

# LIVING GREYHAWK

## 595 CY Class Guidebook Removal Conversion Guidelines

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The rules listed below are for use in converting existing Living Greyhawk characters, as the current rule set removes class guidebook (also known as “builder book”) material from the campaign. These books are titled *Sword and Fist: A Guidebook to Fighters and Monks*, *Defenders of the Faith: A Guidebook to Clerics and Paladins*, *Tome and Blood: A Guidebook to Wizards and Sorcerers*, *Song and Silence: A Guidebook to Bards and Rogues*, and *Masters of the Wild: A Guidebook to Barbarians, Druids and Rangers*. These rules are presented in a manner similar to those of character creation guidelines, taking you step by step through this process.

Before diving into specifics, it is important to state the primary goal of this conversion process: To facilitate the change of all existing Living Greyhawk characters to remove class guidebook information from the campaign (updated into the Complete series of core supplements). In addition, a secondary goal is to allow all players to take advantage of the more recent rules material, while at the same time remaining true to their original character concepts as much as feasibly possible. Specifically this means the following:

- On March 1, 2005, all Living Greyhawk characters must be fully compliant with the changes listed in this document.
- The following guidelines must be adhered to and every effort must be made to use them to make any given character compliant.
- If the following guidelines are insufficient to make a character compliant with the new rules, the player should contact their local triad representatives for further instructions.
- All players can use these guidelines to alter their character, even if their character does not need them to become compliant. Regardless, all players should fill out the conversion AR for each character they possess, regardless of whether or not an individual character makes use of these rules.

The following guideline is broken down into three primary components. The first component is the conversion guide itself. The second component is the magic item conversion list. Finally, the last part of this guideline contains a FAQ, to assist with some of the questions that will undoubtedly arise from this process.

### Conversion Guide

The following is a step-by-step process for converting characters. To complete this process, you will need a fresh v.3.5 character sheet (found at the campaign

website at [www.wizards.com/lg](http://www.wizards.com/lg)), a Master Item Logsheet (MIL; also found at [www.wizards.com/lg](http://www.wizards.com/lg)), a copy of the most recent version of the LGCS (Living Greyhawk Campaign Sourcebook; also available at [www.wizards.com/lg](http://www.wizards.com/lg)), a copy of the v.3.5 *Player's Handbook*, a pencil, the conversion AR (from Appendix One of this document) and a piece of scratch paper. You may also need to have on hand other sourcebooks that you will be using to select your character's options, including one or more of the core supplements (the Complete and Races series), the v.3.5 *Dungeon Master's Guide*, and other books that you have rules items you may wish to access from campaign documentation.

#### Step 1 - Basics

Copy your PCs name, gender, alignment, god, and other descriptive information to a new character sheet. This information does not change as a result of conversion. Also fill out this basic information on your Conversion AR.

#### Step 2 – Ability Scores

Copy your starting ability scores to your character sheet. These do not change as a result of conversion unless the loss or gain of class features forces a change. Note that wood elf characters now do not have a –2 racial adjustment to Charisma, so if you have a wood elf, be certain to adjust your starting Charisma, if you had not done so prior to conversion. You may reassign your ability score increases from leveling at 4th, 8th, etc. however you see fit. If you received These ability scores may not be modified in any other fashion during conversion. See the Living Greyhawk Campaign Sourcebook (LGCS) for more details.

#### Step 3 – Race

Copy your character's race to the character sheet. Race, and if applicable, subrace or human heritage, do not change as a result of conversion.

#### Step 4 – Class

The removal of the old builder book material from the campaign, and the introduction of the new core supplements will have an impact on many different aspects of some characters, including the class they have selected (or classes characters had been built to qualify for at a later time). Below are the guidelines for rebuilding your character's classes.

- The PC must remain the same overall character level that they were before conversion.
- A character can lose some or all levels in any class if they so choose.

- A character can add levels of any core class or prestige class that they did or did not have before conversion, provided they qualify for the class.
- You may not select levels in any of the new allowed base classes (favored soul, hexblade, marshal, scout, swashbuckler, warmage) during this conversion. If you had levels in one or more of these classes prior to conversion, you may retain these levels or reduce them, but you may not add more levels.
- A character may have more levels of prestige classes than they had prior to conversion.
- Characters who retain levels of a prestige class must still be able to qualify for that prestige class after conversion is complete. This might mandate some choices of what feat or skill to take at a certain time, so be mindful of this rule while continuing with the conversion process.
- Characters with prestige classes not listed as core must have campaign or regional documentation to keep levels in said prestige class.
- The requirements for some prestige classes have changed due to revision. Make sure to review the LGCS and the appropriate sourcebook to see if a prestige class' requirements have changed.
- The following prestige classes from the old builder books are removed from the campaign: devoted defender, ghostwalker, gladiator, lasher, master of chains, red avenger, tribal protector, warmaster, weapon master, knight of the middle circle, candle caster, outlaw of the crimson road, royal explorer, deepwood sniper, foe hunter, forsaker, king/queen of the wild, oozemaster, verdant lord, watch detective, and windrider. See the LGCS for more information.
- Some prestige classes changed names. These are: tamer of beasts (now beastmaster), knight protector of the Great Kingdom (now knight protector), shifter (now master of many forms), and templar (now pious templar). See the LGCS for more information.
- Alignment restrictions must be obeyed during the conversion process. For example, only lawful good characters may have levels of the paladin class.
- PCs with magic item creation feats **must** keep those classes needed as prerequisites for any items that the PC has previously created. If a PC can switch classes to obtain the same spell, feat, skill, and/or special prerequisites for all previously created magic items, then they may do so.

- The order that class levels were obtained may be rearranged freely so long as the order is a legal progression. This may open up opportunities to take further levels in a class in the future. This order should be written down on the conversion AR.
- If after choosing your new class levels you still have levels in cleric then you may change your domains during conversion. See the LG Deities document for the most current list of domains available to clerics.

Your character's total level will not change; record it on your conversion AR. Record your character's classes and levels from before conversion on the conversion AR. Once you have decided what class-levels your converted character will have, and the sequence she took them in, record this on the conversion AR. So, for example, a Rgr1/Ftr5 is a 6th level character and may change as many of those six levels as she likes. She may become a Rgr3/Ftr3, a Ftr4/Wiz2, a straight Ftr6, or any number of other combinations, including taking levels of a prestige class if the character is built to qualify for the class (and has access to that class).

Once all of the character's class levels have been decided (and in what order they are gained), proceed with the next step of the conversion.

#### Step 5 – Hit Points

Using the new class selections, recalculate the character's total hit points. PCs receive maximum hit points for first level. For each level after the first, take the hit die type, divide by two, and add one to determine the number of hit points gained. Remember to add your Constitution modifier to each level as well as any hit points gained from feats.

#### Step 6 – Skills

Using the character's new class selections, recalculate the number of skill points possessed by the character using the rules found in the v.3.5 *Players Handbook*. Remember that possible Intelligence bonuses gained at every 4<sup>th</sup> level do not apply retroactively and the intelligence bonus from items will not give you additional skill points. Once the total number of skill points is determined, distribute these points one level at a time based on the rules in the v.3.5 *Players Handbook* taking into account your classes for determining class and cross class skills. Refer to the LGCS for specifics on the Knowledge (local) skill. You do not need to maintain any of the same skills that you once had and may freely reassign as you see fit. The only exception to this rule is that if you are required to have ranks in a skill for the creation of a magic item you've already made, you must ensure that you have the minimum ranks necessary. When purchasing skills, keep in mind that alternate skill uses and subskills from the core supplements are used in the campaign. You also may only purchase ranks in

Knowledge skills that are specifically listed in the v.3.5 *Player's Handbook*.

### Step 7 - Feats

Review the LGCS to see what feats are being removed from the campaign, and which are revised. The number of feats the character possesses should be recalculated based upon his/her new class levels. These feats may be reassigned with the following few caveats. Characters must maintain all the feats required as prerequisites for any prestige classes they still have levels in. Characters must have campaign documentation to access any non-core feat. Keep in mind that core access does not begin until 3rd level. Characters may also not take any feat not found in the v.3.5 *Player's Handbook* at first level, except for those listed in the Expanded Creation Options section of the LGCS.

During this conversion, you may remove the Leadership feat and all benefits derived from that feat (cohorts, followers, etc.).

PCs with magic item creation feats **must** keep those feats (with the exception of Create Infusion, which is removed from the campaign), as well as any other prerequisites the character needs to make the items that they have previously created. If you did not use the feat to make money in the year two MIC system, to make an item, or you did not use it to upgrade a signature item in year 2, you may remove it during conversion. If you remove all levels of wizard you do not have to keep the Scribe Scroll feat even if it was used.

### Step 8 – Spells and Specialization

The following applies only to bards, sorcerers, favored souls, and others that select spells known from a list; divine spellcasters such as clerics and druids simply use only legal spells they have access to from this point forward (as do warmages), and wizards are covered below. Characters that have levels of sorcerer, bard, or other classes that requires the PC to select what specific spells he knows (not through a spellbook) must replace any spells removed from the campaign (see the LGCS) with spells currently accessible to the character under the revised rules. At this time, these characters may also change out spells they do not wish to have for other spells they have access to via the LGCS or campaign documentation. Old spells cannot be kept if they are no longer on the character's spell list, or the character is not of the appropriate level to cast the spell. The character **must** have campaign documentation to have any non-*PHB* spells not listed as core in the LGCS.

**Wizards:** Characters that require the use of a spellbook must undertake the following process to convert their spell book. Using the piece of scrap paper, write down the number of spells that the character possesses at each level (cantrips, 1<sup>st</sup>, 2<sup>nd</sup>, etc).

If the character's level in that spellcasting class did not change, this list is the number of spells the

character may choose from the spell lists in the v.3.5 *Player's Handbook*, the LGCS, and from campaign documentation.

If the character's level in that spellcasting class decreased, first remove two spells from the list for each level lost, starting with the highest. Next, cross off any spells of levels that the character can no longer cast. Finally, the remaining amount is the number of spells the character may choose from the spell lists in the v.3.5 *Player's Handbook*, the LGCS, and from campaign documentation. If the character's level in that spellcasting class increased, add two spells per level gained. These spells may be of any level the character could cast at the class level gained.

Wizard characters that are specialists are encouraged to keep their specialty, but may change or remove it if they like. Wizards that did not have specialties may add a specialty if they like. All specialist wizards must comply with the rules found in the v.3.5 *Player's Handbook*. Wizards also know all 0-level cantrip spells in the v.3.5 *Player's Handbook* that are not in prohibited schools.

### Step 9 – Familiars, Mounts, and Companions

If your character has a familiar, special mount, or animal companion and as a result of conversion no longer qualifies to have it, it is removed from play (but see the former windrider exception, below). You may select a new familiar from creatures accessible to you (either via the standard rules, with the Improved Familiar feat, or with specific campaign documentation), or change your familiar to another accessible to you. You may convert cohorts using these rules and the rules in the LGCS, keeping in mind the limitations specified by the LGCS.

**Former windriders:** Former windriders (an old builder book prestige class removed from the campaign) have three options regarding their special mounts. If they are lawful good, they may switch to levels of paladin to retain the mount. If they do this, they must add the minimum number of paladin levels necessary to retain the mount as a special mount. If they convert all old character levels to levels of paladin, and still do not meet the requirement to keep the special mount, the mount may not become the paladin's special mount until such time as it is a valid choice. If the character does not add enough levels of paladin to qualify their mount to be a special mount, but takes levels in a class other than paladin, then the mount is removed from play (unless exercising one of the below two options). Use the v.3.5 *Dungeon Master's Guide* to determine the minimum level needed in paladin for unusual mounts. If the special mount possessed is not listed in the v.3.5 *Dungeon Master's Guide*, contact your triad for a level equivalency.

If the mount is of the animal type, they may keep the mount, but the mount adds to the effective party level in any scenario where the DM deems it can be

utilized. However, if the character converts to levels of druid or ranger (also the prestige classes wild plains outrider, halfling outrider, or beastmaster), and the mount qualifies as a animal companion, then from that point forward, the mount no longer adds to the party's effective level when brought along on adventures. Note that this option may **only** be exercised if the mount is of the animal type.

The third option is that the former windrider can take the mount as a cohort through the Leadership feat, in which case it only adventures with the character when applicable. If the character is not of sufficient level to have the mount qualify as a cohort, but selects the Leadership feat (or already has it and abandons the previous cohort), the mount-cohort cannot adventure with the character until he is of high enough level to qualify. If the special mount possessed is not listed in the cohorts section of the v.3.5 *Dungeon Master's Guide*, contact your triad for an effective character level (ECL).

### Step 10 – Gear and Magic Items

Copy all mundane gear (other than weapons and armor) from your old character to your new. Most magic items do not change in name, price, or function and may be copied to your new character sheet normally. Items that do change may require conversion as noted below.

- Check to see if you have any mundane equipment from an old builder book (adventuring gear, weapons, etc.), and whether that item was revised in one of the core supplements. Mundane equipment (including alchemical items) from old builder book sources that were not revised in a newer core supplement may be kept, except for weapons, armor, and shields. However, all access to these mundane items from this point forward is removed, and as of March 1, 2005, characters may not purchase any of these items that have not seen reprint. This is the **only** exception to the builder book removal policy.
- Weapons, armor, and shields that were not revised must be sold at full value, unless they are magical (see next bullet point).
- If you have a weapon or suit of armor/shield that is magical, but the base weapon/armor/shield did not get revised in the Complete/Races series of books, or the *Arms and Equipment Guide*, you must sell the weapon/armor/shield back at full value (or half value for those portions that may be crafted using MIC) or switch the weapon/armor/shield to another legal weapon/armor/shield (retaining all the enhancements) and pay or receive the difference in gold. You can only convert a weapon to another weapon, a suit of armor to

another suit of armor, etc. You may not remove any legal enhancements from the weapon/armor/shield if you switch its type.

- Compare your list of items to the list on the Conversion List. Check to see if there is a price change. If there is a price change, and you wish to keep the item at its new price, then write the name of the item and the amount of the change in the blank space on the Conversion AR right next to the "conversion costs" box. For some items that you keep, you'll receive a refund; for others, you'll pay a cost. You do not have to do this for items that were revised without a price change.
- If you do not wish to keep an item that has a price change, mark 'Sold BB' on your Master Item Log Sheet next to it, and write the item in the 'Items Sold' box on the conversion AR. You receive the full old builder book Market Value for any item sold in this fashion.
- If a magical item you created using the 'Magic Item Creation' rules in the Living Greyhawk Campaign Sourcebook goes up in cost you have two choices.
- If you qualify to create the new, higher cost item and you wish to keep it, you calculate the difference between creating the old builder book item and the revised item in gp and xp. Pay the difference in gp and xp and keep the item. Note you do not have to pay the additional time units during this conversion.
- If you do not meet the requirements to create the new item, or you do not wish to pay the increased cost, you must sell the item for half gp (or what you paid for it) and remove the item from your Master Item Logsheet. Mark 'Sold BB' on your Master Item Log sheet next to it and write the item in 'Items Sold' box on the conversion AR. You do not receive a refund of Time Units or xp spent.
- Once you have completed this process for each item that has changed, you will total up all the items that increased in cost, and write it in the 'Total Amount Paid' box on the conversion AR. You will then total up all the items that decreased in cost and write that in the 'Total Amount Refunded' box on the conversion AR.
- **Former forsakers:** If you had levels in the forsaker prestige class before conversion, you receive a gp refund. On the back of the conversion AR, record all magic items your character purchased to destroy. The item purchases must have been documented on your character's past ARs, just as with any other magic item purchase. Go through the appropriate source, and write down the gold piece purchase price of all of these magic items. Add them all up, and then multiply by

.25 (so, 25% of the total value). This is the amount of gold you receive at conversion. Write this total on the back of the AR. Take this amount, along with any other amount refunded as part of conversion, and write it in the "Total Amount Refunded" box on the front of the conversion AR.

- Subtract the 'Total Amount Paid' from the 'Total Amount Refunded' amounts, and write the result in the 'GP Change' box.
- Add this subtotal with the total in the 'GP before Conversion' to generate your new subtotal.
- You may now sell additional items, or purchase items that you have access to (per the normal rules for purchasing in the LGCS—consider this conversion document as a 'Core' adventure for access, but it does not count as an adventure played for adventure access).
- If your character had levels in any prestige class that was removed from play because of conversion, you may sell back one weapon, one suit of armor or shield, and any three other items (these other items may include other weapons/armor/shields) for their full gold value during conversion in addition to any items on the conversion list. The item must be one that can be sold, and you only receive the full value of what was paid for it.
- If your character did not have a prestige class removed from play because of conversion, you may sell back any **one** item for its full gold value during conversion in addition to any items on the conversion list. The item must be one that can be sold, and you only receive the full value of what was paid for it.
- **All other items not on the conversion list must be sold at half value, just as if you were playing a normal adventure.**
- Once complete, copy your new list of equipment onto a new Master Item Logsheet, and have your next judge sign it.

### Step 11 – Recalculate Values

Using your new class levels, feat selections, skill choices, and gear, recalculate the character's saves, base attack bonuses, initiative modifier, speed, armor check penalty, arcane spell failure, and all other derived values. Write these new values down on your new character sheet.

### Step 12 – XP, GP and TU

Copy your TU total to the new character sheet, as it does not change as a result of conversion. Also, copy this value to the Conversion AR. Write in the total

experience for this character onto the Conversion AR, then adjust it if xp was spent on MIC items during conversion. Now sum up the gold pieces spent and gained as a result of conversion and put them into their appropriate boxes. The amount of gold pieces the PC has remaining **must** be a positive value at the end of conversion. This may require your PC to sell off some items.

### Step 13 – DM Sign-off

Have the DM of your next Living Greyhawk adventure taking place on or after March 1, 2005 verify your conversion AR and sign off in the appropriate space.

## Appendix One: Class Guidebook Removal Conversion AR

On the next page, you will find the Class Guidebook Removal Conversion Adventure Record. This document was created to help facilitate your character's conversion. For the full conversion rules see pages 1-5 above.

We designed the conversion AR to look very similar to a standard Living Greyhawk Adventure Record. This was to help simplify the process, as you are already familiar with how it works.

In the upper left corner you will record your name, your character's name, your RPGA number, and your character's current home region. You are not allowed to change your character's home region as part of this conversion.

In the upper right hand corner you will find the 'Adventure Record #' box. Make this document your next AR before the next scenario you play on or after March 1, 2005.

The upper middle section is where the meat of the character conversion happens. Here, you will list your character's race, alignment, god worshipped, ability scores, level bumps, current level, and previous levels in various classes. In the right side of the box you will record your class levels after conversion, in the order you took them. Make sure you have them in the correct order, as after conversion is finished you cannot go back and change them.

Down the bottom left side, you will find a spot to list your remaining time units. This is the total off your last AR prior to conversion. Nothing in this conversion will change this number. In the bottom left corner you will record your xp total from your last AR, any spent during conversion, and your new ending total. You cannot gain xp during conversion, but you can spend it to keep items you created via the Magic Item Creation rules.

Finally, we will look into the bottom right side of the conversion AR. This is where you either pay to keep items that have increased in cost or sell them for their old builder book value.

First, you will list your gold on hand from your previous AR in the 'GP Before Conversion' box.

Next, let's take a look at the 'Conversion Costs' box. This is where you record the gain or loss in value of any items that you have decided to keep once your character is converted. The gain/loss is recorded separately here, and then subtotaled (see Appendix Three for the item conversion list). This makes it easier later if you need to go back and tweak the numbers a bit. Any items that you decide not to keep at this point are recorded in the 'Items Sold' box. Note that items listed in Appendix Three are the only ones that may (in the case of revision) or must (in the case of removal) be sold for full value (all other items sell for half value, as normal), outside of those exceptions in Step 10. Once done you will combine this number with your 'GP Before Conversion' number and record it in the first subtotal box. This number can be negative at this point.

Next, on top of those items you are not keeping due to their increase in cost from the above step, you will have the opportunity to sell additional items. This works just as a normal scenario. You may sell any item you currently have listed on your MIL for half value. You may also sell a small number of items at full value (see Step 10 of the conversion guidelines). If the item was created via the MIC rules then it is also sold for half value. Once you have figured out what you are selling, total up the gp gained and mark it in the box of the same name.

At this time, you may also purchase any item that you have access to (consider the Conversion AR a Core adventure for item access purposes; it does not count as an adventure played for adventure access items). These items are bought at full applicable market value. Once you have figured out what you are buying, total up the gp spent and mark it in the box of the same name.

Finally, total up all the boxes on the bottom right of the sheet, and put your new total in the 'FINAL GP TOTAL' box. This number, which **must** be positive, represents your new gold on hand total. If it is still a negative number, you must sell something else to bring it up to 0 gp or higher.

Congratulations, you are finished with the Class Guidebook Removal Conversion AR. Keep it with the rest of your ARs, and have fun playing Living Greyhawk under these completely revised rules.



## Appendix Two: Magic Item Update – Conversion List Notes

On the following 2 pages, you will find a listing of all magic items from the five old builder books, and the current status of each item. The following terminology applies to the list:

**Magic Item** – The name of the magic item. Old sources are listed as well. S&F: *Sword and Fist: A Guidebook to Fighters and Monks*, DotF: *Defenders of the Faith: A Guidebook to Clerics and Paladins*, T&B: *Tome and Blood: A Guidebook to Wizards and Sorcerers*, S&S: *Song and Silence: A Guidebook to Bards and Rogues*, MotW: *Masters of the Wild: A Guidebook to Barbarians, Druids and Rangers*.

**New Source** – The name and page number of the new source where the item can be found, if any. DMG: v.3.5 *Dungeon Master's Guide*, CW: *Complete Warrior*, CA: *Complete Arcane*, CV: *Complete Adventurer*, AEG: *Arms and Equipment Guide*.

**Action** – Whether the item is removed or revised, and the gp refund or cost.

**Removed** – The item is removed from the campaign. You gain gold equal to the amount listed as a refund. If you purchased the item at a lesser price because of a discount of some sort, you only receive the amount you paid for the item, rather than the refund amount listed. If the item is a weapon, a suit of armor, or a shield, you calculate the gold you receive by removing the refundable enhancements as though they were last placed on the item. Do this for all enhancements that are removed from the campaign. The remaining enhancements (or the rest of the item itself) may be sold at half value, as normal.

**Revised** – The item has been revised, and the new source must now be used for reference. If there is a difference in cost between the builder book version and the new version, you either receive the gp as listed as a refund, or must pay the gp listed as a cost (as long as you purchased the item at the builder book price). You can sell any item listed as revised for full builder book gold piece value if you don't want to keep it (again, as long as it was purchased at the builder book price). If you purchased the item at a lesser price because of a discount of some sort, you only receive the amount you paid for the item, rather than the refund amount listed. Revised enhancements to weapons, armor, and shields can be sold as per the rules given in "removed", above.

**Items marked with \***: The conversion of these items should have taken place during 3.5 conversion, but they are listed here for completeness. You should not receive the gp refund listed unless you paid the builder book price for the item and did not receive the refund during the 3.5 conversion.

**Arms and Equipment Guide:** Note that in addition to the builder book items, there is a select amount of *Arms and Equipment Guide* magic items listed as well.

These specific items follow the same procedures as items from the builder books, but no other items from that sourcebook are affected by this conversion.

**Candle casters:** Former candle casters must sell back all candles created for their original creation price.

### Conversion List Notes

In addition, there are a few special notes listed as well.

- 1- The *arm of Nyr* must be sold for full gp value, and you must pay 910 gp for the cost of a *regenerate* spell for the lost limb. If you possess two *arms of Nyr*, you must pay for 2 *regenerate* spells.
- 2- You only receive a refund on the difference between the old builder book price and the revised price if you purchased the item for the old builder book price. If you purchased the item after October 1, 2003, or adjusted the price of the item during the 3.5 conversion, you do not receive the refund listed.
- 3- The Create Infusion feat has been removed from the campaign, and you must sell all infusions you have purchased or created (for either full price if purchased, and half if crafted through MIC), no matter what the source.
- 4- The *eyes of dark aura* are revised in *Libris Mortis: The Book of Undead* (LM); they are now known as *goggles of lifesight*.



## Magic Item Update – Conversion List

Magic Item	New Source	Action (GP Cost/Refund)	Magic Item	New Source	Action (GP Cost/Refund)
Absorbing – armor (DotF)	None	Removed (refund as +3 bonus)	Dancing – armor (S&F)	AEG, pg. 93	Revised
Amulet of memory (DotF)	None	Removed (refund 36,000 gp)	Daylight – armor (DotF)	AEG, pg. 93	Revised
Amulet of mighty fists (any) (S&F)	DMG, pg. 246	Revised	Ease – armor (MotW)	None	Removed (refund as +1 bonus)
Antipathy – armor (DotF)	None	Removed (refund as +4 bonus)	Energy Drain – armor (DotF)	None	Removed (refund as +2 bonus)
Aquatic – armor (both types) (DotF)	AEG, pg. 92	Revised	Equerry's armor (DotF)	None	Removed (refund 10,670 gp)
Aquatic – armor (both types) (MotW)	AEG, pg. 92	Revised	Equerry's armor (MotW)	None	Removed (refund 10,670 gp)
Arm of Nyr (DotF) 1	None	Removed (refund 12,800 gp)	Ethereal – armor (DotF)	None	Removed (refund as +4 bonus)
Arrow Catching – armor (S&F)	DMG, pg. 218	Revised	Exhausting – weapon (MotW)	None	Removed (refund as +1 bonus)
Arrow of cure critical wounds (MotW)	None	Removed (refund 2,807 gp)	Eyes of dark aura (S&S) 4	LM, pg. 78	Revised
Arrow of cure light wounds (MotW)	None	Removed (refund 107 gp)	Fearsome – armor (DotF)	None	Removed (refund as +2 bonus)
Arrow of cure mod. wounds (MotW)	None	Removed (refund 607 gp)	Feathered – armor (DotF)	None	Removed (refund as +2 bonus)
Arrow of cure serious wounds (MotW)	None	Removed (refund 1,507 gp)	Flute of the snake (S&S)	CV, pg. 132	Revised
Arrow of farsight (DotF)	None	Removed (refund 3,507 gp)	Gate amulet (DotF)	None	Removed (refund 64,000 gp)
Barricade buckler (S&S)	None	Removed (refund 4,165 gp)	Gloves of fearsome grip (S&F)	None	Removed (refund 15,000 gp)
Battle rod (DotF)	None	Removed (refund 35,712 gp)	Goad of mastery (DotF)	None	Removed (refund 20,980 gp)
Belt of many pockets (T&B)	CA, pgs. 147-48	Revised	Goggles of following (MotW)	None	Removed (refund 2,000 gp)
Belt of mighty prowess (S&F)	None	Removed (refund 108,000 gp)	Golden apron (DotF)	None	Removed (refund 22,200 gp)
Belt of spell resistance (T&B)	CA, pg. 148	Revised	Golem manual (clay) (T&B) 2	DMG, pg. 258	Revised (refund 12,000 gp)*
Berserker blade (+1) (MotW)	None	Removed (refund 6,335 gp)	Golem manual (flesh) (T&B) 2	DMG, pg. 258	Revised (refund 16,000 gp)*
Berserker blade (+2) (MotW)	None	Removed (refund 15,335 gp)	Golem manual (iron) (T&B) 2	DMG, pg. 258	Revised (cost 2,750 gp)*
Black patch (DotF)	None	Removed (refund 8,800 gp)	Golem manual (stone) (T&B) 2	DMG, pg. 258	Revised (refund 6,750 gp)*
Blade of deception (AEG)	CV, pg. 129	Revised	Gray ironwood suit (MotW)	None	Removed (refund 137,650 gp)
Blinding – armor (DotF)	DMG, pg. 218	Revised	Greater choker of eloquence (AEG)	CV, pg. 132	Revised (cost 18,000 gp)
Blue armor/Crystalmist Mts. (DotF)	None	Removed (refund 20,960 gp)	Greater holy symbol (DotF)	None	Removed (refund 5,040 gp)
Bolt of battering (DotF)	None	Removed (refund 3,157 gp)	Guerrilla spear (AEG)	CV, pg. 129	Revised (refund 1 gp)
Boots of endurance (MotW)	None	Removed (refund 16,000 gp)	Harp of the immortal maestro (S&S)	CV, pgs. 132-33	Revised (refund 18,580 gp)
Bow of songs (AEG)	CV, pg. 129	Revised	Headband of ferocity (S&F)	None	Removed (refund 2,000 gp)
Bow of true arrows (S&F)	None	Removed (refund 4,000 gp)	Headband of perfect excellence (S&F)	None	Removed (refund 180,000 gp)
Bowl of contemplation (DotF)	None	Removed (refund 44,800 gp)	Helm of bonding (MotW)	None	Removed (refund 7,200 gp)
Bowstaff (AEG)	CV, pg. 129	Revised	Helm of vision (DotF)	None	Removed (refund 91,600 gp)
Bracers of binding (DotF)	None	Removed (refund 10,800 gp)	Horn of triumph (S&S)	None	Removed (refund 35,380 gp)
Breaker bottle (S&S)	None	Removed (refund 150 gp)	Hunting – weapon (MotW)	None	Removed (refund as +1 bonus)
Called – armor (DotF)	None	Removed (refund as +1 bonus)	Ice – armor (DotF)	None	Removed (refund as +3 bonus)
Charming – armor (DotF)	None	Removed (refund as +3 bonus)	Infusions (all) (MotW) 3	None	Removed (refund – see MotW)
Claws of the leopard (AEG)	CV, pg. 129	Revised	Jumping caltrops (S&S)	CV, pg. 133	Revised
Cloak of the forest (DotF)	None	Removed (refund 39,392 gp)	Ki Focus – weapon (S&F)	DMG, pg. 225	Revised
Collar of cleverness (1 trick) (MotW)	None	Removed (refund 700 gp)	Ki straps (S&F)	None	Removed (refund 5,000 gp)
Collar of cleverness (2 tricks) (MotW)	None	Removed (refund 1,400 gp)	Lesser choker of eloquence (AEG)	CV, pg. 132	Revised (cost 4,500 gp)
Collar of cleverness (3 tricks) (MotW)	None	Removed (refund 2,100 gp)	Lute of the wandering minstrel (S&S)	CV, pgs. 133-34	Revised (refund 10,000 gp)
Collar of resistance (+1) (MotW)	None	Removed (refund 490 gp)	Mandolin of the inspiring muse (S&S)	CV, pg. 134	Revised (refund 11,920 gp)
Collar of resistance (+2) (MotW)	None	Removed (refund 1,960 gp)	Mark of apostasy (DotF)	None	Removed (refund 38,880 gp)
Collar of resistance (+3) (MotW)	None	Re moved (refund 4,410 gp)	Mask of lies (AEG)	CV, pg. 134	Revised
Collar of resistance (+4) (MotW)	None	Removed (refund 7,840 gp)	Mask of the dead (DotF)	None	Removed (refund 23,400 gp)
Collar of resistance (+5) (MotW)	None	Removed (refund 12,250 gp)	Mirror of revelation (DotF)	None	Removed (refund 48,000 gp)
Command – armor (DotF)	AEG, pg. 93	Revised	Necklace/favored enemy det. (MotW)	None	Removed (refund 34,000 gp)
Dagger of defense (AEG)	CV, pg. 129	Revised	Nondescript box (S&S)	None	Removed (refund 4,552 gp)

## Magic Item Update – Conversion List

Magic Item	New Source	Action (GP Cost/Refund)	Magic Item	New Source	Action (GP Cost/Refund)
Opposable – weapon (MotW)	None	Removed (refund as +1 bonus)	Seeking – weapon (S&F)	AEG, pg. 98	Revised
Possum pouch (S&S)	CV, pgs. 134-35	Revised	Shatterspike (S&F)	DMG, pg. 228	Revised
Potion of false life (S&F)	None	Removed (refund 300 gp)	Shuriken of tremendous shock (S&F)	None	Removed (refund 31,000 gp)
Potion of flaming fists (S&F)	None	Removed (refund 300 gp)	Singing sword (S&S)	None	Removed (refund 127,855 gp)
Red dragon armor (DotF)	None	Removed (refund 35,200 gp)	Songblade (AEG)	CV, pg. 130	Revised
Ring of filcher's friend (AEG)	CV, pg. 130	Revised (cost 2,000 gp)	Speed – armor (DotF)	None	Removed (refund as +3 bonus)
Ring of lockpicking (AEG)	CV, pg. 130	Revised (refund 3,200 gp)	Splint mail of stability (DotF)	None	Removed (refund 5,845 gp)
Ring of mage armor (S&F)	None	Removed (refund 12,000 gp)	Spool of endless rope (S&S)	CV, pgs. 135-36	Revised
Ring of shocking blows (S&F)	None	Removed (refund 13,000 gp)	Staff of abjuration (T&B) 2	DMG, pgs. 243-44	Revised (refund 34,000 gp)*
Rod of authority (DotF)	None	Removed (refund 20,576 gp)	Staff of conjuration (T&B) 2	DMG, pg. 244	Revised (refund 37,000 gp)*
Rod of chaining (T&B)	CA, pg. 146	Revised	Staff of divination (T&B) 2	DMG, pg. 244	Revised (refund 28,500 gp)*
Rod of cooperation (T&B)	CA, pg. 146	Revised	Staff of enchantment (T&B) 2	DMG, pg. 244	Revised (refund 36,000 gp)*
Rod of empowerment (T&B) 2	DMG, pg. 236	Revised (refund 32,300 gp)*	Staff of evocation (T&B) 2	DMG, pg. 244	Revised (refund 33,000 gp)*
Rod of enlargement (T&B) 2	DMG, pg. 236	Revised (refund 10,600 gp)*	Staff of illumination (T&B) 2	DMG, pg. 244	Revised (refund 2,750 gp)*
Rod of extension (T&B) 2	DMG, pg. 236	Revised (refund 10,600 gp)*	Staff of illusion (T&B) 2	DMG, pg. 244	Revised (refund 37,000 gp)*
Rod of greater chaining (T&B)	CA, pg. 146	Revised	Staff of necromancy (T&B) 2	DMG, pgs. 244-45	Revised (refund 36,000 gp)*
Rod of greater cooperation (T&B)	CA, pg. 146	Revised	Staff of transmutation (T&B) 2	DMG, pg. 245	Revised (refund 36,000 gp)*
Rod of greater empowerment (T&B) 2	DMG, pg. 236	Revised (refund 72,800 gp)*	Standing stones (all) (MotW)	None	Removed (refund – see MotW)
Rod of greater enlargement (T&B) 2	DMG, pg. 236	Revised (refund 20,100 gp)*	Strings of spell storing (S&S)	CV, pg. 136	Revised (refund 3,600 gp)
Rod of greater extension (T&B) 2	DMG, pg. 236	Revised (refund 20,100 gp)*	Stylus of the masterful hand (AEG)	CV, pg. 136	Revised
Rod of greater maximization (T&B) 2	DMG, pg. 236	Revised (refund 121,500 gp)*	Sure Striking – weapon (S&F)	None	Removed (refund as +1bonus)
Rod of greater quickening (T&B) 2	DMG, pg. 236	Revised (refund 170,200 gp)*	Thief catcher (S&S)	None	Removed (refund 32,250 gp)
Rod of greater sculpting (T&B)	CA, pg. 146	Revised	Torc of animal speech (MotW)	None	Removed (refund 12,000 gp)
Rod of greater silence (T&B) 2	DMG, pg. 236	Revised (refund 20,100 gp)*	Trumpeter's gift (AEG)	CV, pg. 136	Revised (cost 500 gp)
Rod of greater substitution (T&B)	CA, pg. 146	Revised	Undead Controlling – armor (DotF)	None	Removed (refund as +4 bonus)
Rod of lesser chaining (T&B)	CA, pg. 146	Revised	Undead Disrupting – armor (DotF)	None	Removed (refund as +2 bonus)
Rod of lesser cooperation (T&B)	CA, pg. 146	Revised	Vest of false life (S&F)	None	Removed (refund 12,000 gp)
Rod of lesser empowerment (T&B) 2	DMG, pg. 236	Revised (refund 7,200 gp)*	Vest of resistance (any) (T&B)	CA, pg. 150	Revised
Rod of lesser enlargement (T&B) 2	DMG, pg. 236	Revised (refund 2,400 gp)*	Vial of the last gasp (S&S)	CV, pg. 136	Revised (refund 4,000 gp)
Rod of lesser extension (T&B) 2	DMG, pg. 236	Revised (refund 2,400 gp)*	Vicious – weapon (S&F)	DMG, pg. 226	Revised
Rod of lesser maximization (T&B) 2	DMG, pg. 236	Revised (refund 13,200 gp)*	Wild – armor (MotW)	DMG, pg. 219	Revised
Rod of lesser quickening (T&B) 2	DMG, pg. 236	Revised (refund 2,800 gp)*	Wilding clasp (MotW)	None	Removed (refund 4,000 gp)
Rod of lesser sculpting (T&B)	CA, pg. 146	Revised			
Rod of lesser silence (T&B) 2	DMG, pg. 236	Revised (refund 2,400 gp)*			
Rod of lesser substitution (T&B)	CA, pg. 146	Revised			
Rod of maximization (T&B) 2	DMG, pg. 236	Revised (refund 54,000 gp)*			
Rod of quickening (T&B) 2	DMG, pg. 236	Revised (refund 75,500 gp)*			
Rod of sculpting (T&B)	CA, pg. 146	Revised			
Rod of silence (T&B) 2	DMG, pg. 236	Revised (refund 10,600 gp)*			
Rod of substitution (T&B)	CA, pg. 146	Revised			
Rope of stone (AEG)	CV, pg. 135	Revised (refund 9,000 gp)			
Rug of welcome (T&B)	CA, pg. 150	Revised			
Sacred – armor (DotF)	AEG, pg. 93	Revised			
Sacred scabbard (DotF)	CW, pg. 136	Revised (refund 2,000 gp)			
Safe box (S&S)	None	Removed (refund 77,500 gp)			
Sandals of the tiger's leap (S&F)	None	Removed (refund 3,500 gp)			

## Appendix Three: Class Guidebook Removal Conversion FAQ

During conversion we are sure you will have many questions that need a quick answer. Below we will compile the most frequently asked ones in one spot for you to hopefully help ease your mind during conversion.

### General Questions

**Q: Can I change what languages my character knows during conversion?**

**A:** Yes and no. Since you redistribute your skill points, you may also re-select your languages that you spend skill points on learning. Any languages that you received as bonus languages cannot be changed.

**Q: Can I do things such as join a meta-org, create magic items, scribe spells, and such during conversion?**

**A:** No. Unless this document specifically lists it as allowable during conversion you may not do it. Conversion is a chance to bring your character up to snuff with the recent builder book removal. If it has nothing to do with that then it has no place during conversion.

**Q: It says in the conversion guidelines that I cannot change alignment during conversion. What if I created a barbarian character that later changed his alignment, and is now a monk? Obviously, an alignment change had to take place. What do I do?**

**A:** In rare cases such as these, if you had an alignment-restricted class (such as barbarian or paladin), switched alignments during play, and took another alignment-restricted class, you may rebuild the character as you previously progressed the character, although you may not assign more levels to a class that a character no longer qualifies for with the character's current alignment. So, if you are converting a lawful good Bbn3/Mnk2, you may keep up to 3 levels of barbarian during this conversion process, but you may not add any more levels of barbarian. You could, however, add levels of monk (and thus, take away levels of barbarian), since your character's current alignment is lawful good.

### Classes, Feats, and Spells

**Q: If I multiclass a character during conversion, and the final result is an XP penalty, what happens? On a similar note, if I had an XP penalty due to multiclassing, and convert to remove it, what happens?**

**A:** During the conversion process, you cannot gain or lose XP due to multiclassing options you select. Once conversion is finished, if your character would now have a penalty to XP because of your selected classes, you receive that penalty on adventures from this point forward (or until you remedy the situation with further class choices as your character levels). If you remove a penalty, then you do not have to worry about an XP penalty from this point forward (unless future class selections result in a penalty to XP).

**Q: What happens to those who had campaign documentation at one time to take an item from a non-core source but no longer qualify for some reason?**

**A:** If you qualified to take a prestige class, feat, or spell at the time you took it then you qualify to keep it during this conversion. This does not allow you to take a new feat or spell that you do not presently qualify for.

**Q: When taking a feat can I take it at a level I would not normally qualify for that feat? (Example: Taking Leadership as your 3<sup>rd</sup> level feat or Improved Critical as your 6<sup>th</sup>)**

**A:** No. You must qualify for a feat before taking it even during conversion. So you would not be allowed to take the Leadership feat until your character was at least 6<sup>th</sup> level. Also, you may not take any non-*Player's Handbook* feat until 3<sup>rd</sup> level, except for those listed as in the Expanded Creation Options section of the LGCS.

**Q: In order to keep all the items that I crafted I have to spend enough xp that it will take me below the needed amount for my current level. Do I lose a level as a result of conversion?**

**A:** No. You will have to make this amount up before gaining another level but you are not required to lose a level during conversion.

**Q: Why aren't you allowing existing characters to convert levels in core classes (the PHB classes) or prestige classes to the newly allowed base classes from the Complete series?**

**A:** We would like to see the natural progression of these new base classes in the campaign (taking them from 1st level on up), to assess their continued viability and playability in the organized play environment. This is simply not possible when characters are allowed to convert 15 levels of cleric into 15 levels of favored soul, for example.

**Q: I have a character with the Requiem feat, originally from *Song and Silence*. This feat has been reprinted in *Libris Mortis*. Can I keep it?**

**A:** Yes. This (as well as the *eyes of dark aura*) can be retained.

**Q: If my character switched regions during his career, how do I determine what set of feats I have access to from the Expanded Creation Options section in Chapter 3 of the LGCS?**

**A:** Your starting region, for purposes of conversion only, is considered to be your current character's region. Once conversion is done, all characters created after March 1, 2005 adhere strictly to the guidelines presented in the LGCS for these feat options.

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## Item Conversion

**Q: I have an item that is not listed on the Magic Item Update List. Does this mean it does not change?**

**A:** Yes. If the item is not listed, then you may keep it without any additional costs.

**Q: Can I sell an item that is normally unsellable during conversion?**

**A:** No. Conversion is a chance to update your character. It is not a chance to dump things you normally could not get rid of.

**Q: Can I change the material that my weapon or armor is made out of during conversion?**

**A:** No. A +3 steel longsword before conversion will be a +3 steel longsword after conversion. The LGCS contains rules on adding silver to an existing steel weapon as well as access to purchase cold iron weapons.

**Q: I have an item that is based on a spell that no longer exists. What should I do with it during conversion?**

**A:** If this item is a regional item then check with the triad who issued it for special instructions. If they are not listed and are no longer valid then they must be sold for the amount you paid for them.

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## Adventures

**Q: If I play an adventure that gives access to a rules option (a feat, spell, prestige class, or magic item) that is no longer valid, what do I do?**

**A:** Simply cross off the rules item from the AR. You may not select a rules option removed from the campaign, no matter what the Adventure Record lists.

**Q: What happens if I had access to an item from a builder book, it is listed as removed, and in the future it gets reprinted into another sourcebook?**

**A:** You must re-acquire access to the item through adventure play or other means. Any builder book items that are considered removed from the campaign are removed from your list of access items from this point forward.