

Greyhawk Reborn 2019 Character Conversion Guide

In order to convert your existing character to be ready for play in 2019, you will need to follow a few simple steps.

Character Level	Checkpoints Required
1	0
2	4
3	8
4	16
5	28
6	40
7	52
8	64
9	76
10	88
11	104
12	120
13	136
14	152
15	168
16	184
17	200
18	220
19	240
20	260

1. Convert Your Current Experience Points to Checkpoints.

To do this, first, count the number of AR's you have earned since you last levelled. Enter that in the box called, "**Adventures Since Level Up**". Multiply that times four. Enter this result in the box called "**Earned CP**". Next, you need to look up your character level on this chart. Enter the number of Checkpoints required to reach your current level in the box called "**Starting CP**". Add **Starting CP** to **Earned CP** and then enter the result in "**Ending CP**" box. This is your current total number of checkpoints.

2. Calculate Your Treasure Point Balance.

First:

- If your **Ending CP** is 104 or less, divide your **Ending CP** by two (2), and enter that amount in the "**TP Earned**" box, OR
- If you have more than that, subtract 52 from your **Ending CP** and enter that amount in the "**TP Earned**" box.

Then, list all of your Found Magic Items. Look up each one in the attached tables and enter the associated¹ TP value for them in the column labelled "**Treasure Point Cost**". For items that do not appear in the table, if it has a rarity listed, the TP Cost is 4 for common, 8 for uncommon, 12 for rare, 16 for very rare and 20 for legendary items. If it does not have a rarity listed, contact campaign staff by emailing johnlentesq@gmail.com for a treasure point cost. Add these up and enter the total in the "**Total Treasure Point Cost**" box.

The difference is your "**TP Balance.**" This number may be negative, if you have been acquiring particularly powerful magic items. If you chose not to use the option below to exchange any magic items, enter this number again in the "**Ending TP**" box, and you are done.

3. Optional: Exchange Magic Items

One time only, during conversion, you may opt to dispose of any magic items you have at their full TP cost. If you do so, check the box in the column called, "**Magic Item Converted?**" Add up the total TP Cost of those items you chose to convert and enter it in the "**Converted TP**"

¹ Cursed items have no associated TP cost. Likewise, magic items that were acquired without using the "Found Magic Item" box on your AR are not counted.

box. Add the TPs Converted to the TP Balance, and enter it in **“TP’s Available at Conversion Box.”** You can spend these TPs to purchase any items you would like from the tables below based on your character level, without incurring any AD costs. Write the items purchased where indicated on the conversion AR, and add up their total TP costs in the **“TP Spent”** box. Subtract TP Spent from TP Available at Conversion. This is your **“Ending TP.”** Congratulations, your character is ready for play in 2019.

4. Have your next DM review and sign your Conversion AR.



GREYHAWK REBORN



GHR- CONVERSION ADVENTURE RECORD

by GHR Staff

This AR should be used to convert a character from 2018 to the new 2019 ruleset regarding magic items, treasure points and checkpoints.

AR #

Character Information

Character Name
Player Name
GM Signature
Date

Check Point Calculator

Adventures Since Level Up	
(X4) Earned CP	
(+) Starting CP	
= Ending CP	

Treasure Points

Earned TP	
(-) Total TP Cost	
(=) TP Balance	
(+) Converted TP	
(=) TP Available at Conversion	
(-) TP Spent	
(=) Ending TP	

Found Magic Item Conversion

	Item Name	Treasure Point Cost	Magic Item Converted?
1.			<input type="checkbox"/>
2.			<input type="checkbox"/>
3.			<input type="checkbox"/>
4.			<input type="checkbox"/>
5.			<input type="checkbox"/>
6.			<input type="checkbox"/>
7.			<input type="checkbox"/>
8.			<input type="checkbox"/>
9.			<input type="checkbox"/>
10.			<input type="checkbox"/>
11.			<input type="checkbox"/>
12.			<input type="checkbox"/>
13.			<input type="checkbox"/>
14.			<input type="checkbox"/>
15.			<input type="checkbox"/>
16.			<input type="checkbox"/>
17.			<input type="checkbox"/>
Total Treasure Point Cost:			

Magic Items Bought at Conversion

	Item Name	Treasure Point Cost
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
11.		
12.		
13.		
14.		
15.		
16.		
17.		
Total Treasure Points Spent:		

Magic Item Treasure Point Tables

Table A: Minimum Level 1	Cost in Treasure Points	Cost in AD's
Alchemy jug	4	5
Ammunition (5) , +1	4	5
Amulet of proof against detection and location	8	5
Bag of holding	4	5
Boots of elvenkind	8	5
Boots of striding and springing	8	5
Boots of the winterlands	8	5
Bracers of archery	8	5
Brooch of shielding	8	5
Cap of water breathing	4	5
Chime of opening	4	5
Cloak of protection	8	5
Cloak of the manta ray	4	5
Decanter of endless water	4	5
Deck of illusions	8	5
Driftglobe	4	5
Dust of dryness	4	5
Dust of sneezing and choking	4	5
Elixir of health	4	5
Eversmoking bottle	8	5
Eyes of charming	8	5
Eyes of minute seeing	4	5
Eyes of the eagle	8	5
Figurine of wondrous power (silver raven)	8	5
Folding boat	4	5
Gem of brightness	8	5
Gloves of missile snaring	8	5
Gloves of swimming and climbing	8	5
Gloves of thievery	8	5
Goggles of night	4	5
Hat of disguise	8	5
Helm of comprehending languages	4	5
Heward's handy haversack	4	5
Horseshoes of speed	4	5
Immovable rod	4	5
Javelin of lightning	8	5
Keoghtom's ointment	4	5
Lantern of revealing	4	5
Mariner's armor	4	5
Mithral armor (Medium)	4	5
Necklace of adaptation	8	5
Oil of slipperiness	4	5
Pearl of power	8	5
Periapt of health	4	5
Periapt of wound closure	8	5
Philter of love	4	5
Pipes of haunting	8	5
Pipes of the sewers	8	5
Potion of animal friendship	4	5
Potion of clairvoyance	4	5
Potion of climbing	4	5
Potion of diminution	4	5

Potion of fire breath	4	5
Potion of fire giant strength	5	5
Potion of frost giant strength	6	5
Potion of gaseous form	4	5
Potion of greater healing	6	5
Potion of growth	4	5
Potion of healing	4	5
Potion of heroism	4	5
Potion of hill giant strength	4	5
Potion of invulnerability	4	5
Potion of mind reading	4	5
Potion of poison	4	5
Potion of resistance	4	5
Potion of stone giant strength	7	5
Potion of superior healing	8	5
Potion of water breathing	4	5
Quaal's feather token	4	5
Quiver of Ehlonna	8	5
Ring of jumping	8	5
Ring of mind shielding	8	5
Ring of swimming	4	5
Ring of warmth	8	5
Ring of water walking	8	5
Robe of useful items	4	5
Rope of climbing	4	5
Saddle of the cavalier	4	5
Scroll of protection	4	5
Sending stones	4	5
Shield, + 1	8	5
Slippers of spider climbing	8	5
Spell scroll (1st level)	5	5
Spell scroll (2nd level)	6	5
Spell scroll (cantrip)	4	5
Staff of the adder	8	5
Staff of the python	8	5
Sword of vengeance	8	5
Trident of fish command	8	5
Wand of magic detection	4	5
Wand of magic missiles	8	5
Wand of secrets	4	5
Wand of web	8	5
Weapon of warning	8	5
Wind fan	8	5

Table B: Minimum Level 5	Cost in Treasure Points	Cost in AD's
Ammunition (5), +2	6	10
Armor of resistance (chain mail)	10	10
Armor of resistance (chain shirt)	10	10
Armor of resistance (leather)	10	10
Armor of resistance (scale mail)	12	10
Armor, + 1 leather	10	10
Armor, +1 chain mail	10	10
Armor, +1 scale mail	20	10
Armor, + 1 chain shirt	10	10
Belt of dwarvenkind	10	10
Boots of levitation	10	10
Bracers of defense	10	10
Cape of the mountebank	10	10
Cloak of elvenkind	8	10
Cloak of the bat	10	10
Dagger of venom	10	10
Dimensional shackles	10	10
Dragon slayer	10	10
Elven chain	10	10
Figurine of wondrous power: Bronze griffon	10	10
Figurine of wondrous power: Onyx dog	10	10
Figurine of wondrous power: Ebony fly	10	10
Figurine of wondrous power: Golden lions	10	10
Figurine of wondrous power: Ivory goats	10	10
Figurine of wondrous power: Marble elephant	10	10
Figurine of wondrous power: Serpentine owl	10	10
Flame tongue	10	10
Gem of seeing	10	10
Giant slayer	10	10
Glamoured studded leather	10	10
Gauntlets of ogre power	12	10
Horn of blasting	10	10
Horn of Valhalla (silver or brass)	10	10
Horseshoes of a zephyr	8	10
Instrument of the bards (Doss lute)	8	5
Instrument of the bards (Fochlucan bandore)	8	5
Instrument of the bards (Mac-Fuirmidh cittern)	8	5
Instrument of the bards (Canaith mandolin)	10	10
Instrument of the bards (Cli lyre)	10	10
Iron bands of Bilarro	10	10
Ioun stone (awareness)	10	10
Ioun stone (protection)	10	10
Ioun stone (reserve)	10	10
Ioun stone (sustenance)	10	10
Mace of disruption	10	10
Mace of smiting	10	10

Mace of terror	10	10
Mantle of spell resistance	10	10
Mithral armor (Heavy)	10	10
Necklace of fireballs	4	10
Necklace of prayer beads (TP Cost Per Bead - max 6; blessing, curing and smiting)	5	10
Nolzur's marvelous pigments	8	10
Oil of sharpness	8	10
Periapt of proof against poison	10	10
Portable hole	8	10
Potion of cloud giant strength	8	10
Potion of flying	8	10
Potion of invisibility	8	10
Potion of longevity	8	10
Potion of speed	8	10
Potion of supreme healing	8	10
Potion of vitality	8	10
Ring of animal influence	10	10
Ring of evasion	10	10
Ring of feather falling	10	10
Ring of free action	10	10
Ring of protection	10	10
Ring of resistance	10	10
Ring of the ram	10	10
Ring of X-ray vision	10	10
Robe of eyes	10	10
Rod of rulership	10	10
Rod of the pact keeper, + 1	8	10
Rope of entanglement	10	10
Sentinel shield	8	10
Shield, +2	10	10
Spell scroll (3rd level)	7	10
Spell scroll (4th level)	8	10
Spell scroll (5th level)	9	10
Staff of charming	10	10
Staff of healing	10	10
Staff of swarming insects	10	10
Staff of the Woodlands	10	10
Staff of withering	10	10
Stone of good luck	8	10
Sword of life stealing	10	10
Sword of wounding	10	10
Tentacle rod	10	10
Vicious weapon	10	10
Wand of binding	10	10
Wand of enemy detection	10	10
Wand of fear	10	10
Wand of paralysis	10	10
Wand of the war mage, + 1	8	10
Wand of wonder	10	10
Weapon, +1	8	10

Table C: Minimum Level 11	Cost in Treasure Points	Cost in AD's
Adamantine armor (half plate)	10	15
Adamantine armor (plate)	10	15
Ammunition (5), +3	8	15
Amulet of health	12	10
Animated shield	10	15
Armor of invulnerability	12	15
Armor of resistance (breastplate)	10	15
Armor of resistance (half plate)	12	15
Armor of resistance (splint)	10	15
Armor of resistance (studded leather)	10	15
Armor, + 1 breastplate	12	15
Armor, + 1 half plate	14	15
Armor, + 1 splint	12	15
Armor, + 1 studded leather	12	15
Armor, +1 plate	14	15
Armor, +1 scale mail	12	15
Armor, +2 breastplate	18	15
Armor, +2 chain mail	16	15
Armor, +2 chain shirt	14	15
Armor, +2 half plate	20	15
Armor, +2 plate	22	15
Armor, +2 scale mail	16	15
Armor, +2 splint	20	15
Armor, +2 studded leather	14	15
Arrow of slaying	8	15
Belt of fire giant strength	14	15
Belt of frost (or stone) giant strength	12	15
Belt of hill giant strength	10	15
Boots of speed	10	15
Candle of invocation	10	15
Carpet of flying	10	15
Cloak of arachnida	10	15
Cloak of displacement	10	15
Cloak of invisibility	12	15
Crystal ball (very rare version)	10	15
Dancing sword	10	15
Defender	12	15
Dragon scale mail	10	15
Dwarven plate	23	15
Dwarven thrower	10	15
Efreeti chain	12	15
Frost brand	10	15
Hammer of thunderbolts	12	15
Headband of intellect	12	10
Helm of brilliance	10	15
Helm of teleportation	10	15
Horn of Valhalla (bronze)	10	15
Horn of Valhalla (iron)	12	15
Instrument of the bards (Anstruth harp)	10	15
Instrument of the bards (Ollamh harp)	12	15
Iron flask	12	15

Ioun stone (absorption)	10	15
Ioun stone (agility)	10	15
Ioun stone (fortitude)	10	15
Ioun stone (greater absorption)	12	15
Ioun stone (insight)	10	15
Ioun stone (intellect)	10	15
Ioun stone (leadership)	10	15
Ioun stone (mastery)	12	15
Ioun stone (regeneration)	12	15
Ioun stone (strength)	10	15
Nine lives stealer	10	15
Oath bow	10	15
Plate armor of etherealness	12	15
Plate armor of resistance	12	15
Potion of storm giant strength	8	15
Potion of supreme healing	8	15
Ring of invisibility	12	15
Ring of regeneration	10	15
Ring of shooting stars	10	15
Ring of spell storing	10	15
Ring of spell turning	12	15
Ring of telekinesis	10	15
Ring of water elemental command	12	15
Robe of scintillating colors	10	15
Robe of stars	10	15
Rod of absorption	10	15
Rod of alertness	10	15
Rod of security	10	15
Rod of the pact keeper, +2	10	15
Scarab of protection	12	15
Scimitar of speed	10	15
Shield, +3	10	15
Sovereign glue	8	15
Spell scroll (6th level)	10	15
Spell scroll (7th level)	11	15
Spellguard shield	10	15
Staff of fire	10	15
Staff of frost	10	15
Staff of thunder and lightning	10	15
Sun blade	10	15
Sword of sharpness	10	15
Universal solvent	8	15
Wand of fireballs	10	10
Wand of lightning bolts	10	10
Wand of polymorph	10	15
Wand of the war mage, +2	10	15
Weapon, +2	10	15
Necklace of prayer beads (TP Cost Per Bead - max 6; favor, wind walking)	5	10
Winged boots	8	10
Wings of flying	10	10

Table D: Minimum Level 17	Cost in Treasure Points	Cost in AD's
Apparatus of Kwalish	12	15
Armor, +3 breastplate	20	20
Armor, +3 chain mail	20	20
Armor, +3 chain shirt	18	20
Armor, +3 half plate	22	20
Armor, +3 leather	14	20
Armor, +3 plate	24	20
Armor, +3 splint	22	20
Armor, +3 studded leather	16	20
Belt of cloud giant strength	16	20
Belt of storm giant strength	18	20
Rod of the pact keeper, +3	10	20
Spell scroll (8th level)	12	20
Spell scroll (9th level)	13	20
Staff of striking	10	20
Wand of the war mage, +3	10	20
Weapon, +3	10	20
Necklace of prayer beads (TP Cost Per Bead - max 6; summons)	5	10