels. Within the collective's reach, those in good standing with the collective can be assumed to travel safely and without incident unless specifically targeted. When traveling outside of those bounds, up to six travelers can move at a normal pace while remaining stealthy, without delays from difficult terrain for 1 influence point per week, rolling with advantage on relevant Dexterity (Stealth), Wisdom (Perception), and Wisdom (Survival) checks for 2 points.

These points may be set aside, reducing the maximum influence of the collective to sustain the travelers until they depart. Until this protection is revoked, this takes an action.

Cult

Unlike open faiths, cults seek more direct rewards and boons from the kinds of beings eager to provide them for loyal, if sometimes morally questionable, service. Dealers in danger, secrets, and souls, a cult can grow from a small coven to a fearful power to be reckoned with across the land.

At 7th level, a cult's exterior benefits from the *major image* and *nystul's magic aura* spells at no cost with a year's preparations, appearing mundane to magical perception and hiding its true nature. See the Unique Additions section for more information.

Eldritch Insight

Action Time: 1 day per influence point

A leader may spend influence points to gain valuable information from the beings they serve. Based on the collective's level, the leader may request a boon by investing a certain number of influence points, representing favors performed to appease their masters. Performing these tasks takes up an action for a number of days equal to the points of influence spent, after which the boon is granted.

Eldritch Insight

Level	Spell	Cost
1st	Identify	1
3rd	Augury	2
5th	Clairvoyance	3
7th	Divination	4
9th	Scrying	5

Cult Subclasses

Fiendish Cult: Conjured Minions

Action Time: 1 week or more

You may draw upon either demons or devils (rarely both), as well as other fiends, to do your collective's bidding. You may expend 1 or more points of influence, gaining one or more fiendish creatures with a collective CR equal to the influence points expended. They are bound to your loyal service for 1 week, after which they are free to do as they will for 1 week before departing unless you spend another point.

These points may be set aside, reducing the maximum influence of the collective to control and keep up the bindings on these fiends until they depart. Until they do so, this takes up an action.

Fey Cult: Boons of the Fey

Action Time: 1 week per influence point

You may call upon fey beings to satisfy the desires of a creature you wish to bind to your service. You may expend 1 or more points of influence, using fey assistance to learn and offer the heart's desire of a creature with a CR equal to the influence points expended or with a comparable amount of sway within a collective or by their own right. Should the party refuse your offer, you retain knowledge of their desire.

Preparing to provide a boon takes up an action for a number of weeks equal to the points of influence spent. The terms of the contract may be invoked immediately or held in store for a later date. No more favors than the collective's Charisma may be held at once. If the desire of a subject is unreasonable or impossible to achieve by the fey, the DM may levy a higher cost - in influence or other debts to your patron. The patron may offer a loophole, clever interpretation, or alternate reward, both to save face and ensnare the target to your will.

Chthonic Cult: Delving Into the Depths

Action Time: 1 week

Your cult may haunt and sift through the dreaming minds of intelligent creatures within your collective's reach. Creatures that don't sleep, such as elves, roll with advantage to resist this feature, but even they might feel strange pressures upon their minds during trance or in hallucinatory daydream visions. After a week's ritual practice, you begin to delve into the subject's sleeping mind with your patron's assistance.

For 2 points of influence, you may subject a resting target within 100 miles of your collective's reach to a *detect thoughts* spell, using your collective's Charisma modifier for relevant checks and saving throw DCs. For 5 points, you may gain the benefits of the *dream* spell instead, including benefits of having a sample from your subject if you possess one. You may only affect the same subject once per week but may set aside points of influence to repeat these intrusions once per week until the action is stopped.

Faith

Faiths represent religious congregations dedicated to either spreading the goodwill of their god or gods, currying favor from said beings, or seeking meaning in natural forces.

A faith eventually gains hallowed grounds, using the collective's Wisdom for relevant saving throws. At 13th level and onward, some of these hallows may be expanded into temples of the gods over the course of a year. See the **Unique Additions** section for more information.

Provide Miracles

Action Time: 1 day per influence point

A collective may spend influence points to provide divine services to the people. Based on the collective's level, the leader may seek out a miracle by investing a certain number of influence points, representing prayer and services performed to appease their patron god or gods. Performing these tasks takes up an action for a number of days equal to the points of influence spent, though the miracle may be granted before or after the service is performed. No further miracles will occur until any owed services are rendered. Miracles must be performed within the collective's reach, at a temple, shrine, or monument dedicated to the faith's patron. A holy symbol may be used at twice the influence cost.

This miracle is treated as if cast by a cleric of a level equal to the collective's level, with the highest-level spell slot they'd have available. A patron's domain spells are available once the collective reaches the appropriate level. Any effect which requires a spell attack or requires a saving throw uses the collective's Wisdom modifier and proficiency bonus. Rolled values apply their maximum benefit. Any material component costs must be paid for either by the leader or the collective before the spell is cast. A miracle, once paid for, may be held in abeyance until needed, setting aside the influence and action.

A faith in disfavor or where a patron's influence is weak requires twice the influence and must provide services in advance. A god may refuse to grant a miracle at any time.

Provide Miracles

Level	Spell	Cost
1st	Ceremony, Create or Destroy Water, Cure Wounds	1
3rd	Aid, Continual Flame, Gentle Repose, Lesser Restoration, Locate Object*, Prayer of Healing, Zone of Truth	2
5th	Create Food and Water, Dispel Magic, Glyph of Warding, Magic Circle, Life Transference, Mass Healing Word, Remove Curse, Revivify, Sending, Speak With Dead	3
7th	Banishment, Death Ward, Guardian of Faith, Locate Creature*	4
9th	Commune, Geas, Greater Restoration, Hallow, Mass Cure Wounds, Planar Binding, Raise Dead	5

* Range of 100 miles when cast by a collective.

Faith Subclasses

Sacral Faith: Holy Ground

All buildings and their surrounding grounds benefit from the effects of a *hallow* spell, with up to two extra effects. In addition, the influence cost of the following spells is reduced by 1 on the faith's sacred grounds: *ceremony*, *cure wounds*, *aid*, *gentle repose*, *lesser restoration*, *prayer of healing*, *mass healing word*, *remove curse*, *revivify*, *guardian of faith*, *greater restoration*, *mass cure wounds*, and *raise dead*.

The faith may also channel these miracles through a willing personal sacrifice or affirming deed to your faith by a member in good standing in its reach, casting the effect centered upon the sacrificial sacrament or actor.

Profane Faith: Deflect Disaster

All buildings and their surrounding grounds benefit from the effects of a *hallow* spell, with up to two extra effects. In addition, the influence cost of the following spells is reduced by 1 on the faith's sacred grounds: *ceremony*, *aid*, *dispel magic*, *life transference*, *speak with dead*, *banishment*, *death ward*, *locate creature*, and *planar binding*.

The faith may also channel these miracles through a willing personal sacrifice or affirming deed to your faith by a member in good standing in its reach, casting the effect centered upon the sacrificial sacrament or actor.



Natural Faith: The Old Ways

All buildings or groves and their surrounding grounds benefit from the effects of a *hallow* spell, with one extra effect. In addition, the influence cost of the following spells is reduced by 1 on the faith's sacred grounds: *ceremony*, *aid*, *create or destroy water*, *gentle repose*, *locate object*, *create food and water*, *glyph of warding*, *magic circle*, *banishment*, *death ward*, *locate creature*, *commune*, *geas*, and *hallow*.

The faith may also channel these miracles through a willing personal sacrifice or affirming deed to your faith by a member in good standing in its reach, casting the effect centered upon the sacrificial sacrament.

Force

From a home militia to a conquering horde, from the royal knights to a mercenary company? Everyone needs warriors at one time or another, either to ensure their safety or to secure new gains. A force is dedicated to arming, training, and fielding troops within its sphere of influence, by common creed, colors, and history. Despite any appearances, any coherent force is a true threat to be reckoned with.

At 15th level, a force may establish a fortress over the course of a year, adding another at each new level. See the Unique Additions section for more information.

Muster Forces

Action Time: 1 week

A leader may spend influence points to muster a military unit. A group of creatures is called upon that represents an adventuring day's worth of XP, at a cost of 1 influence points per effective character level of that day. For example, a total of 3,500 XP worth of creatures is mustered for 5 influence points. (Ex. a Knight, 2 Veterans, a Priest, 4 Scouts, and 18 Guards). No one member of a unit may exceed CR 3.

The mustered unit follows the instructions of the collective's leader or a designated proxy, but only to a reasonable extent. Even a trained military unit has cultural rules of engagement, ethical considerations, and a need for clear objectives. Sending a military unit to clear out a dungeon full of monsters, for example, is going to face resistance. These units are subject to the group Morale rules in the DMG. The unit's leader rolls with the collective's proficiency bonus + Charisma modifier to maintain morale.

After a week's time, if the unit's duties aren't or can't be completed, the force returns. These influence points may be set aside, reducing the maximum influence of the collective to keep this group supplied perpetually. Until the unit returns or is lost, an action is taken up. Should a unit be fully lost, roll Hit Dice equal to the influence points spent, losing hit points equal to the result as this loss impacts the force's reputation.

See "Clashing Forces" on pg. 20 for details on resolving conflicts with or between units in your campaign.

Force Subclasses

Defensive Force (Constitution): For Hearth and Home

Within the reach of your collective, the influence cost to keep a military unit in the field is reduced. The action is still dedicated to their maintenance, but half of the points (rounded down) are regained after the first week is complete. In addition, designate one area as the collective's home - its home city and its surrounding environs, a particular forest, a fortified garrison, etc.. While defending its home, a defensive force and its units gain advantage on initiative, Wisdom (Survival), and Wisdom (Perception) checks due to a heightened readiness and familiarity with the terrain. This advantage also applies to evading local hazards - climbing a traveled rock face, navigating narrow bridges, and the like.

Elite Force (Dexterity): Deploy Specialists

A unit mustered by an elite force may exceed the normal limits of a common military. A leader may spend 1 or more points of Influence to send a single special operative or small tactical team. At least one member must be at least CR 1, and no more than six creatures may be sent. For example, for 5 influence points, a team consisting of a mage, a priest, and 3 acolytes (3500 xp) can be deployed. The team is given either a specific task or general goal within your collective's reach and will seek to perform it as creatively as necessary.

Invasive Force (Charisma): Occupy Territory

Military units you muster have advantage on morale checks unless ambushed. In addition, a successful invasion force can become its own self-sustaining entity. A collective's leader may act within the reach of an invading unit. By forcing a collective with a level equal to or greater than the unit's influence cost to surrender (See Attacking Collectives), the unit gains its own pool of influence points equal to the level of that collective and a single action which remains dedicated to sustaining the unit. Once a stable base is established, the invading collective may take actions in the region as if it were within its normal reach.

Invasion carries its own risks and rewards. By the collective's will or if a unit's leader or proxy succeeds in a crisis of leadership, the unit can become a permanent Force or Community collective of its own, with starting hit points at half of its maximum value. Its ultimate loyalties are up to the current leader of that collective or the DM's discretion.

Guild

Support Endeavors

Action Time: 1 long rest or more

A leader may spend 1 or more influence points to provide a stipend of wages to its most favored members. Unburdened by other needs, should this quality of life satisfy the

benefactors? Those members gain inspiration after each long rest spent in sufficient luxury. The higher the level or CR of the benefactor, the higher a quality of life they will require - usually a 1-for-1 comparison. For each action, this lavish lifestyle and a plethora of tools can be made available to a number of creatures equal to the collective's level.

Support Endeavors

Lifestyle	Points/week	Lifestyle	Points/week
Squalid	Free	Comfortable	3
Poor	1	Wealthy	5
Modest	2	Aristocratic	10

These points may be set aside, reducing the maximum influence of the collective to provide these benefits perpetually. Providing for specialists takes up an action, regardless of how many are supported.

Guild Subclasses

Craft Guild: Optimal Conditions

Action Time: Varies

A craft guild provides dedicated support to its members endeavors, from tools and facilities to expertise. Those in good standing with the collective may be assumed to have tools and instruction to create objects that require any the collective's tool proficiencies while within the collective's reach. A leader may expend 1 point of influence to reduce an item's crafting time or cost by 10%, or 2 points for both. Each additional interval requires more influence (see the chart below). Craft time and cost are reduced separately - reducing an item's craft time by 25% and the cost by 20% would cost 12 points of influence. The benefit from multiple workers applies before any time reductions achieved by influence.

Optional Conditions

Influence	Craft Time Reduction	Cost Reduction
1	10%	10%
3	20%	15%
6	25%	20%
12	30%	25%
20	50%	30%

Downtime Action: Commerce

The business of business isn't in buying and selling, but in managing the margins, risks, and opportunities of that process. This activity gives a character the chance to nudge markets to their advantage, at a risk.

Resources. A character must spend one week and at least 25 gp gathering information on potential opportunities before investing. Information gathered during play may be substituted. If that information is false or misleading, disadvantage may be applied to one or more checks in the resolution. Keep the needs and resources of a region in mind, as well as the events in your story when identifying profit areas.

Resolution. The character must invest a certain amount of gold or goods, and then make a series of checks, with the DC for all the checks chosen by the character according to the amount of profit sought. While trade goods retain their listed value, used or recovered mundane equipment halve their value.

The chosen DC can be 10, 15, 20, or 25. Successful ventures yield a percentage of profit, as shown on the Profit Margin table.

To attempt a commercial venture, the character makes three checks: Wisdom (Insight), Charisma (Persuasion), and the player's choice of Intelligence (Investigation), Charisma (Deception), or Intelligence using a relevant set of artisan's tools when evaluating materials or finished goods to that trade.

If none of the checks are successful, the character's scheme is a bust. No profit is gained and half of the initial investment is lost.

If only one check is successful, the venture fails but the character manages to recover their investment.

If two checks are successful, the venture is a measured success, netting the expected margin of return.

If all three checks are successful, the character earns twice their projected profit margin.

Profit Margin

Profit Margin	DC
10 percent	10
15 percent	15
25 percent	20
50 percent	25

Complications. Commerce is not a friendly game. Roll on the Commerce Complications table (or create complications of your own) if the character succeeds on no checks or all three. If the character's rival is involved in or aware of local markets, a complication ensues if the character succeeds on only one check.

Commerce Complications

d6 Complication

- 1 Your rival offers unreasonable deals to drive you out of the market.
- 2 After making an agreement, but before delivery, your goods go missing.
- 3 Your goods came at the expense of an angry local population who demands a share or an end to your source of supply.
- 4 The market shifts suddenly, making your deal look like a scam.
- 5 A party to your deal is revealed to be a criminal or a corrupt noble.
- 6 Before you're paid, your goods are revealed as worthless counterfeits.

Criminal Guild: A Team, A Plan, a Score

Action Time: 1 day or more

A leader may spend 1 or more points of influence to create a pool of Planning Dice for a planned criminal endeavor or the Crime downtime action at a rate of 1 dice per day. Those pursuing this plan may spend one of these dice to roll a d6 and add the result to an ability check, attack roll, or saving throw related to succeeding in the plan, escaping *anticipated* pursuers, or avoiding complications, after the roll but before the result is declared. Only one die may be spent per roll.

These Planning Dice may be spent for up to a week in advance of the intended job date, but are lost if not used by planned date, unless conditions would allow the plan to continue. In that case, the Planning Dice are lost at a rate of 1 die per day. If a plan (and planned escape) span multiple days, the time where these dice are available cannot exceed 1 week. Until the plan is resolved, by success, failure, or abandonment, an action is taken up.

Merchant Guild: Lucrative Venture

Action Time: 1 week

When engaging in the Commerce downtime action, merchant guilds have an additional option. Each point of influence expended carries an equivalent of 25gp that can be invested by the collective, up to half of the total investment. In the case of taking a loss, this influence-based gold is deducted first.

School

Focused Training

Action Time: 1 week or more

A leader may spend 1 or more influence points to reduce the workweeks required for the Training downtime action by half for a single pupil per influence point. However, the pupil gains and retains a level of exhaustion until they complete a long rest once the training is complete. This requires an action by the collective until the training is abandoned or complete. For a second point of influence per pupil, more focused tutelage and careful rest eliminates this penalty.

For 5 points of influence, a student may train in a skill proficiency instead of a language or tool. For 10 points, a second skill may be learned. The collective must be proficient in a tool or skill to teach others.

While this focused training is provided, a single action is taken up, regardless of the number of students. A creature may only ever benefit from a total of four focused training sessions. Should they wish to trade one benefit for another, such as those granted by a school subclass feature, they must select a focused training benefit to forgo once the newer benefit is attained.

Last, the gold cost of all school training is multiplied by 1 + the number of influence points expended.

School Subclasses

Ascetic: School of Attainment

In addition to other proficiencies, an ascetic school teaches students to surpass their usual limits through exceptional discipline. For 5 points of influence, characters may gain additional reserves for their unique class features. This process may be repeated a second time for 10 points of influence, but no further.

Some classes have additional training options, gaining one new benefit per training process.

Fighter. Many Martial Archetypes have additional training options:

- **Arcane Archer:** Up to two Arcane Shot options
- **Battlemaster:** Up to four combat maneuvers, gaining two per training session
- **Cavalier:** One additional use each of Unwavering Mark or Warding Maneuver
- **Champion:** Up to two additional uses of Indomitable (Requires: fighter level 10)
- **Eldritch Knight:** The ability to bond to a shield, and then to a set of armor
- **Samurai:** Up to two additional uses of Fighting Spirit

Monk. Monks may train a total of up to 4 times to increase ki points. Monks of the Way of the Four Elements may train in a new discipline at each session, gaining up to four additional disciplines total. A third session costs 15 influence points, while a fourth costs 20 influence points to support.

Monks may also train in the 3rd-level Monastic Tradition feature of a monastic tradition that they don't know for 5 influence points. They may gain the 6th-level feature of that tradition for 10 points, the 11th level feature for 15 points, and the 17th level feature for 20 points. The monk cannot learn a greater number of traditions than their Wisdom modifier and must meet the level requirement for each feature.

The school selects a single monastic tradition at 3rd level and may opt to acquire another monastic tradition teacher instead of an Ability Score Increase at certain levels. At DM discretion, the collective may need to send agents to acquire a teacher of this new tradition, tasking adventurers in good standing with the school to earn the master's respect - most often by honoring that tradition's philosophies.

Paladin. Paladins may train up to four times to master Lay of Hands, adding 5 more hit points to their pool per training regimen. They may also train to gain additional uses of Divine Sense.

Magical Attainment. Classes with the Spellcasting class feature (except for sorcerers or a warlock's Pact Magic) may train to gain an additional 1st-level spell slot for 5 influence points, and then a 2nd-level spell slot for 10 influence points.

The student must have at least one slot of the desired level to benefit from training.

Ascetic Attainments

Class	Benefit	Class	Benefit
Barbarian	One additional use of Rage	Paladin	Divine Sense, Lay on Hands, Magical Attainment
Bard	One Bardic Inspiration die	Ranger	Magical Attainment
Cleric	One Channel Divinity use, Magical Attainment	Rogue	One additional Sneak Attack die
Druid	One additional Wild Shape use	Sorcerer	2 sorcery points or one Metamagic option
Fighter	Martial Archetype benefits*	Warlock	One additional Eldritch Invocation
Monk	2 ki points or a Monastic Tradition*	Wizard	Magical Attainment

Martial School: School of War

In addition to other proficiencies, a martial school allows weapon and armor proficiencies to be learned using the Training downtime action. Students may learn one new 'stage' of proficiency in weapons or armor for 5 points of influence, increasing their current knowledge to the next stage. Increasing weapon or armor proficiencies by a second stage requires 10 points of influence.

If a character has taken a feat granting them additional weapon or armor proficiencies, the feat may be refunded for alwaysr feat or for an Ability Score Increase.

Martial School Training

Weapons	Armor
A small list of specific weapons	Light armor
Simple weapons	Medium armor + shields
Martial weapons	Heavy armor

Expertise. For 5 points of influence, a martial school may train a student to further hone a proficiency, granting them expertise with a single skill or tool proficiency they possess. For 15 points, a second skill or tool may be selected. The school must be proficient in a skill or tool to provide expertise training.

Favored Enemies and Terrain. Students may learn favored enemies or terrain through intense training, so long as creatures or environments of that type are within its reach. The student gains the first favored enemy or terrain for 5 influence points, the second for 10 points, the third for 15 points, and the last for 20 points. Should the enemy type or terrain be outside of the school's reach, double the influence cost to train its students, due to the need for dedicated tutors, specialized equipment, or expensive and dangerous expeditions. This cost is not doubled for students who are rangers, who add any such training to their existing talents.

Fighting Styles. For 10 points of influence, a martial school

may train a student without the Fighting Style feature in a single style. Classes that already have this feature may learn a second style for 10 points instead. Fighters, paladins, and rangers may train in up to four total fighting styles (five for the Brute and Champion Martial Archetypes), with a third new style costing 15 points and a fourth costing 20 points.

Martial Arts. For 10 points of influence, a martial school may train a student in the Martial Arts monk class feature.

Mystical School: School of the Art

In addition to other proficiencies, a mystical school can provide an elite magical education to characters of a class with the Spellcasting class feature. For 5 points of influence, a student may learn a new cantrip of their class or a new known spell, neither of which count against class limits. For 10 points of influence, a second cantrip or known spell can be taught. No more than two additional cantrips and two known spells may be taught to any one student. The student must be able to cast a spell of the level learned. Clerics and druids, who normally do not gain known spells, may still gain known spells from this training and may exchange one known spell for a new known spell they can cast whenever they gain a level. Cantrips, once learned, cannot be exchanged in this fashion. A wizard adds two new wizard spells as known spells per training session. As with other classes, known spells are always prepared.

Paladins and rangers may learn cleric or druid cantrips respectively through this method. Characters without the Spellcasting feature may learn cantrips from any one class, selecting the class when their first Training downtime action is initiated. They use the spellcasting ability modifier of their own class.

Troupe

Finding Threads

Action Time: 1 week

A leader may spend 1 or more influence points to establish contacts within a new region or find leads towards opportunities of merit to pursue. When taking the Carousing downtime action, the collective may “buy” contacts outright, ensuring that they have an enjoyable and positive always. Lower-class contacts cost 1 influence point, middle-class cost 2, and upper-class contacts cost 3 influence points each. The troupe must still roll, gaining a hostile contact on a result of 1-5. A troupe may have a number of unspecified contacts equal to its Charisma modifier +1 or its collective level, whichever is higher.

The collective can also seek out information related to a particular topic, creature, or item. This functions as the Research downtime activity, using local taverns, guilds, and other social avenues to uncover useful lore. The collective may use Intelligence or Charisma for the check, adding a +1 bonus per point of influence spent. Use the Complications from Carousing instead of those for Research, representing the kinds of people and behaviors likely used to gather the

information a leader seeks.

Troupe Subclasses

Competitive Troupe: Calling All Challengers

Action Time: 1 week

You may host tournaments, using the Pit Fighting Rules, for 1 point of influence. The collective makes three checks: Strength (Athletics), Dexterity (Acrobatics), and the collective’s choice of Intelligence (Investigation), Wisdom (Insight), or Charisma (Deception) as they manage an effective roster of defenders. Always pair of skills can be substituted for cooking exhibitions, musical showdowns, or even stranger challenges to catch the eye of the public - the skills at work must be demonstrable and interesting, but beyond that? Any display of skill, acumen, allure, or mystical wonders may qualify.

To represent the surprising range of potential contestants, the usual 5 + 2d10 value is used for each DC. That said, matters aren’t entirely fair. For each additional point of influence invested, the collective rolls with advantage on of the three checks they make - not through cheating, but through familiarity with the format, honed veterans, and a keen eye to the right matchups to prepare.

In addition, the gold returns for this Pit Fighting action may be multiplied by 10 for additional influence invested, up to the collective’s proficiency bonus -1 in points spent.

Investors may assist in increasing the effective proficiency bonus, using their own considerable wealth or the level of a relevant collective to boost the audience reach or rare prizes on offer. Whatever winnings are garnered from the tournament are split evenly among all parties, unless other arrangements are made by the leaders involved. These sorts of skewed deals should be run as scenes between leaders in private.

Entrepreneurial Troupe: Deferring Risk

Action Time: 1 week

The collective may run a gambling operation or invest in risky business ventures within its reach as an action, using the Gambling downtime action, but with a different table of potential results. The schemes are always skewed in your favor - so long as you avert catastrophe, you’ll always at least break even. Complications remain a risk, however, with a 20% chance of occurring rather than the usual 10 percent.

Each point of influence expended carries an equivalent of 25gp that can be invested by the collective, up to half of the total gold risked in the downtime action. In the case of taking a loss, influence-based gold is deducted first.

Gambling With Deferred Risk

Result	Value
0 successes	Lose twice the money you bet, taking losses you can’t afford from the collective’s invested gold and risking a loss in collective level.
1 success	You gain or lose nothing.

2 successes	Gain the amount you put up, plus 25% more.
3 successes	Gain the amount you put up, plus half again more

At DM discretion, a collective may also gamble on the actions of an adventuring party or story-driving NPCs, gaining an equivalent reward based on the outcome of the party's adventure. This creates incentive for the collective to help where it can... or offload any losses onto the party as added injury.

Luxury Troupe: The Finest of Pleasures

While carousing, the members of your collective also benefit from the lifestyle of your contact, specified or otherwise, until the carousing is done. As long as this action remains set aside, the lifestyle is presumed to continue, but a new roll for complications is made at the end of each week. Once you've accrued more complications than the Charisma modifier of the collective, this patronage will end. The favor remains, but may be spent for up to another single week of the beneficial lifestyle.

In addition, the troupe may undertake the Gambling, Pit Fighting, or Crime downtime actions as part of its carousing, using the same action as they work around (and sometimes with) its patron. This could represent providing exciting entertainment or attempting to skim, embezzle, or con your witless patron.

Another pair of skills can be substituted for the Strength (Athletics) and Dexterity (Acrobatics) checks of the Pit Fighting action to represent other lucrative, if competitive endeavors - including enticing patrons with a coterie of courtesans, hosting games of skill to entertain the crowd, or other creative diversions. The Constitution check is made with a bonus equal to the collective's largest Hit Die, representing the collective's ability to concentrate on the task at hand among the sights, sounds, touches, and tastes.

Customization Options

Equipment

Much like a player character, a collective needs to invest not just in gaining experience and power, but in the tools of the job. By laying down this groundwork, your collective can become more effective at what it does, which may in turn make it easier to earn (and keep) the gold it needs to thrive and expand.

Structure

Structure represents funds and time invested into establishing networks of communication, defenses, training, and the various costly factors that go into preparedness in the face of danger. Each degree of structure benefits or replaces a collective's Armor Class but carries its own limitations. As your collective grows in size, reach, and fame, it will eventually outgrow its structure. In such a case, additional gold may be invested to regain the benefits of structure. Otherwise, half of the gold invested may be refunded or invested into the collective's growth or other needs.

Light Structure. Light structure represents a degree of preparedness more than physical infrastructure. Key supplies, escape and reconnection strategies, shortcuts and safehouses all represent light structure.

Structure and Armor Class

Structure	Armor Class
Light	12 + Charisma modifier
Medium	14 + Charisma modifier (max 2)
Heavy	18

Medium Structure. Medium structure goes beyond preparation, into material investments. From caravan guards to sentry towers, the collective becomes less reliant on direct leadership to defend itself. Relocating this structure requires a one-week action, otherwise the structure must be abandoned.

Heavy Structure. Heavy structure entirely replaces the Armor Class calculations for a collective, solidly investing in discipline, security, and defense regardless of the emotions or convictions of its leadership. It will take more than words to erase a hundred-year empire, after all. Collectives with heavy structure cannot relocate and any investment in structure must be repeated from scratch if the collective moves.

Structure Costs

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
50gp	100gp	500gp	5000gp	50,000gp
75gp	250gp	2000gp	15,000gp	70,000gp
100gp	500gp	5000gp	50,000gp	100,000gp



Facilities

Facilities cover the buildings, equipment, trade routes, and supplies needed to make use of a collective's proficiencies, including mounts, vehicles, or fleets. By default, a collective possesses the facilities needed to achieve its goals, but rare facilities may provide bonuses to checks, at an elevated cost. Investing in exceptional facilities is treated the same as buying or crafting a magic item, granting +1 (uncommon), +2 (rare), or +3 (very rare) bonuses. Members in good standing with your collective can be granted used to these facilities, benefiting from these bonuses within your reach.

Facilities can also be set up to support attacking other collectives, from vanguard scouts to spy networks. The bonuses from threat facilities apply their bonus to attack rolls, damage, and to rolls to seize leadership of a rival collective.

Permanent Spells

Certain spells, when cast with permanence, can provide distinct benefits to a collective. The following spells, when cast upon a collective of a certain level, can affect an area anywhere within the collective's reach. Acquiring the services of a spellcaster or patron capable of such a feat is an adventure all its own. These benefits only apply to lands, buildings, or equipment under direct control of the collective - a *forbiddance* spell cast upon a guild's caravans doesn't interdict all magical travel in kingdoms they visit.

For spell effects with attack rolls or saving throws, use the ability score of the collective, not the caster.

Nystul's Magic Aura (3rd+). This spell can be applied to any of the spell effects in this section, cast a level of 1 + the proficiency level of the collective. A cult may gain these

benefits at no additional cost.

Hallow. For the hallows granted to a faith, additional effects may be purchased for 2,500gp worth of services and sacrifices, but cannot overlap or be within the same general area of another *hallow* effect.

Mordenkainen's Private Sanctum (5th+). This spell can affect a collective's lands, buildings, or vehicles when cast at a spell level equal to 3 + the proficiency level of the collective.

Teleportation Circle. You may apply influence or take most actions in areas where you possess a sigil sequence, barring factors on the other side which may resist or limit your efforts. At 9th level, a college may gain a circle and two sigil sequences at no additional cost, and gains one new circle or sequence per level after that.

Druid Grove. Additional spell effects may be purchased for 5,000 gold per effect.

Forbiddance. This spell only affects lands, buildings, or equipment possessed when the spell is first cast. Should the collective grow in size or acquire new facilities, the spell must be recast to affect new areas.

Guards and Wards. Additional spell effects may be purchased for 5,000 gold per effect.

Major Image (4th+). When cast a level of 1 + the proficiency level of the collective. A *major image* spell hides the presence or true nature of your collective to casual observers, requiring the illusion to be broken for intrusion or collective action to occur. A cult may gain these benefits at no additional cost.

Sequester. A collective's land, buildings, and willing members can be hidden by the spell, fading from the world until the triggering conditions are met or the spell ends. Mundane and magical detection or travel bypass the collective entirely, appearing in a safe area nearby or passing through it all immediately.

Symbol. A visible symbol at the heart of a collective (the symbol cannot be moved) may affect its entire reach. Be very careful with setting the triggers for such a drastic measure.

Temple of the Gods. At 13th level and once per level after that, a faith may convert one of its permanent hallows into a temple of the gods at no additional expense.

Mighty Fortress. Use of a fortress grants a collective the benefits of heavy structure where relevant and counts as a +2 facility for attacking other collectives within 10 miles.

New Magic Item: Landmark

Landmarks represent a source of constant magic, often coveted by one or more collectives. Kingdoms have been formed around fountains of youth, altars that raise the dead, or other wonders. Carefully consider the ramifications of the discovery or creation of a landmark in your campaign.

Landmarks are similar to spell scrolls, in that they store a particular spell which determines their rarity. Unlike spell scrolls, a landmark cannot be moved or disturbed - attempts to do so will either fail or destroy the landmark in the attempt. In addition, a landmark will regain charges based on its rarity.

Landmarks

Spell Level	Rarity	Save DC	Attack Roll	Charges	Recharge Time
Cantrip	Common	13	+5	Unlimited	N/A
1st	Uncommon	13	+5	1d6+1	Dawn
2nd	Uncommon	15	+7	1d6	Dawn
3rd	Rare	17	+9	1d4	Lunar cycle
4th	Very Rare	18	+10	1d3	Season
5th	Legendary	19	+11	1	Year and a day
6th+	Artifact	20	+12	1	Century

Multiclassing

Instead of an Ability Score Increase at 4th or higher, a collective may choose to gain the feature of another one of the collective's subclasses, for any classes the collective has gained so far. An Invasive Force might expand its operations to cover Defensive operations and lend its troops as a Elite Force.

A collective may also take on the Collective Feature of another collective class. A military Force might gain the ability to host tournaments, similar to a competitive Troupe, for example, or a burgeoning Faith may turn their efforts to gaining insights in a manner similar to a Cult.

Much like a player character, the collective must have a score of 13 or higher in the primary abilities of a collective class if they wish to multiclass. A collective is considered to possess all of the levels gained since its primary class feature was first taken - a faith that employs a military force at 6th level has an effective 4th level force once the faith is at 10th level, and so on. This does not grant the force's subclass features on its own, but does limit how much influence can be spent towards a particular action.

Feats

Another alternative to taking an ability score increase are the following feats.

Expanded Influence. Each time this feat is taken, the collective gains an additional 3 points of total influence.

Loyalty. The collective increases its maximum hit points by 1 per Hit die, and gains an additional hit point per level.

Resilient. Increase a chosen ability score by 1. You gain proficiency in saving throws using the chosen ability.

Skilled. The collective gains proficiency in a combination of 3 skill or tool proficiencies.

If there's anything that you'd like your collective to be able to do that isn't normally covered by the rules - from regular access to certain spells or new influence actions, work with your DM to create a feat to account for your desired goal.

Managing a Collective

Collectives and Ability Scores

The meaning of abilities may need some reconsideration when discussing matters of scale.

Strength

Strength measures a collective's ability to apply direct manpower to a problem - including violence.

Athletics. A collective's Athletics represents the hardiness and training of its members, applying to checks involving managing travel hazards, clearing obstacles, or physical labor

Dexterity

A collective's Dexterity conveys its ability to take subtle, physical action among its members.

Acrobatics. Acrobatics might cover a collective's ability to traverse dangers or navigate narrow confines to achieve a goal in a timely manner. Evading rockslides or similar dangers may also call for such a check.

Sleight of Hand. Some collectives need to be able to work in teams to steal or smuggle goods. Sleight of Hand also applies to concealing more physical applications of influence or private transactions.

Stealth. Stealth is used to cover the actual movement of people, from spies to troops, for safe travel or to stage a potential ambush.

Constitution

Constitution helps determine a collective's hit points and might be rolled to weather shortages in supplies, support, or in uncomfortable living conditions.

Intelligence

Intelligence measures not just the minds of a collective's members, but also the research, lore, and traditions, and mentors they may call upon to aid in their endeavors. It's not just the library or the genius, but the efficient use and sharing of either or both when the situation calls for it.

Investigation. Investigation is essential for not just effective intelligence-gathering on an area or rival, but also to locate domestic threats such as traitors, embezzlers, or the dark influence of criminal guilds.

Wisdom

Wisdom represents the quality of fresh or actionable information available to a collective's members. All the libraries and monasteries in Faerun won't help if information is hoarded or poorly communicated. Wisdom represents not just the quality of reports a leader might receive, but the training and loyalty of the scouts, spies, and advisors who analyze and present this information in its greater context.

Survival. Survival is used to scout within an area and along its borders, to assist travelers in safe navigation, and to

mitigate poor conditions like drought or famine. Identifying monsters and their lairs or following the tracks of bandit raids are essential to a collective's survival and prosperity.

Charisma

Charisma measures the charm and color of your collective's interactions with others - for good or ill. Whether elegant, eloquent, raucous, or downright threatening? A collective with high Charisma is memorable to say the least. Charisma checks cover not just the ability to impress guests, but the approach your collective takes to diplomacy - from fair entreaties to deceptive misrepresentation.

Collectives At Work

Collectives can make their own ability checks or challenges, limited by their purpose and size. Success can be rewarded with progress on goals, the acquisition of new gold or assets, and many other benefits.

Time and Initiative

Collectives can only take a certain number of actions, based on their level. A collective may take daily, weekly, or monthly actions. Take note of the current action being undertaken - until that action is complete or abandoned, that action "slot" cannot be used. At DM discretion, even abandoning certain tasks may take up to half the total time spent so far on that action to regain access to that action slot.

Giving Commands

A leader must remain in communication with a collective for it to function, unless proxies are put in place. Proxies are NPCs trusted to handle affairs in a leader's name, relying on that leader's linked ability. Depending on the time, effort, and context put into preparing these proxies, they may face disadvantage or fail to follow a leader's intended instructions if unpredictable problems arise while the leader is out of contact. To effectively communicate in response to new events, a leader must be able to hear relevant news and respond before too much time has passed, either through letters, magic, or another means.

For every month a leader is out of touch, roll a d6. On a one, the DM may add a complication that the leader will need to resolve upon return. If more complications arise than the collective's number of Hit Dice, roll d6s equal to the difference and apply them as damage to stability instead.

Conflicts of Reach

A collective may only take action within its listed reach. Attempts to affect areas in the next higher category can be attempted at disadvantage. For collectives that travel, such as troupes or pastoral communities, consider their current location when determining reach.

Conflicts of Size

No more than 2 collectives of the same class and size may

exist within each other's reach. A single valley can't sustain more than two Medium communities, for example. If more than 2 collectives of the same class and size exist within each other's reach? Each collective regains influence at half the normal rate.

The DM is the final arbiter of where overlap is allowed or penalized. Communities like cities might represent the only the only reasonable collective of that class in the area, while dozens of rival guilds may pursue their specialized interests without interference. Smaller collectives may also exist within an overlapping space with larger ones. The slums of a major city might represent a smaller collective while being part of the city at large. As a rough rule, a larger community can share space with any number of smaller collectives within reason, allowing those smaller collectives to gain influence without penalty.

A collective's Size limits the scale and reach of its effectiveness. A collective may act upon a collective one size larger or one step beyond its normal reach at disadvantage but cannot impact a collective two sizes larger or beyond its reach at all. Acting upon a smaller collective is done with advantage.

However, one need not target an entire collective at once. With time and research, leaders can identify particular projects, trade routes, common interests, or other smaller portions of a collective to engage. This removes the penalties but limits the effectiveness of an action to that area. Any actions against a narrow focus to reduce a target collective's stability only deal half damage and can only affect that smaller region as a whole. For example, opting to capture a border town within an empire may affect its stability, but will not allow you to level influence far beyond your conquests.

Collective Actions

When a collective takes an action, it can take one of the actions presented here, an action you gained from a class or feature, or an action that you improvise. Each action occupies the collective's action slot until its action time is complete. Once done or abandoned, you may take another action.

When you describe an action not detailed elsewhere in the rules, the DM decides whether that action is possible, the action time, and what kind of roll you need to make, if any, to determine success or failure.

The actions of player characters or NPCs guided by influence might disrupt or even negate actions, at DM discretion. If story events interfere with a collective's action, apply disadvantage or negate the result.

Apply Influence

Action Time: Varies

A collective can level its influence towards a planned course of action, aiding to secure its eventual success. Before making any one ability check, attack roll, or saving throw, the collective may spend 1 point of influence to roll with advantage as it dedicates considerable resources to make sure events go according to plan.

The collective may also spend influence to give one or more of its members or allies in good standing advantage on relevant ability checks to further that collective's interests, so long as the collective could reasonably help. The collective must state the nature of help it intends to offer and any limits upon that offering. Up to 6 creatures may benefit from the collective's influence per point of influence applied for 1 week. A community scouting a dangerous road, an order gathering lore or information, or a military force standing as an imposing edifice one doesn't want to offend by harming a party are valid examples.

These influence points may be set aside, reducing the maximum influence of the collective, to support the designated parties as long as necessary. Until the support comes to an end, this takes up an action.

Attack

Action Time: 1 week

A collective may attack another, aiming to destabilize and delay their progress in a region. First, describe how your collective might reasonably destabilize a rival, subject to DM approval. Make an attack roll using the collective's proficiency bonus + an appropriate ability modifier, against that collective's Armor Class. On a hit, the collective rolls its Threat die, adding the relevant ability modifier as damage to the target collective's stability.

While the attack and threat roll are made immediately, the results resolve at the end of the week, giving a prepared enemy with available actions time to bolster defenses or undermine the attack. If the stated attack becomes infeasible, the threat is averted, halving or negating the damage based on how effectively and when the attack was stopped. See "Attacking Collectives" below for more complications.

Cultivate Influence

Action Time: 1 week

A collective focuses on strengthening its assets, making sure it has resources available to support its later endeavors. At the end of each full week this action is taken, points of influence equal to that collective's Charisma modifier are regained, with a minimum of 1 point. Multiple actions may be dedicated to cultivating favor, if available, regaining 1 point per action.

Defend

Action Time: 1 week

A collective can focus on remaining prepared for outside threats. When an action is dedicated to defense, rolls to attack the collective or checks to spy upon or deceive it are rolled at disadvantage until this action is resolved. Defense may be maintained indefinitely, but if so, the action cannot be abandoned before 1 full week has passed, as resources must be diverted elsewhere.

If a point of influence is spent in response to an attack, the aggressor rolls normally, but the collective may roll a second d20 and keep the roll result to themselves. When the action against them resolves, they may apply either roll to the final result, potentially undermining or surprising a foe.



Downtime Action

Action Time: Varies

Collectives can undertake downtime actions in lieu of player characters. Activities such as Commerce, Crime, and Crafting keep a collective in good working order, while others give it new opportunities. Feel free to work with your DM to use existing downtime actions to describe similarly useful activities (extortion instead of carousing, selling magical services in lieu of consumable magical items, etc.)

Use your collective's relevant ability scores and skills instead of your own. They may continue taking actions over days, workweeks, or other time frames while you do other things, dedicating an action slot to these downtime activities.

Recovery

Action Time: 1 week or 1 month

Recovering stability takes time and effort. After an action and a week, the collective may roll one or more of its Hit Dice, regaining hit points equal to the rolled value, similar to a short rest. After a full month of recovery as an action, all influence points, hit points and Hit Dice are regained, like a long rest.

Support

Action Time: 1 week

In many cases, a collective may grant its influence to another, often with an expectation of some favor or promise in return. By dedicating an action, the collective may spend 1 or more points of influence, up to the collective's Charisma modifier. These points of influence are added to another collective within its reach. If the receiving collective is two sizes smaller, that collective receives twice as many points of influence. If the receiving collective is two sizes larger, the benefit is halved, rounded down. This action may be taken over multiple weeks if more influence is required.

In lieu of influence points, a collective may also grant another collective the use of one of its class or subclass features. The receiving collective must spend the influence to use this feature, but have the authority to use the feature as they wish without using one of its own actions until the supporting collective ends this action to support them. The receiving collective cannot spend more influence on this feature than the lower of either collective's level.

Many collectives spend a portion or even most of their influence on this activity - from rural communities paying taxes to feudal lords in exchange for military defense to mercantile guilds paying various tariffs and dues.

Attacking Collectives

Not all threats intend to destabilize a collective. In other cases, one might wish to counter or subvert a rival's influence, or even seek to take control of a rival institution.

Conflicts of Influence

Rather than destabilize a collective directly, a collective can work to neutralize the influence of a rival. As part of an Attack action, the collective applies points of influence. The targeted collective, if aware of the attack, may apply influence of its own. If the aggressor applies more influence, they attack with advantage. If the defender applies more, the attack suffers disadvantage. In either case, a successful attack not only refunds the aggressor's influence, but reaps them additional points of influence equal to those the rival expended - this may take a collective above its normal limits, but any excess points fade in 1 month.

Salvaging and Seizing Collectives

When one collective reduces another to 0 hit points, the threatened collective can be seized and destroyed at the aggressor's choice. A seized collective adds half of its invested gold as well as any of its remaining equipment to the conquering collective, representing lost value from the previous conflict.

Another option is to attempt to seize a functioning collective. If reduced to half of its maximum hit points or less, that collective can be threatened as an action with an action time of 1 week. Your collective rolls a Charisma attack roll against the threatened collective's AC. On a hit, the aggressor's primary leader and the threatened collective's

primary leader immediately fall into a power struggle, as described below.

If the aggressor claims power, they may choose to become the primary leader of the threatened collective, leaving the former collective to a successor, or can consolidate the collectives, adding all of the threatened collective's invested gold and assets to its own.

Crises of Leadership

A crisis of leadership occurs when leaders clash over primary control of a collective. These are resolved through a contest between them or by direct action. Initiative is rolled by each leader vying for control. Each turn covers a span of one week. Should story events interrupt a participant's ability to reasonably work towards seizing power, their action is forfeited for the week. On a leader's action, they may attempt to seize power or may undertake a scene of direct action.

Leadership Contests. On their turn, a leader may attempt to seize leadership of an organization as action. The aggressor rolls a Charisma (Deception), Charisma (Intimidation), Charisma (Persuasion) or other reasonable ability check against a DC of 8 + a threatened leader's best linked ability modifier + proficiency modifier. If successful, both aggressor and target are locked in a power struggle. Neither may take any collective actions until this struggle is resolved. The threatened leader must also make a saving throw of the threatened ability modifier, at a DC equal to 8 + the aggressor's Charisma modifier + proficiency modifier. On success, they maintain their status and the power struggle continues. If they fail, their grasp on power begins to erode.

The power struggle continues on the defender's action, repeating the contest of abilities. Whichever party fails on each attempt must make the saving throw. If one party accumulates three successes, the power struggle ends in their favor - they may continue to try to force the other party out of power at their own risk, but may opt to end the conflict until conditions change to justify a power grab again. If one party accumulates three failures, however, the struggle ends and they lose leadership immediately.

In a contest, other leaders in the collective may use their action to help another leader. The party whose allies have the higher total ability scores, added together, grants advantage on checks in the power struggle, but not on saving throws to maintain their own position. Friendship is fickle in failure.

At the end of each turn while the struggle continues, roll one of the collective's Hit Die for each side in the conflict. The collective loses hit points equal to the roll's result.

Direct Action. Rather than a power struggle, a player character or NPC may choose to take direct action on their turn. This pauses the crisis of leadership and turns into one or a series of scenes adjudicated by the DM. From assassination attempts to sabotage, a goal is set by the leader and a story is played out. If they succeed, they either gain an automatic success in the contest, inflicting a save failure on their opponent, or they resolve the power struggle entirely. Doing the latter should be considerably more difficult to achieve.

Losing Leadership. Depending on the nature of the

collective, a defeated leader may find themselves suffering other penalties, from a loss of wealth to exile or decapitation. A victor may set reasonable penalties for failure upon their victory, even allowing a defeated leader to retain power. However, keeping a disgraced leader will lower that leader's collective ability to at least one point below the victor's collective ability score - they cannot outshine their rival if they're to be kept in check. The DM is the final arbiter over what constitutes a reasonable outcome to any power struggle.

Succession. A collective leader may pass leadership on to a potential successor at any time, but the stability of the collective will suffer if precautions have not been taken.

If there are no challengers to the succession, make three Constitution saving throws at a DC of 15. For each failure, roll the collective's current Threat Die as damage to stability. If the successor is already popular among the collective, one or more of these rolls may benefit from advantage. A hugely unpopular or incompatible replacement faces disadvantage.

For collectives of 15th level or higher, consider the collective's Ideal, Bond, and Flaw on each of these rolls. For each of these traits that the successor reflects, roll with advantage on one of the rolls, or with disadvantage where they conflict with the collective's deep-seated traditions.

Reform. A leader seeking to change old traditions might find themselves in a leadership contest against the collective's own ability scores - a representative of those traditions will surely rise, or if not, the collective that defeats a reformer's ambitions may suffer from weakened leadership, lost ability scores, or even fall into chaos until a new leader seizes power.

Clashing Forces

When a collective sends a group out to enact its will, potential conflicts can be handled in one of two ways: through encounters of direct action or through mass combat.

Character Conflict. When it makes more sense to play out the conflict, such as when the player characters face an enemy force, you can create encounters based on the nature of the threat and the local terrain. Allow adventurers to face the unit through one or more encounters, potentially bypassing part of the force entirely with clever choices or use of stealth. In this sense, the hostile collective becomes the narrative drive for your next adventure - be sure to make it memorable one, adding tricks, traps, and complications unique to the collective's personality.

Clashing Units. If two units clash as a whole, each round of this conflict covers roughly an hour of engagement, covering more or less time depending on the size, scale, and nature of the battle. On each round, the leader of each unit rolls a d20, adding the effective character level of the adventuring day that unit represents. The loser reduces its effective character level by 1. If at any point one side has double the other's effective level, the other side must make a Morale check before each roll.

Collectives in a Campaign

A vibrant setting will already have countless organizations working together and against each other to create the cities, societies, and conflicts that all adventurers thrive on. The goal of these rules is to support and represent that vibrance for the few collectives in tight focus as your campaign moves forward. You don't need to write up every group that player characters interact with, but if the relationship deepens – from friend and allies to deadly rivals – having a clear toolset helps you and players come up with interesting angles to approach the story, with new challenges and rewards to experience.

Before creating the major collectives of your campaign, make sure to consider the goals and interests of your players and their characters. The more ties that connect these characters to the organizations they deal with, the more those interactions will lead to interesting roleplay opportunities.

For more tips on creating complex, engaging groups, see the "Factions and Organizations" section in the *Dungeon Master's Guide* (pgs. 21-23).

Collectives and Renown

If your campaign uses the optional Renown rules from the DMG (pg. 22-23), consider the goals and size of a collective. The smaller the collective, the less Renown you'll need to earn trust or potential leadership within it. Conversely, a more insular or mistrustful collective might have even higher requirements. Each rank that Renown earns might also give a player character the right to request a certain amount of influence to be spent on their behalf. Leadership of the collective either requires or immediately grants the highest available rank for that collective.

Player-Driven Collectives

When the player characters are the ones holding the reins, the stories will revolve around the collective's needs, opportunities, and threats. At first, establishing the collective and getting the wheels in motion will be an adventure in and of itself. From there, growth and expansion can drive both conflicts with existing collectives and chances for the player characters to venture out as scouts, pioneers, or troubleshooters for the group.

Once they've made a name for themselves and their collective, more serious and direct threats will appear – few gains come without coming at someone else's expense, and even if the player character has tamed a new frontier or a novel business venture, they'll run into borders, competitors, nobles seeking taxes or new toys, and NPCs from within the collective hoping to drive the collective in new directions.

NPC-Driven Collectives

The player characters are bound to run into the agents or interests of many collectives in their adventures. From a kingdom in need of heroes to a thieves' guild intent on punishing the rogue who fled the gang, these collectives will

use more than just hordes of bandits and thugs to stop the party and offer more than treasure to those who serve the collective's goals or interests.

Neutral Collectives. Most collectives won't feel strongly one way or the other about the player characters. Guilds are unlikely to offer discounts or resources to a potential rival. Schools will have stringent entrance requirements or tuitions. When player characters approach a collective, consider the goals and needs of that collective against the approach and reputation of the player characters. Neutral collectives are unlikely to take any risks without proof of at least an equal reward and are likely to require some tangible benefit before offering any of their tools or resources to outsiders.

Allies. Collectives who already favor or respect the player characters are likely to listen, but still hesitant to offer their full support. Each collective has its own obligations and goals that will occupy their available actions and resources. Keep those in mind as the player characters come to them with requests or demands. Asking an army to march into a rival kingdom may go against their oaths, previous treaties, or simply be too great a risk to consider. Allies will still require proof, though may offer aid in the search for that proof.

Hostile Collectives. The first question to ask when a collective comes into direct conflict with the party is *why* the collective is willing to invest their efforts in such a manner. The nature of the threat or opportunity will match the height of the response. If the party steals from the local shops, a kingdom might send a few guards after them. If they steal the crown jewels? The response will be extreme and unending, until the property is returned and the nation's pride is satisfied.

Once you know how invested a collective is in the downfall of the player characters, consider the approach that collective favors. A guild that's been short-changed by the party might prefer to blacklist the players from any shop in town (using Charisma checks and offers of support to other merchants), but they'll need different tactics for traveling monster hunters. One collective might turn to another, offering rewards in exchange for the right tools to antagonize their enemy. This creates new NPCs, opportunities, and vulnerabilities for the party to exploit in their self-defense or pursuit of revenge. A chance to turn these new enemies back onto the hostile collective may be just the hook to drive heists, spying, or even more traditional quests - a guild of assassins may have a rule against harming those with the favor of their patron goddess. Earning that favor presents its own challenges, risks, and rewards. A good antagonist can create a cycle of ongoing, escalating adventures until there's only one group standing.

Influence as Quest Rewards

As an alternative to gold and magic items, a DM might offer the perks of a collective's influence as rewards for certain quests. Perhaps the quest was undertaken for the collective's direct benefit or its results benefit that collective's agenda. Each collective class has its own unique benefits to offer. Consider the level of the player character or the CR of the greatest challenge the party has overcome as a guideline for the influence points that a collective will be willing to spend.

Sample Collectives

Bloodwood Township

Small outland community and force (human), chaotic neutral

Armor Class 14 (Light structure, 100gp)

Hit Points 57 (8d10 +21)

Current Threat 2d6

Reach The town and the fringes of the Bloodwood forest

Symbol The heraldry of House Runhallen or the color scarlet

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	11 (+0)	13 (+1)	15 (+2)

Saving Throws Constitution +6, Wisdom +4

Skills Athletics +6, Nature +3, Perception +4, Survival +7

Tools carpenter's tools (expertise), woodworker's tools

Senses passive Insight 11, passive Perception 14

Languages Common, Elvish

Leader. Lord Edwin Runhallen, an oft-absent knight who hates the township and everyone in it, keeping to his liege's city.

Level 8 (34,000 gp invested)

Influence. The Bloodwood Township has 8 influence points.

Expertise. Bloodwood specializes in Survival and carpentry.

Multiclass. The Township is also considered a Force (level 5) due to its experienced militia.

Actions

Actions. The Direpeak Overlook can take up to two actions.

Muster Forces. Lord Runhallen may spend influence to gather up to 3,500 xp in creatures as troops, none of which may exceed CR 3, at a total cost of 5 influence points. The militia, when roused, includes 3 companies of a veteran, 1 scout, and 12 guards each.

Provide Shelter. Lord Runhallen may spend influence to provide a certain quality of living for guests seeking hospitality or sanctuary in the wild and dangerous Bloodwood forest. This action and influence can be set aside, maintaining the benefit until revoked. In return, Runhallen rolls with advantage on Charisma checks to make reasonable requests compared to the expense. Attempts to harm or interfere with his guests are rolled at disadvantage within her reach, barring some explicit means to bypass his militia, the township's defenses, or his "leadership".

Safe Passage. In addition to providing shelter, guests of the township can move through its reach without risking environment dangers (the violent flora and fauna of the Bloodwood) and roll with advantage on Dexterity (Acrobatics), Dexterity (Stealth), Strength (Athletics), or Wisdom (Survival) checks while guided through the region and its dangers, so long as instructions are heeded and the township's favor remains.

Goals

This small lumber town could be the source of a fortune in wood and finished products if it were expertly managed. Instead? They have Edwin Runhallen, who sends a single letter per month with detailed, if often irrelevant, instructions. This is a community constantly fighting to protect itself from beasts, fey, and other terrible dangers, and is ripe for new leadership if Runhallen can be replaced, removed, or persuaded to step up.

Direpeak Overlook

Medium sorcerous college and school (half-orc), lawful neutral

Armor Class 16 (Medium structure, 2,000 gp)

Hit Points 53 (5d6, 4d8 +18)

Current Threat 2d8

Reach The Direpeak Valley frontier.

Symbol A bleeding eye of a creature that varies by member

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8(-1)	14 (+2)	17 (+3)	10 (+0)	15 (+2)

Saving Throws Constitution +6, Intelligence +7

Skills Arcana +7, Athletics +6, Perception +4, Intimidation +6, Survival +4

Senses Darkvision 60ft., passive Insight 14, passive Perception 14

Languages Common, Orcish, Draconic

Leader. Vie Blood-Eye

Level 9 (53,000 gp invested)

Influence. The Direpeak Overlook has 9 influence points.

Expertise. The Overlook specializes in Arcana and Intimidation.

Multiclass. The Overlook is also an ascetic school (level 6)

School of Attainment. The Overlook drives its members to exceed mundane limits. See the Ascetic School subclass feature.

Actions

Actions. The Direpeak Overlook can take up to three actions.

Arcane Support. Vie Blood-Eye can spend up to 9 point of influence to support a local spellcaster for a week's worth of effort, who will in turn cast a single helpful spell or provide a magical service in return. Material costs must be paid for by the Overlook. If she wishes, she can set aside the action and influence until an ideal time to call in the favor.

Exclusive Membership. Vie Blood-Eye can expend up to 9 points of influence to call in favors from the strange alumni, allies, and vanquished monsters of the Overlook. After a week-long action is complete, a spellcaster or an intelligent magical creature with a CR no higher than the influence points expended will provide knowledge or perform a single task for the collective's benefit. They won't go into battle, unless manipulated. The Overlook prefers the support of dragons and giants. Vie may treat this favor as a *contact other plane spell* for 5 influence points.

Focused Training. Vie can spent up to 6 influence points to reduce the workweeks required for the Training downtime action by half for a single pupil per point. However, the pupil gains and retains a level of exhaustion until they complete a long rest once the training is complete. A second point of influence per pupil eliminates this penalty. For 5 points of influence, a student may train in one of the Overlook's skill proficiencies.

The training cost per student is multiplied by 1 + influence points expended.

Goals

The Blood-Eye family believes in power that transcends one's origins. While the Overlook's primary focus is finding sorcerous origins to exploit for its clan-kin, it accepts any who strive to improve themselves through rigorous training and effort.

The Entwined Order

Tiny wizard's college (tiefling), chaotic good

Armor Class 13

Hit Points 14 (3d6)

Current Threat 1d10

Reach The City Slums

Symbol Three red hands, clasped at the wrist.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12(+1)	10 (+0)	18 (+4)	13 (+1)	16 (+3)

Saving Throws Intelligence +5, Wisdom +3

Skills Arcana +5, Deception +5, History +5, Insight +3, Stealth +3

Senses Darkvision 60ft., passive Insight 13, passive Perception 11

Languages Common, Infernal

Leaders. Succinct (Intelligence, Charisma), Abrupt (Strength, Dexterity), and Clive (Constitution, Wisdom)

Level 3 (900 gp invested)

Influence. The Entwined Order has 3 influence points.

Library of Lore. Those with access to the Order's secret closet of (stolen) tomes roll with advantage on Intelligence checks for the Research downtime action. Gold costs to support that research are halved. Succinct can also spend up to 3 influence points to acquire a 2nd-level wizard spell scroll with a 1-week long action.

Actions

Arcane Support. Succinct can spend up to 3 point of influence to support a local spellcaster for a week's worth of effort, who will in turn cast a single helpful spell or provide a magical service in return. Material costs must be paid for by The Entwined Order. If she wishes, she can set aside the action and influence until an ideal time to call in the favor.

Goals

Succinct, her sister Abrupt, and their patient lover Clive are tired of being at the bottom of the world and in the gutters of the city. They've pooled their criminal assets together to create a small nook with big ambitions - to create an esteemed, open-minded college of the arcane arts right in the heart of the city. Ivory towers are lovely, but people know where to look for those. The Entwined Order will find and hoard secrets no one ever thought to look for - and if they do it right? No one will even know they're there, until they'll have no choice but to fear them.

The Fangs of Yeenoghu

Small infernal cult (gnoll) and force, chaotic evil

Armor Class 14 (Light structure, 100gp)

Hit Points (6d6)

Current Threat 2d10

Reach The infested mines that dug down into a disturbing ruin

Symbol Bloody scratches that almost form a horrible face

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-1)	10 (+0)	14 (+2)

Saving Throws Dexterity +5, Constitution +4

Skills Perception +3, Intimidation +5, Religion +2, Stealth +5, Survival +3

Senses Darkvision 60ft., passive Insight 10, passive Perception 13

Languages Gnoll, Infernal

Leaders. The fangs of Yeenoghu leading several packs of gnolls

Level 6 (15,000 gp worth of pillage and sacrifices invested)

Influence. The Fangs of Yeenoghu have 6 influence points.

Multiclass. The Fangs of Yeenoghu also control a force (level 3).

Actions

Actions. The Fangs of Yeenoghu can take up to two actions.

Conjured Minions. The fangs may draw upon either demons as well as other non-devil fiends, to do the collective's bidding. They may expend up to 6 points of influence, gaining one or more fiendish creatures with a collective CR equal to the influence points expended. They are bound to the fangs' loyal service for 1 week, after which they are free to do as they will for 1 week before departing - the fangs would never dream of banishing them 'safely'. These points may be set aside, reducing the maximum influence of the collective to control and maintain the bindings on these fiends

Eldritch Insight. The fangs may spend influence points to gain valuable information from the demonic servants of Yeenoghu. Based on the collective's level, the leader may request a boon by investing a certain number of influence points, representing favors performed to appease their masters. Performing these tasks takes up an action for a number of days equal to the points of influence spent, after which the boon is granted. They gain the benefits of an *identify* spell for 1 point, an *augury* spell for 2 points, and *clairvoyance* for 3 influence points.

Muster Forces. The fangs may spend influence to gather up to 1,200 xp in creatures as troops, none of which may exceed CR 3, at a total cost of 3 influence points. The fangs send a raiding party that includes 1 gnoll pack lord, 7 gnolls, and a few hyenas.

Goals

The Fangs of Yeenoghu are maddened by an unnatural hunger, but that isn't the same thing as being completely mindless. Through blood sacrifice of intelligent creatures in a torturous feast, the fangs are granted visions of insight into the defenses and weaknesses of nearby villages and trade routes.

A Guild of Gentle Associates

Medium criminal guild (drow elf) and force, chaotic evil

Armor Class 16 (Light sturcture, safehouses - 500 gp)

Hit Points 54 (12d8)

Current Threat 3d8

Reach The elites of an Underdark city and its surface sister-city

Symbol A single lily flower left upon the dead

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	14 (+2)	12 (+1)	18 (+4)

Saving Throws Dexterity +7, Wisdom +5

Skills Deception +11, History +6, Insight +5, Perception +5, Persuasion +8, Stealth +11

Tools thieves' tools, poisoner's kit, (expertise), disguise kit (expertise)

Senses Darkvision 120ft, passive Insight 11, passive Perception 15

Languages Common, Elvish, Undercommon

Leaders. Venzir and Ranazir Ar'Enleth, twin drow courtesans

Level 12 (100,000 gp invested)

Influence. The Gentle Associates have 12 influence points.

A Team, A Plan, A Score. The twins can spend influence points to create Planning Dice each day, up to 12d6. Those pursuing the stated plan can expend and roll one of these d6s and add the result to an ability check, attack roll, or saving throw related to pursuing the plan or evading *anticipated* pursuers. Only one die may be spent per roll, and must be spent after the roll, but before the result is declared.

Expertise. The guild specializes in Deception, Stealth, poisoner's kits, and disguise kits

Multiclass. The Associates are also an elite force (level 11).

Skilled. The League has invested in additional proficiencies.

Actions

Actions. The Gentle Associates can take up to three actions.

Mustor Forces. The Gentle Associates may spend influence to gather up to 11,500 xp in creatures as troops, none of which may exceed CR 3, at a total cost of 3 influence points. This is never their own forces - instead, many local nobles owe favors to the twins, and know better than to defy their request for troops.

Deploy Specialists. When paid or slightly insulted, the Associates will send an operative or duo to personally visit - a of no more than six creatures, at least 1 of which must be at least CR 1. Two assassins, with whatever odd allies or pets they require, are sent.

Support Endeavors. The twins can spend up to 12 influence points to provide up to 12 favored workers a lifestyle of sufficient quality to grant the inspiration, so long as their work is to the twins' benefit. Favored assassins owe them their lifestyles.

Goals

The Ar'Enleth sisters are a total cypher - rumored to have come from nothing, they now boast wealth and power with few rivals. Content to be monarchs in the shadows, they take lovers and clients with equal gusto - and with a lack of mercy to match.

A League of Honest Fellows

Medium criminal and mercantile guild (cosmopolitan), lawful neutral

Armor Class 16 (Medium Structure, 2000gp)

Hit Points 53 (4d6, 5d8, 1d10)

Current Threat 1d6

Reach The Western Way and cities along that trade route

Symbol A mask with an awkwardly friendly smile, eyepatch painted over a winking eye

STR	DEX	CON	INT	WIS	CHA
12 (+0)	14 (+2)	10 (+0)	18 (+4)	14 (+2)	16 (+3)

Saving Throws Wisdom +6, Charisma +7

Skills Deception +11, Insight +10, Intimidation +7, Perception +6, Persuasion +7, Sleight of Hand +10, Stealth +6

Tools Land Vehicles, Thieves' tools

Senses passive Insight 20, passive Perception 16

Languages Common, Halfling

Leaders The mysterious Boss (Intelligence, Charisma), a small council of NPC advisors for the rest.

Level 11 (95,000 gp invested)

Influence. The Entwined Order has 11 influence points.

A Team, A Plan, A Score. The Boss can spend influence points to create a Planning Die each day, up to 11d6. Those pursuing the stated plan can expend and roll one of these d6s and add the result to an ability check, attack roll, or saving throw related to pursuing the plan or evading *anticipated* pursuers. Only one die may be spent per roll, and must be spent after the roll, but before the result is declared.

Expertise. The league specializes in Deception, Insight, Sleight of Hand, and Thieves' Tools.

Lucrative Venture. When engaging in the Commerce downtime action, the League can exchange points of influence for 25gp worth of goods, leads, or tips, up to half of the total investment for the action. Losses come from these expended influence points before any hard currency or trade goods.

Actions

Actions. The League of Honest Fellows can take three actions.

Support Endeavors. The Boss can spend up to 11 influence points to provide up to 11 favored workers a lifestyle of sufficient quality to grant the inspiration, so long as their work is to the guild's benefit.

Goals

The League of Honest Fellows used to be a deadly joke. They robbed and scammed their way into considerable wealth and found themselves with a dilemma - scores that suited their ambitions were terrifying and terrible, and they were simple folk at heart. So... they made a decision. To go honest. Honestly! Ever since, they've supplemented honest trade with their unique set of problem-solving skills. And who is this mysterious Boss? Well, a girl needs her secrets, and a hat of disguise can go a long way...

A Legion of the Dead

Medium invasive and elite force (cosmopolitan), neutral evil

Armor Class 13

Hit Points 52 (9d6 +27)

Current Threat 2d10

Reach A city laid low by a magical plague and all of its neighbors.

Symbol Only the horrors that they leave behind.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	11 (+0)	13 (+1)	16 (+3)

Saving Throws Strength +7, Constitution +6

Skills Athletics +7, Acrobatics +5, Intimidation +11, Perception +4, Stealth +9

Senses Darkvision 60ft., passive Insight 10, passive Perception 14

Languages Languages known in life for any intelligent undead

Leaders. Unknown, at least not yet...

Level 9 (50,000 gp worth of damages and lost production so far)

Influence. The legion of the dead has 9 influence points.

Expertise. The dead specialize in Intimidation and Stealth, appearing in unexpected places and vanishing as quickly with increased numbers and a trail of ghost towns in their wake.

Loyalty. The dead are faithful servants, increasing the legion's maximum hit points.

Actions

Actions. The legion of the dead can take up to three actions.

Mustering Forces. The compelling force for the dead may spend influence to gather up to 7,500 xp in creatures as troops, none of which may exceed CR 3, at a total cost of 9 influence points. If faced with a military response, a mass of as many as 150 undead creatures will rise to meet them - split roughly in half among zombies, skeletons, and the occasional wight to command them.

Deploy Specialists. When faced with successful adventurers, the compelling force sends one of its greater servants - a group of intelligent undead of no more than six creatures, at least 1 of which must be at least CR 1. One unlucky band of would-be saviors ran afoul of three wights with their 'victims' - three vampire spawn, waiting for them in a cunning, deadly trap.

Goals

Beyond killing and expanding their numbers, the goals of this afflicted horde are unknown. A necromancer, undead master, servants of dark gods, or even worse villains may be responsible.

A Temple of Lathander

Small sacred faith (cosmopolitan), neutral good

Armor Class 16 (Medium structure, 250 gp)

Hit Points 33 (5d8 +10)

Current Threat 2d8

Reach A local community and surrounding farms.

Symbol A road traveling into sunrise.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Wisdom +6, Charisma +6

Skills Athletics +5, History +4, Insight +6, Nature +4, Religion +6
Senses passive Insight 16, passive Perception 13

Languages Common, Halfling

Leaders. A local priestess and priest of Lathander

Level 5 (10,000 gp invested)

Influence. The temple has 5 influence points.

Holy Ground. All temple buildings and surrounding grounds benefit from the effects of a *hallow* spell, with up to two extra effects. In addition, the influence cost of several spells is reduced by 1 influence point, calculated below. The priests may now channel these miracles through a willing sacrifice or affirming deed to Lathander by a member in good standing in their reach, casting the effect centered on the sacrificial sacrament or actor.

Provide Miracles. The temple may spend up to 5 influence points to provide divine services to the people. Performing these tasks takes up an action for a number of days equal to the points of influence spent, though the miracle may be granted before or after the service is performed. No further miracles will occur until any owed services are rendered. Miracles must be performed within the collective's reach, at a temple, shrine, or monument dedicated to the faith's patron. A holy symbol may be used at twice the influence cost.

This miracle is treated as if cast by a 5th-level cleric (Spell attack +5, Save DC 14), with the highest-level spell slot they'd have available. Rolled values apply their maximum benefit. Any material component costs must be paid for either a supplicant or the temple before the spell is cast. A miracle may be held in abeyance until needed, setting aside the influence and action.

- At will: *ceremony, cure wounds,*
- 1 point: *aid, burning hands, create or destroy water, faerie fire, gentle repose, lesser restoration, prayer of healing*
- 2 points: *continual flame, flaming sphere, locate object*, mass healing word, remove curse, revivify, scorching ray, zone of truth*
- 3 points: *create food and water, daylight, dispel magic, fireball, glyph of warding, magic circle, life transference, sending, speak with dead*

Actions

Actions. The temple of Lathander can take up to two actions.

Goals

The local temple focuses its efforts on the health, well-being, and fitness of its faithful and the maintenance of its graveyards.

The Opal Court of Illimited Depths

Huge agricultural outland community (cosmopolitan), neutral evil

Armor Class 18 (Heavy Structure, 100,000 gp)

Hit Points 140 (17d10)

Current Threat 1d6

Reach The Sea of the Galastaire material plane

Symbol An ornate fan, soft blue silk framed by the long, thin bone

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	10 (+0)	8 (-1)	22 (+6)

Saving Throws Constitution, Charisma

Skills Athletics +7, Acrobatics +8, Deception +18, Insight +5, Intimidation +18, Investigation +6, Persuasion +18, Performance +18

Tools Sea Vehicles

Senses passive Insight 15, passive Perception 9

Languages Common, Elvish, Aquan

Leaders The Esteemed Queen (Constitution) and Consort(Charisma), various courtiers

Level 17 (250,000gp invested)

Influence. The Court has 17 influence points

Expertise. The Court specializes in Deception, Intimidation, Performance, and Persuasion.

Multiclass. While an agricultural and outland community, the Court employs an elite force (level 14).

Skilled. The Court has invested in additional proficiencies.

To the Common Good. Reduce the influence cost to Provide Shelter by 15 points.

Transcend Leadership. The court's ability scores are no longer limited by those of its leaders.

Actions

Actions. The League of Honest Fellows can take five actions.

Mustering Forces. The Queen may spend influence to gather up to 15,000xp in creatures as troops, none of which may exceed CR 3, at a total cost of 14 influence points. A full field force tends to include 10 raiding parties of a sea elf knight, a sea elf priest, 2 merrow, and 14 merfolk each.

Deploy Specialists. Rather than large hunting parties, the Queen prefers to send a small tactical team of no more than six creatures, at least 1 of which must be CR 1. In one particular fit of pique, she once sent an adult black dragon and five elven knights to storm a rival's palace.

Provide Shelter. The Queen may spend influence to provide a certain quality of living for guests seeking hospitality or sanctuary. This action and influence can be set aside, maintaining the benefit until revoked. In return, the Queen rolls with advantage on Charisma checks to make reasonable requests compared to the expense. Attempts to harm or interfere with her guests are rolled at disadvantage within her reach, barring some explicit means to bypass her many guards, spies, and other means of surveillance. At present, due to

To the Common Good, she can (and often does) provide shelter for 2000 guests at aristocratic lifestyles for a single action with no influence cost. Her nobility is entirely under her thumb.

Safe Passage. In addition to providing shelter, guests of the Court can move through its reach without risking environment dangers (the chilly, crushing bottom of the Sea) and roll with advantage on Dexterity (Acrobatics), Dexterity (Stealth), Strength (Athletics), or Wisdom (Survival) checks while guided through the region and its potential dangers, so long as instructions are heeded and her favor remains.

Goals

Ideal. "Everyone on or under the sea is our rightful domain."

Bond. "The denizens of the Feywild are the only worthy allies."

Flaw. "Affairs beyond our borders are of no interest until they've already caused us problems."

Trait. "Those with entertaining features or skills are prized as guests or prisoners.", "Without opulent displays, you have no real power."

Reigning as one, the current Queen of the Depths and her latest "mortal" consort have no clear goals or ambitions beyond savoring the luxury of their palace while the slow rain of fallen navies, pirates, and heroes further enrich her timeless lands. From time to time, the Queen will deign to attempt diplomacy, but prefers to foster noble children as hostages from the families of her enemies - to raise them with 'proper etiquette' and total loyalty by the time they return to their since-conquered homes.

Optional Rule: Collectives and Conditions

To add an extra layer of complication and interactive action, consider applying conditions in cases where damage to stability isn't the goal or right fit to the context of your story.

Blinded/Deafened

Inflicted by adverse weather, total darkness, lost/destroyed scouts. This can often be resisted with a Constitution or Wisdom saving throw, depending on the cause.

Charmed

Inflicted by blackmail or excessive support. A collective benefiting from the Support action can be targeted with an Apply Influence, requiring a Charisma saving throw.

Exhaustion

For every week that a collective runs at 0 influence after the first, the collective must make a DC 15 Constitution saving throw, or higher if circumstances are stressful or supplies are lacking. For each failure, the collective gains a level of exhaustion. Environmental extremes, plagues, and effects that weary and wither the populace may inflict new levels of exhaustion. Each long rest recovers one level of exhaustion.

Collective Exhaustion

Level	Effect
1	Disadvantage on ability checks
2	Reach reduced as if one Size lower
3	Disadvantage on attack rolls and saving throws
4	Hit point and influence maximum halved
5	Reach reduced to collective's own borders
6	Collapse, from mass death or revolution

Frightened

Inflicted by military routes, surprise attacks, or unnatural enemies. An Apply Influence action can be made, requiring a Wisdom saving throw after a successful Stealth or Intimidation check vs Perception or Insight, respectively.

Grappled

A grappled collective may only apply its influence to resist, escape, defy, or satisfy the attacking collective. Collectives use the same grappling rules but may substitute Charisma (Deception or Intimidation) to represent political outmaneuvering for attacking or defending against a grapple.

Incapacitated

A collective that has no access to or is unresponsive to its leaders is incapacitated.

Invisible

A collective that cannot be proven to exist, or whose methods remain a mystery to the world at large, is considered invisible.

Paralyzed

For a collective to be paralyzed, it must be left without leadership or any effective means to respond to the influence or aggression of others. Common reasons include betrayals or the corruption of a collective's leaders. A collective is treated as paralyzed during a crisis of leadership to any collective aware of the internal chaos.

Petrified

A collective somehow bound into stasis or trapped outside of time or planes where such factors matter might be considered 'petrified'. Taking advantage of this state is either very easy or impossible, depending on your goal.

Poisoned

A collective where a significant minority or more of its members are afflicted by toxins or diseases is poisoned.

Prone

A collective that has retreated entirely from interactions is prone. Most collective actions have disadvantage, but rival plans to outmaneuver or attack the collective have advantage.

Restrained

If a collective's leadership is limited in its choices by leverage - hostages, fighting a loved one, moral limits, or other factors, the collective is restrained in its ability to react to a challenge.

Stunned

Natural disasters, temporary loss of access to leaders due to illness, disappearance, or misadventure, and any other sudden change in the status quo can leave a collective stunned. If in doubt, a Constitution saving throw may be called for.

Unconscious

If a collective not only lacks effective leadership, but also decides to disengage from politics at large, the collective is considered unconscious - unable to reach out, perceive threats, or take any effective action. All current actions fail and must be abandoned, and new actions cannot be taken.

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