

LIVING GREYHAWK®

595 CY Class Guidebook Removal Conversion Guidelines

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As of March 1, 2005, campaign updates to the LIVING GREYHAWK Campaign Sourcebook v.4.2 (available at www.wizards.com/lg) remove class guidebooks (or builder books) from play. The following guidelines help you upgrade existing characters to the Complete series of core supplements while remaining true to the character's original concept.

The conversion guidelines are divided into four sections: Conversion Guide, Conversion FAQ, Magic Item Update/Conversion List, Conversion AR. Follow these conversion directives:

- On March 1, 2005, all LIVING GREYHAWK characters must fully comply with the changes listed in this document.
- Conversion applies to every character.
- These guidelines must be followed in earnest.
- If you are unable to successfully convert your character using these guidelines, contact your local triad for further instructions.
- All players can use these guidelines to convert their characters even if the PCs don't use options removed from the campaign.

The books removed are:

- *Defenders of the Faith: A Guidebook to Clerics and Paladins* (DotF)
- *Masters of the Wild: A Guidebook to Barbarians, Druids and Rangers* (MotW)
- *Song and Silence: A Guidebook to Bards and Rogues* (S&S)
- *Sword and Fist: A Guidebook to Fighters and Monks* (S&F)
- *Tome and Blood: A Guidebook to Wizards and Sorcerers* (T&B)

The new/revised sources are:

- *Dungeon Master's Guide™ v.3.5* (DMG)
- *Complete Warrior™* (CW)
- *Complete Arcane™* (CA)
- *Complete Adventurer™* (CA)
- *Arms and Equipment Guide™* (AEG)

CONVERSION GUIDE

To convert your character you need the conversion AR contained in this document, a blank character sheet, and master item logsheet (MIL). Have a *Player's Handbook™ v.3.5* (PHB) and the LIVING GREYHAWK Campaign Sourcebook v.6.1 (LGCS) on hand. One or more new or revised sources may be necessary depending on your selections during conversion.

Step 1 - Basics

Copy your PC's name, gender, alignment, god, and other descriptive information to a new character sheet. This information does not change as a result of conversion. On the conversion AR, fill out the basic player and character information. Copy the character's remaining time units from the last adventure AR to the conversion AR. Nothing in conversion changes your TUs. Record the XP total from your last AR in the XP before conversion box on the conversion AR. You calculate your new XP total in Step 10.

Step 2 – Ability Scores

Copy your starting ability scores to the conversion AR. With the exception of wood elves or when a class features force a change, retain all your starting ability scores. You may reassign the ability point bumps gained every 4th levels as you see fit. Ability scores

may not be modified in any other fashion during conversion. See the LGCS for more details.

Wood elves: The –2 racial adjustment to Charisma no longer applies. If you haven't already, be certain to adjust your wood elf's starting Charisma.

Step 3 – Race

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

Step 4 – Class

The campaign update may impact your character's classes and effect qualifications for future class selections. During conversion you may reassign classes for existing levels. Your overall character level will not change. For example, Kat starts conversion with a 6th-level character, ranger 1 / fighter 5, but wants to alter the classes; she ends with a fighter 3 / wizard 3 — exciting and new, but still 6th level.

Write your character's existing class levels prior to conversion (including prestige classes) on the conversion AR. adjust your class selections based on the considerations listed below and record your new classes for each level in the sequence you selected them.

- Conversion does not alter a PC's overall character level.
- A character can lose some or all levels in any class.
- A character can add levels of any core or prestige class provided they satisfy all the requirements,
- You may not select levels in any of the newly allowed base classes (favored soul, hexblade, marshal, scout, swashbuckler, warmage) during conversion. Characters with levels in one or more of these classes prior to conversion retain these levels or reduce them but may not add more levels.
- Characters may end with more prestige class levels than they had prior to conversion.
- Characters retaining prestige class levels must satisfy all class requirements after conversion is complete. Be mindful of this rule while choosing feats and skills later in the conversion process.
- Characters with non-core prestige classes must have campaign or regional documentation to retain these class levels.
- Some prestige class requirements have changed. Review these requirements in the LGCS and the appropriate sourcebooks.
- The following prestige classes were removed from the campaign: candle caster, deepwood sniper, devoted defender, foe hunter, forsaker, ghostwalker, gladiator, king/queen of the wild, knight of the middle circle, lasher, master of chains, oozemaster, outlaw of the crimson road, red avenger, royal explorer, tribal protector, verdant lord, warmaster, watch detective, weapon master and windrider. Windrider should review Step 9 for special considerations regarding their mounts when selecting classes. Candle casters and forsakers should review Step 10 regarding gp refunds. Refer to the LGCS more information about any of these classes.
- Some prestige classes changed names. These are: knight protector of the Great Kingdom (now knight protector), shifter (now master of many forms), tamer of beasts (now beastmaster), and templar (now pious templar). See the LGCS for more information.
- Alignment restrictions apply during conversion. For example,

only lawful good characters may have levels of paladin.

- PCs with magic item creation feats may switch classes only if the new classes satisfy all prerequisites (including spells, feats, skills, and/or special requirements) for items previously created.
- You may freely rearrange the order class levels were gained as long as the progression is campaign legal. This class shuffling may open future opportunities. Record the new class progression on the conversion AR.
- Characters retaining cleric levels may change domains. See the LIVING GREYHAWK deities document.

Step 5 – Hit Points

Recalculate the character's total hit points based on the classes selected in Step 4. PCs receive maximum hit points at 1st level. For levels over 1st take the hit die type, divide by two, and add one. Remember to add your Constitution modifier and any hit points gained from feats at each level

Step 6 – Skills

You may reassign all your character's skills using the rules found in the PHB. Your character must retain the minimum number of skill ranks necessary for any magic items previously create. Recalculate and distribute your character's skill points one level at a time based on the classes selected in Step 4. Class and cross-class skills may vary at each level. The ability score bonus gained every 4th level, when assigned to Intelligence, does not apply retroactively to give you additional skill points.

When selecting skills, don't forget that alternate skill uses and subskills from core supplements are used in the campaign. Only Knowledge skills specifically listed in the PHB are available. Knowledge (local) has special considerations discussed in the LGCS.

Step 7 - Feats

You may reassign feats. The campaign update removes and revises a number of feats, so consult the LGCS for a comprehensive list of changes. The number of feats characters possess is recalculated based upon classes selected in Step 4. At first level characters may only select feats from the PHB and the Expanded Creation Options section of Chapter 3 in the LGCS. At 3rd level, these options expand to include the core books listed in the LGCS. Campaign documentation is required to access non-core feats.

Characters must retain prerequisite feats for any prestige classes retained in Step 4.

You may remove the Leadership feat and all benefits derived from that feat: cohorts, followers, etc.

Characters must retain magic item creation feats (with the exception of Create Infusion); feats necessary for previously crafted items; and feats used during the year two MIC system to make money, create an item or upgrade a signature item. If you remove all levels of wizard, you may remove the Scribe Scroll feat even if it was used.

Create Infusion: This feat was removed from the campaign and characters with this feat must replace it with an alternate selection. See Step 10 regarding refunds for infusions.

Step 8 – Spells and Specialization

Spellcasters must update their spellbooks and lists of spells known to comply with the spells available in the LGCS. Determine the level and number of spells available to characters for each spellcasting

class level chosen in Step 4. Next, update their spell list to match. Characters must satisfy all requirements, including caster level, to include spells on their updated list. Campaign documentation is required when selecting spells outside the PHB or the list of core spell. Divine spellcasters and warmages use available spells appropriate to their converted level. Characters that cast on the fly may change out their current spells known for other spells they have access to.

Wizards must undertake the following process to convert their spellbook. Write down the number of spells 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. If the character's level in that spellcasting class decreased, remove two spells from the list for each level lost starting with the highest. Next cross off any spells the character lacks sufficient levels to cast. The remaining amount is the number of spells the character may choose. If the character's level in that spellcasting class increased, add two spells per level gained. These spells may be any level the character can cast at the class level gained.

Specialty wizards are encouraged to keep their specialty but may change, remove, or add a specialty if they like. Specialist wizards must comply with the rules in the PHB. Wizards know all 0-level cantrip spells in the PHB that are not in prohibited schools.

Step 9 – Familiars, Mounts, and Companions

Familiars, special mounts and animal companions are removed from play if the converted character lacks the requirements for the creature. You may select a new creature appropriate to the converted character (either via the standard rules, with the Improved Familiar feat or with specific campaign documentation).

Cohorts must be update using these conversion guidelines and the rules in the LGCS. Keep in mind limitations specified by the LGCS.

Windrider Mounts: Former windriders have three options regarding their special mounts:

- Characters may keep mounts of the animal type. The mount adds to the effective party level in adventures where the DM deems it usable. If the character converts to levels of druid or ranger (or the prestige classes wild plains outrider, halfling outrider or beastmaster) and the mount qualifies as a animal companion, the mount no longer adds to the party's effective level. This option may only be exercised if the mount is of the animal type.
- The character may take the mount as a cohort through the Leadership feat. Like other cohorts, the creature only adventures with the character when appropriate. If the character has or selects the Leadership feat but lacks sufficient levels for the mount to qualify as a cohort, the character cannot adventure with mount-cohort until gaining the necessary levels. If the special mount is not listed in the cohorts section of the DMG, contact your triad for the effective character level (ECL).
- Lawful good characters they may switch to levels of paladin The character must add the minimum number of paladin levels to retain the mount. If the character converts all their levels to paladin and stills falls short, they must wait until gaining the necessary levels before taking the creature as their special mount. If the character is able to convert enough levels to paladin to qualify for the mount and chooses not to, the mount is removed from play. Use the DMG to determine the level needed for the unusual mounts. If the creature is not listed, contact your triad for a level equivalency.

Step 10 – Gear and Magic Items

Compare your character's equipment to the Magic Item Update/Conversion List (on the next page) to determine which items or enchantments have changed. Select items from the *Arms and Equipment Guide* are included. Items not listed are unaltered. Items listed are either revised or removed from play and must be converted. Changes may include the items name, source, function, cost and campaign status.

For items with price modifiers, you must either pay the cost or you receive a refund as appropriate. Refunds listed are for items purchased from the builder books. If you crafted the items using MIC (half the cost) or purchased the item from another source, use the amount you paid to acquire items as the price modifier. Calculate the refund for removing enchantments to magic weapons, armor and shields as though these enhancements were the last placed on the item. The base item and any remaining enchantments that are campaign legal may be sold at half value as normal. Use the back of the conversion AR if you need more room.

UNALTERED ITEMS/ENHANCEMENTS

Mundane items: Copy all unaltered mundane items to your new character sheet.

Magic items: Copy magic items that did not change name, price or function to your new character sheet.

REVISED ITEMS/ENHANCEMENTS

Purchased items: You may keep or sell items that changed price. To keep them, write the item's name and the price modifier in the revised items (kept) box on the conversion AR.

To sell these items, mark "Sold BB" next to the item on your master item logsheet. Write the item in the revised items (sold) box on the conversion AR.

Crafted items (MIC): If you qualify to create an item with a price increase and want to keep it, calculate the gp and XP difference for creating the original and revised items. Write the items name and price in the revised item box (kept) box on the conversion AR. You do not pay additional time units during conversion.

If you do not qualify to create the item or do not wish to pay the increased cost, you must sell the item and remove it from your master item logsheet. Mark "Sold BB" next to the item on your master item log sheet and add the item to the revised items (sold) box on the conversion AR. You do not gain back time units or XP spent.

REMOVED ITEMS/ENHANCEMENTS

Mundane equipment (weapons, armor and shields): You must sell these items.

Mundane equipment (other): You may keep other mundane equipment (including alchemical items) removed from the campaign. Copy these items to your new character sheet. Keeping this mundane equipment is the only exception to the removal of builder book material from the campaign. As of March 1, 2005, further access for acquiring these items is forbidden.

Magical weapons, armor and shields: You may either sell or swap these items. Swap items for their equivalents (weapons for weapons, armor for armor, shields for shields). You may not remove or swap campaign-legal items or enhancement.

Arm of Nyr: This item 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 two *regenerate* spells.

Create Infusion: This feat was removed from the campaign. You must sell all infusions whether purchased or created.

PRESTIGE CLASS EQUIPMENT ADJUSTMENTS

Prestige classes removed from play: Characters required to abandon prestige classes that were removed from play may sell any two items plus one additional weapon and either a suit of armor or a shield. These items are in addition to items on the conversion list and must be ones that can be sold.

Candle Caster refund: Former candle casters must sell back all candles. They receive a refund equal to the original creation price.

Forsaker refund: Former forsaker characters receive a 25% refund for items they purchased to destroy. List these items, along with the purchase price, on the back of the conversion AR. These items must be documented on past ARs. Multiply the total cost of these items by .25 to determine the forsaker refund.

REGULAR PURCHASES AND SALES

Acquire or sell additional campaign-legal items per the normal LGCS rules. Consider the conversion AR a core adventure for access, but it does not count as an adventure played to determine adventure access. Items not contained on the conversion list are sold at half value as if you played a regular adventure.

Bonus refund: Characters may sell one item not included in the conversion list at the full price they paid to acquire it. This item must be one that can be sold.

THE MATH

Total the gp spent and gp gained during conversion and record the values in the appropriate boxes. The final gp total must be a positive value. If you end with a negative gp total, sell additional items according to the standard rules in the LGCS until you achieve positive final gp total.

Record any XP spent on MIC during conversion and determine your new total XP.

Copy your new equipment list the new master item logsheet.

Step 11 – Recalculate Character Values

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

Step 12 – DM Sign-off

At the first LIVING GREYHAWK adventure you play after March 1, 2005, have the DM verify and sign your conversion AR.

CONVERSION FAQ

General Questions

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

A: Yes and no. You may select different languages to assign skill points to, but you cannot change languages received as bonus languages.

Q: Can my character join meta-orgs, create magic items, scribe spells and such during conversion?

A: Not unless specifically listed in this document. Conversion is designed to bring your character up to snuff with current campaign updates replacing builder book play options with revised rules; any other character modifications are beyond this scope conversion.

Q: I cannot change my alignment during conversion. What if I created a barbarian character that later changed alignment

and became a monk? Obviously, an alignment change occurred. What do I do?

A: In cases where a character's alignment shifted during play, you retain your current alignment. You can retain class levels according to the character's original progression, or reduce the number of prohibited classes from your old alignment and replace them with appropriate selections

For example, Kat had a lawful good Bbn3/Mnk2. She may retain all 3 levels of barbarian but may not add any more. She may also choose to swap out any or all of the levels of barbarian.

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 conversion you cannot gain or lose XP from multiclassing options. Multiclass penalties to XP gained from adventuring apply from this point forward until you remedy the situation with further class selections as your character advances. You can restructure as described in Step 4 to remove an existing XP penalties during future adventures, but you do not gain any XP from past play.

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 selected it then you qualify to keep it during conversion. You are not allowed to take a new feat or spell that you do not presently qualify for.

Q: Can I take a feat at a level where I would not normally qualify for it? (Example: Taking Leadership as your 3rd-level feat or Improved Critical at 6th level.)

A: No. You must qualify for a feat before taking it even during conversion. Remember, prior to reaching 3rd level, your character may only select feats from the PHB or listed in the Expanded Creation Options section of the LGCS.

Q: The XP cost for keeping all the items that I crafted takes me below the amount required for my current level. Do I lose a level as a result of conversion?

A: No. You retain your current level, but any XP you earn goes to pay off this deficit before it applies toward gaining another level.

Q: Why aren't characters allowed to convert core classes from the PHB, or prestige classes, into base classes from the Complete series?

A: We want to evaluate how well the new base classes progress in the campaign (taking them from 1st level up) and assess their viability

and playability in the organized play environment.

Q: I have a character with the Requiem feat originally from *Song and Silence*. This feat was 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 its career, how do I determine which set of feats I access from the Expanded Creation Options section in Chapter 3 of the LGCS?

A: Your starting region, during conversion only, is your character's current region. Once conversion is finished, all characters created after March 1, 2005 must adhere strictly to the guidelines presented in the LGCS for these feat options.

Item Conversion

Q: I have an item not listed on the Magic Item Conversion/Update List. Does this mean it has not changed?

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

Q: During conversion, can I sell items that are normally not sellable?

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 of during conversion?

A: No. A +3 *steel longsword* before conversion remains a +3 *steel longsword* after conversion. The LGCS contains rules for adding silver to an existing steel weapon and purchasing cold iron weapons.

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

A: For regional items, check with the triad. Otherwise, you must sell the items for the amount you paid for them.

Adventures

Q: I played an adventure that gave me access to rules options (feats, spells, prestige classes or magic items) no longer available. What do I do?

A: Cross the rules item off the AR. You may not select a rules option removed from the campaign.

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

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

Magic Item Update/Conversion List

This table lists all magic items from the five builder books and each item's current status. The following terms are used in the list: **Magic Item** – The item's name and builder book source.

New Source – Updated item source reference.

Status – Either removed or revised, and any price modifier.

Removed: This item is no longer available in the campaign.

Revised: The item is updated in a new rules source. You must use the new source.

Magic Item	New Source	Status (Cost Modifier)
Absorbing – armor (DotF)	None	Removed (refund as +3 bonus)
Amulet of memory (DotF)	None	Removed (refund 36,000 gp)
Amulet of mighty fists (any) (S&F)	DMG, p. 246	Revised
Antipathy – armor (DotF)	None	Removed (refund as +4 bonus)
Aquatic – armor (both types) (DotF)	AEG, p. 92	Revised
Aquatic – armor (both types) (MotW)	AEG, p. 92	Revised
Arm of Nyr (DotF)	None	Removed (refund 12,800 gp)
Arrow Catching – armor (S&F)	DMG, p. 218	Revised
Arrow of cure critical wounds (MotW)	None	Removed (refund 2,807 gp)
Arrow of cure light wounds (MotW)	None	Removed (refund 107 gp)
Arrow of cure mod. wounds (MotW)	None	Removed (refund 607 gp)
Arrow of cure serious wounds (MotW)	None	Removed (refund 1,507 gp)
Arrow of farsight (DotF)	None	Removed (refund 3,507 gp)
Barricade buckler (S&S)	None	Removed (refund 4,165 gp)
Battle rod (DotF)	None	Removed (refund 35,712 gp)
Belt of many pockets (T&B)	CA, pp. 147-8	Revised
Belt of mighty prowess (S&F)	None	Removed (refund 108,000 gp)
Belt of spell resistance (T&B)	CA, p. 148	Revised
Berserker blade (+1) (MotW)	None	Removed (refund 6,335 gp)
Berserker blade (+2) (MotW)	None	Removed (refund 15,335 gp)
Black patch (DotF)	None	Removed (refund 8,800 gp)
Blade of deception (AEG)	CV, p. 129	Revised
Blinding – armor (DotF)	DMG, p. 218	Revised
Blue armor/Crystalmist Mts. (DotF)	None	Removed (refund 20,960 gp)
Bolt of battering (DotF)	None	Removed (refund 3,157 gp)
Boots of endurance (MotW)	None	Removed (refund 16,000 gp)
Bow of songs (AEG)	CV, p. 129	Revised
Bow of true arrows (S&F)	None	Removed (refund 4,000 gp)
Bowl of contemplation (DotF)	None	Removed (refund 44,800 gp)
Bowstaff (AEG)	CV, p. 129	Revised
Bracers of binding (DotF)	None	Removed (refund 10,800 gp)
Breaker bottle (S&S)	None	Removed (refund 150 gp)
Called – armor (DotF)	None	Removed (refund as +1 bonus)
Charming – armor (DotF)	None	Removed (refund as +3 bonus)
Claws of the leopard (AEG)	CV, p. 129	Revised
Cloak of the forest (DotF)	None	Removed (refund 39,392 gp)
Collar of cleverness (1 trick) (MotW)	None	Removed (refund 700 gp)
Collar of cleverness (2 tricks) (MotW)	None	Removed (refund 1,400 gp)
Collar of cleverness (3 tricks) (MotW)	None	Removed (refund 2,100 gp)
Collar of resistance (+1) (MotW)	None	Removed (refund 490 gp)
Collar of resistance (+2) (MotW)	None	Removed (refund 1,960 gp)
Collar of resistance (+3) (MotW)	None	Removed (refund 4,410 gp)
Collar of resistance (+4) (MotW)	None	Removed (refund 7,840 gp)
Collar of resistance (+5) (MotW)	None	Removed (refund 12,250 gp)
Command – armor (DotF)	AEG, p. 93	Revised
Dagger of defense (AEG)	CV, p. 129	Revised
Dancing – armor (S&F)	AEG, p. 93	Revised
Daylight – armor (DotF)	AEG, p. 93	Revised
Ease – armor (MotW)	None	Removed (refund as +1 bonus)
Energy Drain – armor (DotF)	None	Removed (refund as +2 bonus)
Equerry's armor (DotF)	None	Removed (refund 10,670 gp)
Equerry's armor (MotW)	None	Removed (refund 10,670 gp)
Ethereal – armor (DotF)	None	Removed (refund as +4 bonus)

Magic Item	New Source	Status (Cost Modifier)
Exhausting – weapon (MotW)	None	Removed (refund as +1 bonus)
Eyes of dark aura (S&S) ²	LM, p. 78	Revised
Fearsome – armor (DotF)	None	Removed (refund as +2 bonus)
Feathered – armor (DotF)	None	Removed (refund as +2 bonus)
Flute of the snake (S&S)	CV, p. 132	Revised
Gate amulet (DotF)	None	Removed (refund 64,000 gp)
Gloves of fearsome grip (S&F)	None	Removed (refund 15,000 gp)
Goad of mastery (DotF)	None	Removed (refund 20,980 gp)
Goggles of following (MotW)	None	Removed (refund 2,000 gp)
Golden apron (DotF)	None	Removed (refund 22,200 gp)
Golem manual (clay) (T&B) ^I	DMG, p. 258	Revised (refund 12,000 gp)*
Golem manual (flesh) (T&B)	DMG, p. 258	Revised (refund 16,000 gp)*
Golem manual (iron) (T&B) ^I	DMG, p. 258	Revised (cost 2,750 gp)*
Golem manual (stone) (T&B) ^I	DMG, p. 258	Revised (refund 6,750 gp)*
Gray ironwood suit (MotW)	None	Removed (refund 137,650 gp)
Greater choker of eloquence (AEG)	CV, p. 132	Revised (cost 18,000 gp)
Greater holy symbol (DotF)	None	Removed (refund 5,040 gp)
Guerrilla spear (AEG)	CV, p. 129	Revised (refund 1 gp)
Harp of the immortal maestro (S&S)	CV, pp. 132-3	Revised (refund 18,580 gp)
Headband of ferocity (S&F)	None	Removed (refund 2,000 gp)
Headband of perfect excellence (S&F)	None	Removed (refund 180,000 gp)
Helm of bonding (MotW)	None	Removed (refund 7,200 gp)
Helm of vision (DotF)	None	Removed (refund 91,600 gp)
Horn of triumph (S&S)	None	Removed (refund 35,380 gp)
Hunting – weapon (MotW)	None	Removed (refund as +1 bonus)
Ice – armor (DotF)	None	Removed (refund as +3 bonus)
Infusions (all) (MotW)	None	Removed (refund – see MotW)
Jumping calltrops (S&S)	CV, p. 133	Revised
Ki Focus – weapon (S&F)	DMG, p. 225	Revised
Ki straps (S&F)	None	Removed (refund 5,000 gp)
Lesser choker of eloquence (AEG)	CV, p. 132	Revised (cost 4,500 gp)
Lute of the wandering minstrel (S&S)	CV, pp. 133-4	Revised (refund 10,000 gp)
Mandolin of the inspiring muse (S&S)	CV, p. 134	Revised (refund 11,920 gp)
Mark of apostasy (DotF)	None	Removed (refund 38,880 gp)
Mask of lies (AEG)	CV, p. 134	Revised
Mask of the dead (DotF)	None	Removed (refund 23,400 gp)
Mirror of revelation (DotF)	None	Removed (refund 48,000 gp)
Necklace/favored enemy det. (MotW)	None	Removed (refund 34,000 gp)
Nondescript box (S&S)	one	Removed (refund 4,552 gp)
Opposable – weapon (MotW)	None	Removed (refund as +1 bonus)
Possum pouch (S&S)	CV, pp. 134-5	Revised
Potion of false life (S&F)	None	Removed (refund 300 gp)
Potion of flaming fists (S&F)	None	Removed (refund 300 gp)
Red dragon armor (DotF)	None	Removed (refund 35,200 gp)
Ring of filcher's friend (AEG)	CV, p. 130	Revised (cost 2,000 gp)
Ring of lockpicking (AEG)	CV, p. 130	Revised (refund 3,200 gp)
Ring of mage armor (S&F)	None	Removed (refund 12,000 gp)
Ring of shocking blows (S&F)	None	Removed (refund 13,000 gp)
Rod of authority (DotF)	None	Removed (refund 20,576 gp)
Rod of chaining (T&B)	CA, p. 146	Revised
Rod of cooperation (T&B)	CA, p. 146	Revised
Rod of empowerment (T&B) ^I	DMG, p. 236	Revised (refund 32,300 gp)*
Rod of enlargement (T&B) ^I	DMG, p. 236	Revised (refund 10,600 gp)*

Magic Item Update/Conversion List (cont.)

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

¹ If you purchased this item after October 1, 2003 or adjusted the price of the item during the v.3.5 conversion, you only receive the difference between the builder book and revised prices. Otherwise, apply the refund normally.

² The eyes of dark aura are revised in *Libris Mortis*[™]: *The Book of Undead* (LM); they are now known as goggles of lifesight.

* Indicates item revised during the v.3.5 update.

