

LIVING GREYHAWK

3.5 Conversion Guidelines

The rules listed below are for use in converting existing Living Greyhawk characters from 3rd edition to the newly released 3.5 rule set. 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 goal of this conversion process: To facilitate the change of all existing Living Greyhawk characters to the new 3.5 rule set with a minimal disturbance to the character specifics while still allowing the same options for change to every character. Specifically this means the following:

- As of October 1st, 2003 all Living Greyhawk characters must be fully compliant with the new 3.5 rule set and all events run on or after this date will use the D&D 3.5 rules. All events run before October 1st will still use the 3.0 rules. So do not convert your character until you are done playing 3.0 events.
- 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.
- Characters undergoing this process will be treated as if they were built under 3.5 rules. This means, that all the options of 3.5 will be available to them, within the boundaries of these guidelines.

The following guideline is broken down into four primary components. The first component is the conversion guide itself. The second component is a number of useful appendixes to assist in some of the more difficult aspects of conversion. The third component is the 3.5 magic item conversion worksheet. Finally, the last part of this guideline contains a **FAQ**, to assist with some of the questions that will undoubtedly arise from this process.

Part One – Conversion Guidelines

The following is a step by step process for converting characters to the 3.5 rule set. To complete this process, you will need a fresh 3.5 character sheet (found at the campaign website at www.livinggreyhawk.com), a copy of the 3.5 *Player's Handbook*, a pencil, the conversion AR (from Appendix One of this document) and a piece of scratch paper. Some may also need a copy of the 3.5 *Dungeon Master's Guide*.

Step 1 – Basics

Copy your PCs name, gender, alignment, god, and other descriptive information to the new 3.5 character sheet (such as hair color, etc.). 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 ability scores to your new 3.5 character sheet. These do not change as a result of conversion unless the loss or gain of class features forces a change (i.e losing a Toad familiar or levels in the Forsaker prestige class). The only exception to this is gnomes. A gnome character may swap his Intelligence and Charisma ability scores. They may not be modified in any other fashion during conversion. No ability scores modifiers have been changed in 3.5 for any core Living Greyhawk race. See the Living Greyhawk Campaign Sourcebook for more details.

Step 3 – Race

Copy your character's race to the new 3.5 character sheet. Race, and if applicable subrace, do not change as a result of conversion. A number of the racial traits were altered in 3.5. All of these new traits now apply to your PC. Old traits no longer apply. Make sure to note these changes on the back of your new 3.5 character sheet.

Step 4 – Class

The new edition changed how many classes work and interact. Due to this fact, you may change the levels you have taken in various classes within the limits posted below. When deciding the new classes of the character or bringing existing levels into compliance, keep the following rules in mind.

- 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 class that they did not have before conversion with the exception of prestige classes. The character may keep existing levels in a prestige class if they so choose but may not add additional levels to it or take levels in a new prestige class.
- 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 when, 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 the 3.5 rules. Make sure to see Appendix Two for information on these changes.
- 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.
- The order that class levels were obtained may be rearranged freely so long as the order is legal according to the 3.5 rule set. 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.
- Wastri has been removed as an allowed god to worship as of the 3.5 conversion update. If you are a worshipper of Wastri you must pick a new god. If you are a cleric of Wastri, you must choose another god and change your domains. This is the **only** allowed deity change.

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. She may not take any levels of a prestige class if she had none before conversion. If she would have been a Rgr1/Ftr5/Halfling Outrider2, then she is allowed to keep the 2 levels of her prestige class after conversion, if she so desires and still qualifies for them.

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. Note that the ranger hit die type changed to a d8 from a d10. 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 3.5 *Players Handbook*.

Remember that possible Intelligence bonuses gained at every 4th 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 3.5 *Players Handbook* taking into account your classes for determining class and cross class skills. 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 your PC must possess at least as many skill ranks in Knowledge: Planes as they did in Knowledge: Ether Creatures. If you spent skill points in Knowledge: Ether Creatures in 3.0 then you must spend the same number of skill points in Knowledge: The Planes in 3.5. You also may only purchase ranks in Knowledge skills that are specifically listed in the 3.5 *Player's Handbook*.

Step 7 - Feats

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 feat not found in the 3.5 *Player's Handbook*, without documentation, the feat cannot be chosen. Characters may also not take any feat not found in the 3.5 *Player's Handbook* at first level.

If the character has the leadership feat, the character **must** keep that feat after conversion. This entire process should be repeated for the character's cohort. If, after conversion, the PC does not qualify to keep his cohort at its current level, he cannot adventure with that cohort until his level is high enough to once again qualify. If you have a special cohort not listed in the 3.5 *Dungeon Master's Guide*, contact the triad that awarded it for further details.

PCs with magic item creation feats **must** keep those feats, 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

This section has two steps. The first step determines your refund for scribing spells into your spell book due to the new reduced cost. The second section then shows you how to redo your spell lists due to the 3.5 changes.

1. Scribing spells into your spellbook used to cost 200 gp per spell level. In 3.5 this cost has been reduced to 100 gp per spell level. So for some wizard characters this can amount to a significant

refund. The following equation will give you the amount you can add back to your gold on hand total.

- a. Add up all spell levels in your personal spellbook. Do not include cantrips in this total.
- b. Subtract any spells that were scribed into a Boccob's blessed book.
- c. Subtract your starting Int modifier.
- d. Find your 3.0 level on chart 8-1 and subtract the amount in the 'Spell Levels' column.
- e. Multiply the result by 100 gp.

Table 8-1:

Wizard Class Levels	Spell Levels
1	3
2	5
3	9
4	13
5	19
6	25
7	33
8	41
9	51
10	61
11	73
12	85
13	99
14	113
15	129
16	145

2. This section applies only to arcane spellcasters. 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 reselect their entire spell list after conversion based upon their current levels in the class. Because of the change in some spell levels and general lists, this process must be undertaken. Old spells no longer on the class list or of the incorrect level cannot be kept. The character must have campaign documentation to have any spells not found in the *3.5 Player's Handbook*.

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, 1st, 2nd, 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 new spell lists in the *3.5 Player's Handbook* (as well as any 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 can choose from the new spell lists from the *Player's Handbook* (as well as any 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 who 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 *3.5 Player's Handbook*. Wizards also know all 0-level cantrip spells in the *3.5 Player's Handbook* that are not in prohibited schools.

Step 9 – Familiars, Mounts, and Companions

PCs must change their familiars, paladin mounts, or animal companions if they are not in compliance with the 3.5 rule set. Familiars, paladin mounts, and animals not found in the *3.5 Player's Handbook* can only be selected by a PC with the appropriate campaign documentation. This change is accomplished with no loss of time or gold. Note that your paladin mount is not allowed to change unless it is no longer valid in 3.5. You may change your familiar and animal companions using the current 3.5 rules. When changing a familiar you must change it to one listed in the *3.5 Player's Handbook*. Special or improved familiars cannot be taken during conversion but can be kept if you already have one.

Special paladin mounts not listed in the *3.5 Player's Handbook* follow the rules for special paladin mounts found in the *3.5 Dungeon Master's Guide*. They are now summoned like a normal paladin's mount, and must follow the rules as such. If your special paladin's mount is not found on the list in the *3.5 Dungeon Master's Guide*, then contact the triad who issued the special mount for more details.

In 3.5 only druids, rangers, and certain prestige classes may have animal companions. Any non-druid or ranger animal companions gained from the use of the *animal friendship* spell, the Animal clerical domain, or the use of a *ring of animal friendship* are lost. If campaign documentation gives you access to an animal companion not listed in the *3.5 Player's Handbook*, contact the triad who awarded that certificate to determine its effective level for purposes of gaining abilities. If *awaken* has been cast on an animal companion, then it is no longer valid as an animal companion, and will not adventure with the character who cast it.

Familiars not listed in the *3.5 Player's Handbook* follow the rules for special familiars found in the *3.5 Dungeon Master's Guide*. If your special familiar is not found on the list in the *3.5 Dungeon Master's Guide*, contact the triad who issued the familiar for more details.

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.

- Items whose names have changed must be changed to the new name, as noted in Appendix Three. Many of the item changes were due to the item being split into lesser and greater versions. The appendix details what version the item becomes.
- In 3.5 all weapons now have a size associated with them. For each weapon listed on your MIL you must choose a size of small or medium for that item.
- Mundane weapons (once a size is picked) and mundane armors can now be copied onto your new MIL. Armor and weapons made of special materials must follow the conversion process in Appendix Three.
- If your small sized character has a weapon listed on the chart Table 10-1 below he may change it from medium-sized to the small equivalent. This is done by merely changing the name of the weapon. No other changes are allowed unless outlined below.

Table 10-1:

Medium Weapon	Small Sized Equivalent
Battleaxe	Greataxe
Club	Greatclub
Dagger	Short Sword
Dart	Shortspear
Flail, Light	Flail, Heavy
Handaxe	Battleaxe
Longsword	Greatsword
Mace, Light	Mace, Heavy
Pick, Light	Pick, Heavy
Shortspear	Spear
Short Sword	Longsword

- Many magical items in 3.5 have changed price from their 3.0 versions. Appendix Three goes over these items and their increase or decrease in cost. Listed in the appendix is every item whose price has gone up or down in 3.5 in alphabetical order.
- Compare your list of items to the list on the Item Conversion Worksheet. If you wish to keep the item at its new price then mark the amount of the change in the space given. So, for example, Boots of Elvenkind changed from 2,000 gp to 2,500 gp. If you have a pair of these boots and choose to keep them, mark '-500' in the space provided. If you had two you would mark '-1,000' and so on.

- If you do not wish to keep it, mark 'Sold 3.5' on your Master Item Log Sheet next to it, and write the item in the 'Items Sold' box on the conversion AR. You receive full 3.0 Market Value for any item sold in this fashion.
- Note that an item can change names and prices so be aware of this. For example, a *Necklace of Prayer Beads: Bead of Karma* is now known as a *Strand of Prayer Beads*, and the cost changed from 6,000 gp to 45,800 gp.
- Some 3.0 potions have now become elixirs, and are now considered wondrous items. You must pay the increase if you wish to keep them, and they are no longer considered potions for access from the LGCS.
- You may remove the 'keen' ability from a weapon at this time if you wish. Reduce the value of the item to its new market value and refund yourself the full difference (or half if you used MIC to make it).
- You may remove the 'sure-striking' ability from a weapon at this time if you wish. Reduce the value of the item to its new market value and refund yourself the full difference (or half if you used MIC to make it).
- You may adjust the strength bonus on a composite longbow/shortbow down to your current strength bonus. You do this without adjusting any other abilities of the weapon.
- 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.
 - 1) If you qualify to create the new, higher cost item, and you wish to keep it, you calculate the difference between creating the old item (3.0) and the new item (3.5) 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.
 - 2) 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 '3.5 Sold' 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.
- 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 the 3.5 conversion document as a 'Core' adventure for access). Items sold are at full 3.0 market value, unless they are MIC items, in which case they are sold for half 3.0 market value. Items purchased are always purchased at full 3.5 market value.
- 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.

Appendix One: 3.5 Conversion Adventure Record

On the next page, you will find the 3.5 Conversion Adventure Record. This document was created to help facilitate your character's conversion into the new 3.5 rules. 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 the 3.5 conversion.

In the upper right hand corner you will find the 'Adventure Record #' box. Once you have played your last Living Greyhawk event under the old 3.0 rules, you will assign this conversion document the next AR number, and keep it with your other ARs. This marks in a clear fashion the dividing line between 3.0 and 3.5 for your character.

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, 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 3.0 AR. Nothing in 3.5 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 in 3.0

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 3.0 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 updated to 3.5. The gain/loss is recorded separately here, and then subtotaled (see Appendix Three for the item conversion work-form). 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. 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. You may sell any item you currently have listed on your MIL for its full 3.0 market value (or less for charged items). If the item was created via the MIC rules then it is sold for half (what was paid for the item). During conversion is the only time you may sell items for full price. 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). These items are bought at full 3.5 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 3.5 Conversion Adventure Record. Keep it with the rest of your ARs, and have fun playing Living Greyhawk under the new 3.5 rules.



Conversion Record for



Adventure Record #

593 CY
CONVERSION

Played by _____
Player RPGA #

Home
Region: _____

DM: _____

Character Information

Race: _____

Alignment: _____

God Worshipped: _____

Ability Scores: (base values before level bumps)

STR: _____

DEX: _____

CON: _____

INT: _____

WIS: _____

CHA: _____

Total Character Level: _____

Character Classes and Levels prior to Conversion:

Character Classes and Levels after Conversion:

1st: _____ 9th: _____

2nd: _____ 10th: _____

3rd: _____ 11th: _____

4th: _____ 12th: _____

5th: _____ 13th: _____

6th: _____ 14th: _____

7th: _____ 15th: _____

8th: _____ 16th: _____



XP REMAINING
At Conversion

Conversion Costs

Total Amount
Refunded

Total Amount
Paid

GP Lost/Refunded

GP

GP Before
Conversion

GP

GP Change

GP

Subtotal

Items Sold

Total Value of Sold Items:

Add full 3.0 value for sold items (1/2 for items made through MIC)

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL

Items Bought

Total Cost of Bought Items:

Subtract this value from your gp value

XP

XP Total before
Conversion

- XP

XP lost or spent

XP

FINAL XP TOTAL

Appendix Two: Changes to Builder Book Material

Changes to the Builder Books

The following changes are effective for the use of Builder Book material in the Living Greyhawk campaign with the switch to the 3.5 version of the Core Rules. As 3.5 compliant versions of skills, feats, spells, and items are released by Wizards of the Coast, the Living Greyhawk campaign will adopt them in place of the temporary changes below (we will announce when we make these adoptions). Access to any builder book material is described in the Living Greyhawk Campaign Source and all rules found there apply during conversion.

General Changes to Builder Books:

1. Substitute Base Attack Bonus for Base Unarmed Attack Bonus wherever Base Unarmed Attack Bonus is used. If used as a prerequisite, add Improved Unarmed Strike as a prerequisite as well.
2. Prestige classes that offered the Animal Empathy skill now grant the Wild Empathy ability (same as the one offered to Druids and Rangers). Where a prestige class had the Animal Empathy skill as a requirement, it now has the Wild Empathy ability as a requirement instead. When a prestige class ability mentions the Animal Empathy skill, replace those words with Wild Empathy ability instead.
3. Delete the following items where they appear: Ambidexterity feat, Multidexterity feat, Scry skill, Innuendo skill, Intuit Direction skill, negative energy protection spell.
4. Make the following substitutions (old term/new term): move-equivalent action/move actions, all-out defense action/total defense action, subdual damage/ nonlethal damage, Expertise feat/Combat Expertise feat, Sunder feat/Improved Sunder feat, Weapon Finesse (X) feat/Weapon Finesse feat, Remain Conscious feat/Diehard feat, Superior Weapon Focus (X) ability/Greater Weapon Focus (X) feat, Superior Weapon Specialization (X) ability/Greater Weapon Specialization (X) feat, Alchemy skill/Craft (Alchemy) skill, Wilderness Lore skill/Survival skill, Pick Pocket skill/Sleight of Hand skill, Knowledge (undead) skill/Knowledge (religion) skill, magical diseases/supernatural diseases, resist elements spell/ resist energy spell, protection from elements spell/protection from energy spell, invisibility to undead spell/hide from undead spell, invisibility to animals spell/hide from animals spell, endurance spell/bear's endurance spell, improved invisibility spell/greater invisibility spell, random action spell/lesser confusion spell, reduce spell/reduce person spell,

polymorph other spell/polymorph spell, one-half cover/cover.

5. With respect to feats, spells, prestige classes, and items (magic and mundane), a lack of an entry for them in this document means they continue to be valid in the Living Greyhawk campaign, with only the simple modifications mentioned above.

Specific Changes to Builder Book Prestige Classes:

- **Acolyte of the Skin**
 - Remove mention of Outer Planes from requirements.
 - Symbiosis ability is altered to "At 10th level, an acolyte of the skin's type and subtype become Outsider (Native) rather than it's original type and subtype. Additionally, the acolyte of the skin gains damage reduction 10/magic."
 - Change Resistant ability gained at 2nd and 6th level from 20 to 10.
 - Change the DC for the Fiendish Glare (Su) ability to 10 + levels in the Acolyte of the Skin prestige class (max DC 20)
- **Alienist**
 - Transcendence ability's first paragraph is altered to "At 10th level, an alienist's type and subtype become Outsider (Native) rather than it's original type and subtype. Additionally, the alienist gains damage reduction 10/magic and electricity resistance 20."
 - Summon Alien (Sp): The template in Tome and Blood remains the same except for the changes listed for the pseudonatural template from the D&D v.3.5 Accessory Update Booklet (page 26) available on the Dungeons and Dragons website at www.wizards.com/dnd.
- **Animal Lord**
 - The skill requirement for a birdlord is Spot, instead of Intuit Direction.
 - Animal Bond ability's second paragraph is altered to "Animal bond also allows the animal lord to have an animal companion as per the animal companion ability of the druid, but limited to animals in his selected group. The animal lord's levels in this prestige class count as its effective druid level for purposes of this ability. If the animal lord already has the animal companion ability (from levels as a druid or ranger), instead add levels in this prestige class to the effective druid levels already possessed in the animal companion ability (but only for the purpose of gaining an animal companion from his selected group)."

- The snakelord's first totem grants Clever Wrestling as a bonus feat (even if they don't meet the prerequisites for it).
- **Arcane Trickster**
 - Use version in *3.5 Dungeon Master's Guide*.
- **Bladesinger**
 - Under requirements, replace Perform 3+ ranks (dance, sing, and any 1 other) with at least 1 rank in Perform (dance), Perform (sing), and Perform (anything other than dance or sing).
 - This Prestige class uses the Web Enhancement version found on the WotC D&D website.
- **Bloodhound**
 - Subdual resistance ability grants damage reduction 15/magic against non-lethal damage.
- **Cavalier**
 - Remove the Full Mounted Attack ability.
- **Consecrated Harrier**
 - Emotion ability now allows the consecrated harrier to cast any of the following spells instead of emotion: crushing despair, good hope, fear, rage.
- **Contemplative**
 - Mystic Union ability is altered to "At 10th level, a contemplative's type and subtype become Outsider (Native) rather than it's original type and subtype. Additionally, the contemplative gains damage reduction 10/magic."
- **Darkhagard**
 - Under class skills, replace Intuit Direction and Knowledge (navigation) with Knowledge (geography) and Survival.
- **Divine Oracle**
 - The requirements for this prestige class are completely different. To qualify to become a divine oracle, a character must meet the following criteria: Spell Focus (divination) feat and the ability to cast *scrying* or *divination*.
 - Scry bonus ability grants a +2 sacred bonus to the DC of the divine oracle's scrying and greater scrying spells.
 - Immune to Surprise ability allows the divine oracle to always take a standard action during a surprise round, unless she is physically restrained from doing so.
- **Dragon Disciple**
 - Use version in *3.5 Dungeon Master's Guide*.
- **Dread Pirate**
 - Add Survival and Knowledge (geography) as class skills.
- **Duelist**
 - Use version in *3.5 Dungeon Master's Guide*.
- **Dungeon Delver**
 - Add Survival and Knowledge (dungeoneering) as class skills.
- **Elemental Savant**
 - Elemental Perfection ability's first paragraph is altered to "At 10th level, an elemental savant's type and subtype become Elemental (element selected at 1st level) rather than it's original type and subtype. She gains the advantages and disadvantages of this type and subtype as per their description in the *3.5 Monster Manual*." Delete the fourth paragraph.
- **Fatespinner**
 - Favored One ability is altered to "At 10th level, a fatespinner's type and subtype become Outsider (Native) rather than it's original type and subtype. Additionally, he can store a maximum value of spin equal to twice his caster level."
- **Forsaker**
 - Damage Reduction ability starts at 3/magic and increases by 2 for every two forsaker levels (to a maximum of 11/magic at 10th level).
- **Ghostwalker**
 - Change Knowledge (law) to Knowledge (local) under class skills.
 - Foes for Painful Reckoning ability must be written down by the judge in the Notes section of the AR where the foes are encountered.
- **Gladiator**
 - Exhaust Opponent ability causes 1d6 non-lethal damage and the opponent becomes fatigued on a failed Fort save.
- **Hospitaler**
 - Bonus feats for hospitalers are the same as for fighters.
- **King/Queen of the Wild**
 - Endure Elements (Ex) ability changes to: "Resistance to Energy (Ex): The king or queen of the wild can ignore some damage from the element associated with the chosen terrain type (see Terrain-Dependent Features) as though possessing the corresponding resistance to energy extraordinary ability. At 2nd level, the character ignores the first 5 points of damage from that energy type. This amount increases by 5 at 5th, 8th, and 10th level."
- **Knight of the Chalice**
 - Replace demons as a favored enemy with Outsider (evil) or Outsider (chaotic) as a favored enemy.
 - Censure Demons ability can stun the demon (effects as per the description of stunned in the *3.5 Player's Handbook*).

- Spell Focus feat works as per the *3.5 Player's Handbook* (+1 to DC), not +2, as in the entry for this prestige class.
- **Knight of the Middle Circle**
 - Instead of 4 ranks in Innuendo as a requirement for this prestige class, 4 ranks in Bluff are required.
 - Add Bluff as a class skill.
- **Master of Chains**
 - Climb Fighting ability allows the climber to retain their Dex bonus to AC when climbing and to gain a +2 dodge bonus to AC if he is hanging from a chain that can swing more than five feet.
- **Master Samurai**
 - Change Knowledge (code of martial honor) to Knowledge (history) under class skills.
- **Oozemaster**
 - Under class skills, replace Knowledge (Nature) with Knowledge (Dungeoneering).
- **Royal Explorer**
 - The skill requirements for this prestige class are changed to: 4 ranks in Knowledge (geography), 5 ranks in Decipher Script and Survival, and 8 ranks in Profession (cartographer).
- **Sacred Fist**
 - Uncanny dodge ability changes to "At 3rd level, a sacred fist gains the uncanny dodge ability as per the description for the rogue's ability of the same name. At 5th level, a sacred fist gains the improved uncanny dodge ability as per the description for the rogue's ability of the same name."
 - Puissant Fists (Su) ability changes to: "A sacred fist ignores some damage reduction. At 1st level, the sacred fist treats his strikes as magical for the purposes of damage reduction. At 3rd level, he may also treat his strikes as silver or cold iron for the purposes of damage reduction. At 6th level, he may also treat his strikes as adamantine for the purposes of damage reduction. At 9th level, he may also treat his strikes as being imbued with a certain alignment (such as that granted by the align weapon spell) for the purposes of damage reduction, but limited to alignments that match his own."
- **Shifter**
 - The special requirement is altered to "Alternate Form – must either know the polymorph spell or have one of the following spell-like or supernatural abilities: wild shape, alternate form, polymorph, shapechange, or change shape."
 - Remove beast shape from list of potential greater wild shape forms.
 - Under Evershifting Form ability, the shifter's type does not change (as previously indicated), but she does gain the shapechanger subtype.
- Greater Wild Shape (Sp) ability is changed to "Greater Wild Shape works exactly like wild shape, with the following exceptions. It is a spell-like ability. As she rises in level, the shifter gains the ability to assume the form of creatures with types other than animal, though she cannot choose a form that normally has more HD than she herself does. She can designate at the time of her change which pieces of her equipment meld into her new form and which do not. Non-melded equipment alters its size to match that of her new form, but retains its functionality. The shifter cannot, however, use any equipment that she does not have the proper appendage to use. If the shifter already has the wild shape ability from another class, she may convert her uses per day of the wild shape ability to uses per day of her greater wild shape ability on a one-for-one basis. She may also mix and match the allowed forms of the two abilities to maximum benefit when using the greater wild shape ability."
- **Silent Ones**
 - Mask of Cymius ability allows disguise self at will, not change self at will.
- **Spymaster**
 - The skill requirements for this prestige class are changed to: 5 ranks in Bluff, Gather Information, and Sense Motive. Remove Sense Motive from the list in the special requirement.
- **Tamer of Beasts**
 - The requirements for this prestige class are changed to: wild empathy ability, animal companion ability, 10 ranks in Handle Animal, and Skill Focus (Handle Animal).
 - Animal Mastery ability is altered to "Add levels in this prestige class to the effective druid levels already possessed in the animal companion ability."
 - Intelligence ability is correct except that an animal companion already has a type of magical beast and that the animal companion can learn three additional tricks per point of Int it gains as per the Handle Animal skill.
 - Remove the Beast Mastery and Share Spells abilities.
 - Magical Beast Mastery is altered to "The tamer of beasts can take some magical beasts as animal companions. This adds the following creatures to the alternative animal companion lists (as per the sidebar on page 36 of the *3.5 Player's Handbook*). Although they act as animal companions, they will not accompany the tamer of beast into environments inhospitable to their species:

- 4th level or higher (level –3): darkmantle, krenshar, shocker lizard, stirge
- 7th level or higher (level –6): ankheg, hippogriff, giant eagle, giant owl, pegasus, unicorn, worg
- 10th level or higher (level –9): basilisk, cockatrice, displacer beast, manticores, owlbear, sea cat, spider eater, winter wolf
- 13th level or higher (level –12): digester, girallon, gorgon, griffon, five-headed hydra, remorhaz
- 16th level or higher (level –15): bulette, chimera, dragonne, gray render, seven-headed hydra
- **Tempest**
 - Improved Two-Weapon Fighting ability is altered to “A tempest can fight as if she has the Improved Two-Weapon Fighting feat, even if she does not have the normal pre-requisites for the feat. This only applies when the tempest is wearing light or no armor.”
 - Greater Two-Weapon Fighting ability is altered to “A tempest can fight as if she has the Greater Two-Weapon Fighting feat, even if she does not have the normal pre-requisites for the feat. This only applies when the tempest is wearing light or no armor.”
 - Off-Hand Parry ability is altered to “A tempest can fight as if she has the Two-Weapon Defense feat, even if she does not have the normal pre-requisites for the feat. This only applies when the tempest is wearing light or no armor. As she gains tempest levels, the bonuses from this feat increase to +3 (+4 when fighting defensively or using the total defense action) and at 4th level to +5 (+6 when fighting defensively or using the total defense action) at 7th level.”
 - Absolute Ambidexterity ability is altered to “A tempest’s attack penalties for fighting with two weapons lessen by 2 when she is wearing light or no armor.”
 - Supreme Two-Weapon Fighting ability is altered to “A tempest gains an additional attack with her off-hand when she is wearing light or no armor. Thus she gains a fourth attack with her off-hand weapon, albeit at a –15 penalty.”
- **Temple Raider of Olidammara**
 - uncanny dodge ability changes to “At 3rd level, a temple raider gains the uncanny dodge ability as per the description for the rogue’s ability of the same name. At 6th level, a temple raider gains the improved uncanny dodge ability as per the description for the rogue’s ability of the same name. At 9th level, a temple raider gains trap sense +1 as per the description for the rogue’s ability of the same name.”
- **Templar**
 - Bonus feats for templars are the same as for fighters.
- **Thief-Acrobat**
 - Add Bluff and Sense Motive as class skills.
 - Prone Defense ability negates –4 AC penalty the prone defender normally suffers against melee attacks.
- **Verdant Lord**
 - Spells requirement changes to “able to cast command plants”.
- **Veth**
 - Under requirements, replace Scry 8 ranks with Spellcraft 8 ranks.
 - Under class skills, replace Innuendo, Knowledge (Nyr Dyv), and Scry with Bluff, Sense Motive, Knowledge (geography), and Knowledge (Arcana).
 - Modify the Reading the Lake ability: Remove all mention of the Scry ability or the Scry check. The base chance of success on the Reading is 70% + 1% per caster level, to a maximum of 90%.
- **Vigilante**
 - Add Bluff as class skill.
 - Remove emotion (3rd level spell) and fear (4th level spell) from spell list. Add the following spells instead: crushing despair (3rd level spell), good hope (3rd level spell), fear (3rd level spell), rage (2nd level spell).
 - Streetwise ability grants bonus to Sense Motive and Gather Information checks.
- **Warpriest**
 - Change Knowledge (war) to Knowledge (history) under class skills
 - Replace Healing Circle ability with Mass Cure Light Wounds ability.
 - Replace Mass Haste ability with Haste ability.
- **Watch Detective**
 - Add Survival as class skill.
- **Wayfarer Guide**
 - Enhanced Capacity ability simply doubles the capacity allowed when casting spells with the teleportation descriptor.
- **Weapon Master**
 - Change Knowledge (weaponry) to Craft (weaponsmith) under class skills.
 - Ki Critical ability grants the Improved Critical feat, but does not grant anything else if the PC already has that feat.
- **Windrider**
 - Mount Proficiency ability is altered to “A windrider gains a +2 competence bonus on any check to avoid being unseated while riding her chosen mount. In addition, she can ride any mount of 4 HD or less without penalty (normally –5 penalty for ill suited mounts). The maximum HD of the mounts to

which this latter benefit applies increase with windrider level: 8 HD at 4th level, 12 HD at 6th level, 16 HD at 8th level, and any mount at 10th level.”

- Mount Assistance ability is altered to “A windrider can use this ability to perform the aid another action to assist any mount, providing a +4 bonus (double the usual amount) on a successful attempt. Alternatively, a windrider can provide her mount a +10 competence bonus to speed for 1 full round. Mount assistance is usable once per round and requires a standard action.”

Specific Changes to Builder Book Feats:

- **Acrobatic:** Use the version in the *3.5 Player's Handbook*.
- **Alluring:** Benefit is altered to “You gain a +2 bonus on Diplomacy checks and a +1 bonus to the save DCs of all your mind-affecting, language dependent spells.”
- **Animal Control:** Under prerequisites, replace ability to cast animal friendship with animal companion ability. Delete text under special.
- **Athletic:** Use the version in the *3.5 Player's Handbook*.
- **Augment Summoning:** Use the version in the *3.5 Player's Handbook*.
- **Blindsight:** Prerequisite: Ability to use wild shape to become a large creature. Benefit: You gain the extraordinary ability of blindsight, as described in the *3.5 Monster Manual*, with a range of 40 feet. It works by the emission of high-frequency sounds, inaudible to most other creatures. A silence spell, or anything else that negates the ability to hear sound, negates this blindsight.”
- **Chink in the Armor:** Benefit is altered to “If you take a standard action to study an opponent, you can ignore half of his armor and natural armor bonuses (rounded down) during your next single attack. Shield bonuses, magic armor enhancement bonuses, and armor bonuses from magic items are not halved.”
- **Eschew Materials:** Use the version in the *3.5 Player's Handbook*.
- **Expert Tactician:** Use the version in *Song & Silence*.
- **Extra Favored Enemy:** Benefit is altered to “You may select an additional favored enemy as if you had gained the appropriate level of ranger to do so. You increase one of your favored enemy bonuses as well, as if you gained the appropriate level of ranger to do so.”
- **Favored Critical:** The effects of this feat no longer stacks with any other effect that expands the threat range of a weapon.
- **Flyby Attack:** Use the version in the MM.
- **Greater Spell Focus:** Use the version in the *3.5 Player's Handbook*.
- **Greater Spell Penetration:** Use the version in the *3.5 Player's Handbook*.
- **Greater Two-Weapon Fighting:** Use the version in the *3.5 Player's Handbook*.
- **Improved Familiar:** Use the version in the *3.5 Dungeon Master's Guide*.
- **Improved Overrun:** Use the version in the *3.5 Player's Handbook*.
- **Improved Shield Bash:** Use the version in the *3.5 Player's Handbook*.
- **Improved Sunder:** Use the version in the *3.5 Player's Handbook*.
- **Jack of All Trades** is altered to “You can use any skill untrained, even those that normally require training.”
- **Monkey Grip:** Benefit is altered to “You can use a melee weapon (type selected at feat selection) that is two-handed for your size in one hand. You suffer a –2 penalty on your attack roll when using this feat. This feat can be taken multiple times, each time with a different weapon.”
- **Multiattack:** Use the version in the *3.5 Monster Manual*.
- **Multicultural** is altered to “a +4 bonus on all checks made to alter the attitude of your chosen race.”
- **Multidexterity:** No longer available in Living Greyhawk (part of Multiweapon Fighting in the *3.5 Monster Manual*).
- **Natural Spell:** Use the version in the *3.5 Player's Handbook*.
- **Off-Hand Parry:** Use the version in the *3.5 Player's Handbook*. (now called Two-Weapon Defense).
- **Persistent Spell:** No longer available in Living Greyhawk.
- **Persuasive:** Use the version in the *3.5 Player's Handbook*.
- **Power Lunge:** Benefit is altered to “A successful attack roll during a charge allows you to increase the Str bonus that is normally added to damage rolls from 1 times or 1-1/2 times to 2 times, regardless of whether you wield the weapon one-handed or two-handed. You provoke an attack of opportunity from the opponent you charged.”
- **Quicker than the Eye:** No longer available in Living Greyhawk.

- **Rapid Reload:** Use the version in the *3.5 Player's Handbook*.
- **Remain Conscious:** Use the version in the *3.5 Player's Handbook*. (now called Diehard).
- **Shadow:** Use the version in *Masters of the Wild*.
- **Shield Expert:** Use the version in the *3.5 Player's Handbook*. (now called Improved Shield Bash).
- **Snatch Arrows:** Use the version in the *3.5 Player's Handbook*.
- **Snatch:** Use the version in the *3.5 Monster Manual*.
- **Widen Spell:** Use the version in the *3.5 Player's Handbook*.
- **Wingover:** Use the version in the *3.5 Monster Manual*.

Specific Changes to Builder Book Spells:

- **Animal Reduction:** Use the version in the *3.5 Player's Handbook*. (Reduce Animal).
- **Animal Trick:** Change Target to "Your animal companion".
- **Arcane Sight:** Use the version in the *3.5 Player's Handbook*.
- **Aspect of the Deity:** Change the resistances to 10 (instead of 20). Change the damage reduction to 10/magic (instead of 10/+3).
- **Beget Bogun:** Use the version in the *3.5 Monster Manual II*.
- **Blight:** Use the version in the *3.5 Player's Handbook*.
- **Briar Web:** As per the entangle spell in the *3.5 Player's Handbook*, but Range is "Medium (100 feet + 10 feet/level)", Level is "Drd 2, Rgr 2", and add to the text "The spell also causes the vegetation to grow thorns. Those that attempt actions (attack, cast a spell with a somatic component, move, and the like) while in the briar web take thorn damage of 1d4 points, plus 1 additional point per caster level."
- **Choke:** Remove beasts and shapechangers from list of creatures that can be affected.
- **Command Undead:** Use the version in the *3.5 Player's Handbook*.
- **Dimensional Lock:** Use the version in the *3.5 Player's Handbook*.
- **Disguise Undead:** As per the disguise self spell in the *3.5 Player's Handbook*, but Level is "Sor/Wiz 2", Components includes a Focus (a cocoon of a death's head moth), Range is "Touch", Target is "One corporeal undead", and Saving Throw is "None (harmless)."
- **Eagle's Splendor:** Use the version in the *3.5 Player's Handbook*.
- **False Life:** Use the version in the *3.5 Player's Handbook*.
- **Fox's Cunning:** Use the version in the *3.5 Player's Handbook*.
- **Great Shout:** Use the version in the *3.5 Player's Handbook* (Greater Shout).
- **Greater Aspect of the Deity:** Change outsider to outsider (native). Change low-light vision to darkvision 60 ft. Change immunities to energy or resistances to energy to resistance 10 to that energy type. Damage for half-fiend claw and bite attacks is as per the table in the MM under half-fiend.
- **Greater Call Lightning:** Use the version in the *3.5 Player's Handbook* (Call Lightning Storm).
- **Lesser Aspect of the Deity:** Change the resistance to 5 (instead of 10).
- **Mass Awaken:** No longer available in Living Greyhawk.
- **Mass Teleport:** As per the teleport spell in the *3.5 Player's Handbook*, but Level is "Sor/Wiz 7", Components is "V, S", Casting Time is "1 round", the capacity allowed to teleport is doubled, and the caster does not have to teleport himself.
- **Miasma:** No longer available in Living Greyhawk.
- **Mordenkainen's Private Sanctum:** Use the version in the *3.5 Player's Handbook*.
- **Owl's Wisdom:** Use the version in the *3.5 Player's Handbook*.
- **Polymorph Other and Polymorph Self:** Use the versions in the *3.5 Player's Handbook* (Polymorph and Baleful Polymorph).
- **Rage:** Use the version in the *3.5 Player's Handbook*.
- **Song of Discord:** Use the version in the *3.5 Player's Handbook*.
- **Summon Instrument:** Use the version in the *3.5 Player's Handbook*.
- **Sympathetic Vibration:** Use the version in the *3.5 Player's Handbook*.
- **Undeath to Death:** Use the version in the *3.5 Player's Handbook*.
- **Weapon of the Deity:** Use the weapon listed for this spell in the Living Greyhawk Deities Document rather than the one listed in this entry.
- **Zone of Silence:** Use the version in the *3.5 Player's Handbook*.

Specific Changes to Builder Book Items (Magic and Mundane):

- **Sandals of Tiger's Leap:** Changed the benefit to read "On a charge, she can perform a flying kick. Treat this as an unarmed attack that deals 2d6 points of additional damage."
- **Arm of Nyr:** The Strength and Dexterity bonus granted by this item are considered an enhancement bonus.
- **Barricade Buckler:** The tower shield this turns into follows the new rules for tower shield as described in the *3.5 Player's Handbook*.

Other Changes to Builder Book Items:

- Special Mounts in Defenders of the Faith: Use the version in the *3.5 Dungeon Master's Guide*.
- Rules Update sections in the various Builder Books no longer apply.
- Dire and Legendary Animals in Masters of the Wild: Use the versions in the *3.5 Monster Manual* and *Monster Manual II*.
- Poisons and Traps in Song & Silence: Use the versions in the *3.5 Dungeon Master's Guide*.
- Alternate Familiars and Improved Familiars in Tome & Blood: Use the versions in the *3.5 Dungeon Master's Guide*.

Appendix Three: Magic Item 3.5 Conversion Worksheet

In the 3.5 edition of the Core rulebooks the price and/or name of various magic items have changed. To keep the campaign balanced you will need to either pay additional gold to keep the items that have increased in price or get a refund if it went down. Some items also changed into various versions and thus it needs to be clarified as to what version they turn into.

Starting on the page after this one you will find the 3.5 Living Greyhawk Conversion Worksheet. It lists all items that have changed and the amount of that change. If an item you own is not listed on this chart then you do not need to do anything with it other than start using the new rules in the *3.5 Dungeon Master's Guide* for it.

If your item is listed on the chart then you will need to find the amount it increased (negative number) or decreased (positive number) and fill it in the appropriate column. Go down the chart and fill in the amount gained or lost for each item you have on the worksheet. When done, total up each column and that is the amounts you will write on your Conversion AR.

If you have multiple items of the same type then multiply the change by the number of that item.

Scrolls, potions, wands, some armor, and weapons do not have the exact amount listed due to their variable nature. To calculate the difference you will need to figure the price using the 3.0 rules and compare it to the 3.5 rules. In most cases this amounts to nothing. For wands you will need to calculate the cost per charge in each edition and adjust accordingly. As noted above you should not see many changes unless the spell stored in the scroll, wand, or potion changed in level. If the spell changed so it is no longer eligible to be in a wand or potion then you must sell that item during conversion.

When you are done with the conversion worksheet, just staple (or glue, paperclip, weld) it to your conversion AR.

Specific Item Changes

Some items require a few additional changes to work in 3.5. The following rules apply to all items during conversion. Anything bought after conversion follows the 3.5 rules for that item as described in the *3.5 Dungeon Master's Guide*.

Chime of Opening: Divide the remaining charges on this item by 5 and round up.

Malthindor: Change the ability gained with the ability to cast 7th-level arcane spells to the following. Tapping the Well of Power – as a standard action, when the blade is drawn, the wielder may cast greater magic weapon upon it as a 20th-level caster, with one exception: the power lasts a number of rounds equal to the caster's arcane spellcaster level. It is usable once per day.

Necklace of the Hunt: This now provides a competence bonus of +3 to Survival.

3.5 Living Greyhawk Item Conversion Worksheet

3.0 Item Name	3.0 Item Price	3.5 Item Name	3.5 Item Price		Gain (+)	Loss (-)
Special Materials		Special Materials				
Adamantine Wpn (1d8, 1d10, or 1d12)	9,000	Adamantine Wpn (1d8, 1d10, or 1d12)	3,000	6,000		
Adamantine Armor - Light	2,000	Adamantine Armor - Light	5,000	-3,000		
Adamantine Armor - Medium	5,000	Adamantine Armor - Medium	10,000	-5,000		
Adamantine Armor - Heavy	10,000	Adamantine Armor - Heavy	15,000	-5,000		
Silver Ammunition	MIL Price	Silver Ammunition	2			
Silver Light Weapon	MIL Price	Silver Light Weapon	20	Difference between		
Silver one-handed weapon	MIL Price	Silver one-handed weapon	90	3.0 and 3.5		
Silver two-handed weapon	MIL Price	Silver two-handed weapon	180	calculated costs		
Armor Enhancements		Armor Enhancements				
Acid resistance	+3 bonus	Acid resistance	18,000			
Cold resistance	+3 bonus	Cold resistance	18,000			
Etherealness	+5 bonus	Etherealness	49,000			
Fire resistance	+3 bonus	Fire resistance	18,000	Difference between		
Glamered	+1 bonus	Glamered	2,700	3.0 and 3.5		
Lightning resistance	+3 bonus	Electricity resistance	18,000	calculated costs		
Shadow	+1 bonus	Shadow	3,750			
Silent moves	+1 bonus	Silent moves	3,750			
Slick	+1 bonus	Slick	3,750			
Sonic resistance	+3 bonus	Sonic resistance	18,000			
Shield Enhancements		Shield Enhancements				
Acid resistance	+3 bonus	Acid resistance, improved	42,000			
Cold resistance	+3 bonus	Cold resistance, improved	42,000	Difference between		
Fire resistance	+3 bonus	Fire resistance, improved	42,000	3.0 and 3.5		
Lightning resistance	+3 bonus	Electricity resistance, improved	42,000	calculated costs		
Sonic resistance	+3 bonus	Sonic resistance, improved	42,000			
Specific Armors		Specific Armors				
Adamantine breastplate	5,350	Adamantine breastplate	10,200	-4,850		
Breastplate of command	21,600	Breastplate of command	25,400	-3,800		
Celestial armor	25,300	Celestial armor	22,400	2,900		
Dwarven plate	10,500	Mithral Full Plate	10,500	0		
Plate armor of the deep	16,650	Plate armor of the deep	24,650	-8,000		

3.0 Item Name	3.0 Item Price	3.5 Item Name	3.5 Item Price		Gain (+)	Loss (-)
Specific Shields		Specific Shields				
Spined shield	2,670	Spined shield	5,580	-2,910		
Winged shield	15,159	Winged shield	17,257	-2,098		
Weapon Enhancements (Melee)		Weapon Enhancements (Melee)				
Bane	+2 bonus	Bane	+1 bonus	Difference between 3.0 and 3.5 calculated costs		
Chaotic	+2 bonus	Anarchic	+2 bonus			
Lawful	+2 bonus	Axiomatic	+2 bonus			
Thundering	+2 bonus	Thundering	+1 bonus			
Speed	+4 bonus	Speed	+3 bonus			
Weapon Enhancements (Ranged)		Weapon Enhancements (Ranged)				
Bane	+2 bonus	Bane	+1 bonus	Difference between 3.0 and 3.5 calculated costs		
Chaotic	+2 bonus	Anarchic	+2 bonus			
Lawful	+2 bonus	Axiomatic	+2 bonus			
Speed	+4 bonus	Speed	+3 bonus			
Specific Weapons		Specific Weapons				
Adamantine battleaxe	9,310	Adamantine battleaxe	3,010	6,300		
Dagger of venom	9,302	Dagger of venom	8,302	1,000		
Flame tongue	18,315	Flame tongue	20,715	-2,400		
Javelin of lightning	751	Javelin of lightning	1,500	-749		
Mace of terror	17,812	Mace of terror	38,552	-20,740		
Nine lives stealer	25,315	Nine lives stealer	23,057	2,258		
Oathbow	27,875	Oathbow	25,600	2,275		
Screaming bolt	257	Screaming bolt	267	-10		
Sleep arrow	132	Sleep arrow	132	0		
Sword of life stealing	30,315	Sword of life stealing	25,715	4,600		
Sword of subtlety	15,310	Sword of subtlety	22,310	-7,000		
Trident of fish command	3,815	Trident of fish command	18,650	-14,835		
Trident of warning	9,815	Trident of warning	10,115	-300		
Potions		Potions				
Potions (spell lvl x caster lvl x 50)		Potions (spell lvl x caster lvl x 50)		Difference between 3.0 and 3.5 calculated costs		
If the potion is no longer legal in 3.5 (Spell is either gone or no longer eligible to be a potion) then you must sell the potion for its full 3.0 value and remove it from your MIL.						

3.0 Item Name	3.0 Item Price	3.5 Item Name	3.5 Item Price		Gain (+)	Loss (-)
Rings		Rings				
Animal friendship	9,500	Gone	0	9,500		
Blinking	30,000	Blinking	27,000	3,000		
Chameleon power	12,000	Chameleon power	12,700	-700		
Climbing	2,000	Climbing	2,500	-500		
Elemental resistance, major	24,000	Energy resistance, major	28,000	-4,000		
Elemental resistance, minor	16,000	Energy resistance, minor	12,000	4,000		
Jumping	2,000	Jumping	2,500	-500		
Swimming	2,300	Swimming	2,500	-200		
Warmth	2,100	Gone	0	2,100		
Rods		Rods				
Alertness	72,000	Alertness	85,000	-13,000		
Empowerment, lesser (T&B)	16,200	Metamagic, Empower, lesser	9,000	7,200		
Enlargement (T&B)	21,600	Metamagic, Enlarge	11,000	10,600		
Enlargement, greater (T&B)	48,600	Metamagic, Enlarge, greater	24,500	24,100		
Enlargement, lesser (T&B)	5,400	Metamagic, Enlarge, lesser	3,000	2,400		
Extension (T&B)	21,600	Metamagic, Extend	11,000	10,600		
Extension, greater (T&B)	48,600	Metamagic, Extend, greater	24,500	24,100		
Extension, lesser (T&B)	5,400	Metamagic, Extend, lesser	3,000	2,400		
Immovable	7,500	Immovable	5,000	2,500		
Maximization, lesser (T&B)	27,000	Metamagic, Maximize, lesser	14,000	13,000		
Negation	35,000	Negation	37,000	-2,000		
Silence (T&B)	21,600	Metamagic, Silent	11,000	10,600		
Silence, greater (T&B)	48,600	Metamagic, Silent, greater	24,500	24,100		
Silence, lesser (T&B)	5,400	Metamagic, Silence, lesser	3,000	2,400		
Thunder and lightning	23,000	Thunder and lightning	33,000	-10,000		
Withering	17,000	Withering	25,000	-8,000		
Scrolls		Scrolls				
Scrolls (spell lvl x caster lvl x 25 + component)		Scrolls (spell lvl x caster lvl x 25 + component)		Difference between 3.0 and 3.5 calculated costs		
If the spell no longer exists then you must sell the 3.0 scroll for its full value and remove it from your MIL						

3.0 Item Name	3.0 Item Price	3.5 Item Name	3.5 Item Price		Gain (+)	Loss (-)
Staffs		Staffs				
Charming	12,000	Charming	16,500	-4,500		
Fire	29,000	Fire	17,750	11,250		
Healing	33,000	Healing	27,750	5,250		
Size alteration	6,500	Size alteration	29,000	-22,500		
Swarming insects	20,000	Swarming insects	24,750	-4,750		
Wands		Wands				
Wands (spell lvl x caster lvl x 15*50 + component*50)		Wands (spell lvl x caster lvl x 15*50 + component*50)		Difference between 3.0 and 3.5 calculated costs		
Wondrous Items		Wondrous Items				
Amulet of Undead Turning	11000	Phylactery of undead turning	11000	0		
Bead of force	2,000	Bead of force	3,000	-1,000		
Belt, monk's	9,000	Belt, monk's	13,000	-4,000		
Boat, folding	10,500	Boat, folding	7,200	3,300		
Boccob's Blessed book	9,500	Boccob's Blessed book	12,500	-3,000		
Boots of elvenkind	2,000	Boots of elvenkind	2,500	-500		
Boots of speed	8,000	Boots of speed	12,000	-4,000		
Boots of striding and springing	6,000	Boots of striding and springing	5,500	500		
Boots, winged	12,000	Boots, winged	16,000	-4,000		
Bottle of air	14,500	Bottle of air	7,250	7,250		
Bracelet of friends	4,550	Bracelet of friends	19,000	-14,450		
Bracers of archery	5,100	Bracers of archery, lesser	5,000	100		
Bracers/Amulet of Health +2	4,000	Amulet of Health +2	4,000	0		
Bracers/Amulet of Health +4	16,000	Amulet of Health +4	16,000	0		
Bracers/Amulet of Health +6	36,000	Amulet of Health +6	36,000	0		
Broom of flying	15,100	Broom of flying	17,000	-1,900		
Candle of invocation	7,800	Candle of invocation	8,400	-600		
Cape of the mountebank	12,960	Cape of the mountebank	10,080	2,880		
Carpet of flying (3 ft. by 5 ft.)	18,000	Carpet of flying, 5 ft. by 5 ft.	20,000	-2,000		
Carpet of flying (4 ft. by 6 ft.)	29,000	Carpet of flying, 5 ft. by 10 ft.	35,000	-6,000		
Carpet of flying (5 ft. by 7 ft.)	41,000	Carpet of flying, 6 ft. by 9 ft.	53,000	-12,000		
Chime of interruption	15,800	Chime of interruption	16,800	-1,000		
Cloak of arachnida	6,000	Cloak of arachnida	14,000	-8,000		
Cloak of displacement, minor (20%)	25,000	Cloak of displacement, minor	24,000	1,000		
Cloak of elvenkind	2,000	Cloak of elvenkind	2,500	-500		

3.0 Item Name	3.0 Item Price	3.5 Item Name	3.5 Item Price		Gain (+)	Loss (-)
Cloak of etherealness	52,000	Cloak of etherealness	55,000	-3,000		
Cloak of the bat	24,000	Cloak of the bat	26,000	-2,000		
Cloak of the manta ray	20,000	Cloak of the manta ray	7,200	12,800		
Cube of frost resistance	22,000	Cube of frost resistance	27,000	-5,000		
Deck of illusions	9,200	Deck of illusions	8,100	1,100		
Dimensional shackles	26,000	Dimensional shackles	28,000	-2,000		
Dust of appearance	2,100	Dust of appearance	1,800	300		
Dust of dryness	900	Dust of dryness	850	50		
Dust of illusion	500	Dust of illusion	1,200	-700		
Everburning torch	90	Everburning torch	110	-20		
Eversmoking bottle	5,200	Eversmoking bottle	5,400	-200		
Eyes of doom	24,500	Eyes of doom	25,000	-500		
Eyes of the eagle	1,000	Eyes of the eagle	2,500	-1,500		
Feather token (tree)	100	Feather token, tree	400	-300		
Gem of brightness	15,200	Gem of brightness	13,000	2,200		
Glove of storing	2,200	Glove of storing	10,000	-7,800		
Gloves of swimming and climbing	6,000	Gloves of swimming and climbing	6,250	-250		
Goggles of minute seeing	1,000	Goggles of minute seeing	1,250	-250		
Goggles of night	8,000	Goggles of night	12,000	-4,000		
Hand of glory	7,200	Hand of glory	8,000	-800		
Hand of the mage	1,000	Hand of the mage	900	100		
Hat of disguise	2,000	Hat of disguise	1,800	200		
Helm of comp. lang. & read magic	2,600	Helm of comp. lang. & read magic	5,200	-2,600		
Helm of telepathy	31,000	Helm of telepathy	27,000	4,000		
Horn of blasting	12,000	Horn of blasting	20,000	-8,000		
Horn of goodness/evil	6,000	Horn of goodness/evil	6,500	-500		
Horseshoes of a zephyr	3,000	Horseshoes of a zephyr	6,000	-3,000		
Horseshoes of speed	1,900	Horseshoes of speed	3,000	-1,100		
Ioun stone (clear spindle)	5,000	Ioun stone, clear spindle	4,000	1,000		
Ioun stone (dark blue rhomboid)	8,000	Ioun stone, dark blue rhomboid	10,000	-2,000		
Ioun stone (dull gray)	25	None	0	25		
Ioun stone (dusty rose prism)	4,000	Ioun stone, dusty rose prism	5,000	-1,000		
Ioun stone (iridescent spindle)	15,000	Ioun stone, iridescent spindle	18,000	-3,000		
Ioun stone (pale green prism)	20,000	Ioun stone, pale green prism	30,000	-10,000		
Ioun stone (vibrant purple prism)	12,000	Ioun stone, vibrant purple prism	36,000	-24,000		
Lens of Detection	2,500	Lens of Detection	3,500	-1,000		
Marvelous pigments	5,500	Marvelous pigments	4,000	1,500		

3.0 Item Name	3.0 Item Price	3.5 Item Name	3.5 Item Price		Gain (+)	Loss (-)
Mask of the skull	25,000	Mask of the skull	22,000	3,000		
Mattock of the titans	23,000	Mattock of the titans	23,348	-348		
Maul of the titans	25,000	Maul of the titans	25,305	-305		
Necklace of adaptation	19,000	Necklace of adaptation	9,000	10,000		
Necklace of prayer beads (healing)	11,000	Strand of prayer beads, lesser	9,600	1,400		
Necklace of prayer beads (karma)	6,000	Strand of prayer beads	45,800	-39,800		
Necklace of prayer beads (smiting)	16,000	Strand of prayer beads	45,800	-29,800		
Necklace of prayer beads (summons)	51,000	Strand of prayer beads, greater	95,800	-44,800		
Necklace of prayer beads (wind walking)	31,000	Strand of prayer beads, greater	95,800	-64,800		
Necklace of prayer beads (blessing)	1,500	Strand of prayer beads, lesser	9,600	-8,100		
Orb of storms	38,000	Orb of storms	48,000	-10,000		
Periapt of health	7,500	Periapt of health	7,400	100		
Periapt of proof against poison	4,000	Periapt of proof against poison	27,000	-23,000		
Pipes of haunting	6,500	Pipes of haunting	6,000	500		
Portable hole	14,000	Portable hole	20,000	-6,000		
Robe of blending	10,000	Robe of blending	30,000	-20,000		
Scabbard of keen edges	15,000	Scabbard of keen edges	16,000	-1,000		
Scarab, golembane (clay)	1,000	Scarab, golembane	2,500	-1,500		
Scarab, golembane (flesh and clay)	1,800	Scarab, golembane	2,500	-700		
Scarab, golembane (flesh)	800	Scarab, golembane	2,500	-1,700		
Scarab, golembane (iron)	1,600	Scarab, golembane	2,500	-900		
Scarab, golembane (stone)	1,200	Scarab, golembane	2,500	-1,300		
Slippers of spider climbing	2,000	Slippers of spider climbing	4,800	-2,800		
Stone of alarm	1,000	Stone of alarm	2,700	-1,700		
Stone of good luck (luckstone)	10,000	Stone of good luck (luckstone)	20,000	-10,000		
Sustaining spoon	5,500	Sustaining spoon	5,400	100		
Universal solvent	2,000	Universal solvent	50	1,950		
Vest of escape	2,000	Vest of escape	5,200	-3,200		
Vestment, druid's	5,800	Vestment, druid's	3,750	2,050		
Wings of flying	22,000	Wings of flying	54,000	-32,000		
LG Core Specific Items		LG Core Specific Items				
Charm of the Hearth (COR2-07)	750	Gone	0	750		
Talisman of the Hearth (COR2-07)	5,400	Gone	0	5,400		
Ring of the Silver Tongue (COR2-11)	500	Ring of the Silver Tongue (COR2-11)	2,500	-2,000		
Totals					Net Gain (+)	Net Loss (-)

Appendix Four: 3.5 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: How does 'Keen' and other various critical range expanding feats and abilities work in 3.5 ?

A: Simple. Nothing may expand a weapon's critical range by more than double.

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

A: No. Nothing changed with languages in 3.5 so there is no reason to change them during conversion.

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 3.5 core rules. If it has nothing to do with that then it has no place during conversion.

Character Levels

Q: In 3.0 I was currently suffering an XP penalty due to multi-classing. If my new class levels remove this penalty do I get back the XP that I lost ?

A: Nope. While you will not suffer a penalty going forward this does not change the fact that you did in the past.

Q: The *Dungeon Master's Guide* now says that I take a multi-classing penalty for my prestige classes. Is this true ?

A: Nope. This was a mistake by the writers of 3.5 that they have already addressed. As in 3.0, prestige classes do not count toward the multi-classing penalty to xp.

Character Levels

Q: I have an animal companion that is listed on the chart for animal companions in the 3.5 Players Handbook but he has advanced hit dice compared to the normal listing in the 3.5 Monster Manual. What do I do ?

A: If you have an animal that is in the animal companion list he will revert to his base hit dice as listed in the 3.5 Monster Manual. He will then use the new druid animal companion rules to advance from that point forward. He will come out better for it in the end. Remember if your animal is not listed in the animal companion section of the *3.5 Player's Handbook* then you will need to contact the triad that gave it out for further instructions.

Prestige Classes, Feats, and Spells

Q: What happens to those who had campaign documentation at one time to take an item from a Builder Book or other 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 3.5 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 3rd level feat or Improved Critical as your 6th).

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 6th level. Also, you may not take any non-*Player's Handbook* feat at 1st level.

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: I have a prestige class that grants access to a spell that has changed level in 3.5. At which level do I now memorize that spell?

A: It remains a spell of the level listed in the prestige class. If the spell is removed from 3.5 then it is removed from the prestige class as well.

Item Conversion

Q: Do I have to pay to keep a year 1 certified item that I converted during year two if the price increased?

A: Yes. Those items are now recorded on your Master Item Logsheet. They no longer exist in certified form and are treated just like any other item for purposes of conversion.

Q: I have an item that is not listed on the Magic Item 3.5 Conversion Worksheet. Does this mean it does not change?

A: Yes. If the item is not listed on the worksheet then you may keep it without any additional costs. The item will use 3.5 rules were applicable (Ex. Heward's Handy Haversack – no increase in cost but works differently now).

Q: I currently have a Prayer Bead (Blessing). Do I have to pay the increase and upgrade it into a Strand of Prayer Beads, Lesser or can I just take a Strand with the Blessing bead on it?

A: No. All prayer beads upgrade into full Strands of Prayer Beads as described in the 3.5 Item Conversion Worksheet. The Living Greyhawk Campaign will not be allowing partial strands to exist within the campaign.

Q: How does the 'Sure Strike' ability work in 3.5?

A: Exactly as it did in 3.0. It makes the weapon +5 for purposes of bypassing Damage Reduction. This means it will not bypass DR's such as silver, adamantite, holy, etc. in 3.5.

Q: In 3.5 there is no longer a maximum listed for the strength bonus you can purchase for a mighty composite longbow or shortbow. Is this correct?

A: No. The LGCS will specify that the maximum strength bonus that can be purchased for a missile weapon without campaign documentation is +4.

Q: If I do not want just part of an item during conversion (such as the *Silent Moves* on my +2 Chain Mail) can I get rid of just that ability?

A: No. Prices went down almost without exception on all weapon and armor enhancements. So you will either take the refund or get rid of the item.

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

A: No. Conversion is a chance to update your character to 3.5. It is not a chance to dump things you normally could not get rid of.

Q: I have an item from another source that is now listed in the 3.5 Player's Handbook. Which version do I use?

A: The 3.5 core rulebooks always take precedent over a previously published source. If the item, spell, or feat is not listed in the 3.5 core rulebooks then it works as it did in 3.0.

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 will contain 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. Core items are contained Appendix Three of this document. If they are not listed and are no longer valid then they must be sold for the amount you paid for them.

Adventures

Q: Who is going to convert all the adventures to 3.5?

A: Each mod is going to have a one page conversion sheet. This will list the changes needed to run the adventure in 3.5. This will not go through and re-do all the stat blocks and such as there is not enough manpower to make this happen. What it will do is address CR combat problems and such so the DM has the proper info to run the event properly.