

FUR3-05 Reflections Conversion Document

This document describes how to use *FUR3-05 Reflections* with the 3.5 rules adapted for Living Greyhawk. It assumes that the Judge running this scenario has a working knowledge of both the 3.0 and 3.5 rules. However, it does not assume an expert knowledge of the 3.5 rules set. Conversion does require some additional preparation time; do not try to run this scenario under 3.5 rules without doing this preparation.

Scenario Preparation

Get copies of the D&D v.3.5 Accessory Update Booklet and the Living Greyhawk Campaign 3.5 Conversion Document and read through them before you run your game. You do not have to read through all of the *D&D v.3.5 Accessory Update Booklet*, just the portions that you will need to run your game (the Core section and whatever supplements your scenario requires). You, however, should be familiar with the *Living Greyhawk Campaign 3.5 Conversion Document*, particularly where it notes the changes in classes, spells, and feats.

Encounter Changes

ENCOUNTER EIGHT (p. 15): Note that rules for underwater combat are now outlined in the DMG, pages 92 to 93. The Spellcraft DC to cast fire based spells is now 20 (rather than 15) plus spell level. Also note additional rules for spellcasting toward the bottom of the page do remain in effect.

Appendix Changes:

1. Note the following changes throughout the appendix:
 - a. Use descriptions of SA/SQ from the Monster Manual.
 - b. Use stats as written in the appendix, except as noted below.

2. Note the following base attack/grapple totals:

Encounter Two:

ALL APLs: King's Watchmen +2/+4.

3. Note the following adjustments to stat blocks:

Encounter Two:

ALL APLs: **Fazil**: BA/G: +3/+3; SQ add Trapfinding, add Trapsense +1. Skills: delete Read Lips. Add Knowledge – local (luz border states) +8.

Encounter Three:

APL 2:

Askold: BA/G: +0/+0; SQ: add trapfinding; Feats: Delete Dodge.

Sammel: HD 1d8; hp 8; BA/G +1/+4; Atk +4 melee (1d8+4 crit 19-20 longsword); Full Att +4 melee (1d8+4 crit 19-20 longsword); SQ add wild empathy; SV Fort +4, Ref +4, Will +1.

Skills and Feats: delete Animal Empathy, add Hide +6, Listen +3, Move Silently +6, Spot +5, Survival +5; replace feats with Alertness, Great Fortitude, Track.

Dunya: BA/G: +1/+3. Feats: replace Ambidexterity with Two Weapon Fighting.

APL 4:

Askold: BA/G: +2/+2; SQ: add trapfinding, add trapsense +1, delete Uncanny Dodge.

Sammel: HD 4d8; hp 23; BA/G +4/+7; Atk +7 melee (1d8+4 crit 19-20 longsword); Full Att +5 melee (1d8+3 crit 19-20 longsword) and +5 melee (1d6+3 19-20 shortsword); SQ add wild empathy, combat style, animal companion; SV Fort +6, Ref +8, Will +2.

Skills and Feats: change skills to: Climb +12, Handle Animal +6, Hide +8, Knowledge – Nature +5, Listen +5, Move Silently +6, Spot +8, Survival +5; replace feats with Alertness, Endurance, Great Fortitude, Lightning Reflexes, Track.

Sammel's Animal Companion: Wolf with link and share spells. Use MM stats.

Dunya: BA/G: +2/+4. Feats: replace Ambidexterity with Two Weapon Fighting.

Saeunnn: BA/G: +2/+1. Replace *Change Self* in spell list with *Disguise Self*.

APL 6:

Askold: BA/G: +3/+3; SQ: add trapfinding, add trapsense +1.

Sammel: HD 6d8; hp 33; BA/G +6/+9; Atk +9 melee (1d8+4 crit 19-20 longsword); Full Att +7/+2 melee (1d8+3 crit 19-20 longsword) and +7/+2 melee (1d6+3 19-20 shortsword); SQ add wild empathy, improved combat style, animal companion; SV Fort +6, Ref +8, Will +2.

Skills and Feats: change skills to: Climb +12, Handle Animal +7, Hide +12, Knowledge – Nature +7, Listen +7, Move Silently +7, Spot +10, Survival +5; replace feats with Alertness, Endurance, Great Fortitude, Improved Initiative, Lightning Reflexes, Track.

Wolf: Sammel's Animal Companion: medium animal; HD 4d8+8+3; hp 30; Init +2; Spd 50 ft.; AC 17 (touch 13, flat-footed 14) [[+3 Dex, +4 natural]]; BA/G +3/+5; Atk +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+2, bite); SQ Low light vision, scent, link, share spells, evasion; SA: Trip; AL N; SV Fort +5, Ref +6, Will +1; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +3, Spot +4, Survival +1; Toughness, Track, Weapon Focus (bite).

Dunya: BA/G: +4/+7. *Feats:* replace Ambidexterity with Two Weapon Fighting.

Saeunnn: BA/G: +3/+2. Replace spell list with that noted below:

Spells Known (6/7/6/4; base DC = 13 + spell level): 0—*Dancing Lights, Detect Magic, Flare, Ghost Sound, Mage Hand, Ray of Frost*; 1st—*Disguise Self, Enlarge Person, Magic Missile, Shield*; 2nd—*Flaming Sphere, Invisibility*; 3rd - *Fly*.

APL 8:

Askold: BA/G: +5/+5; SQ: add trapfinding, add trapsense +2.

Sammel: HD 8d8; hp 43; BA/G +8/+11; Atk +11 melee (1d8+4 crit 19-20 longsword); Full Att +9/+4 melee (1d8+3 crit 19-20 longsword) and +9/+4 melee (1d6+3 19-20 shortsword); SQ add wild empathy, improved combat style, animal companion, woodland stride, swift tracker; SV Fort +7, Ref +9, Will +2.

Skills and Feats: change skills to: Climb +12, Handle Animal +9, Hide +14, Knowledge – Nature +7, Listen +7, Move Silently +9, Spot +12, Survival +11;

replace feats with Alertness, Endurance, Great Fortitude, Improved Initiative, Lightning Reflexes, Track.

Wolf: Sammel's Animal Companion: use stats from APL 6.

Dunya: BA/G: +6/+9. *Feats:* replace Ambidexterity with Two Weapon Fighting.

Saeunnn: BA/G: +4/+3. Replace spell list with that noted below:

Spells Known (6/7/7/6/4; base DC = 14 + spell level): 0—*Acid Splash, Dancing Lights, Detect Magic, Flare, Ghost Sound, Mage Hand, Ray of Frost*; 1st—*Chill Touch, Disguise Self, Enlarge Person, Magic Missile, Shield*; 2nd—*Flaming Sphere, Invisibility, Shatter*; 3rd – *Fly, Lightning Bolt*.

APL 10:

Askold: BA/G: +6/+6; SQ: add trapfinding, add trapsense +3, add improved uncanny dodge.

Sammel: HD 10d8; hp 53; BA/G +10/+13; Atk +13 melee (1d8+4 crit 19-20 longsword); Full Att +11/+6 melee (1d8+3 crit 19-20 longsword) and +11/+6 melee (1d6+3 19-20 shortsword); SQ add wild empathy, improved combat style, animal companion, woodland stride, swift tracker, evasion; SV Fort +8, Ref +10, Will +3.

Skills and Feats: change skills to: Climb +14, Handle Animal +11, Hide +16, Knowledge – Nature +9, Listen +7, Move Silently +11, Spot +14, Survival +13; replace feats with Alertness, Blind Fight, Endurance, Great Fortitude, Improved Initiative, Lightning Reflexes, Track.

Wolf: Sammel's Animal Companion: use stats from APL6.

Dunya: BA/G: +8/+11. *Feats:* replace Ambidexterity with Two Weapon Fighting.

Saeunnn: BA/G: +5/+4. Replace spell list with that noted below:

Spells Known (6/7/7/7/4; base DC = 14 + spell level): 0—*Acid Splash, Dancing Lights, Detect Magic, Flare, Ghost Sound, Mage Hand, Ray of Frost, Touch Fatigue*; 1st—*Chill Touch, Disguise Self, Enlarge*

Person, Magic Missile, Shield; 2nd— Bear's Endurance, Flaming Sphere, Invisibility, Scorching Ray, Shatter, 3rd – Dispel Magic, Fly, Lightning Bolt, Suggestion; 4th – Shout, Greater Invisibility; 5th – Cone of Cold, Dominate Person.

Encounter Five:

APL 2:

Arkr: BA/G: +3/+3. Replace *Random Action* with *Magic Weapon*.

APL 4:

Arkr: BA/G: +3/+3. Replace *Random Action* with *Magic Weapon*.

Bangh: BA/G: +3/+6, SQ: add trapsense +1.

APL 6:

Arkr: BA/G: +4/+4. Replace *Random Action* with *Magic Weapon*.

Bangh: BA/G: +5/+8, SQ: add trapsense +1, add improved uncanny dodge.

APL 8:

Arkr: BA/G: +5/+5. Replace the following spells: 1st: *Detect Poison* (at first level) becomes *Delay Poison*, *Random Action* becomes *Magic Weapon*.

Bangh: BA/G: +7/+10, SQ: add trapsense +2, add improved uncanny dodge, add DR 1/-.

APL 10:

Arkr: BA/G: +7/+7. Replace the following spells: 1st: *Detect Poison* (at first level) becomes *Delay Poison*; *Random Action* becomes *Magic Weapon*; 3rd: *Speak with plants* becomes *Speak with Dead*.

Bangh: BA/G: +8/+11, SQ: add trapsense +2, add improved uncanny dodge, add DR 1/-.

Using the above changes, you should be able to run the scenario with minimal trouble. Keep in mind the various skill conversions (Wilderness Lore to Survival and Pick Pocket to Slight of Hand, for example) and you should have no trouble.