

Living Greyhawk™

Official 3.5 Conversion/FAQ of Special/Unusual Magic Items for the Sheldomar Valley Meta-Region
Version 1.1 – February 3, 2004

Other than the below, all of magic items given out by the regions of the Sheldomar Valley Meta-Region should be consistent with the 3.5 revised rules in the *PH* and the *DMG* or already have conversion rules listed in the LG 3.5 Conversion Rules. So simply follow those rules, with the exception of the changes noted below:

Ariel Fireheart (Meta-Region)

Ariel's alignment does not make this weapon aligned for the purposes of overcoming DR. It does count for the purposes of assigning negative levels to the user if their alignment does not match Ariel's (as per the Intelligent Item rules in the *DMG*); these negative levels for alignment difference apply automatically, whether or not the wielder has some way to disguise his alignment. The item that Ariel inhabits can be upgraded if it is otherwise a standard item as per the upgrade rules in the LGCS. Ariel (and therefore the DM) chooses when and where to use her powers. While Ariel is unique, more than one PC at a table can possess and use an item inhabited by her if they both gained her previously. More than one Ariel upgrade can be purchased, but only one per Meta-Regional scenario.

Potion of Expeditious Retreat (Geoff, Gran March), ***Potion of Comprehend Languages*** (Gran March), ***Potion of Divine Favor*** (Gran March), ***Potion of Death Watch*** (Gran March), ***Potion of True Strike*** (Gran March), ***Potion of False Life*** (PoU)

These items no longer exist under the revised rules.

Potion of Fox's Cunning (Geoff), ***Scroll of Obscuring Mist*** (Geoff), ***Scroll of Warp Wood*** (Geoff), ***Potion of Protection from Evil*** (Gran March), ***Potion of Remove Fear*** (Gran March), ***Potion of Mage Armor*** (Gran March), ***Potion of Endure Elements*** (Gran March), ***Potion of Lesser Restoration*** (Keoland), ***Scroll of Remove Paralysis*** (Keoland), ***Scroll of Eagle's Splendor*** (Keoland)

These items convert to the versions in the *DMG*.

Alchemist's Arrows (PoU), ***Tumbling Bolts*** (PoU)

These items convert to the versions in the *A&EG*.

Whip Dagger (Yeomanry)

These items convert to the versions in the *PH*.

Rune of the Thane (Yeomanry)

As per the entry on the AR, but *CL* is 12th and *Market Price* is 600 gp.

Potion of Animal Logic (Gran March)

This item becomes: ***Elixir of Animal Logic***. The imbiber gains an intuitive empathy with animals (in the form of a +10 competence bonus to Handle Animal and Wild Empathy checks) for 1 hour. Faint illusion; *CL*: 2nd; *Prerequisites*: Craft Wondrous Item, Wild Empathy class ability, 5 ranks in the Handle Animal skill; *Price*: 250 gp; *Weight*: - lbs.

Rod of Lesser Silence (Gran March)

As per the *DMG* item: ***Rod of Metamagic, Silent, Lesser***.

Oil of Slipperiness (Meta-Region)

As per the *DMG* item: ***Salve of Slipperiness***.

Potion of Fire Breath (Meta-Region)

As per the *DMG* item: *Elixir of Fire Breath*.

Ring of Minor Elemental Resistance (Keoland)

As per the *DMG* item: *Ring of Minor Energy Resistance*.

Ring of Major Elemental Resistance (Keoland)

As per the *DMG* item: *Ring of Major Energy Resistance*.

Xapatl's +1 Chain Shirt of Silent Moves with Masterwork Armor Spikes (Keoland)

As per the revised *DMG*, the item now costs 5,350 gp (not the 4,600 gp price listed on the AR).

Pemlo's Skiprock (Keoland)

Use this version: This halfling skiprock (*A&EG*) acts as a *+1 returning* weapon. Once per week, the wielder of Pemlo's Skiprock can cast *cat's grace* on himself (as a 3rd level caster), but this can only be done within 10 rounds of hitting and damaging an opponent with the skiprock. A PC may only own a single Pemlo's Skiprock. Moderate Transmutation; *CL*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *telekinesis*, *cat's grace*, *Market Price*: 8,612 gp; *Weight*: ¼ lb.

Boots of the Tropics (Keoland)

Use this version: The wearer moves through swamps and marshes at his normal speed, leaving no tracks. The boots cool the wearer, as if he was affected by an *endure elements* spell. Faint Abjuration and Transmutation; *CL*: 5th; *Prerequisites*: Craft Wondrous Item, *cat's grace*, *endure elements*, *pass without trace*, *Market Price*: 2,500 gp; *Weight*: 1 lb.

Fey King's Spear (Geoff)

Contact the Geoff triad for documentation on this item.

Battleaxe, Retribution (PoU)

Use this version: This medium-sized masterwork battleaxe, made of iron, was created to be a gift to a young dwarven boy named Olinstaad upon his coming of age, a day that will never come because of his murder by the forces of the Pomarj. This battleaxe was given to the PC for the promise that they would use it against the forces that brought about the boy's death. After ten scenarios in which the PC uses the battleaxe in battle against the forces of the Pomarj, it gains a *+1* magical enhancement bonus. After ten more scenarios in which the wielder uses the battleaxe in battle against those foes, the axe gains the abilities of a *keen* weapon. After an additional ten scenarios in which the wielder uses the battleaxe in battle against those foes, it gains another enhancement bonus, making it a *+2 keen battleaxe*. Giving this axe away, for any reason, is considered a grave insult to its creator, Perric Firebrand. Make a note on the AR of any scenario in which the criteria for advancing the battleaxe was properly met. Moderate Transmutation; *CL*: 10th; *Prerequisites*: can't be crafted; *Market Price*: 310 gp; *Weight*: 4 lbs.