

DUNGEONS & DRAGONS®

4TH EDITION RULES UPDATES

JANUARY 19, 2010

This document provides updates to various D&D® game products, including core rulebooks, game supplements, and accessory products, such as the Dungeon Master's Screen and Power Cards. The products are presented in order of release date, with Power Cards at the end. Each book is separated by New Updates—revisions to rules first appearing on the date noted above—and Old Updates, which includes all previously issued updates. The updated items are presented in order of page number. Most updates describe the change and provide a brief explanation. Most updates also present the revised item in the format it appears in a book, allowing you to cut it out and replace it in your book if you wish.

You, the players, are our best source of feedback, so we encourage you to direct questions and concerns to the following places.

For serious rule problems that merit revision, go to our errata forums at:
http://community.wizards.com/go/forum/view/75882/135842/4e_Books_Errata

If you're not sure if a rule merits errata, or if you have a question about a rule, call Customer Service at 1-800-324-6496 (USA/Canada) or 425-204-8069 (all other countries). Customer Service is available Monday-Friday from 9 AM to 6 PM (PST) and 10 AM to 4 PM (PST) on weekends.

BOOKS UPDATED IN THIS RELEASE

- *Player's Handbook*

NEXT UPDATE: MARCH 2, 2010

- *Adventurer's Vault*
- *Adventurer's Vault 2*
- *Arcane Power*
- *Divine Power*
- *Draconomicon: Metallic Dragons*
- *Dragon Magazine*
- *Dungeon Master's Guide 2*
- *Forgotten Realms Player's Guide*
- *Monster Manual*
- *Plane Below*
- *Player's Handbook*
- *Player's Handbook 2*
- *Player's Handbook Races: Dragonborn*
- *Primal Power*
- *Underdark*

PLAYER'S HANDBOOK

NEW UPDATES

DOMINATED

Page 277: Replace the effect of the dominated condition with the following text. This change removes the condition's reliance on the dazed condition, which allowed a dominated creature to take free actions.

DOMINATED

- ◆ You can't take actions. Instead, the dominating creature chooses a single action for you to take on your turn: a standard, a move, or a minor action. The only powers it can make you use are at-will powers.
- ◆ You grant combat advantage and can't flank.

TELEPORTATION

Page 286: Replace the text for the Destination entry and the Immobilized entry. This change addresses what happens when a creature is forced to teleport, and it clarifies that the Immobilized entry includes restrained as well.

TELEPORTATION

- ◆ **Destination:** Your destination must be a space you can occupy without squeezing. If arriving in the destination space would cause the target to fall or if that space is hindering terrain, the target can make a saving throw. On a save, the teleportation is negated.
- ◆ **Immobilized or Restrained:** Being immobilized or restrained doesn't prevent a target from teleporting. If a target teleports away from a physical restraint, a monster's grasp, or some other immobilizing effect that is located in a specific space, the target is no longer immobilized or restrained. Otherwise, the target teleports but is still immobilized or restrained when it reaches the destination space.

RESISTANCE AND VULNERABILITY

Page 276: Add the following two paragraphs to the end of the resistance section. These paragraphs help explain how resistance interacts with other types or the same type of resistance.

Against Combined Damage Types: Your resistance is ineffective against combined damage types unless you have resistance to each of the damage types, and then only the weakest of the resistances applies. For example, if you have resist 10 lightning and resist 5 thunder and an attack deals 15 lightning and thunder damage to you, you take 10 damage, because the resistance to the combined damage types is limited by the lesser of the two resistances.

Not Cumulative: Resistances against the same damage type are not cumulative. Only the highest resistance applies. For example, if you have resist 5 cold and then gain resist 10 cold, you have resist 10 cold, not resist 15 cold. Similarly, if you have resist 5 cold and then gain resist 2 to all damage, you still have resist 5 cold, not resist 7 cold.

Page 276: Add the following two paragraphs to the end of the vulnerable section. These paragraphs help explain how vulnerability interacts with other types or the same type of vulnerability.

Against Combined Damage Types: Vulnerability to a specific damage type applies even when that damage type is combined with another. For example, if you have vulnerable 5 fire, you take 5 extra damage when you take ongoing fire and radiant damage.

Not Cumulative: Vulnerabilities to the same damage type are not cumulative. Only the highest vulnerability applies. For example, if you have vulnerable 5 psychic and then gain vulnerable 10 psychic, you have vulnerable 10 psychic, not vulnerable 15 psychic.

OLD UPDATES

RETRAINING

Page 28: In the fourth sentence of the feat section, replace "heroic tier feats" with "heroic tier feats and paragon tier feats."

DILETTANTE

Page 42: Replace "an at-will power" with "a 1st-level at-will attack power."

Dilettante: At 1st level, you choose a 1st-level at-will attack power from a class different from yours. You can use that power as an encounter power.

BONUS AT-WILL POWER

Page 46: Replace "at-will power" with "1st-level at-will attack power."

Bonus At-Will Power: You know one extra 1st-level at-will attack power from your class.

KEYWORDS

Page 55: Replace the fourth paragraph with the following text.

Resistance or immunity to one keyword of a power does not protect a target from the power's other effects. Also, resistance doesn't reduce damage unless the target has resistance to each type of damage from the attack, and then only the weakest of the resistances applies. For example, a character who has resist 10 lightning and resist 5 thunder who takes 15 lightning and thunder damage takes 10 damage because the resistance value to the combined damage types is limited by the lesser of the two resistances.

RELIABLE

Page 55: Replace text with “Reliable: If you don’t hit when using a reliable power, you don’t expend the use of that power.”

Reliable: If you don’t hit when using a reliable power, you don’t expend the use of that power.

ACCESSORIES

Page 55: In the second sentence, replace “If you have a proficiency bonus to attack rolls and damage rolls from your weapon” with “If you have a proficiency bonus to attack rolls from your weapon.”

Accessories: These keywords identify items used with the power. If you have a proficiency bonus to attack rolls from your weapon or an enhancement bonus to your attack rolls and damage rolls from a magic weapon or an implement, you add that bonus when you use a power that has the associated keyword.

TARGET

Page 57: Replace the first paragraph with the following text.

If a power directly affects one or more creatures or objects, it has a “Target” or “Targets” entry. Some powers include objects as targets. At the DM’s discretion, a power that targets a creature can also target an object, whether or not the power identifies an object as a potential target.

CONJURATIONS

Page 59: Replace the second paragraph with the following text.

Unless a power description says otherwise, a conjuration cannot be attacked or physically affected, and a conjuration does not occupy any squares.

GUARDIAN OF FAITH

Page 64: Add “Creatures can move through the space occupied by the guardian” to the power’s effect. Replace “Any creature” in the fourth sentence of the Effect line with “Any enemy.”

Guardian of Faith

Cleric Attack 1

You conjure a ghostly guardian, indistinct except for a glowing shield emblazoned with your deity’s symbol. A burst of radiance erupts from it to sear foes that move next to it.

Daily ♦ **Conjuration, Divine, Implement, Radiant**
Standard Action **Ranged 5**

Effect: You conjure a guardian that occupies 1 square within range. Creatures can move through the space occupied by the guardian. Every round, you can move the guardian 3 squares as a move action. The guardian lasts until the end of the encounter. Any enemy that ends its turn next to the conjured guardian is subject to a Wisdom vs. Fortitude attack. On a hit, the attack deals 1d8 + Wisdom modifier radiant damage.

DIVINE ARMOR

Page 68: Delete the Healing keyword. The keyword is incorrect because the power provides no healing.

Divine Armor

Cleric Utility 16

As you mutter a fervent prayer, the power of your god encases you and healing motes of silver light surround you and all nearby allies.

Daily ♦ **Divine**

Standard Action **Close burst 3**

Targets: You and each ally in burst

Effect: You gain a +2 power bonus to AC, and all targets gain resist 5 to all damage until the end of the encounter.

PUNISHING STRIKE

Page 71: On the Attack line, replace “Strength + 2” with “Strength + 4.”

Punishing Strike

Cleric Attack 27

With a simple prayer, you gain a sudden clarity of purpose and empower your weapon with the indomitable might of your deity.

Encounter ♦ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength + 4 vs. AC

Hit: 4[W] + Strength modifier damage.

SOLAR WRATH

Page 74: Add the “Implement” keyword.

Solar Wrath

Radiant Servant Attack 11

Radiant light explodes from you like a solar flare, evaporating shadows and dealing illuminating damage to everything around you.

Encounter ♦ **Divine, Implement, Radiant**

Standard Action **Close burst 8**

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 3d8 + Wisdom modifier radiant damage. If the target is either an undead creature or a demon, it is also stunned until the end of your next turn.

BATTLE CRY

Page 74: Replace the “Implement” keyword with the “Weapon” keyword.

Battle Cry

Warpriest Attack 11

You attack every enemy next to you, shouting a revitalizing battle cry that inspires your allies.

Encounter ♦ **Divine, Healing, Weapon**

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 2[W] + Wisdom modifier damage.

Effect: You and each bloodied ally within 10 squares of you can spend a healing surge.

COMBAT CHALLENGE

Page 76: In the second paragraph, replace “a marked enemy that is adjacent to you shifts or makes an attack” with “an enemy marked by you is adjacent to you and shifts or makes an attack.”

In addition, whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy as an immediate interrupt.

CLEAVE

Page 77: On the Hit line, replace “an enemy adjacent to you” with “an enemy adjacent to you other than the target.”

Cleave

Fighter Attack 1

You hit one enemy, then cleave into another.

At-Will ♦ **Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier.

Increase damage to 2[W] + Strength modifier at 21st level.

DANCE OF STEEL

Page 79: On the Weapon line, replace “slowed” with “immobilized.”

Dance of Steel

Fighter Attack 3

Weaving your weapon in a graceful figure-eight, you lash out with a sudden attack.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Weapon: If you’re wielding a polearm or a heavy blade, the target is immobilized until the end of your next turn.

COME AND GET IT

Page 80: Replace the Effect line with the following: “Effect: You pull each target 2 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.”

Come and Get It

Fighter Attack 7

You call your opponents toward you and deliver a blow they will never forget.

Encounter ♦ **Martial, Weapon**

Standard Action Close burst 3

Target: Each enemy in burst you can see

Effect: You pull each target 2 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

RAIN OF BLOWS

Page 79: Replace “Primary Target” with “Target.” Delete “+ Strength modifier” from the first Hit line. Delete the Secondary Target, Secondary Attack, and Hit lines under the Weapon line, remove the Weapon line’s indent, and replace that line with the following: “Weapon: If you’re wielding a flail, a light blade, or a spear and have Dexterity 15 or higher, make the attack a third time against either the target or a different creature.” This revision updates damage to bring this power in line with other fighter powers and it improves formatting to clarify that the power allows three attacks at most.

Rain of Blows

Fighter Attack 3

You become a blur of motion, raining a series of blows upon your opponent.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC, two attacks

Hit: 1[W] damage.

Weapon: If you’re wielding a flail, a light blade, or a spear and have Dexterity 15 or higher, make the attack a third time against either the target or a different creature.

STALWART GUARD

Page 81: Add the “Stance” keyword, replace “Close burst 1” with “Personal,” remove the Target line, and replace the Effect line with the following: “Effect: Any ally gains a +1 shield bonus to AC while adjacent to you. If you are using a shield, the bonus increases to +2 and applies to Reflex defense as well.”

Stalwart Guard Fighter Utility 10

Your thoughts turn to defense as you begin using your weapon or shield to protect nearby allies.

Daily ♦ **Martial, Stance**

Minor Action **Personal**

Effect: Any ally gains a +1 shield bonus to AC while adjacent to you. If you are using a shield, the bonus increases to +2 and applies to Reflex defense as well.

DEVASTATION’S WAKE

Page 84: Remove the Secondary Target line, and replace the Effect line with the following: “Effect: Until the start of your next turn, you can make a secondary attack as a free action against any enemy that starts its turn adjacent to you.”

Devastation’s Wake Fighter Attack 19

You thrash your foes with a devastating array of strikes, and then unleash your fury a second time against anyone left standing.

Daily ♦ **Martial, Weapon**

Standard Action **Close burst 1**

Primary Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the start of your next turn, you can make a secondary attack as a free action against any enemy that starts its turn adjacent to you.

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

NO SURRENDER

Page 84: Replace the action type “Immediate Reaction” with “No Action.”

No Surrender Fighter Utility 22

You refuse to go down, turning a death blow into one last chance for victory.

Daily ♦ **Healing, Martial**

No Action **Personal**

Trigger: You drop to 0 hit points or fewer

Effect: You regain enough hit points to bring you to one-half your maximum hit points. However, you take a -2 penalty to attack rolls until the end of the encounter.

WARRIOR’S URGING

Page 85: Remove the “Charm” keyword and replace the Effect line with the following: “Effect: You pull each target 3 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.”

Warrior’s Urging Fighter Attack 23

You call your opponents toward you and strike out with lashing blows.

Encounter ♦ **Martial, Weapon**

Standard Action **Close burst 4**

Target: Each enemy in burst you can see

Effect: You pull each target 3 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

STEEL GRACE

Page 88: Replace “Containing Strike or Reaping Strike” with “cleave, reaping strike, sure strike, or tide of iron.”

Steel Grace (11th level): When you charge with a light blade or a heavy blade that is not a polearm, you can use *cleave, reaping strike, sure strike, or tide of iron* instead of your melee basic attack.

HALLOWED CIRCLE

Page 93: Replace the Effect line with the following: “Effect: The burst creates a zone of bright light that lasts until the end of the encounter. You and your allies gain a +1 power bonus to all defenses while within the zone.”

Hallowed Circle Paladin Attack 5

You wave your hand through the air, and a wide circle of faintly glowing symbols appears around you, damaging enemies and protecting allies within its confines.

Daily ♦ **Divine, Implement, Zone**

Standard Action **Close burst 3**

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier damage.

Effect: The burst creates a zone of bright light that lasts until the end of the encounter. You and your allies gain a +1 power bonus to all defenses while within the zone.

THUNDER SMITE

Page 94: Replace the parenthetical on the Attack line with the following: “If the target is marked by you, the attack can score a critical hit on a roll of 19-20.”

Thunder Smite

Paladin Attack 7

Your weapon flashes as it strikes, and moments later, a peal of thunder slams into your foe.

Encounter ♦ **Divine, Thunder, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC. If the target is marked by you, the attack can score a critical hit on a roll of 19-20.

Hit: 2[W] + Strength modifier thunder damage, and the target is knocked prone.

HAND OF THE GODS

Page 97: Replace “Minor Action” with “Standard Action.”

Hand of the Gods

Paladin Attack 17

You hold your holy symbol high above your head, and a brilliant flash of divine light explodes from it. The radiance sears your foes and inspires your closest allies.

Encounter ♦ **Divine, Implement, Radiant**

Standard Action **Close burst 1**

Target: Each enemy in burst

Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier radiant damage, and the target is marked until the end of your next turn.

Effect: Until the end of your next turn, allies in the burst gain a power bonus to attack rolls equal to your Wisdom modifier.

EXALTED RETRIBUTION

Page 98: On the Effect line, remove “Until the end of the encounter.”

Exalted Retribution

Paladin Attack 25

You land a mighty blow, and the symbol of your deity appears above your enemy’s head as a glowing red rune that only you can see, flashing brightly to warn you whenever he’s about to attack.

Daily ♦ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Miss: Half damage.

Effect: The target provokes an opportunity attack from you when it attacks (save ends). You gain a +2 bonus to the opportunity attack roll and deal an extra 1[W] damage.

CERTAIN JUSTICE

Page 100: On the Hit line, replace the second sentence with the following: “If the target is marked by you, it is also weakened and dazed until it is not marked by you.”

Certain Justice

Champion of Order Attack 11

You call upon your devotion to law to make your attack strike true.

Encounter ♦ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength + 4 vs. AC

Hit: 1[W] damage. If the target is marked by you, it is also weakened and dazed until it is not marked by you.

HOSPITALER’S BLESSING

Page 101: Replace “attacks one of your allies” with “makes an attack against one of your allies that does not include you.” The former text generates a disproportionate amount of healing, and it doesn’t give a monster a good way to use close or area attacks without healing its enemies.

Hospitaller’s Blessing (11th level): When an enemy that you currently challenge makes an attack against one of your allies that does not include you, whether the attack hits or misses, that ally regains hit points equal to one-half your level + your Wisdom modifier.

HUNTER’S QUARRY

Page 104: Replace the first and second paragraphs with the following text.

Once per turn as a minor action, you can designate the nearest enemy to you that you can see as your quarry.

Once per round, when you hit your quarry with an attack, the attack deals damage based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. If you have dealt Hunter’s Quarry damage since the start of your turn, you can’t deal it again until the start of your next turn.

CAREFUL ATTACK

Page 105: On the Hit line, add “+ Strength modifier” between “1[W]” and “damage.” Also on the Hit line, add “+ Dexterity modifier” between “1[W]” and “damage.” Apply the same change to the level 21 increases. The purpose of *careful attack* is to increase a character’s chance to hit. However, *twin strike* was always a better choice because it represented equivalent damage and better accuracy. This change makes careful attack a viable choice.

Careful Attack

Ranger Attack 1

You study the enemy, looking for a gap in his defenses. Only when you find it do you strike.

At-Will ♦ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding two melee weapons or a ranged weapon.

Target: One creature

Attack: Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged).

Hit: 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged).

Increase damage to 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier (ranged) at 21st level.

UNBALANCING PARRY

Page 106: In the Effect line, replace “Slide” with “You slide the enemy 3 squares.” This change prevents a player from using the power to slide an enemy throughout the battlefield.

Unbalancing Parry

Ranger Utility 2

You deftly block your enemy’s strike and turn his momentum against him, causing him to stumble to the side.

Encounter ♦ **Martial, Weapon**

Immediate Reaction **Melee 1**

Trigger: An enemy misses you with a melee attack

Effect: You slide the enemy 3 squares into a square adjacent to you and gain combat advantage against it until the end of your next turn.

SHADOW WASP STRIKE

Page 107: Replace both instances of “AC” with “Reflex.”

Shadow Wasp Strike

Ranger Attack 3

You strike quickly, like a shadow wasp flying out of the darkness, hitting where your foe is most vulnerable.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Target: One creature that is your quarry

Attack: Strength vs. Reflex (melee) or Dexterity vs. Reflex (ranged)

Hit: 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged).

BLADE CASCADE

Page 109: On the Attack line, replace the second sentence with “Alternate main and off-hand weapon attacks until you miss or until you make five attacks.”

Blade Cascade

Ranger Attack 15

Time seems to slow down as your weapons fall upon your hapless foes like rain from an ominous sky.

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding two melee weapons.

Targets: One or more creatures

Attack: Strength vs. AC. Alternate main and off-hand weapon attacks until you miss or until you make five attacks. As soon as an attack misses, this power ends.

Hit: 2[W] + Strength modifier damage per attack.

STUNNING STEEL

Page 110: In the second sentence of the Hit line, replace “stunned” with “immobilized.” In the previous text, the immobilized condition in the third sentence of the Hit line was redundant, because stunning effectively immobilizes a target. Furthermore, the power’s previous effect was overpowered.

Stunning Steel

Ranger Attack 15

You fight past your enemies’ shields and armor and deal nasty cuts that leave them reeling and unable to react.

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding two melee weapons.

Targets: One or two creatures

Attack: Strength vs. Fortitude (main weapon and off-hand weapon), two attacks

Hit: 1[W] + Strength modifier damage per attack. If one attack hits, the target is immobilized (save ends). If both attacks hit, the target is stunned and immobilized (save ends both).

Miss: Half damage per attack, and the target is not stunned or immobilized.

CHEETAH’S RAKE

Page 110: Replace the Hit line with the following: “Hit: 1[W] + Strength modifier damage, and you knock the target prone. The target is immobilized until the end of your next turn.” This change clarifies that the immobilization lasts until the end of your next turn, rather than the prone state.

Cheetah’s Rake

Ranger Attack 17

You whirl around with blades outstretched, slashing your foes across the legs and causing them to fall to the ground in mewing heaps.

Encounter ♦ **Martial, Weapon**

Standard Action **Close burst 1**

Requirement: You must be wielding two melee weapons.

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you knock the target prone. The target is immobilized until the end of your next turn.

BLADE WARD

Page 112: On the Hit line, replace “[W]” with “2[W].”

Blade Ward

Ranger Attack 23

Your enemy strikes, and as you defend yourself with one blade, you drive the other deep into his gullet.

Encounter ♦ **Martial, Weapon**

Immediate Interrupt **Melee weapon**

Trigger: A creature makes a melee attack against you

Target: The attacking creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: Until the end of your next turn, the target’s attack rolls against you take a penalty equal to your Wisdom modifier.

FOLLOW-UP BLOW

Page 113: On the Effect line at the end of the sentence, add “other than a melee basic attack.” The former text allows the power to trigger itself, permitting a character to generate too many attacks.

Follow-up Blow

Ranger Attack 29

You follow every strike with a backhanded swipe that breaks through your enemy’s defenses.

Daily ♦ **Martial, Stance, Weapon**

Minor Action **Personal**

Requirement: You must be wielding two melee weapons.

Effect: You can use your off-hand weapon to make a melee basic attack with a -2 penalty against each enemy you hit using a melee attack power other than a melee basic attack.

SNEAK ATTACK

Page 117: Replace the the paragraph with the following text.

Once per round, when you have combat advantage against an enemy and hit that enemy with an attack that uses a crossbow, a light blade, or a sling, the attack deals extra damage. If you have dealt Sneak Attack damage since the start of your turn, you cannot deal it again until the start of your next turn. You decide whether to apply the extra damage after making the damage roll. As you advance in level, your extra damage increases.

DEADLY POSITIONING

Page 121: On the Attack line, replace “to any other” with “3 squares to a.” This change prevents a player from using the power to slide an enemy throughout the battlefield.

Deadly Positioning

Rogue Attack 9

You adroitly outmaneuver your enemy, pushing and baiting him with every stride and strike.

Daily ♦ **Martial, Weapon**

Standard Action **Melee 1**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: You slide the target 3 squares to a square adjacent to you, and then make a Dexterity vs. AC attack.

Hit: 3[W] + Dexterity modifier damage.

Effect: Until the end of the encounter, as long as you are adjacent to the target, you slide the target 1 square before making a melee attack against it.

CLOSE QUARTERS

Page 122: In the last sentence of the Effect line, add “1 square” between “you” and “into.” This change prevents a monster from using the power to slide an enemy throughout the battlefield.

Close Quarters

Rogue Utility 10

You take cover beneath a much larger creature, making it harder for the creature to hit you.

Daily ♦ **Martial**

Move Action **Personal**

Prerequisite: You must be trained in Acrobatics.

Effect: Move into the space of an adjacent creature larger than you and at least Large in size. (It gets its usual opportunity attack against you as you leave an adjacent square.) You gain combat advantage against the creature, and it takes a -4 penalty to attack rolls against you. When the creature moves, you move along with it, staying in the same portion of the creature’s space. The creature can make a Strength or Dexterity vs. Reflex attack (as a standard action with no penalty) to slide you 1 square into an adjacent square and end this effect.

Special: Allies of the target creature can attack you without penalty.

SHADOW STRIDE

Page 122: Replace the Effect line with the following: “Effect: You must be hidden to use this power. You can move your speed and must end your movement in a space where you can remain hidden. Then make a Stealth check with no penalty for moving. If the check succeeds, you remain hidden during the movement, even if you have no cover or concealment during it.”

Shadow Stride

Rogue Utility 10

You silently step from shadow to shadow, slipping past your foes unseen and unheard.

At-Will ♦ **Martial**

Move Action **Personal**

Prerequisite: You must be trained in Stealth.

Effect: You must be hidden to use this power. You can move your speed and must end your movement in a space where you can remain hidden. Then make a Stealth check with no penalty for moving. If the check succeeds, you remain hidden during the movement, even if you have no cover or concealment during it.

GHOST ON THE WIND

Page 125: On the Hit line, replace “move into any square” with “shift into any square.”

Ghost on the Wind Rogue Attack 25

You vanish, then strike out of nowhere!

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Will

Hit: 6[W] + Dexterity modifier damage, and you become invisible. You shift into any square adjacent to the target and reappear at the start of your next turn. You have combat advantage against the target until the end of your next turn.

Miss: Half damage, you can shift 1 square to another square adjacent to the target, and you have combat advantage against the target until the end of your next turn.

INSTANT ESCAPE

Page 127: Replace “Immediate Interrupt” with “Immediate Reaction.”

Instant Escape Cat Burglar Utility 12

With supreme effort, you escape.

Encounter ♦ **Martial**

Immediate Reaction **Personal**

Trigger: You become immobilized, restrained, or slowed

Effect: You end any of the above conditions that currently afflict you. Then you can shift 2 squares.

WARLOCK'S CURSE

Page 131: Replace the first paragraph with the following text.

Once per turn as a minor action, you can place a Warlock's Curse on the enemy nearest to you that you can see. A cursed enemy is more vulnerable to your attacks. If you hit a cursed enemy with an attack, you deal extra damage. You decide whether to apply the extra damage after making the damage roll. You can deal this extra damage once per round, so if you have dealt Warlock's Curse damage since the start of your turn, you cannot deal it again until the start of your next turn.

FRIGID DARKNESS

Page 133: On the Hit line, replace “all of your enemies” with “you and your allies.” On the Star Pact line, add “until the end of your next turn” to the end of the sentence.

Frigid Darkness Warlock (Star) Attack 3

You create a freezing black shadow around your foe, a small taste of the icy darkness in the depths of the night sky. He is unable to see well enough to defend himself while the shadows cling to him.

Encounter ♦ **Arcane, Cold, Fear, Implement**

Standard Action **Ranged 10**

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2d8 + Constitution modifier cold damage, and the target grants combat advantage to you and your allies until the end of your next turn.

Star Pact: The target takes a penalty to AC equal to your Intelligence modifier until the end of your next turn.

THIRSTING MAW

Page 137: Add the “Healing” keyword.

Thirsting Maw Warlock (Infernal) Attack 15

With a flick of your wrist, you create a phantasmal eellike creature from your palm and hurl it at your foe. It latches itself to him and begins to drink his blood . . . and you grow stronger.

Daily ♦ **Arcane, Healing, Implement**

Standard Action **Ranged 5**

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 4d8 + Constitution modifier damage, and you regain hit points equal to half the amount of damage dealt.

Sustain Minor: The target takes 2d8 damage (save ends). Each time the target takes this damage, you regain hit points equal to half the damage.

BANISH TO THE VOID

Page 139: On the Hit line, replace “The target attacks the nearest target on its next turn” with “The target makes a melee basic attack against the nearest creature on its next turn.”

Banish to the Void Warlock (Star) Attack 27

You hurl your foe screaming into the skies, and he disappears to some remote and terrible corner of the cosmos. When he returns, madness overwhelms him.

Encounter ♦ **Arcane, Fear, Implement, Teleportation**

Standard Action **Ranged 10**

Target: One creature

Attack: Constitution vs. Will

Hit: 2d10 + Constitution modifier damage. The target disappears into a starry realm. At the start of its next turn, the target reappears in its original space. If that space is occupied, the target returns to the nearest unoccupied space (its choice). The target makes a melee basic attack against the nearest creature on its next turn. Until the end of your next turn, all creatures treat the target as an enemy with respect to provoking opportunity attacks, and the target must take every opportunity attack possible.

Star Pact: The target gains a power bonus to attack rolls equal to your Intelligence modifier. This bonus applies only to attack rolls it makes due to this power.

HURL THROUGH HELL

Page 140: On the Hit line, add “(save ends)” after “stunned.”

Hurl through Hell Warlock (Infernal) Attack 29

You open a short-lived planar rift to the depths of the Nine Hells. It appears as a fiery crevice beneath your enemy's feet, into which he falls screaming, and disappears. A few moments later, a flaming arch appears in the air over the spot where he was standing and disgorges a broken, mewling piece of charred meat.

Daily ♦ Arcane, Fear, Fire, Implement, Teleportation
Standard Action Ranged 10

Target: One creature
Attack: Constitution vs. Will

Hit: 7d10 + Constitution modifier fire damage, and the target disappears into the Nine Hells until the end of your next turn. The target returns to the same square it left, or the nearest unoccupied square, and is prone and stunned (save ends).

Sustain Minor: If you spend a minor action to sustain the power, the target's return is delayed until the end of your next turn. You can sustain the power no more than three times.

Miss: Half damage, and the target does not disappear.

WHISPERS OF THE FEY

Page 141: Replace “Utility 20” with “Attack 20.”

Whispers of the Fey Feytouched (Fey) Attack 20

The disquieting whispers of fey spirits surround you, filling the minds of nearby enemies with deranged thoughts and provoking them to turn on their allies.

Daily ♦ Arcane, Charm, Implement, Psychic
Standard Action Close burst 5

Target: Each enemy in burst
Attack: Charisma vs. Will

Hit: The target must make a basic attack against its nearest ally (you choose the target if there are multiple possible targets). If it can't make the attack, the target takes 2d8 + Charisma modifier psychic damage.

Effect: After it makes its attack or takes psychic damage, the target is dazed (save ends).

COLLECT LIFE SPARK

Page 142: On the Fey line, add “until the end of your next turn” to the end of the sentence.

Fey: A successful attack you make on your current turn also causes your target to become dazed until the end of your next turn.

MAKE THEM BLEED

Page 149: Add “Melee weapon” as the power's range.

Make Them Bleed Warlord Attack 15

You bleed your foe with a wicked strike, exposing a fatal flaw in its armor.

Daily ♦ Martial, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and ongoing 5 damage (save ends).

Effect: Until the end of the encounter, when you or an ally hits the target, that attack also deals ongoing 5 damage (save ends).

RELENTLESS ASSAULT

Page 152: In the Effect line, replace “a free action” with “an opportunity action.” The former text allows a group of characters to generate too many attacks each round.

Relentless Assault Warlord Attack 25

You bring your weapon down hard, and your enemy is engulfed by a cloud of crimson mist. A fierce battle cry throws your allies into a blood-stoked frenzy.

Daily ♦ Martial, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage.

Effect: Until the end of the encounter, when you or an ally scores a critical hit, you and each ally can make a basic attack as an opportunity action.

CHIMERA BATTLESTRIKE

Page 152: Replace “Minor Action” with “Standard Action.”

Chimera Battlestrike Warlord Attack 27

With a roaring battle cry, you strike nearby foes and thrust them back, changing the complexion of the battlefield.

Encounter ♦ Martial, Weapon
Standard Action Close burst 1

Target: Each enemy in burst you can see
Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier damage, and you slide the target 2 squares.

Tactical Presence: You slide the target a number of squares equal to 1 + your Intelligence modifier.

TRAINED SKILLS

Page 156: Replace “Nature (Int)” with “Nature (Wis).”

Trained Skills: Arcana. From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Nature (Wis), Religion (Int)

FLAMING SPHERE

Page 160: Move the Effect line above the Target line and replace the text with the following: “Effect: You conjure a Medium flaming sphere that occupies a square within range, and the sphere attacks. Any creature that starts its turn adjacent to the sphere takes 1d4 + Intelligence modifier fire damage. As a move action, you can move the sphere 6 squares.”

Flaming Sphere

Wizard Attack 1

You conjure a rolling ball of fire and control where it goes.

Daily ♦ Arcane, Conjunction, Fire, Implement
Standard Action Ranged 10

Effect: You conjure a Medium flaming sphere that occupies a square within range, and the sphere attacks. Any creature that starts its turn adjacent to the sphere takes 1d4 + Intelligence modifier fire damage. As a move action, you can move the sphere 6 squares.

Target: One creature adjacent to the flaming sphere

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier fire damage.

Sustain Minor: You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the sphere.

JUMP

Page 161: Replace the Effect line with the following: “Effect: The target makes an Athletics check as a free action to jump with a +10 power bonus. The target can move as many squares as the check allows and is considered to have a running start.”

Jump

Wizard Utility 2

You or another creature you choose can suddenly leap great distances.

Encounter ♦ Arcane

Move Action Ranged 10

Target: You or one creature

Effect: The target makes an Athletics check as a free action to jump with a +10 power bonus. The target can move as many squares as the check allows and is considered to have a running start.

DISPEL MAGIC

Page 162: Add the “Implement” keyword.

Dispel Magic

Wizard Utility 6

You unleash a ray of crackling arcane energy that destroys a magical effect created by an opponent.

Daily ♦ Arcane, Implement

Standard Action Ranged 10

Target: One conjuration or zone

Attack: Intelligence vs. the Will defense of the creator of the conjuration or the zone

Hit: The conjuration or the zone is destroyed. All its effects end, including those that normally last until a target saves.

WALL OF FOG

Page 162: On the Effect line, replace the fourth sentence with “The fog’s area is heavily obscured and blocks line of sight.”

Wall of Fog

Wizard Utility 6

You create a billowing wall of gray fog that obscures vision.

Daily ♦ Arcane, Conjunction

Standard Action Area wall 8 within 10

Effect: You conjure a wall that consists of contiguous squares filled with arcane fog. The wall lasts until the end of your next turn. It can be up to 8 squares long and up to 4 squares high. The fog’s area is heavily obscured and blocks line of sight.

Sustain Minor: The wall persists.

WALL OF ICE

Page 165: Replace “As a standard action, a creature can attack one square of the wall” with “A creature can attack the wall.”

Wall of Ice

Wizard Attack 15

A wall of glittering, jagged ice appears at your command.

Daily ♦ Arcane, Cold, Conjunction, Implement

Standard Action Area wall 12 within 10 squares

Effect: You conjure a solid wall of contiguous squares filled with arcane ice. The wall can be up to 12 squares long and up to 6 squares high.

Any creature that starts its turn adjacent to the wall takes 2d6 + Intelligence modifier cold damage. The wall blocks line of sight and prevents movement. No creature can enter a square containing the wall.

Special: A creature can attack the wall. Each square has 50 hit points. Any creature that makes a melee attack against the wall takes 2d6 cold damage. The wall has vulnerability 25 to fire. If the wall is not destroyed, it melts away after 1 hour.

CLOUDKILL

Page 166: Add “Attack: Intelligence vs. Fortitude” above the Hit line.

Cloudkill

Wizard Attack 19

Yellow-green vapors emerge from the ground with a hiss, forming a thick, toxic cloud.

Daily ♦ Arcane, Implement, Poison, Zone

Standard Action Area burst 5 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier poison damage.

Effect: The burst creates a zone of poisonous vapors that lasts until the end of your next turn. A creature that enters the zone or starts its turn there takes 1d10 + Intelligence modifier poison damage. As a move action, you can move the zone 3 squares.

Sustain Minor: The zone persists.

BATTLE MAGE

Page 169: In the second sentence of the Arcane Riposte class feature, replace “Dexterity” with “Intelligence.” The feature’s former text made it useless to a wizard. This change gives the feature a more adequate attack bonus.

Arcane Riposte (11th level): Imbued with magical might, your hands bristle with arcane energy in the heat of battle. When a creature provokes an opportunity attack from you, make an opportunity attack with one of your hands (Intelligence vs. AC). Choose cold, fire, force, or lightning. You deal 1d8 + Intelligence modifier damage of that type with this attack.

FORCEFUL RETORT

Page 169: Add Force keyword. The power deals force damage and should have the force keyword.

Forceful Retort

Battle Mage Attack 11

The power and certainty of your words knock your enemies off their feet.

Encounter ♦ Arcane, Force, Implement

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 3d8 + Intelligence modifier force damage, and you push the target 1 square and it is knocked prone.

BOLSTERING BLOOD

Page 169: Replace the last sentence of the path feature with the following: “You gain a bonus to the power’s damage rolls equal to the damage you dealt to yourself.” This change clarifies that the extra damage applies only to damage rolls and not to static damage, such as ongoing damage.

Bolstering Blood (11th level): You learn to turn your own pain into additional pain for your enemies. When you use a wizard encounter power, a wizard daily power, or a blood mage power that deals damage, you can, once per turn as a free action just prior to using the power, deal either a minor wound or a severe wound to yourself.

A minor wound deals 1d10 damage to you.

A severe wound deals 2d10 damage to you.

You gain a bonus to the power’s damage rolls equal to the damage you dealt to yourself

ARCHMAGE

Page 173-174: In the second sentence of the Archspell feature, replace “one daily spell” with “one daily attack spell.” The former text allowed you to use this feature to regain a utility power, when that is not the intent.

Archspell (30th level): Your comprehension of the ultimate arcane formula and of the spells that constitute it reaches a new threshold. Choose one daily attack spell that you know. You can now cast that spell as an encounter spell (rather than as a daily spell).

DIVINE MIRACLE

Page 175: In the text of the destiny feature, add “attack” before each occurrence of “power.” The former text allowed you to use this feature to regain utility powers, which was not the intent.

Divine Miracle (30th level): When you have expended your last remaining encounter attack power, you regain the use of one encounter attack power of your choice. In this way, you never run out of encounter powers.

LEVEL OF KNOWLEDGE

Page 180: Replace the table with the following table

Level of Knowledge	DC
Common	10
Expert	20
Master	25
Paragon tier	+5
Epic tier	+10

BLUFF

Page 183: In the shaded box, replace the text under “Create a Diversion” with the following text.

- ♦ **Create a Diversion to Hide:** Once per combat encounter, you can create a diversion to hide. As a standard action, make a Bluff check opposed by the passive Insight check of any enemy that can see you. If you succeed, make a Stealth check opposed by the passive Perception check of any enemy present. If the Stealth check succeeds against an enemy, you are hidden from that enemy until the end of your turn or until you attack.

ENDURANCE

Page 185: Replace the table with the following table.

Task	Endurance DC
Endure extreme weather	Base 15
Resist disease	Varies
Ignore hunger (after 3 weeks)	20 + 5 per day
Ignore thirst (after 3 days)	20 + 5 per day
Hold breath (each round after 3 minutes)	20 + 5 per round
Hold breath (maintain in a round you take damage)	20
Swim or tread water (after 1 hour)	15 + 2 per hour

INSIGHT

Page 185: Replace the table with the following table

Task	Insight DC
Sense motives, attitudes	10 + one-half creature's level
Sense outside influence	25 + one-half effect's level
Recognize effect as illusory	15 + one-half effect's level

PERCEPTION

Page 186: In the Perception section of the shaded text, replace "standard action" with "minor action" in the third sentence.

Perception: No action required—either you notice something or you don't. Your DM usually uses your passive Perception check result. If you want to use the skill actively, you need to take a minor action or spend 1 minute listening or searching, depending on the task.

THIEVERY

Page 189: Under Pick Pocket, replace "DC 20 + your target's level" with "DC 20 + one-half your target's level."

- ◆ **DC:** DC 20 + one-half your target's level. If in combat, you take a -10 penalty to your check.

ALERTNESS

Page 193: Replace the first sentence of the benefit section with "You don't grant enemies combat advantage from being surprised."

Benefit: You don't grant enemies combat advantage from being surprised.

SHIELD PUSH

Page 200: Replace the text in the special section with "You must be using a shield to benefit from this feat."

Special: You must be using a shield to benefit from this feat.

TRIUMPHANT ATTACK

Page 207: Remove "(save ends)." The feat has two durations listed, and this one was incorrect.

Benefit: If you score a critical hit with a melee attack, the target of your attack takes a -2 penalty to attack rolls and defenses for the rest of the encounter.

STEALTH

Page 188: Replace the shaded text with the following text.

Stealth: At the end of a move action.

- ◆ **Opposed Check:** Stealth vs. passive Perception. If multiple enemies are present, your Stealth check is opposed by each enemy's passive Perception check. If you move more than 2 squares during the move action, you take a -5 penalty to the Stealth check. If you run, the penalty is -10.
- ◆ **Becoming Hidden:** You can make a Stealth check against an enemy only if you have superior cover or total concealment against the enemy or if you're outside the enemy's line of sight. Outside combat, the DM can allow you to make a Stealth check against a distracted enemy, even if you don't have superior cover or total concealment and aren't outside the enemy's line of sight. The distracted enemy might be focused on something in a different direction, allowing you to sneak up.
- ◆ **Success:** You are hidden, which means you are silent and invisible to the enemy (see "Concealment" and "Targeting What You Can't See," page 281).
- ◆ **Failure:** You can try again at the end of another move action.
- ◆ **Remaining Hidden:** You remain hidden as long as you meet these requirements.
 - Keep Out of Sight:* If you no longer have any cover or concealment against an enemy, you don't remain hidden from that enemy. You don't need superior cover, total concealment, or to stay outside line of sight, but you do need some degree of cover or concealment to remain hidden. You can't use another creature as cover to remain hidden.
 - Keep Quiet:* If you speak louder than a whisper or otherwise draw attention to yourself, you don't remain hidden from any enemy that can hear you.
 - Keep Still:* If you move more than 2 squares during an action, you must make a new Stealth check with a -5 penalty. If you run, the penalty is -10. If any enemy's passive Perception check beats your check result, you don't remain hidden from that enemy.
 - Don't Attack:* If you attack, you don't remain hidden.
- ◆ **Not Remaining Hidden:** If you take an action that causes you not to remain hidden, you retain the benefits of being hidden until you resolve the action. You can't become hidden again as part of that same action.
- ◆ **Enemy Activity:** An enemy can try to find you on its turn. If an enemy makes an active Perception check and beats your Stealth check result (don't make a new check), you don't remain hidden from that enemy. Also, if an enemy tries to enter your space, you don't remain hidden from that enemy.

ARCANE INITIATE

Page 208: Replace the third paragraph of the Benefit section with “In addition, you can use wizard implements.” The former text did not take into account new implements, such as the tome, which was introduced in *Arcane Power*.

Benefit: You gain training in the Arcana skill.

Choose a 1st-level wizard at-will power. You can use that power once per encounter.

In addition, you can use wizard implements.

WARRIOR OF THE WILD

Page 208: Add the following sentence to the end of the second paragraph of the benefit section: “The target you designate as your quarry remains your quarry until the end of your next turn.”

Benefit: You gain training in one skill from the ranger’s class skill list.

Once per encounter, you can use the ranger’s Hunter’s Quarry class feature. The target you designate as your quarry remains your quarry until the end of your next turn.

ADVENTURING GEAR

Page 222: In the Adventuring Gear table, replace the lower half of the table with the following table that includes Oil.

Lantern	7 gp	2 lb.
Oil (1 pint)	1 sp	1 lb.
Ritual book	50 gp	3 lb.
Ritual components	Varies	–
Rope, silk (50 ft.)	10 gp	5 lb.
Spellbook	50 gp	3 lb.
Tent	10 gp	20 lb.
Thieves’ tools	20 gp	1 lb.
Torch	1 sp	1 lb.

DELVER’S ARMOR

Page 229: Replace “Free Action” with “No Action.”

Delver’s Armor

Level 3+

A popular armor among adventurers, it is relatively easy to make.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Armor: Any

Enhancement: AC

Power (Daily): No Action. Gain a +2 power bonus to a saving throw you just rolled; use the new result.

ROD OF REAVING

Page 240: On the Property line, add “nonminion” before “target.” This change prevents a character

from combining this item with a *rod of corruption* to kill all minions in an encounter.

Rod of Reaving

Level 5+

This rod enhances the damage dealt to those suffering your Warlock’s Curse.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: When you place your Warlock’s Curse on a nonminion target, the creature takes damage equal to the rod’s enhancement bonus.

PRONE

Page 277: Add “You can’t move from your space, although you can teleport, crawl, or be forced to move by a pull, a push, or a slide.”

PRONE

- ◆ You grant combat advantage to enemies making melee attacks against you.
- ◆ You can’t move from your space, although you can teleport, crawl, or be forced to move by a pull, a push, or a slide.
- ◆ You get a +2 bonus to all defenses against ranged attacks from nonadjacent enemies.
- ◆ You’re lying on the ground. (If you’re flying, you safely descend a distance equal to your fly speed. If you don’t reach the ground, you fall.)
- ◆ You take a -2 penalty to attack rolls.
- ◆ You can drop prone as a minor action.

SURPRISED

Page 277: Remove “other than free actions.”

SURPRISED

- ◆ You grant combat advantage.
- ◆ You can’t take actions.
- ◆ You can’t flank an enemy.

TARGETING WHAT YOU CAN’T SEE

Page 281: Replace the “Invisible Creature Uses Stealth” and “Make a Perception Check” paragraphs with the following text.

Invisible Creatures and Stealth: If an invisible creature is hidden from you (“Stealth,” page 188), you can neither hear nor see it, and you have to guess what space it occupies. If an invisible creature is not hidden from you, you can hear it or sense some other sign of its presence and therefore know what space it occupies, although you still can’t see it.

Make a Perception Check: On your turn, you can make a Perception check as a minor action (page 186) to try to determine the location of an invisible creature that is hidden from you.

SHIFT

Page 292: In the “No Opportunity Attacks” section, replace the current text with “Your movement doesn’t provoke opportunity attacks.” The former text did not take into consideration abilities that allow a creature to make opportunity attacks beyond adjacent squares, such as with threatening reach.

- ◆ **No Opportunity Attacks:** Your movement doesn’t provoke opportunity attacks.

TEMPORARY HIT POINTS

Page 294: In the “Don’t Add Together” section, replace “from different sources” with “and already have some.” This change removes confusion regarding whether or not temporary hit points ever stack.

- ◆ **Don’t Add Together:** If you get temporary hit points and already have some, use the higher value as your temporary hit point total instead of adding the values together.

DEATH SAVING THROW

Page 295: Remove “expressed as a negative number” in the last sentence.

Death Saving Throw: When you are dying, you need to make a saving throw at the end of your turn each round. The result of your saving throw determines how close you are to death.

Lower than 10: You slip one step closer to death. If you get this result three times before you take a rest, you die.

10–19: No change.

20 or higher: Spend a healing surge. When you do so, you are considered to have 0 hit points, and then your healing surge restores hit points as normal. You are no longer dying, and you are conscious but still prone. If you roll 20 or higher but have no healing surges, your condition doesn’t change.

BREW POTION

Page 301: Change the ritual’s level from 5 to 1, and in the table, move Brew Potion to a position below Animal Messenger and change its level to “1.”

Level: 1

Category: Creation

Time: 1 hour

Duration: Permanent until consumed

Component Cost: Special

Market Price: 75 gp

Key Skill: Arcana or Religion (no check)

RITUALS BY LEVEL

Lvl	Ritual	Key Skill
1	Animal Messenger	Nature
1	Brew Potion	Arcana or Religion
1	Comprehend Language	Arcana
1	Gentle Repose	Heal
1	Magic Mouth	Arcana
1	Make Whole	Arcana
1	Secret Page	Arcana
1	Silence	Arcana
1	Tensor’s Floating Disk	Arcana
2	Endure Elements	Arcana or Nature
2	Eye of Alarm	Arcana
2	Water Walk	Nature
3	Detect Secret Doors	Arcana
4	Arcane Lock	Arcana
4	Enchant Magic Item	Arcana
4	Hand of Fate	Religion
4	Knock	Arcana
4	Travelers’ Feast	Nature
5	Hallucinatory Item	Arcana
5	Magic Circle	Arcana

VIEW OBJECT

Page 314: On the Focus line at the end of the ritual, replace “1,000” with “5,000.” The focus costs of the ritual disagree. At the top of the ritual, it says “5,000” and at the bottom it says “1,000.”

Focus: A mirror or a crystal ball worth at least 5,000 gp. The focus conveys what you see and hear.

DUNGEON MASTER'S GUIDE

OLD UPDATES

BLOCKED VISION

Page 37: Replace the second and third paragraphs with the following text.

Blocked vision provides an opportunity for characters or creatures to make Stealth checks to try to become hidden. Simply being out of sight doesn't make a character or a creature hidden. Beyond the lowest character levels, surprise is rare without some attempt at stealth. Creatures that want to achieve surprise in heavy fog or similar conditions must make an effort to be quiet and stay out of sight, making Stealth checks.

ACTIONS THE RULES DON'T COVER

Page 42: Replace the "Other Checks" paragraph with the following text.

Other Checks: If the action is related to a skill (Acrobatics and Athletics cover a lot of the stunts characters try in combat), use that check. If it is not an obvious skill or attack roll, use an ability check. Consult the Difficulty Class and Damage by Level table below, and set the DC according to whether you think the task should be easy, hard, or somewhere in between. A quick rule of thumb is to start with a DC of 5 (easy), 10 (moderate), or 15 (hard) and add one-half the character's level.

Page 42: Replace the second paragraph of the "Example" section with the following text.

This sort of action is exactly the kind of thinking you want to encourage, so you pick a moderate DC. The table says DC 14. If she makes that check, she gets a hold on the chandelier and swings to the ogre.

DIFFICULTY CLASS AND DAMAGE BY LEVEL

Page 42: Replace the first four columns with the table with the following table. Also, below the table, remove both footnotes.

Difficulty Class (DC) Values			
Level	Easy	Moderate	Hard
1st-3rd	5	10	15
4th-6th	7	12	17
7th-9th	8	14	19
10th-12th	10	16	21
13th-15th	11	18	23
16th-18th	13	20	25
19th-21st	14	22	27
22nd-24th	16	24	29
25th-27th	17	26	31
28th-30th	19	28	33

MOUNT AND RIDER

Page 46: In the "Opportunity Attacks" paragraph, change "If you provoke an opportunity attack by making a ranged attack . . ." to "If you provoke an opportunity attack by making a ranged or an area attack . . ."

- ◆ **Opportunity Attacks:** If your mount's movement provokes an opportunity attack, the attacker chooses to target either you or your mount. If you provoke an opportunity attack by making a ranged or an area attack, the attacker must target you.

EXAMPLE DISEASES

Page 49-50: Under Mummy Rot, replace the Endurance line with "Endurance improve DC 15 + two-thirds mummy's level, maintain DC 10 + two-thirds mummy's level, worsen DC 9 + two-thirds mummy's level or lower."

Endurance improve DC 15 + two-thirds mummy's level, maintain DC 10 + two-thirds mummy's level, worsen DC 9 + two-thirds mummy's level or lower

Under Blinding Sickness, replace the Endurance line with "Endurance improve DC 20, maintain DC 15, worsen DC 14 or lower."

Endurance improve DC 20, maintain DC 15, worsen DC 14 or lower

Under Cackle Fever, replace the Endurance line with "Endurance improve DC 22, maintain DC 17, worsen DC 16 or lower"

Endurance improve DC 22, maintain DC 17, worsen DC 16 or lower

Under Shakes, replace the Endurance line with "Endurance improve DC 23, maintain DC 18, worsen DC 17 or lower"

Endurance improve DC 23, maintain DC 18, worsen DC 17 or lower

Under Mindfire, replace the Endurance line with "Endurance improve DC 25, maintain DC 20, worsen DC 19 or lower"

Endurance improve DC 25, maintain DC 20, worsen DC 19 or lower

Under Hellfever, replace the Endurance line with "Endurance improve DC 28, maintain DC 23, worsen DC 22 or lower"

Endurance improve DC 28, maintain DC 23, worsen DC 22 or lower

Under Slimy Doom, replace the Endurance line with "Endurance improve DC 30, maintain DC 25, worsen DC 24 or lower"

Endurance improve DC 30, maintain DC 25, worsen DC 24 or lower

SKILL CHECK DIFFICULTY CLASS

Page 61: In the table, change the DCs as follows:

Party Level	Easy	Moderate	Hard
1st-3rd	5	10	15
4th-6th	7	12	17
7th-9th	8	14	19
10th-12th	10	16	21
13th-15th	11	18	23
16th-18th	13	20	25
19th-21st	14	22	27
22nd-24th	16	24	29
25th-27th	17	26	31
28th-30th	19	28	33

OBSCURED TERRAIN

Page 61-62: Replace the text in the shaded box with the following text.

OBSCURED TERRAIN

- ◆ **Lightly Obscured:** Squares of dim light, foliage, fog, smoke, heavy falling snow, or rain are lightly obscured.

Concealment: A target in a lightly obscured space has concealment.

- ◆ **Heavily Obscured:** Squares of heavy foliage, heavy fog, or heavy smoke are heavily obscured.

Concealment: A target in a heavily obscured space but adjacent to you has concealment.

Total Concealment: A target in a heavily obscured space and not adjacent to you has total concealment.

- ◆ **Totally Obscured:** Squares of darkness are totally obscured.

Total Concealment: A target in a totally obscured space has total concealment.

STEP 2: LEVEL AND COMPLEXITY

Page 72-73: In the table, replace all values in the Failures column with “3”

In the second sentence of the third paragraph, remove “, and how many failures end the challenge.”

Replace the sixth paragraph of the section.

Remove the seventh paragraph.

The following text replaces the section.

What level is the challenge? What is the challenge’s complexity?

Choose a grade of complexity, from 1 to 5 (1 being simple, 5 being complex).

SKILL CHALLENGE COMPLEXITY

Complexity	Successes	Failures
1	4	3
2	6	3
3	8	3
4	10	3
5	12	3

Level and complexity determine how hard the challenge is for your characters to overcome. The skill challenge’s level determines the DC of the skill checks involved, while the grade of complexity determines how many successes the characters need to overcome the challenge. The more complex a challenge, the more skill checks are required, and the greater number of successes needed to overcome it.

Set the complexity based on how significant you want the challenge to be. If you expect it to carry the same weight as a combat encounter, a complexity of 5 makes sense. A challenge of that complexity takes somewhere between 12 and 18 total checks to complete, and the characters should earn as much experience for succeeding as they would for a combat encounter of the same level (it’s the same as taking on five monsters of the challenge’s level). For quicker, less significant challenges, or for challenges that work as part of a combat encounter, set the complexity lower. (Figure that each complexity is the equivalent of that number of monsters of the challenge’s level.)

For an easier or a harder challenge, use DCs from the row that corresponds to a lower or a higher level, and assign the challenge’s level as the midpoint of that level range. For example, if designing an easier challenge for an 8th-level party, you could use the DCs from the “Level 4-6” row. That would adjust the challenge’s level to 5th.

If you use easy DCs, reduce the level of the challenge by one. If you use hard DCs, increase the level of the challenge by two. You can also adjust the level of the challenge by reducing the number of failures needed to end the challenge. Cut the number of failures needed in half, and increase the level of the challenge by two. (You can also mix DCs in the same challenge, as described on page 74.)

STEP 3: SKILLS

Page 73: In the first sentence of the fourth paragraph, replace “When a player’s turn comes up in a skill challenge” with “When a player participates in a skill challenge.”

When a player participates in a skill challenge, let that player’s character use any skill the player wants. As long as the player or you can come up with a way to let this secondary skill play a part in the challenge, go for it. If a player wants to use a skill you didn’t identify as a primary skill in the challenge, however, then the DC for using that secondary skill is usually moderate or hard. The use of the skill might win the day in unexpected ways, but the risk is greater as well. In addition, a secondary skill can never be used by a single character more than once in a challenge.

RUNNING A SKILL CHALLENGE

Page 74: Remove the second and the third paragraphs so that the section reads as follows.

Begin by describing the situation and defining the challenge. Running the challenge itself is not all that different from running a combat encounter (see Chapter 3). You describe the environment, listen to the players' responses, let them make their skill checks, and narrate the results. The skill challenge description outlines the skills that are useful for the challenge and the results of using them.

Sometimes, a player tells you, "I want to make a Diplomacy check to convince the duke that helping us is in his best interest." That's great—the player has told you what she's doing and what skill she's using to do it. Other times, a player will say, "I want to make a Diplomacy check." In such a case, prompt the player to give more information about how the character is using that skill. Sometimes, characters do the opposite: "I want to scare the duke into helping us." It's up to you, then, to decide which skill the character is using and call for the appropriate check.

You can also make use of the "DM's best friend" rule to reward particularly creative uses of skills (or penalize the opposite) by giving a character a +2 bonus or -2 penalty to the check. Then, depending on the success or failure of the check, describe the consequences, and go on to the next action.

GROUP SKILL CHECKS

Page 75: Add the following paragraph after the existing text.

On checks that aren't described as group checks, consider limiting the number of characters who can assist another character's skill check to one or two. The goal of a skill challenge isn't for the entire party to line up behind one expert but for the entire group to contribute in different and meaningful ways.

REWARD CLEVER IDEAS

Page 75: In the fourth sentence of the first paragraph, replace "let them make a roll using the skill but at a hard DC" with "let them make a roll using the skill at an appropriate DC (usually moderate or hard)."

Thinking players are engaged players. In skill challenges, players will come up with uses for skills that you didn't expect to play a role. Try not to say no. Instead, let them make a roll using the skill at an appropriate DC (usually moderate or hard), or make the skill good for only one success. This encourages players to think about the challenge in more depth and engages more players by making more skills useful.

THE NEGOTIATION

Page 76: On the Complexity line, replace "before 4 failures" with "before 3 failures."

Complexity: 3 (requires 8 successes before 3 failures).

EXAMPLE IN PLAY

Page 76-77: Remove the "Examples in Play" header and the paragraph that follows.

Remove "Round 1"

Remove the last paragraph, which begins, "At the end of the round...."

URBAN CHASE

Page 78: On the Complexity line, replace "before 6 failures" with "before 3 failures."

Complexity: 5 (requires 12 successes before 3 failures).

THE INTERROGATION

Page 79: On the Complexity line, replace "before 2 failures" with "before 3 failures"

Complexity: 1 (requires 4 successes before 3 failures).

DISCOVERING SECRET LORE

Page 80: On the Complexity line, replace "before 4 failures" with "before 3 failures"

Complexity: 3 (requires 8 successes before 3 failures).

THE "GET A CLUE" CHECK

Page 81: In the second sentence of the sidebar, replace "leaning toward the hard DCs" with "using moderate DCs."

One way to appease the frustrated player who thinks his high-Intelligence character should be able to solve puzzles he can't is to allow the player to roll Intelligence checks or various skill checks to help solve the puzzle. With a successful check (use the Difficulty Class and Damage by Level table, page 42, using moderate DCs), give the player a hint—a small part of the puzzle, one right move, or a clue toward a new way of thinking about the puzzle.

MAGIC CROSSBOW TURRET

Page 88: On the trap's Hit line, replace "2d8 + 3" with "1d8 + 3." The trap was doing too much damage.

Attack

Standard Action **Ranged 10**

Targets: Each crossbow attacks one intruder. It magically distinguishes intruders from natives of the dungeon.

Attack: +8 vs. AC

Hit: 1d8 + 3 damage.

DOOMSPORE

Page 88: Replace “XP 350” with “XP 150” and “Upgrade to Elite (700 XP)” to “Upgrade to Elite (300 XP)”

Doomspore
Hazard

Level 3 Obstacle
XP 150

PENDULUM SCYTHES

Page 88: In the third bullet of the Countermeasures section, replace “2 failures” with “3 failures.” This change syncs up this trap with previous updates to skill challenges.

- ◆ A character can engage in a skill challenge to deactivate the control panel. DC 22 Thievery. Complexity 1 (4 successes before 3 failures). Success disables the trap. Failure causes 1d4 + 1 blades to attack each round.

FLAME JET

Page 90: In the second bullet of the Countermeasures section, replace “2 failures” with “3 failures.” This change syncs up this trap with previous updates to skill challenges.

- ◆ A character can engage in a skill challenge to deactivate the control panel. DC 28 Thievery. Complexity 1 (4 successes before 3 failures). Success disables the trap. Failure causes the control panel to explode (close blast 3, 3d8 + 4 damage to all creatures in blast) and the trap remains active.

SOUL GEM

Page 93: In the first bullet of the Countermeasures section, replace “2 failures” with “3 failures.” This change syncs up this trap with previous updates to skill challenges.

- ◆ A character can engage in a skill challenge to detach the soul gem from its socket and thereby disable it. DC 37 Thievery. Complexity 1 (4 successes before 3 failures). Success detaches the gem and disables the trap. Failure causes the gem to explode (close burst 8, 4d10 + 5 radiant damage and stunned (save ends) to all creatures in burst).

DIFFICULTY

Page 104: The following changes are necessary to sync up the “Difficulty” section on page 104 with the “Encounter Components” section on page 56.

In the second sentence of the second paragraph, replace “four levels above them” with “three levels above them.”

In the first sentence of the third paragraph, replace “two to three” with “one to two.”

In the first sentence of the fourth paragraph, replace “two to three” with “two to four,” and replace “five to seven” with “up to five.”

The majority of the encounters in an adventure should be moderate difficulty—challenging but not overwhelming, falling right about the party’s level or one higher. Monsters in a standard encounter might range from three levels below the characters to about three levels above them. These encounters should make up the bulk of your adventure.

Easy encounters are one to two levels below the party, and might include monsters as many as four levels lower than the party. These encounters let the characters feel powerful. If you build an encounter using monsters that were a serious threat to the characters six or seven levels ago, you’ll remind them of how much they’ve grown in power and capabilities since the last time they fought those monsters. You might include an easy encounter about once per character level—don’t overdo it.

Hard encounters are two to four levels above the party, and can include monsters that are up to five levels above the characters. These encounters really test the characters’ resources, and might force them to take an extended rest at the end. They also bring a greater feeling of accomplishment, though, so make sure to include about one such encounter per character level. However, be careful of using high-level soldiers and brutes in these encounters. Soldier monsters get really hard to hit when they’re five levels above the party, and brutes can do too much damage at that level.

THE INVULNERABLE COAT OF ARND

Page 170: Add the “Healing” keyword to the item’s encounter power.

Power (Encounter ◆ Healing): Minor Action. You can spend a healing surge.

CREATING NEW ELITES

Page 185: Remove “plus twice its Constitution score” from Adjust Hit Points.

2. **Adjust Hit Points.** An elite monster has hit points equal to twice the hit points of the standard monster.

WARLORD NPC

Page 188: On the Weapon Proficiency line, replace “military ranged” with “simple ranged.”

Weapon Proficiency Simple melee, military melee, simple ranged

BARSTOMUN STRONGBEARD

Page 200: Replace the dodge and throw attack power with the following text.

Dodge and Throw (immediate reaction, when an enemy misses Barstomun with a melee attack; encounter)

+7 vs. Fortitude; slide the target 1 square and knock it prone.

MONSTER MANUAL

OLD UPDATES

ACTION

Page 7: In the first sentence of the Sustain definition, replace “start of its next turn” with “end of its next turn.” Otherwise, the monster cannot ever sustain its power because the duration ends before it can spend the necessary action.

Sustain: The monster can sustain the power’s effect until the end of its next turn, usually as a standard or minor action. If the power requires an attack roll, the attack must succeed before the monster can sustain the power.

EFFECT

Page 7: Replace the third paragraph with the following text.

Some powers deal damage that combines two or more damage types. Resistance doesn’t reduce damage unless the target has resistance to each type of damage from the attack, and then only the weakest of the resistances applies.

ANGEL OF BATTLE

Page 14: Replace “HP 296” with “HP 148” and “Bloodied 148” with “Bloodied 74.”

HP 148; Bloodied 74

CAVE BEAR

Page 29: Replace the claw damage: “1d8 + 5 damage” with “2d8 + 5 damage.”

Replace the cave bear frenzy damage: “1d8 + 5 damage” with “2d8 + 5 damage.”

⊕ **Claw** (standard; at-will)

+10 vs. AC; 2d8 + 5 damage.

↶ **Cave Bear Frenzy** (standard; recharge ☞☞)

Close burst 1; targets enemies; +10 vs. AC; 2d8 + 5 damage.

EYE OF FLAME

Page 32: Replace “HP 240” with “HP 204.”

HP 204; Bloodied 102; see also *fiery burst*

FEYMIRE CROCODILE

Page 45: Replace the *swallow*, with the following text.

⊕ **Swallow** (standard; at-will)

The feymire crocodile tries to swallow a bloodied Medium or smaller creature it is grabbing: +15 vs. Fortitude; the target is swallowed. The swallowed target is inside the feymire crocodile and is dazed and restrained until it is no longer swallowed. The swallowed target has line of sight and line of effect only to the feymire crocodile, and no creature has line of sight or line of effect to the swallowed target. The only attacks the swallowed target can make are basic attacks. At the start of each of the feymire crocodile’s turns, the swallowed target takes 10 damage. When the feymire crocodile dies, the target is no longer swallowed and can escape as a move action, appearing in the feymire crocodile’s former space.

CYCLOPS BATTLEWEAVER

Page 48: In the evil eye power, replace the attack’s text with the following text: “Ranged 20; the target takes a -2 penalty to speed until the end of the encounter or until the cyclops battleweaver uses *evil eye* on a different target.” This change adds a duration to the effect.

↷ **Evil Eye** (minor; at-will)

Ranged 20; the target takes a -2 penalty to speed until the end of the encounter or until the cyclops battleweaver uses *evil eye* on a different target.

EVISTRO

Page 54: Replace the claws damage: “1d8 + 5 damage” with “1d12 + 5 damage.”

⊕ **Claws** (standard; at-will)

+9 vs. AC; 1d12 + 5 damage.

MEZZODEMON

Page 58: Replace “Large” with “Medium” on the second line of the statistics block.

Mezzodemon

Medium elemental humanoid (demon)

Level 11 Soldier

XP 600

IMP

Page 63: Add “Reach 0” to both of the creature’s attacks.

⊕ **Bite** (standard; at-will)

Reach 0; +7 vs. AC; 1d6 + 1 damage.

⊕ **Tail Sting** (standard; recharges when the imp uses *vanish*) ◆

Poison

Reach 0; +8 vs. AC; 1d8 + 3 damage, and the imp makes a secondary attack against the same target. *Secondary Attack:* +5 vs. Fortitude; the target takes ongoing 5 poison damage and a -2 penalty to Will defense (save ends both).

ANCIENT BLUE DRAGON

Page 79: In the dragon's wingclap attack, replace "This attack doesn't provoke opportunity attacks" with "This movement does not provoke opportunity attacks."

✚ **Wingclap** (move; recharge ☹️☹️) ◆ **Thunder**

The dragon flies up to 12 squares and attacks with its wings at the end of its move: reach 4; +34 vs. Fortitude; 3d10 + 8 thunder damage. This movement doesn't provoke opportunity attacks.

NEEDLEFANG DRAKE SWARM

Page 90: In the *swarm of teeth* power, replace "1d10 + 4" with "1d6 + 2" and "2d10 + 4" with "2d6 + 2." In the *pull down* power, add "1/round" after "minor" and replace "+7 vs. Fortitude" with "+3 vs. Fortitude." This change adjusts the power level of the creatures.

⊕ **Swarm of Teeth** (standard; at-will)

+8 vs. AC; 1d6 + 2 damage, or 2d6 + 2 damage against a prone target.

✚ **Pull Down** (minor 1/round; at-will)

+3 vs. Fortitude; the target is knocked prone.

PSEUDODRAGON

Page 91: Replace "Tiny" with "Small" for the creature's size.

Pseudodragon

Small natural beast (reptile)

Level 3 Lurker

XP 150

DROW WARRIOR

Page 94: Replace the rapier attack's "(X2)" with "and the drow warrior makes a secondary attack against the same target. Secondary Attack: +13 vs. Fortitude; see drow poison for the effect."

⊕ **Rapier** (standard; at-will) ◆ **Poison, Weapon**

+14 vs. AC; 1d8 + 4 damage, and the drow warrior makes a secondary attack against the same target. *Secondary Attack:* +13 vs. Fortitude; see *drow poison* for the effect.

EFREET CINDERLORD

Page 98: In the efreet's fan the flames attack, delete "Area burst 2 centered on target;."

✚ **Fan the Flames** (standard; at-will) ◆ **Fire**

Ranged 20; affects only a target taking ongoing fire damage; automatic hit; the target takes 3d6 fire damage, and the efreet makes a secondary attack against all creatures adjacent to the target. *Secondary Attack:* +17 vs. Reflex; 2d6 fire damage. *Miss:* Half damage.

EFREET PYRESINGER

Page 99: In the sheets of flame power, replace the attack's text with the following text: "Area burst 3 within 20; the burst creates a zone of roaring flame that lasts until the end of the encounter. Any creature that enters the zone or starts its turn there takes 10 fire damage. The zone blocks line of sight."

✚ **Sheets of Flame** (standard; recharge ☹️☹️☹️) ◆ **Fire**

Area burst 3 within 20; the burst creates a zone of roaring flame that lasts until the end of the encounter. Any creature that enters the zone or starts its turn there takes 10 fire damage. The zone blocks line of sight.

EFREET KARADJIN

Page 100: Replace the attack bonus of scimitar of horrendous flame: "+27" with "+35."

⊕ **Scimitar of Horrendous Flame** (standard; at-will) ◆ **Fire, Weapon**

Reach 2; +35 vs. AC; 2d10 + 9 damage (crit 6d10 + 29) plus 1d10 fire damage, and the target takes ongoing 15 fire damage and is immobilized (save ends both). *Aftereffect:* Ongoing 15 fire damage (save ends). Saving throws against this power take a -2 penalty.

ETTERCAP FANG GUARD

Page 107: In the ettercap's web reaper ability, replace "restrained and immobilized" with "restrained or immobilized."

Web Reaper

The ettercap fang guard gains a +2 bonus to attack rolls and deals an extra 2 damage against restrained or immobilized creatures.

DEATH GIANT

Page 120: Replace the greataxe damage: "2d6 + 9 damage (crit 6d6 + 21)" with "4d6 + 9 damage (crit 12d6 + 33)."

⊕ **Greataxe** (standard; at-will) ◆ **Weapon**

Reach 2; +25 vs. AC; 4d6 + 9 damage (crit 12d6 + 33).

HILL GIANT

Page 121: Replace the greatclub damage: "1d10 + 5 damage" with "2d10 + 7 damage."

⊕ **Greatclub** (standard; at-will) ◆ **Weapon**

Reach 2; +15 vs. AC; 2d10 + 7 damage.

GITHYANKI WARRIOR

Page 128: In the githyanki's telekinetic grasp attack, delete "sustain minor;."

✚ **Telekinetic Grasp** (standard; encounter)

Ranged 5; Medium or smaller target; +15 vs. Fortitude; the target is immobilized (save ends).

GITHZERA! MINDMAGE

Page 131: In the githzerai's accurate mind ability, replace "total cover" with "superior cover."

Accurate Mind

The githzerai mindmage's ranged attacks ignore cover and concealment (but not superior cover or total concealment).

GNOME ARCANIST

Page 134: In aura of illusion, delete "and can hide in the aura."

Aura of Illusion (Illusion) aura 5; the gnome arcanist and all allies in the aura gain concealment.

GOBLIN UNDERBOSS

Page 138: Add "Saving Throws +2" and "Actions Points 1"

Initiative +4 **Senses** Perception +8; low-light vision
HP 110; **Bloodied** 55
AC 18; **Fortitude** 17, **Reflex** 15, **Will** 16; see also *survival instinct*
Saving Throws +2
Speed 5; see also *superior goblin tactics*
Action Points 1

NIGHT HAG

Page 151: In the night hag's statistics block, replace "no save" in the wave of sleep power with "save ends."

◀ **Wave of Sleep** (standard; recharge [1]) ♦ **Psychic, Sleep**
Close blast 5; +17 vs. Will; 1d8 + 3 psychic damage, and the target is dazed (save ends). *First Failed Saving Throw:* The target falls unconscious (save ends).

KOBOLD

Page 167-169: In the second line of all the kobold statistics blocks, add the reptile keyword.

Small natural humanoid (reptile)

FILTH FEVER

Page 180: Replace Endurance stable DC 16, improve 21" with "Endurance improve DC 16, maintain DC 11, worsen DC 10 or lower."

Endurance improve DC 16, maintain DC 11, worsen DC 10 or lower

MOON FRENZY

Page 181: Replace "Endurance stable DC 20, improve 24" with "Endurance improve DC 19, maintain DC 14, worsen DC 13 or lower."

Endurance improve DC 19, maintain DC 14, worsen DC 13 or lower

MEDUSA SHROUD OF ZEHIR

Page 187: In the *short sword* attack, replace "+15" with "+23." The former attack value was too low.

Ⓛ **Short Sword** (standard; at-will) ♦ **Acid, Poison, Weapon**
+23 vs. AC; 1d6 + 7 damage, and the target takes ongoing 10 acid and poison damage (save ends).

MIND FLAYERS

Page 188: In the third line of both mind flayer statistics blocks, add "darkvision" after the Perception bonus.

Initiative +16 **Senses** Perception +14; darkvision

Initiative +12 **Senses** Perception +18; darkvision

MUMMY ROT (MUMMY GUARDIAN)

Page 192: Replace "Endurance stable DC 20, improve 24" with "Endurance improve DC 20, maintain DC 15, worsen DC 14 or lower."

Endurance improve DC 20, maintain DC 15, worsen DC 14 or lower

MUMMY ROT (MUMMY LORD)

Page 192: Replace "Endurance stable DC 22, improve 26" with "Endurance improve DC 23, maintain DC 18, worsen DC 17 or lower."

Endurance improve DC 23, maintain DC 18, worsen DC 17 or lower

MUMMY ROT (GIANT MUMMY)

Page 192: Replace "Endurance stable DC 33, improve 37" with "Endurance improve DC 29, maintain DC 24, worsen DC 23 or lower."

Endurance improve DC 29, maintain DC 24, worsen DC 23 or lower

BONE NAGA

Page 194: In the *death rattle* aura, add "until the start of their next turns" to the end of the sentence. The update to the aura description required a duration to be added to this aura.

Death Rattle (Necrotic) aura 2; enemies that start their turns in the aura are dazed until the start of their next turns.

OGRE SAVAGE

Page 199: Replace the greatclub damage: “1d10 + 5 damage” with “2d10 + 5 damage.”

⊕ **Greatclub** (standard; at-will) ◆ **Weapon**
Reach 2; +11 vs. AC; 2d10 + 5 damage.

ONI NIGHT HAUNTER

Page 200: Replace “(no save)” in hypnotic breath with “(save ends).”

↵ **Hypnotic Breath** (standard; recharges when first bloodied) ◆ **Charm, Sleep**
Close blast 5; +11 vs. Will; the target is dazed (save ends). *First Failed Saving Throw:* The target falls unconscious (save ends).

GELATINOUS CUBE

Page 202: Replace the slam damage: “1d6 + 2 damage” with “2d6 + 2 damage.”

⊕ **Slam** (standard; at-will)
+10 vs. Fortitude; 2d6 + 2 damage, and the target is immobilized (save ends).

Add the melee attack symbol to engulf.

⊕ **Engulf** (standard; at-will) ◆ **Acid**
The gelatinous cube attacks one or two Medium or smaller targets; +8 vs. Reflex (automatically hits an immobilized creature). On a hit, the target is grabbed and pulled into the cube’s space; the target is dazed and takes ongoing 10 acid damage until it escapes the grab. A creature that escapes the grab shifts to a square of its choosing adjacent to the cube. The cube can move normally while creatures are engulfed within it.

ASPECT OF ORCUS

Page 208: Replace skull mace damage: “1d10 + 10 damage” with “2d10 + 5 damage.”

⊕ **Skull Mace** (standard; at-will) ◆ **Necrotic, Weapon**
Reach 2; +27 vs. AC; 2d10 + 5 damage, and the target is weakened (save ends).

FILTH FEVER

Page 211: Replace “Endurance stable DC 16, improve 21” with “Endurance improve DC 16, maintain DC 11, worsen DC 10 or lower.”

Endurance improve DC 16, maintain DC 11, worsen DC 10 or lower

PURPLE WORM

Page 214: Replace the swallow attack text with the following text.

⊕ **Swallow** (standard; at-will)
The purple worm tries to swallow a bloodied Medium or smaller creature it is grabbing; +21 vs. Fortitude; the target is swallowed. The swallowed target is inside the purple worm and is dazed and restrained until it is no longer swallowed. The swallowed target has line of sight and line of effect only to the purple worm, and no creature has line of sight or line of effect to the swallowed target. The only attacks the swallowed target can make are basic attacks. At the start of each of the purple worm’s turns, the swallowed target takes 10 damage plus 10 acid damage. When the purple worm dies, the target is no longer swallowed and can escape as a move action, appearing in the purple worm’s former space.

ELDER PURPLE WORM

Page 214: Replace the swallow attack text with the following:

⊕ **Swallow** (standard; at-will)
The elder purple worm tries to swallow a bloodied Large or smaller creature it is grabbing; +29 vs. Fortitude; the target is swallowed. The swallowed target is inside the elder purple worm and is dazed and restrained until it is no longer swallowed. The swallowed target has line of sight and line of effect only to the elder purple worm, and no creature has line of sight or line of effect to the swallowed target. The only attacks the swallowed target can make are basic attacks. At the start of each of the elder purple worm’s turns, the swallowed target takes 20 damage plus 20 acid damage. When the elder purple worm dies, the target is no longer swallowed and can escape as a move action, appearing in the elder purple worm’s former space.

FILTH FEVER

Page 219: Replace “Endurance stable DC 16, improve 21” with “Endurance improve DC 16, maintain DC 11, worsen DC 10 or lower.”

Endurance improve DC 16, maintain DC 11, worsen DC 10 or lower

STORMCLAW SCORPION

Page 229: In the reactive sting power, replace “immediate reaction” with “immediate interrupt.” The escape action allows a character to shift as part of his or her escape, so one could escape the reach of this attack before the scorpion could make it.

⊕ **Reactive Sting** (immediate interrupt, when an enemy grabbed by the scorpion escapes; at-will)
The stormclaw scorpion makes a sting attack against the enemy.

HELLSTINGER SCORPION

Page 229: In the reactive sting power, replace “immediate reaction” with “immediate interrupt.” The escape action allows a character to shift as part of his or her escape, so one could escape the reach of this attack before the scorpion could make it.

‡ **Reactive Sting** (immediate interrupt, when an enemy grabbed by the scorpion escapes; at-will)
The hellstinger scorpion makes a *hellish sting* attack against the enemy.

SHADAR-KAI CHAINFIGHTER

Page 230: In the Hit Points line, replace “Bloodied 39” with “Bloodied 34.” The former value is incorrect.

HP 68; Bloodied 34

SHADAR-KAI GLOOMBLADE

Page 230: In veil of shadows, replace the first sentence with “The shadar-kai gloomblade turns invisible until the end of his turn and moves his speed.”

Veil of Shadows (move; at-will) ◆ **Illusion**
The shadar-kai gloomblade turns invisible until the end of his turn and moves up to his speed. The gloomblade cannot use this power while bloodied.

Replace “shadowmail” in the Equipment line with “chainmail.”

Equipment chainmail, greatsword

SHADAR-KAI WARRIOR

Page 231: Replace “shadowmail” in the Equipment line with “chainmail.”

Equipment chainmail, 2 katars

CHAOS PHAGE

Page 239: Replace “Endurance stable DC 26, improve 31” with “Endurance improve DC 25, maintain DC 20, worsen DC 19 or lower.”

Endurance improve DC 25, maintain DC 20, worsen DC 19 or lower

SHADOWRAVEN SWARM

Page 243: Replace the third line of the statistics block with the following:

Initiative +20 Senses Perception +14; darkvision

TROGLODYTE WARRIOR

Page 252: Replace “Large” with “Medium” on the second line of the statistics block.

Medium natural humanoid (reptile)

XP 175

YUAN-TI MALISON SHARP-EYE TACTICS

Page 269: Replace the second sentence with “Its chameleon defense helps it remain hidden during an encounter.”

A malison sharp-eye uses ranged attacks in preference to all other attacks. Its *chameleon defense* helps it remain hidden during an encounter.

YUAN-TI ABOMINATION

Page 270: In the grasping coils power, add “Reach 2;” before “+18 vs. Reflex.” The creature cannot pull when it can only attack adjacent enemies, so the attack is intended to have reach.

‡ **Grasping Coils** (minor 1/round; at-will)
Reach 2; +18 vs. Reflex; the target is pulled 1 square and grabbed (until escape). The yuan-ti abomination can grab only one creature at a time.

AURA

Page 280: Remove “and effects imposed by an aura last until the end of the affected creatures’ next turn unless otherwise stated” from the first paragraph.

Aura: An aura is a continuous effect that affects all squares within the listed range of the originating creature’s space. An aura does not affect the originating creature unless the text specifies otherwise.

FORGOTTEN REALMS CAMPAIGN GUIDE

OLD UPDATES

SANCOSSUG

Page 21: Replace the Hit Point line with “HP 184; Bloodied 92.”

Remove “within 10” from fire cloud, blinding cloud, and stinging cloud.

BLAZING RORN THE FURY

Page 243: In the statistics block of Blazing Rorn the Fury, replace “Solo Primordial” with “Solo Brute.”

SHARN

Page 266: On the sharn’s Alignment line, replace “Chaotic evil” with “Unaligned.”

DUNGEON MASTER'S SCREEN

OLD UPDATES

MINOR ACTIONS TABLE

“Ready or stow a shield” should be in the Standard Actions table.

TARGET DCs TABLE

Replace the table with the following table:

Level	Easy	Moderate	Hard
1st-3rd	5	10	15
4th-6th	7	12	17
7th-9th	8	14	19
10th-12th	10	16	21
13th-15th	11	18	23
16th-18th	13	20	25
19th-21st	14	22	27
22nd-24th	16	24	29
25th-27th	17	26	31
28th-30th	19	28	33

Also, delete “Skill checks: Increase DCs by 5” below the table.

DCs FOR COMMONLY USED SKILLS

TABLE

Replace “Let a character use a healing surge” with “Let a character use his or her second wind.”

COMBAT ADVANTAGE TABLE

Delete “Unaware of you (page 188).”

CONDITIONS TABLE

Add the following text to the prone condition: “You can’t move from your space, although you can teleport, crawl, or be forced to move by a pull, a push, or a slide”

CONDITIONS TABLE

Delete “other than free actions” from the surprised condition.

HEALING A DYING CHARACTER TABLE

Replace the second sentence of the Regain Hit Points line with “If the healing effect requires you to spend a healing surge but you have none left, you are restored to 1 hit point.”

ADVENTURER'S VAULT

OLD UPDATES

WEAPONS

Page 8: Add the following property. This change allows wielders of certain double weapons to benefit from select feats and features.

Stout: A weapon that has the stout property can be treated as a two-handed weapon.

DOUBLE WEAPONS

Page 9: Replace the Double Weapons table with the following table. These changes clarify that certain weapon properties are intended to apply only to specific ends of weapons. The changes also expand the description of two-handed weapons and bring them in line with attack and damage expectations.

DOUBLE WEAPONS

Page 10: Replace the Double Weapons sidebar with the following sidebar.

DOUBLE WEAPONS

Double weapons share the following traits.

- ◆ You must wield a double weapon in two hands to use it.
- ◆ A Small character cannot wield a double weapon unless the weapon has the small property.
- ◆ Wielding a double weapon is like wielding a weapon in each hand. In the table, the first line of the double weapon's entry describes the end of the weapon wielded in your main hand. The indented line describes the weapon's other end, wielded in your off-hand. The two ends of a double weapon can have different proficiency bonuses, damage, properties, and weapon groups. The weight and price entries represent the total for the weapon, rather than only one side.
- ◆ When adding an enchantment that requires a particular weapon type, at least one end of the weapon must match the requirement. For example, an urgrosh could gain the vorpal enchantment, even though only one end meets the requirement of "heavy blade or axe."
- ◆ An enchanted double weapon gains all benefits of the enchantment on each end (even if one end would not normally qualify for the enchantment). This does not increase the frequency of use of any power possessed by the item; if you wield a double weapon with a daily power you can still only activate that power once per day.

Double Weapons

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Double axe	+2	1d10	–	40 gp	15 lb.	Axe	Stout
–Secondary end	+2	1d10				Axe	Off-hand
Double flail	+2	1d8	–	30 gp	11 lb.	Flail	Defensive, stout
–Secondary end	+2	1d8				Flail	Off-hand
Double sword	+3	1d6	–	40 gp	9 lb.	Light blade	Defensive, off-hand
–Secondary end	+3	1d6				Light blade	Off-hand
Urgrosh	+2	1d12	–	10 gp	8 lb.	Axe	Defensive, stout
–Secondary end	+2	1d6				Spear	Off-hand

MOUNTS TABLE

Page 11: In the “Horse, Riding” entry, replace “8” with “10” and in the “Horse, Warhorse” entry, replace “200” with “680.”

MOUNTS

Mount	Price (gp)	Speed ¹	Per Hour ¹	Per Day ¹	Normal (lb.)	Heavy (lb.)	Push/Drag (lb.)
Blade spider ^{MM}	13,000	6	3 miles	30 miles	250	500	1,250
Camel	75	9	4-1/2 miles	45 miles	237	475	1,187
Dire boar ^{MM}	1,800	8	4 miles	40 miles	237	475	1,187
Elephant	3,400	8	4 miles	40 miles	312	625	1,562
Giant ant	1,800	9	4-1/2 miles	45 miles	237	475	1,187
Giant lizard, draft	200	7	3-1/2 miles	35 miles	237	475	1,187
Giant lizard, riding	1,800	9	4-1/2 miles	45 miles	250	500	1,250
Griffon ^{MM}	9,000	fly 10	5 miles	50 miles	250	500	1,250
Griffon, rimefire ^{MM}	525,000	fly 10	5 miles	50 miles	300	600	1,500
Hippogriff ^{MM}	4,200	fly 10	5 miles	50 miles	237	475	1,187
Hippogriff dreadmount ^{MM}	4,200	fly 10	5 miles	50 miles	262	525	1,312
Horse, celestial charger ^{MM}	13,000	8	4 miles	40 miles	287	575	1,437
Horse, riding ^{MM}	75	10	4 miles	40 miles	237	475	1,187
Horse, sea	1,800	swim 10	5 miles	50 miles	225	450	1,125
Horse, skeletal	17,000	10	5 miles	50 miles	250	500	1,250
Horse, warhorse ^{MM}	680	8	4 miles	40 miles	262	525	1,312
Manticore ^{MM}	45,000	fly 8	4 miles	40 miles	262	525	1,312
Nightmare ^{MM}	25,000	fly 10	5 miles	50 miles	287	575	1,437
Rage drake ^{MM}	2,600	8	4 miles	40 miles	237	475	1,187
Rhinoceros	2,600	6	3 miles	30 miles	262	525	1,312
Shark, dire	21,000	swim 11	5-1/2 miles	55 miles	210	420	1,050
Shark, riding	3,400	swim 11	5-1/2 miles	55 miles	190	380	950
Trihorn behemoth	21,000	6	3 miles	30 miles	325	650	1,625
Wolf, dire ^{MM}	1,000	8	4 miles	40 miles	237	475	1,187
Wyvern ^{MM}	21,000	fly 8	4 miles	40 miles	300	600	1,500

^{MM} This monster’s statistics can be found in the *Monster Manual*.

¹ A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

GIANT LIZARD, RIDING

Page 12: Replace “at-will” with “encounter” in the *combined attack* power. This change brings the power in line with our damage expectations.

Combined Attack (while mounted by a friendly rider of 6th level or higher; encounter) ♦ **Mount**

When the giant lizard’s rider makes a melee attack against a target, the lizard can make a claw attack against the same target.

STOP

Page 17: Replace the movement paragraph of the stop action text with the following text. This change prevents a character from using the stop action to accelerate.

STOP

- ♦ **Action:** Move
- ♦ **Movement:** The vehicle stops and remains in its current position.
- ♦ **Direction:** The vehicle’s heading marker remains in place. If and when the vehicle moves again, it must initially move in this direction.

BLASTPATCH

Page 26: In the item's power under the firepatch and shockpatch entry, delete ", and the target is immobilized until the beginning of its next turn." This change equalizes the patches and brings them within damage and condition output expectations.

Firepatch—2d8 fire damage.

Shockpatch—1d8 lightning damage, and the target grants combat advantage until the end of its next turn.

ADDERGREASE ARMOR

Page 39: In the item's power, replace "or 29" with "or 28."

Addergrease Armor

Level 3+

The worn leather of this armor gleams with toxic grease.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Armor: Leather, Hide

Enhancement: AC

Power (Daily ♦ Poison): Immediate Reaction. Use this power when an enemy misses you with a melee attack. The attacker takes ongoing 5 poison damage (save ends), and you shift a number of squares equal to this item's enhancement bonus.

Level 13 or 18: Ongoing 10 poison.

Level 23 or 28: Ongoing 15 poison.

BONEGRIM ARMOR

Page 42: In the item's property, replace "Level 18" with "Level 19," replace "Level 23" with "Level 24," and replace "Level 28" with "Level 29."

Bonegrim Armor

Level 14+

Forelimb bones adorn your arms and legs, rib cages are stretched across your chest, and a skull sits atop your head like a helmet.

Lvl 14	+3	21,000 gp	Lvl 24	+5	525,000 gp
Lvl 19	+4	105,000 gp	Lvl 29	+6	2,625,000 gp

Armor: Plate

Enhancement: AC

Property: Gain a +2 item bonus to Intimidate checks and resist 5 necrotic and resist 5 poison.

Level 19: Resist 10 necrotic and resist 10 poison. You no longer require food.

Level 24: Resist 15 necrotic and resist 15 poison. You no longer require food.

Level 29: Resist 15 necrotic and resist 15 poison. You no longer require food, and you can remain awake during an extended rest.

Cursed: Removing the armor from a living creature requires a Remove Affliction ritual with a penalty to the Heal check equal to the armor's level.

FLICKERSIGHT ARMOR

Page 45: In the item's power, add "or 27" after "Level 22."

Flickersight Armor

Level 12+

Your body becomes indistinct and hazy to onlookers who must now squint to see you clearly.

Lvl 12	+3	13,000 gp	Lvl 22	+5	325,000 gp
Lvl 17	+4	65,000 gp	Lvl 27	+6	1,625,000 gp

Armor: Cloth, Leather, Hide

Enhancement: AC

Property: You can treat dim light as bright light within 5 squares of you.

Power (Daily): Minor Action. Until the end of your next turn, you gain concealment against enemies farther than 5 squares away from you.

Level 22 or 27: Concealment lasts until the end of encounter.

LAUGHING DEATH ARMOR

Page 47: In the item's property, replace "Level 13 or 18" with "Level 14 or 19," and replace "Level 23 or 28" with "Level 24 or 29."

In the item's power, replace "Encounter" with "Daily."

Laughing Death Armor

Level 9+

The wearer of this armor scoffs at necrotic powers and can unleash a blast of withering black energy upon adversaries.

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 19	+4	105,000 gp			

Armor: Cloth, Leather, Hide

Enhancement: AC

Property: Resist 5 necrotic.

Level 14 or 19: Resist 10 necrotic.

Level 24 or 29: Resist 15 necrotic.

Power (Daily ♦ Necrotic): Immediate Reaction. Use this power when struck by a melee attack. The attacker takes 1d6 necrotic damage per plus of the armor and also takes a -2 penalty to Fortitude defense until the end of your next turn.

ROBE OF BLOODWALKING

Page 49: Remove the Healing keyword from the item's power.

Robe of Bloodwalking

Level 17+

This cloth armor rewards you for destroying your foes.

Lvl 17	+4	65,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 22	+5	325,000 gp			

Armor: Cloth

Enhancement: AC

Power (Encounter ♦ Teleportation): Free Action. Use this power when you reduce a target within 10 squares of you to 0 or fewer hit points. Teleport to any square the target occupied.

ROBE OF CONTINGENCY

Page 49: Add the Healing keyword to the item's power.

Robe of Contingency

Level 4+

Stitched with thread from the Feywild, this robe is favored by many wizards for its ability to escape a bind.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Armor: Cloth

Enhancement: AC

Power (Daily ♦ Healing, Teleportation): Immediate

Reaction. Use this power while you are bloodied and when an attack damages you. Teleport 6 squares, and you can spend a healing surge.

ROBE OF DEFYING STORMS

Page 49: In the item's property, replace "Level 25 or 30" with "Level 24 or 29."

Robe of Defying Storms

Level 14+

Embroidered patterns on these robes resemble clouds and great, slashing bursts of lightning. You gain both protection from storms and the ability to call upon their power.

Lvl 14	+3	21,000 gp	Lvl 24	+5	525,000 gp
Lvl 19	+4	105,000 gp	Lvl 29	+6	2,625,000 gp

Armor: Cloth

Enhancement: AC

Property: Resist 10 lightning and resist 10 thunder.

Level 24 or 29: Resist 15 lightning and resist 15 thunder.

Power (Daily ♦ Healing): Immediate Interrupt. Use this power when you would take lightning or thunder damage. You take no lightning or thunder damage, you gain a +1 power bonus to attack rolls until the end of your next turn, and you can spend a healing surge.

SHARED SUFFERING ARMOR

Page 51: At the end of the second sentence of the power, add "(save ends)."

Shared Suffering Armor

Level 5+

When enemies deal ongoing damage, this armor lets you deliver ongoing damage upon them as well.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Armor: Any

Enhancement: AC

Power (Encounter): Immediate Reaction. Use this power when an attack gives you ongoing damage. The attacker gains an equal amount of untyped ongoing damage (save ends).

SKELETAL ARMOR

Page 52: In the item's property, replace "Level 23 or 28" with "Level 24 or 29."

Skeletal Armor

Level 19+

Encased in bones, the wearer of this armor presents a terrible image of an undead creature, gaining similar resistances and making any undead hesitant to attack.

Lvl 19	+4	105,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 24	+5	525,000 gp			

Armor: Chain, Plate, Scale

Enhancement: AC

Property: Resist 10 necrotic.

Level 24 or 29: Resist 15 necrotic.

Power (Daily): Minor Action. Close burst 5; targets undead; the attack is this item's level + enhancement bonus vs. Will; the target cannot attack you (save ends).

SPIRITLINK ARMOR

Page 53: In the item's property, replace "Level 24" with "Level 25," and replace "Level 29" with "Level 30."

Spiritlink Armor

Level 15+

This armor absorbs both light and dark energy, and it can even transform that destructive energy into healing.

Lvl 15	+3	25,000 gp	Lvl 25	+5	625,000 gp
Lvl 20	+4	125,000 gp	Lvl 30	+6	3,125,000 gp

Armor: Chain

Enhancement: AC

Property: Resist 5 necrotic and resist 5 radiant.

Level 25: Resist 10 necrotic and resist 10 radiant.

Level 30: Resist 15 necrotic and resist 15 radiant.

Power (Daily ♦ Healing): Immediate Interrupt. When an ally within 5 squares of you is hit by an attack dealing necrotic or radiant damage, the ally gains immunity to the necrotic and/or radiant damage from that attack. The ally can spend a healing surge and regain additional hit points equal to twice the armor's enhancement bonus.

STALKER'S ARMOR

Page 53: Replace the item's property. This change prevents the property from being recursive.

Stalker's Armor

Level 18+

Shadowfell and Feywild energies blend to make this armor the ultimate hunter's apparel.

Lvl 18	+4	85,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 23	+5	425,000 gp			

Armor: Leather, Hide

Enhancement: AC

Property: Whenever you have concealment at the start of your turn from a source other than this armor, you remain concealed until the start of your next turn.

VETERAN'S ARMOR

Page 55: Remove the item's power.

Veteran's Armor Level 2+

Battered and worn, this unassuming armor helps you get the most out of your experiences.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Armor: Any

Enhancement: AC

Property: When you spend an action point, you gain a +1 item bonus to all attack rolls and defenses until the end of your next turn.

WHITEFLAME ARMOR

Page 55: In the item's property, replace "Level 14 or 19" with "Level 13 or 18," and replace "Level 24 or 29" with "Level 23 or 28."

Whiteflame Armor Level 3+

This armor absorbs light and can be converted to protect against other effects.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Armor: Chain, Scale, Plate

Enhancement: AC

Property: Resist 5 radiant.

Level 13 or 18: Resist 10 radiant.

Level 23 or 28: Resist 15 radiant.

Power (Daily): Minor Action. Change the type of resist this armor grants to resist fire, resist lightning, or resist thunder until the end of the encounter.

BLOODCLAW WEAPON

Page 65: In the item's power, replace "at-will" with "encounter," replace "before making a melee attack on your turn" with "when you hit with this weapon," and delete "If you hit" in the last sentence. This change brings this item in line with damage output expectations.

Bloodclaw Weapon Level 2+

The hilt of this weapon digs into its wielder's hand, drawing blood while inflicting a more grievous wound upon an enemy.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Free Action. Use this power when you hit with this weapon. You take damage up to a maximum of the weapon's enhancement bonus (a +3 weapon deals up to 3 damage to its wielder). This damage cannot be reduced or prevented in any way. Increase the damage your target takes by double the amount of damage you took, triple if you are wielding the weapon in two hands.

BLOODIRON WEAPON

Page 65: In the item's property, replace "deal extra critical damage" with "score a critical hit." This change prevents the property from being recursive.

Bloodiron Weapon Level 13+

Forged from iron tainted with the ichor of devils, this weapon is cruel.

Lvl 13	+3	17,000 gp	Lvl 23	+5	425,000 gp
Lvl 18	+4	85,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Property: When you score a critical hit with this weapon, deal the extra critical hit damage to the target again at the start of your next turn.

DEATHSTALKER WEAPON

Page 67: In the item's power, replace "Level 12 or 17" with "Level 14 or 19," and replace "Level 22 or 27" with "Level 24 or 29."

Deathstalker Weapon Level 4+

This weapon leaves a wound that is black and withered, which continues to plague an enemy long after the attack was made.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 necrotic damage per plus

Power (Daily ♦ Necrotic): Free Action. Use this power when you hit with the weapon. The target takes ongoing 5 necrotic damage (save ends). Saves made to end this effect take a -2 penalty.

Level 14 or 19: Ongoing 10 necrotic.

Level 24 or 29: Ongoing 15 necrotic.

JAGGED WEAPON

Page 71: On the Critical line, add "(save ends)" after "Ongoing 10 damage" and "Ongoing 20 damage."

Jagged Weapon Level 12+

This weapon is pitted, scarred, and unadorned, but it deals grievous wounds.

Lvl 12	+3	13,000 gp	Lvl 22	+5	325,000 gp
Lvl 17	+4	65,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Axe, Heavy Blade, Light Blade

Enhancement: Attack rolls and damage rolls

Critical: Ongoing 10 damage (save ends)

Level 22 and 27: Ongoing 20 damage (save ends)

Property: This weapon scores critical hits on a 19 or 20.

MAGE'S WEAPON

Page 72: In the item's power, replace both instances of "encounter power" with "encounter attack power." This change keeps hybrid classes from swapping encounter utility powers for encounter attack powers.

Mage's Weapon

Level 2+

Some spellcasters choose this blade for its ability to convert a spell's power into accuracy in melee.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Heavy Blade, Light Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Anyone proficient with simple weapons or the dagger is proficient with this weapon.

Power (Encounter): Minor Action. You can expend an arcane encounter attack power to regain the use of a martial encounter attack power you know of up to the same level.

PACT HAMMER

Page 74: Remove the second property.

Pact Hammer

Level 2+

This dark steel hammer is the prized possession of any dwarven warlock who wishes to wield weapon and magic with equal effectiveness.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Hammer

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: If you are a dwarf, this hammer functions as a warlock implement for you (but do not apply the weapon's proficiency bonus to attack rolls for warlock powers).

RECKLESS WEAPON

Page 76: In the item's power, replace "at-will" with "encounter." This change ensures that characters making multiple attacks using this weapon are not exceeding damage expectations.

Reckless Weapon

Level 3+

Some fighters favor force over accuracy—this weapon is for them.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Any melee except reach weapons

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Encounter): Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a -2 penalty to AC until the end of your next turn.

SWIFTSHOT WEAPON

Page 79: In the item's power, replace "Encounter" with "Daily."

Swiftshot Weapon

Level 3+

This weapon reloads and fires faster than any other crossbow.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Crossbow

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Loading this crossbow is a free action.

Power (Daily): Minor Action. Make a ranged basic attack with this weapon.

TIGERCLAW GAUNTLETS

Page 80: In the item's power, replace "Encounter" with "Daily."

Tigerclaw Gauntlets

Level 8+

These gauntlets, which imbue you with the power of a pouncing tiger, have a sharp talon extending outward from each.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Weapon: Spiked gauntlets

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Gain a +2 item bonus to your speed when charging.

Power (Daily): Standard Action. Make a charge attack. At the end of your charge, make two melee basic attack rolls against one target using this weapon. If you hit with both, deal an extra 1d6 damage.

Level 13 and 18: +2d6 damage.

Level 23 and 28: +3d6 damage.

VENGEFUL WEAPON

Page 81: In the second sentence of the item's power, add "with this weapon" after "on damage rolls." This change prevents the power from being used for a primary attack while the weapon is being wielded as an offhand, thus preventing abuse of the power.

Vengeful Weapon

Level 5+

When an ally's life is on the line, the wielder of this weapon becomes a deadly adversary.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Free Action. Use this power when an attack hits a bloodied ally within 10 squares of you. Gain a +2 power bonus to attack rolls and +1d10 on damage rolls with this weapon against the attacker until the end of your next turn.

Level 15 or 20: +2d10 damage.

Level 25 or 30: +3d10 damage.

SYMBOL OF MORTALITY

Page 89: In the Level 24 or 29 line, replace “2d4” with “3d4” and “2d8” with “3d8.”

Symbol of Mortality				Level 4+
<i>This symbol is a potent tool against undead and immortals.</i>				
Lvl 4	+1	840 gp	Lvl 19	+4 105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5 525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6 2,625,000 gp
Implement (Holy Symbol)				
Enhancement: Attack rolls and damage rolls				
Critical: +1d6 damage per plus, or +1d10 damage per plus against undead or immortal creatures.				
Power (Daily): Minor Action. Your next attack with this holy symbol deals an extra 1d4 damage. If the creature has the immortal origin or the undead keyword, the creature takes an extra 1d8 damage instead.				
<i>Level 14 or 19:</i> An extra 2d4 damage or an extra 2d8 damage if the target has the immortal origin or undead keyword.				
<i>Level 24 or 29:</i> An extra 3d4 damage or an extra 3d8 damage if the target has the immortal origin or undead keyword.				

SYMBOL OF THE WARPRIEST

Page 90: In the item’s property, replace “Each time you hit” with “Once per round when you hit.”

Symbol of the Warpriest				Level 15+
<i>This symbol lets you turn your advantage in battle into a bolstering effect for your allies.</i>				
Lvl 15	+3	25,000 gp	Lvl 25	+5 625,000 gp
Lvl 20	+4	125,000 gp	Lvl 30	+6 3,125,000 gp
Implement (Holy Symbol)				
Enhancement: Attack rolls and damage rolls				
Critical: +1d6 damage per plus				
Property: Once per round when you hit with an attack using this holy symbol, one conscious ally within 5 squares of you regains hit points equal to the symbol’s enhancement bonus.				

ORB OF IMPENETRABLE ESCAPE

Page 94: Replace “Critical: +1d6 damage per plus” with “Critical: None.”

Orb of Impenetrable Escape				Level 6+
<i>This murky orb reflects the visage of your enemy suffering from an ongoing barrage of conditions and afflictions.</i>				
Lvl 6	+2	1,800 gp	Lvl 21	+5 225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6 1,125,000 gp
Lvl 16	+4	45,000 gp		
Implement (Orb)				
Enhancement: Attack rolls and damage rolls				
Critical: None				
Power (Daily): Free Action. Use this power when a creature makes a save against one of your powers. It rerolls its saving throw and must take the new result.				

ORB OF MENTAL DOMINION

Page 95: Replace “Critical: +1d6 psychic damage per plus” with “Critical: None.”

Orb of Mental Dominion				Level 6+
<i>A spellcaster channeling his mind through this orb gains mental prowess over foes, forcing them to relive the effects of a spell.</i>				
Lvl 6	+2	1,800 gp	Lvl 21	+5 225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6 1,125,000 gp
Lvl 16	+4	45,000 gp		
Implement (Orb)				
Enhancement: Attack rolls and damage rolls				
Critical: None				
Power (Daily): Free Action. Use this power when an attack with this orb succeeds against the target’s Will defense. When the target makes a saving throw against an effect from that attack, the target must roll twice and take the lower result.				

ORB OF ULTIMATE IMPOSITION

Page 96: Replace the item’s power. This change helps mitigate stacking of penalties to saving throws on a creature.

Orb of Ultimate Imposition				Level 3+
<i>The will of this orb’s wielder imposes great force on an enemy, crippling his power.</i>				
Lvl 3	+1	680 gp	Lvl 18	+4 85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5 425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6 2,125,000 gp
Implement (Orb)				
Enhancement: Attack rolls and damage rolls				
Critical: +1d6 damage per plus				
Power (Daily): Free Action. Use this power when you use your Orb of Imposition class feature on a creature hit by an attack made through this implement. Increase your Orb of Imposition saving throw penalty by 2.				

QUICKCOURSE ROD

Page 99: In the item’s property, replace “a Warlock’s Curse” with “your Warlock’s Curse.” This change prevents an invoker from putting a Warlock’s Curse on a creature.

Quickcourse Rod				Level 2+
<i>With this rod, you can curse any creature you can see, and more quickly than usual.</i>				
Lvl 2	+1	520 gp	Lvl 17	+4 65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5 325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6 1,625,000 gp
Implement (Rod)				
Enhancement: Attack rolls and damage rolls				
Critical: +1d6 damage per plus				
Power (Encounter): Free Action. Place your Warlock’s Curse on any target in sight.				

ROD OF FEYTHORNS

Page 100: In the item's property, replace "Level 18 or 23" with "Level 17 or 22," and replace "Level 28" with "Level 27."

Rod of Feythorns

Level 7+

Formed of a stalk and strange root bulb, this rod seems to weep steaming toxic liquid in battle. It magically poisons even those foes normally immune.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 poison damage per plus

Property: When you place a Warlock's Curse upon a target, that target loses resist poison (save ends).

Level 17 or 22: Vulnerable 10 poison.

Level 27: Vulnerable 15 poison.

ROD OF THE INFERNAL

Page 101: In the item's power, replace "Encounter" with "Daily."

Rod of the Infernal

Level 8+

This rod enhances one's ability to draw life from enemies using the infernal pact.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus with powers of the infernal pact.

Property: When you trigger your infernal pact boon, you can add the enhancement bonus of the rod to the number of temporary hit points gained.

Power (Daily): Minor Action. Gain temporary hit points equal to your level + your Intelligence modifier.

EARTHROOT STAFF

Page 104: Replace the item's property with the following text. This change helps mitigate stacking of penalties to saving throws on a creature.

Earthroot Staff

Level 3+

This staff is as light as wood, but it seems to be made of earth and stone with a fine crystal atop it. It can bind your enemies to the earth and protect you against the same.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: The target is restrained until the end of your next turn.

Property: Any target you immobilize, petrify, slow, or restrain through an attack using this implement takes a -2 penalty to the first saving throw it makes against that condition.

MNEMONIC STAFF

Page 104: In the item's power, add "and you can only swap a utility power for another utility power or a daily power for another daily power" to the last sentence." This change prevents a character from using the staff to swap utility powers for attack powers.

Mnemonic Staff

Level 2+

The glyphs carved into this staff suggest its ability to recall mundane and magical secrets.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Gain a +2 item bonus to any monster knowledge skill check.

Power (Daily): Minor Action. Swap a power you've prepared for another power in your spellbook of equal or lower level. Each power must also be of equal or lower level than the level of the staff, and you can only swap a utility power for another utility power or a daily power for another daily power.

BATTLEFORGED SHIELD

Page 114: In the Level 14 line, replace "2d8 hit points" with "Additional hit points equal to healing surge value + 2d8."

In the Level 24 line, replace "3d8 hit points" with "Additional hit points equal to healing surge value + 3d8."

Battleforged Shield

Level 4+

Covered in Dwarven and Draconic runes, this shield aids badly wounded allies.

Lvl 4	840 gp	Lvl 24	525,000 gp
Lvl 14	21,000 gp		

Item Slot: Arms

Shield: Heavy

Power (Daily ♦ Healing): Free Action. Use this power when an ally adjacent to you regains hit points. That ally regains additional hit points as though it had spent a healing surge.

Level 14: Additional hit points equal to healing surge value + 2d8 hit points.

Level 24: Additional hit points equal to healing surge value + 3d8 hit points.

MANTICORE SHIELD

Page 118: In the item's power text, replace "Dexterity" with "Strength."

Manticore Shield Level 8+

Emblazoned with the emblem of a snarling manticore, this shield releases a volley of needles at your command.

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp

Item Slot: Arms

Shield: Any

Power (Daily): Standard Action. Make an attack: Area burst 1 within 10 squares; Strength + 2 vs. AC; on a hit, the target takes 1d8 + Strength modifier damage.

Level 18: Strength + 4 vs. AC; 2d8 + Strength modifier damage.

Level 28: Strength + 6 vs. AC; 3d10 + Strength modifier damage.

STORM SHIELD

Page 121: In the item's property on the Level 28 line, replace "Resist 10 lightning and resist 10 thunder" with "Resist 15 lightning and resist 15 thunder." This change corrects a typo.

Storm Shield Level 8+

Shifting clouds play across the surface of this shield as it protects you from stormlike effects and then unleashes them on your foes.

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp

Item Slot: Arms

Shield: Any

Property: Gain resist 5 lightning and resist 5 thunder.

Level 18: Resist 10 lightning and resist 10 thunder.

Level 28: Resist 15 lightning and resist 15 thunder.

Power (Daily ♦ Lightning, Thunder): Immediate Reaction. Use this power when you are hit by a melee attack.

Deal 2d6 lightning and thunder damage to the attacker. (The attacker must have resistance or immunity to both damage types to reduce or ignore this damage.)

Level 18: 4d6 lightning and thunder damage.

Level 28: 6d6 lightning and thunder damage.

IMPENETRABLE BARDING

Page 123: Replace the item's property. This change allows the barding to scale appropriately to monster damage.

Impenetrable Barding Level 1+

Through this barding, your heroism imparts a protective aura upon your mount that protects it.

Lvl 1 360 gp Lvl 21 225,000 gp
Lvl 11 9,000 gp

Item Slot: Mount (apply to barding)

Property: While ridden, the mount gains resist 5 to all damage.

Level 11: Resist 10.

Level 21: Resist 15.

GIANT GLOVES

Page 133: In the item's power, replace "Encounter" with "Daily."

Giant Gloves Level 13

Though they make your hands appear larger, these thick leather wraps fit comfortably and give you an impressive grip.

Item Slot: Hands 17,000 gp

Property: Gain a +3 item bonus to grab attack rolls.

Power (Daily): Standard Action. While you have a creature of your size category or smaller grabbed, you can end the grab by throwing the creature, causing it to slide 6 squares. You can throw the creature at a target provided the thrown creature ends its forced movement in a space adjacent to the target. In this case, make an attack against the target: Dexterity + 4 vs. Reflex; on a hit, the thrown creature and the target each take 2d8 + Strength modifier damage and are knocked prone.

GLOVES OF ELDRITCH ADMIXTURE

Page 134: In the item's power, replace "At-Will" with "Encounter."

Gloves of Eldritch Admixture Level 8+

You funnel the energy granted by your pact through these gloves, amplifying your power.

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp

Item Slot: Hands

Prerequisite: Warlock

Property: When you deal extra damage as a result of your Warlock's Curse, you can choose that damage to be acid, cold, or fire (or leave it untyped).

Power (Encounter, 5 Charges/Day ♦ Acid, Cold, or Fire):

Free Action. The next attack you make this turn deals extra damage depending on how many charges you spend: 1 charge, 1d6 damage; 2 charges, 2d6 damage; 5 charges, 3d6 damage. This extra damage can be acid, cold, or fire damage.

Level 18: 1 charge, 1d8 damage; 2 charges, 2d8 damage; 3 charges, 3d8 damage.

Level 28: 1 charge, 1d10 damage; 2 charges, 2d10 damage; 5 charges, 3d10 damage.

VAMPIRIC GAUNTLETS

Page 137: In the item's power, replace "Encounter" with "Daily."

Vampiric Gauntlets Level 16

These dark gauntlets pulse with necrotic energy and appear to draw in the light around them.

Item Slot: Hands 45,000 gp

Power (Daily ♦ Healing, Necrotic): Standard Action. Make a melee attack: Dexterity + 4 vs. Reflex; on a hit, the target takes necrotic damage equal to your healing surge value, and you regain hit points equal to that amount.

COIF OF MINDIRON

Page 140: In the item's power text, remove "Standard Action."

Coif of Mindiron

Level 8+

Your head and mind is guarded by this glistening mail hood.

Lvl 8	3,400 gp	Lvl 28	2,125,000 gp
Lvl 18	85,000 gp		

Item Slot: Head

Power (Encounter): Immediate Interrupt. Use this power when you would be dazed by an attack that targets your Will defense. You are not dazed by the attack.

Level 18: Use this power when you would be dazed or stunned by an attack that targets your Will defense. You are not dazed or stunned by the attack.

Level 28: Use this power when you would be dazed, dominated, or stunned by an attack that targets your Will defense. You are not dazed, dominated, or stunned by the attack.

PHRENIC CROWN

Page 144: Replace the item's property. This change helps mitigate stacking of penalties to saving throws on a creature.

Phrenic Crown

Level 7+

This pink coral coronet is eerily reminiscent of brain matter, yet is still bewitching.

Lvl 7	2,600 gp	Lvl 27	1,625,000 gp
Lvl 17	65,000 gp		

Item Slot: Head

Property: Whenever you attack a creature's Will defense, the target of that attack takes a -1 penalty to the first saving throw it makes against an effect imposed by that attack.

Level 17: -2 penalty.

Level 27: -3 penalty.

TELEPATHY CIRCLLET

Page 145: In the item's price, replace "25,000" with "625,000."

Telepathy Circlet

Level 25

A boon to leaders and liars, this mithral band allows you to communicate without speaking, and extract the thoughts of another.

Item Slot: Head 625,000 gp

Property: Gain a +2 item bonus to Insight checks. Also, you can speak telepathically to any creature you can see. Those willing to communicate with you can send thoughts back to you, allowing two-way communication. This telepathic communication fulfills class feature or power requirements that a target be able to hear you.

Power (Daily ♦ Psychic): Standard Action. Make an attack: Ranged 5; Charisma Modifier + 6 vs. Will; on a hit, the target is dazed (save ends). **Aftereffect:** The target is dazed (save ends).

ABYSSAL ADORNMENT

Page 148: In the item's power, replace "Level 24 or 29" with "Level 23 or 28."

Abyssal Adornment

Level 13+

Made of charred and twisted black metal, this heavy chain broods with bridled hate.

Lvl 13	+3	17,000 gp	Lvl 23	+5	425,000 gp
Lvl 18	+4	85,000 gp	Lvl 28	+6	2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack that would deal acid, cold, fire, lightning, or thunder damage. Gain resist 20 against that damage type until the end of your next turn.

Level 23 or 28: Resist 30.

AMULET OF THE UNBROKEN

Page 149: Add a +6 enhancement bonus to the item. This change corrects a typo.

Amulet of the Unbroken

Level 29

Encrusted with vibrant rubies that flash when it is used, this magnificent amulet proves that some heroes never say die.

Lvl 29	+6	2,625,000 gp
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Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily ♦ Healing): Immediate Interrupt. Use this power when you would be reduced to 0 or fewer hit points. Expend any number of healing surges and regain hit points as normal for each surge spent.

CHOKER OF ELOQUENCE

Page 150: In the item's cost/level entry, add 1 to each of the listed enhancement bonuses.

Choker of Eloquence

Level 8+

This damask neck wrap quickens the tongue and finds favor with diplomats and aristocrats.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an item bonus to Bluff and Diplomacy checks equal to the item's enhancement bonus.

Power (Daily): Free Action. Use this power after you roll a Bluff or Diplomacy check. Reroll that check, using the second result even if it's lower.

CLOAK OF DISTORTION

Page 151: Replace the item's property. This change keeps the property better in line with character defense expectations.

Cloak of Distortion Level 4+

This cloak roils about you like the rippling air of a scorching desert.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain an item bonus to all defenses against ranged attacks from more than 5 squares away equal to this item's enhancement bonus.

GORGET OF RECIPROCITY

Page 152: Add a +6 enhancement bonus to the item. This change corrects a typo.

Gorget of Reciprocity Level 30

Runic symbols meaning "an eye for an eye" adorn this decorative platinum neck armor.

Lvl 30	+6	3,125,000 gp
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Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Immediate Reaction. Use this power when you are hit by an attack. The attacker is also hit by the attack (no attack roll required); the damage roll and effects are identical to the attack against you.

RITUALIST'S RING

Page 162: At the end of the second paragraph of the item's power, add "for non-Creation rituals." This change keeps the ring from adversely affecting the game's economy.

Ritualist's Ring Level 24

This engraved mahogany ring allows you to cast rituals more quickly and easily.

Item Slot: Ring 525,000 gp

Property: Gain a +2 item bonus to checks to perform rituals.

Power (Daily): Free Action. Reduce by half the time necessary to perform a ritual.

If you've reached at least one milestone today, also reduce the component cost by half for non-Creation rituals.

GIRDLE OF THE DRAGON

Page 165: On the Property line, replace "+2" with "+1."

Girdle of the Dragon Level 16+

The translucent visage of a young dragon surrounds your body as you unleash the draconic spirit embodied in this magic item.

Lvl 16	45,000 gp	Lvl 26	1,125,000 gp
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Item Slot: Waist

Property: Gain a +1 bonus to Fortitude defense.

Power (Daily): Standard Action. Make two attack rolls:

Melee 1; Strength + 3 vs. AC; on a hit, the target takes 3d6 + Strength modifier damage. If both attacks hit the same target, the target is grabbed (until escape).

Level 26: Strength + 6 vs. AC, 3d10 + Strength modifier damage.

GIRDLE OF THE UMBER HULK

Page 165: On the Property line, replace "+2" with "+1."

Girdle of the UMBER Hulk Level 15+

This belt, cut from the carapace of an umber hulk, grants you the power to tunnel through the ground.

Lvl 15	25,000 gp	Lvl 25	625,000 gp
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Item Slot: Waist

Property: Gain a +1 bonus to Fortitude defense.

Power (Daily): Minor Action. Gain a burrow speed equal to half your speed. You cannot dig through solid rock or shift while burrowing. Sustain minor.

Level 25: Gain a burrow speed equal to your speed. You can dig through solid rock at half your burrow speed.

HEALER'S SASH

Page 166: Delete the property, at-will power, and encounter power, and replace them with the following daily power. The item's former text provided too much healing, supplanting the leader role, especially when multiple characters in a group possessed the item.

Power (Daily Healing): Minor Action. You or an ally within 5 squares spends a healing surge but regains no hit points. You or one ally within 5 squares then regains hit points as though he or she had spent a healing surge.
Level 21: The ranges of the effect increase from 5 squares to 10 squares. Also, when you use this item's power, one additional ally within 10 squares of you can regain hit points as though he or she had spent a healing surge.

Healer's Sash

Level 11+

With this white homespun wrap, you can keep your allies going long after they have exhausted their healing resources.

Lvl 11 9,000 gp Lvl 21 225,000 gp

Item Slot: Waist

Power (Daily Healing): Minor Action. You or an ally within 5 squares spends a healing surge but regains no hit points. You or one ally within 5 squares then regains hit points as though he or she had spent a healing surge.
Level 21: The ranges of the effect increase from 5 squares to 10 squares. Also, when you use this item's power, one additional ally within 10 squares of you can regain hit points as though he or she had spent a healing surge.

TOTEMIC BELT

Page 167: Replace "minor action" with "free action." This change makes the power usable.

Totemic Belt

Level 11

This colorful hide belt infuses you with the ferocity of a wild beast, augmenting your attacks.

Item Slot: Waist 9,000 gp

Power (Daily): Free Action. Use this power when you charge. Gain a +1 power bonus to all Strength, Constitution, and Dexterity attack rolls and the subsequent damage rolls until the end of the encounter.

DIAMOND SCABBARD

Page 170: In the item's power, replace "within the past 24 hours" with "for the full duration of your last extended rest." This change prevents a character from shuffling his or her weapon in different scabbards to gain the benefit of each.

Diamond Scabbard

Level 25

A blade drawn from this diamond-studded scabbard is granted an incomparable magical edge.

Wondrous Item 625,000 gp

Property: This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

Power (Encounter): Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +5 power bonus to the next damage roll you make with that weapon before the end of your next turn.

The weapon must have been sheathed in the scabbard for the full duration of your extended rest to gain this power.

GOLDEN SPADE

Page 172: In the item's power, replace burst with blast.

Golden Spade

Level 14

This magic shovel instantly clears away a section of earth, ice, or sand to create a deep trench.

Wondrous Item 21,000 gp

Power (Daily): Standard Action. Plunge the golden spade into the ground to create a pit that fills squares in a close blast 2, 3, or 4 (your choice). The pit is 2 squares deep. The pit can only form in an area of earth, ice, or sand. Any creature on the ground whose space is entirely within the bounds of the pit falls into the pit unless it makes a saving throw to catch itself (see Falling, PH 284).

RUBY SCABBARD

Page 176: In the item's power, replace "within the past 24 hours" with "for the full duration of your last extended rest." This change prevents a character from shuffling his or her weapon in different scabbards to gain the benefit of each.

Ruby Scabbard

Level 5

Blood-red rubies adorn this scabbard, their magic granting your blade an extra edge.

Wondrous Item 1,000 gp

Property: This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

Power (Encounter): Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +1 power bonus to the next damage roll you make with that weapon before the end of your next turn.

The weapon must have been sheathed in the scabbard for the full duration of your extended rest to gain this power.

SAPPHIRE SCABBARD

Page 176: In the item's power, replace "within the past 24 hours" with "for the full duration of your last extended rest." This change prevents a character from shuffling his or her weapon in different scabbards to gain the benefit of each.

Sapphire Scabbard

Level 15

This scabbard bears a matched pair of azure sapphires whose magic imbues your blade with deadly sharpness.

Wondrous Item 25,000 gp

Property: This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

Power (Encounter): Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +3 power bonus to the next damage roll you make with that weapon before the end of your next turn.

The weapon must have been sheathed in the scabbard for the full duration of your extended rest to gain this power.

SCABBARD OF SACRED MIGHT

Page 177: In the item's power, replace "within the past 24 hours" with "for the full duration of your last extended rest." This change prevents a character from shuffling his or her weapon in different scabbards to gain the benefit of each.

Scabbard of Sacred Might

Level 10

The blade drawn from this simple leather scabbard glows with a sacred radiance.

Wondrous Item 5,000 gp

Property: This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

Power (Encounter ♦ Radiant): Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. The next attack you make with that weapon before the end of your next turn deals radiant damage instead of its normal damage.

The weapon must have been sheathed in the scabbard for the full duration of your extended rest to gain this power.

REAGENTS

Page 192: In the first sentence of the first paragraph, add "daily or encounter" before "power." This change prevents high level characters from purchasing low level reagents and applying them to every use of an at-will.

Reagents enhance the use of a daily or encounter power of a specified type and level.

FORGOTTEN REALMS PLAYER'S GUIDE

OLD UPDATES

PROMISE OF THE STORM

Page 10: In the Effect line, replace the first sentence with “Until the end of your next turn, you deal 1d8 extra damage when you hit with a thunder attack or a lightning attack.”

SWORDMAGE WARDING

Page 26: Delete the third paragraph. As a defender, the swordmage is at a serious disadvantage compared to other defenders as a result of losing a significant AC bonus during combat.

While you are conscious and wielding either a light blade or a heavy blade, you maintain a field of magical force around you.

This field provides a +1 bonus to AC, or a +3 bonus if you are wielding a blade in one hand and have your other hand free (not carrying a shield, an off-hand weapon, a two-handed weapon, or anything else).

BOOMING BLADE

Page 27: In the Hit line, replace “start of its turn and moves away” with “start of its next turn and moves away during that turn.”

BURNING BLADE

Page 28: Above the Attack line, add “Target: One creature.” The Target line was missing.

Burning Blade Swordmage Attack 1

Your fiery blade lunges toward your enemy, and its arcane warmth seeks to flare again in the wounds of your foes.

Daily ♦ Arcane, Fire, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier fire damage.

Effect: Until the end of the encounter, your melee attacks deal extra fire damage equal to your Strength modifier.

CORROSIVE RUIN

Page 29: On the Hit line, replace “[W]” with “d8.” The power is an implement attack and should not be doing [W] damage. This change helps make the power clearer.

Corrosive Ruin Swordmage Attack 3

You spin your blade in a tight circle in front of you, assailing foes with a spray of flesh-melting acid.

Encounter ♦ Acid, Arcane, Implement

Standard Action Close blast 3

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier acid damage.

LINGERING LIGHTNING

Page 29: On the Hit line, replace “[W]” with “d8.” The power is an implement attack and should not be doing [W] damage. This change helps make the power clearer.

Lingering Lightning Swordmage Attack 5

Tendrils of bluish white lightning course from your blade to electrocute your enemies.

Daily ♦ Arcane, Implement, Lightning

Standard Action Ranged 5

Target: One, two, or three creatures

Attack: Intelligence vs. Reflex, one attack per target

Hit: 1d8 + Intelligence modifier damage, and ongoing 5 lightning damage (save ends).

Miss: Half damage, and no ongoing damage.

ELECTRIFIED LASH

Page 29: On the Hit line, replace “[W]” with “d8.” The power is an implement attack and should not be doing [W] damage. This change helps make the power clearer.

Electrified Lash Swordmage Attack 7

You point your sword into the air, and cruel talons of white lightning reach out toward your foes.

Encounter ♦ Arcane, Implement, Lightning

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier lightning damage

FREE THE STORM WITHIN

Page 31: Remove the weapon keyword.

BOLSTERING WARDING

Page 31: Replace “each turn” with “your turn.”

BOUNDING LIGHTNING

Page 33: On the Hit lines, replace “[W]” with “d8.” The power is an implement attack and should not be doing [W] damage. This change helps make the power clearer.

Bounding Lightning Swordmage Attack 25

As you hurl your blade, it flashes into a bolt of lightning, leaping from foe to foe before returning to your hand.

Daily ♦ **Arcane, Implement, Lightning**

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier lightning damage.

Effect: If a second enemy is within 5 squares of the target, make a secondary attack against that enemy.

Secondary Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier lightning damage.

Effect: If a third enemy is within 5 squares of the target, make a tertiary attack against that enemy.

Tertiary Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier lightning damage.

DARKSPIRAL AURA

Page 35: From the first line of the third paragraph, remove “Once per round as a free action.”

SPELLSCARRED POWERS

Page 41: Add the following paragraph to the Spellscarred Powers introduction:

Spellscarred learn to focus the energy of the Spellplague through familiar tools. A spellscarred can use his or her class’s implements, as well as implements he or she can wield because of a feat, with spellscarred powers that have the implement keyword.

SHYRAN CATACLYSM

Page 47: Replace Weapon keyword with Implement keyword.

In the top line of the power, add “Attack” between “Anarch of Shyr” and “20.” Attack information is missing from the header.

Shyran Cataclysm Anarch of Shyr Attack 20

You slice a rift between the planes. An elemental maelstrom explodes from the rift, searing and burning all in its path.

Daily ♦ **Acid, Arcane, Cold, Fire, Lightning, Implement, Thunder**

Standard Action **Close blast 5**

Target: Each creature in blast

Attack: Intelligence vs. AC

Hit: 5d8 + Intelligence modifier acid, cold, fire, lightning, and thunder damage.

Miss: Half damage. Choose one damage type for the half damage: acid, cold, fire, lightning, or thunder.

EARTHSURGE

Page 52: In the Effect line, add “until the end of your next turn” to the end of the second sentence.

TEMPEST BURST

Page 53: In the Attack line, add “+ 5” after “Strength,” “Dexterity,” and “Constitution.”

ELEMENTAL FURY

Page 53: In the Attack line, add “+ 6” after “Strength,” “Dexterity,” and “Constitution.”

SHADOW HAND ATTACK

Page 55: In the Hit line, add “+ Dexterity modifier” to the end of the sentence.

ARGENT ARROW

Page 57: In the Special line, replace “total cover” with “superior cover.”

SPELLFIRE HEALING

Page 64: Add the “Healing” keyword.

TUMBLING GALE

Page 70: Add “within 10 squares” after “Area burst 2” in the Range line.

FIRESOUL CONFLAGRATION

Page 71: In the Hit line, add “modifier” after “Strength or Constitution.”

RENEWING DAWN

Page 73: In the Effect line, add “before the end of your next turn” after “When you or one of your allies spends a healing surge.”

CHANNEL DIVINITY:

BLESSING OF SILVANUS

Page 132: In the Target line, replace “One ally” with “The triggering ally.”

Remove the first Special line.

DOUBLE AEGIS

Page 138: In the first sentence of the Benefit line, replace “aegis of shielding power or aegis of assault power” with “Swordmage Aegis power.” This feat should take into account future aegises, such as the one that appears in *Arcane Power*.

Benefit: When you use your Swordmage Aegis power, you can choose to also mark a second target within the burst.

TOTAL AEGIS

Page 139: In the first sentence of the Benefit line, replace “aegis of shielding power or aegis of assault power” with “Swordmage Aegis power.” This feat should take into account future aegises, such as the one that appears in *Arcane Power*.

Benefit: When you use your Swordmage Aegis power, you can choose to mark any number of targets within burst.

CHANNEL DIVINITY: RIGHTEOUS RAGE OF TEMPUS

Page 136: Replace the power’s Effect line. This revision updates the Effect line to reflect damage expectations and baseline for channel divinity feats. This revision limits the power of builds created to optimize critical hits.

Prerequisites: Channel Divinity class feature, must worship Tempus

Benefit: You can invoke the power of your deity to use *righteous rage of Tempus*.

Channel Divinity: Feat Power Righteous Rage of Tempus

Tempus guides your arm and lends weight to your strike.

Encounter ◆ Divine

Minor Action Personal

Effect: If you hit with the next weapon attack that you make before the end of your next turn and it isn’t a critical hit, you roll the extra damage dice that you would roll if you scored a critical hit and deal the result as extra damage. If the attack is a critical hit, its extra damage is maximized.

Special: You must take the Righteous Rage of Tempus feat to use this power.

IMPROVED DARKSPIRAL AURA

Page 138: In the first paragraph, change “1d8” to “1d10.”

In the second paragraph, delete everything before “at 21st level.”

MERCILESS KILLER

Page 138: In the Benefit line, add “against that enemy” to the end of the sentence.

BLADE INITIATE

Page 139: In the Benefit section, add “as a minor action” to the end of the second sentence.

At the end of the Benefit section, add “In addition, you can use swordmage implements.”

DRACONOMICON: CHROMATIC DRAGONS

OLD UPDATES

NAMING

Page 26: In the second sentence of the Naming section, delete mention of the sidebar. The sidebar was cut from the book.

Dragons have a long history of impressive, terrible names capable of generating fear when merely spoken. A dragon's name has no intrinsic power; rather, the dragon associated with a name is so fearsome that any listener familiar with the dragon's exploits might be stricken with associative fright. Listeners shudder when they hear of the exploits of Dragotha, *the* undead dragon. They cry out in amazement to learn of the dragon Ashardalon, who replaced his own heart with a demon heart. Who can forget Cyan Bloodbane, who nearly destroyed the ancient elven nation of Silvanesti on the world of Krynn?

YOUNG BROWN DRAGON

Page 168: Replace "HP 230; Bloodied 115" with "HP 184; Bloodied 92." The hit points do not meet expectations for heroic tier monsters. It is 5x standard hit points instead of 4x standard.

HP 184; Bloodied 92; see also *bloodied breath*

ADULT BROWN DRAGON

Page 170: Replace "HP 525; Bloodied 262" with "HP 420; Bloodied 210." The hit points do not meet expectations for heroic tier monsters. It is 5x standard hit points instead of 4x standard.

HP 420; Bloodied 219; see also *bloodied breath*

YOUNG GRAY DRAGON

Page 172: Replace "HP 325; Bloodied 162" with "HP 260; Bloodied 130." The hit points do not meet expectations for heroic tier monsters. It is 5x standard hit points instead of 4x standard.

HP 260; Bloodied 130; see also *bloodied breath*

YOUNG PURPLE DRAGON

Page 175: Replace "HP 340; Bloodied 170" with "HP 272; Bloodied 136." Hit points do not meet expectations for heroic tier monsters. It is 5x standard hit points instead of 4x standard.

HP 272; Bloodied 136; see also *bloodied breath*

ANCIENT PURPLE DRAGON

Page 178: In the ancient purple dragon's breath weapon, replace "necrotic" with "psychic."

ADULT PACT DRAGON

Page 191: In the adult pact dragon's astral jaunt power, remove "encounter."

ADULT WRETCH DRAGON

Page 197: In the adult wretch dragon's bite attack, add "(save ends)" after the ongoing damage.

WINGED PUTRESCENCE

Page 205: In the winged putrescence's claw attack, replace "Large or larger" with "Large or smaller."

WRACK ABISHAI

Page 210: In the *shadow meld* power, replace "at-will" with "recharge 5 6." The power makes the creatures too powerful.

Shadow Meld (standard; recharge ☼☼) ◆ Illusion

The wrack abishai turns invisible and moves 6 squares. It remains invisible until the end of its next turn.

DRAGONBORN FIRE ADEPT

Page 215: In fiery denial, delete "8 squares long and." The length of the wall described in the power's effect does not match the length at the beginning of the power.

☼ **Fiery Denial** (standard; sustain minor; recharge ☼☼) ◆ Conjunction, Fire

Area wall 5 within 10; +18 vs. Reflex (+19 while bloodied); 2d6 + 7 fire damage. Miss: Half damage. This power creates a wall of contiguous squares filled with arcane fire. The wall can be up to 4 squares high and lasts until the end of the fire adept's next turn (sustain minor). Any creature that starts its turn adjacent to the wall takes 5 fire damage. If a creature moves into the wall's space or starts its turn there, it takes 10 fire damage. Entering a square occupied by the wall costs 3 extra squares of movement. The wall blocks line of sight.

BLUESPAWN STORMLIZARD

Page 219: On the Hit Points line, replace 217 with 117 and replace 108 with 58.

SQUAMOUS SPITTER

Page 230: In the spitter's *frightful cacophony* aura, add "that starts its turn" after "any enemy." The former text doesn't describe when the push effect occurs.

Frightful Cacophony (Fear) aura 3; any enemy that starts its turn within the aura that is taking ongoing psychic damage is pushed 3 squares.

SQUAMOUS SPEWER

Page 231: In the spewer's frightful cacophony aura, add "that starts its turn" after "any enemy." The former text doesn't describe when the push effect occurs.

Frightful Cacophony (Fear) aura 5; any enemy that starts its turn within the aura that is taking ongoing psychic damage is pushed 3 squares.

ASHARDALON

Page 232: On the HP line, replace "1,660" with "1,200" and "830" with "600." Hit points are incorrect. The hit points were too high for even *Monster Manual* guidelines. This change adjusts the monster hit points based on *Dungeon Master's Guide 2* and *Monster Manual 2* standard.

HP 1,200; Bloodied 600; see also *bloodied breath* and *death burst*

RIME

Page 242: On the HP line, replace "1,500" with "1,230" and "750" with "615." Hit points are incorrect. The hit points were too high for even *Monster Manual* guidelines. This change adjusts the monster hit points based on *Dungeon Master's Guide 2* and *Monster Manual 2* standard.

HP 1,230; Bloodied 615; see also *bloodied breath*

ASPECT OF TIAMAT

Page 246: In the aspect of Tiamat's chromatic breath power, replace "4d20 + 12" with "4d10 + 12."

MARTIAL POWER

OLD UPDATES

BATTLERAGER VIGOR

Page 6: Add “You gain the hit points only after the attack is resolved” to the end of the first two paragraphs. This change provides clearer timing for the acquisition of the temporary hit points. This update ensures that a character does not gain the benefit of the feature’s third paragraph on the same attack granting temporary hit points to him or her.

Old Update: Delete the first two paragraphs and replace them with the following text. The first two paragraphs of original text were removed because they allowed the battlerager to gain excessive temporary hit points and thus ignore most standard monster attacks and all minion attacks.

Whenever you hit an enemy with a melee or a close attack, you gain temporary hit points equal to your Constitution modifier, plus any temporary hit points normally granted by the power. You gain the hit points only after the attack is resolved

If you use an invigorating fighter attack power and miss every target with it, you gain temporary hit points equal to your Constitution modifier. You gain the hit points only after the attack is resolved.

DUAL STRIKE

Page 7: Replace the power’s Target, Attack, and Hit lines. This revision updates the power’s format for clarity, and it revises the Hit line to exclude “Strength modifier” in damage so that the fighter is not achieving striker level damage with this attack.

Dual Strike Fighter Attack 1

You lash out quickly and follow up faster, delivering two small wounds.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Primary Target: One creature

Primary Attack: Strength vs. AC (main weapon)

Hit: 1[W] damage.

Effect: Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] damage.

Level 21: 2[W] damage per attack.

FOOTWORK LURE

Page 7: On the Hit line, add “1 square” between “target” and “into.” This change prevents a player from using the power to slide an enemy throughout the battlefield.

Below the Hit line, add “Increase damage to 2[W] + Strength modifier at 21st level.”

Footwork Lure Fighter Attack 1

You press the attack, engaging your enemy before falling back and drawing him after you.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. You can shift 1 square and slide the target 1 square into the space you left.

ADVANCE LUNGE

Page 10: Add “Target: One creature” above the Attack line.

QUICKSILVER STANCE

Page 16: In the first sentence of the effect line, replace “1 square” with “half your speed” and “2 squares” with “your speed.”

Also in the first sentence, replace “move action” with “standard action.” This change helps balance the damage output of this power.

Quicksilver Stance Fighter Attack 15

Like liquid metal, you flow wherever the gravity of battle carries you.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, you can shift half your speed (or your speed if you aren’t wearing heavy armor) and make a melee basic attack as a standard action. If you have combat advantage against the target of the attack and hit, the attack deals extra damage equal to your Wisdom modifier.

UNFAILING RESOURCES

Page 25: In the second paragraph of the path feature, replace “free action” with “minor action.” This change helps mitigate the power of this path feature by preventing it from being used when it is not your turn.

Unfailing Resources (11th level): Your maximum hit point value increases by 10.

As a minor action, you can take 10 damage to save automatically against an effect that a save can end. You must have at least 10 hit points to use this ability, and you can’t reduce this damage by any means.

LINE-BREAKER ASSAULT

Page 25: On the Hit line, add “3 squares” between “target” and “to.” This change prevents a player from using the power to slide an enemy throughout the battlefield.

Line-Breaker Assault Dreadnought Attack 20

Your hammering strike knocks your foe where you want it and leaves it staggering.

Daily ♦ **Martial, Reliable, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 3[W] + Strength modifier damage, and you slide the target 3 squares to an adjacent space. The target is dazed (save ends).

Effect: You gain resist 5 to all damage until the start of your next turn.

SPITTING-COBRA STANCE

Page 47: In the Effect line, replace “opportunity action” with “immediate reaction.” As previously written, a party that keeps withdrawing from enemies and toward the ranger each turn allows the ranger to continuously attack every enemy. This change helps balance the damage output of this power.

Spitting-Cobra Stance Ranger Attack 5

You stand ready to launch a quick attack against any foe that menaces you.

Daily ♦ **Martial, Stance, Weapon**

Minor Action **Personal**

Effect: Until the stance ends, you can make a ranged basic attack as an immediate reaction against any enemy within 5 squares of you that moves closer to you.

FERAL DIVERSION

Page 61: In the Hit line, replace “Strength modifier” with “beast’s Strength modifier” and “Dexterity modifier” with “beast’s Dexterity modifier.”

TWIN-SOUL STRIKE

Page 61: In the second Hit line, replace “Strength modifier” with “beast’s Strength modifier” and “Dexterity modifier” with “beast’s Dexterity modifier.”

RIDE THE GIANT DOWN

Page 62: In the last sentence of the Effect line, add “1 square” between “you” and “to.” This change prevents a monster from using the power to slide an enemy throughout the battlefield.

If the target hits you with a melee attack, it can slide you 1 square to a square adjacent to its space unless you succeed on a saving throw.

WANDERER’S ACTION

Page 64: Replace the path feature’s text with the following: “When you spend an action point to take an extra action, you can also take a move action before or after that action.” This path feature combined with the Warmaster epic destiny allows a character to take an infinite number of move actions. This change closes this loophole.

Wanderer’s Action (11th Level): When you spend an action point to take an extra action, you can also take a move action before or after that action.

BLEED AWAY

Page 66: In the Effect line, add “(save ends)” after “ongoing 10 damage.”

RUTHLESS RUFFIAN

Page 73: In the first sentence of the Ruthless Ruffian class feature, add “or rogue paragon path power” after “rogue power.”

DOWNWARD SPIRAL

Page 76: Add the Weapon keyword.

BRISK STRIDE

Page 79: The power is an encounter power and should have a red stripe, not a black stripe.

ESCAPE ARTIST’S GAMBIT

Page 82: Add “Target: One creature” above the Attack line.

BLADED FUSILLADE

Page 92: In the Keywords line, replace “Encounter” with “Daily.”

THICK AS THIEVES

Page 93: Add “against the flanked creature” after “to melee damage rolls.”

HAMMER FORMATION

Page 103: In the Hit line, add “weapon” before “attack.”

GUILEFUL SWITCH

Page 107: Replace “Minor Action” with “Free Action.” Add the following line above the Effect line: “**Requirement:** You must use this power during your turn before you take any other actions.” This revision updates the action type and adds a requirement. This revision prevents a character from using this power to gain extra actions by switching with an ally after expending a move and a standard action during his or her turn.

Guileful Switch

Warlord Utility 6

You spring a trap on your opponents, surprising them with your clever stratagem.

Encounter ♦ **Martial**

Free Action **Personal**

Requirement: You must use this power during your turn before you take any other actions.

Effect: You and one ally you can see switch places in the initiative order. Your turn ends when you use this power, and the ally takes his or her next turn immediately, even if he or she has already acted during this round. You then act when your ally would have acted.

DEADLY RETURNS

Page 107: Next to the Action line, add “Melee weapon” range.

DWARF STONEBLOOD

Page 133: Replace the Benefit line with the following: “Benefit: You gain a +2 feat bonus to the number of temporary hit points you gain from using an invigorating power. The bonus increases to 4 at 11th level and 6 at 21st level.” This update revises the previous Benefit line to work with revised Battlerager Vigor class feature.

Prerequisites: Dwarf, fighter, Battlerager Vigor class feature

Benefit: You gain a +2 feat bonus to the number of temporary hit points you gain from using an invigorating power. The bonus increases to 4 at 11th level and 6 at 21st level.

IMPROVED VIGOR

Page 136: Replace the Benefit line with the following: “Benefit: You gain a +1 feat bonus to the number of temporary hit points you gain from using an invigorating power. The bonus increases to 2 at 11th level and 3 at 21st level.” This update revises the previous Benefit line to work with revised Battlerager Vigor class feature.

Prerequisites: Fighter, trained in Endurance

Benefit: You gain a +1 feat bonus to the number of temporary hit points you gain from using an invigorating power. The bonus increases to 2 at 11th level and 3 at 21st level.

MARKED SCOURGE

Page 144: Replace the text on the Benefit line with the following: “Once per round, you can add your Wisdom modifier to your damage roll against an enemy marked by you.”

RECKLESS ATTACKER

Page 144: Replace the first sentence of the Benefit entry with the following: “The first time you score a critical hit with a fighter attack power on your turn, you can make a melee basic attack as a free action.” Due to multiattack powers, this feat allows a character to deal a disproportionate amount of damage. This change helps balance the damage output.

Benefit: The first time you score a critical hit with a fighter attack power on your turn, you can make a melee basic attack as a free action. If you do so, you take a -2 penalty to AC until the end of your next turn.

MANUAL OF THE PLANES

OLD UPDATES

LOYAL UNTO DEATH

Page 144: In the Attack and Hit lines, replace “Strength” with “Intelligence.” The power should be attacking with Intelligence, since that is a sword-mage’s primary ability score.

Loyal Unto Death Malec-Keth Janissary Attack 11

In a flash of light, you and a nearby ally vanish, reappearing only after you have switched positions.

Encounter ♦ Arcane, Teleportation, Weapon

Standard Action Melee weapon

Target: One creature

Effect: Before the attack, you and an ally within 10 squares of you swap places, teleporting into each other’s space. Each enemy adjacent to you grants combat advantage to you, and each enemy adjacent to the ally grants combat advantage to him or her until the end of your next turn.

Secondary Target: One enemy

Attack: Intelligence vs. AC

Hit: 3[W] + Intelligence modifier damage.

DARK ACOLYTE OF GRAZ’TI

Page 133: In the *dying whispers* power, add “until the end of the acolyte’s next turn” to the end of the line. The power has no duration. The power triggers on death, so although the acolyte is no longer acting, the duration extends until when it would normally end its next turn.

Dying Whispers (when reduced to 0 hit points by an attack)

Allies within 5 squares of the dark acolyte gain combat advantage against the attacker until the end of the acolyte’s next turn.

ROD OF TIME DISTORTION

Page 155: Replace “Implement (Orb)” with “Implement (Rod).” The implement is intended to be used as a rod, not an orb.

Rod of Time Distortion

Level 3+

This crystal rod allows you to distort time as you cast a spell, depriving an enemy of the opportunity to retaliate.

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp

Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp

Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Free Action. Use this power when you make a ranged attack using this implement. The attack does not provoke an opportunity attack.

OPEN GRAVE

OLD UPDATES

BLOOD ELEMENTAL

Page 17: Replace “darkvision” with “blindsight 10” on the elemental’s Senses line. The elemental has the blind keyword and thus had no way to detect creatures.

Initiative +11 **Senses** Perception +5; blindsight 10

JET BLACK IOUN STONE

Page 39: In the artifact’s Satisfied power, replace “Immediate Reaction” with “Free Action.” A creature cannot use immediate actions during its turn, so the power is rarely usable without the change.

Power (Daily ♦ Weapon): Free Action, when you successfully hit your prey with a melee attack. Requires a melee weapon. Choose one of the following: target loses a healing surge, target loses an action point, or target takes ongoing 10 necrotic damage (save ends).

VON ZAROVICH FAMILY SWORD

Page 47: In the item’s second power, replace “Immediate Reaction” with “Free Action.” As an immediate reaction, the power is almost unusable. Most of the time, a creature uses the power during its turn, when immediate actions cannot be used.

Power (Daily ♦ Weapon): Free Action, when you hit with the *Sword*. The target is weakened (save ends), and you gain 20 temporary hit points.

CRAWLING GAUNTLET

Page 142: In the second line of the monster stat block, replace “XP 200” with “XP 38.” Current experience amount is incorrect.

Tiny natural animate (undead) XP 38

HOODED MASTER

Page 147: Add “Ranged 5” to the death eagle attack power. The power lacked a range.

☞ **Death Eagle** (standard; at-will) ♦ **Necrotic**
Ranged 5; +20 vs. Reflex; 2d4 + 7 necrotic damage, and the target is weakened until the end of the hooded master’s next turn.

NECROSPHINX

Page 167: Replace the creature’s defenses line with “AC 31; Fortitude 29, Reflex 26, Will 31.” The creature’s current defenses are too high.

AC 31; Fortitude 29, Reflex 26, Will 31; see also *sphinx’s challenge*

PARALYTH

Page 184: In the *pain lash* power, replace “2d6” with “1d6.” The creature’s damage output is too high.

⊕ **Pain Lash** (standard; at-will)
+16 vs. AC; 1d6 + 6 damage, and the target is slowed until the end of the paralyth’s next turn.

INFECTED ZOMBIE

Page 217: Add the following disease, which is referenced in the infected zombie template.

Zombie Plague		Level 1+ Disease
<i>Delivered by the foul bite of an infected zombie, when this disease kills its victim, it causes that creature to rise as an infected zombie.</i>		Attack: See the infected zombie template, page 217. Endurance improve DC 15 + one-half infected zombie’s level, stable DC 10 + one-half infected zombie’s level, worsen DC 9 + one-half infected zombie’s level or lower
The target is cured.	⊡ Initial Effect The target regains only half the normal hit points from healing effects.	⊡ The target regains only half the normal number of hit points from healing effects. In addition, each time the afflicted creature fails to improve, it takes 5 necrotic damage (10 at paragon, 15 at epic) that cannot be healed until the disease is removed.
		⊡ Final State The afflicted creature dies and immediately rises as an infected zombie of the former creature’s level.

PLAYER'S HANDBOOK 2

OLD UPDATES

ACCURATE ACTION

Page 29: Replace the path feature's text with the following: "When you spend an action point to make an attack, you can roll twice for one of that attack's attack rolls and use either result." This change prevents the path feature from applying to multiple attack rolls on attacks that target a group of enemies.

Accurate Action (11th level): When you spend an action point to make an attack, you can roll twice for one of that attack's attack rolls and use either result.

ARMOR OF FAITH

Page 33: Replace the second sentence with the following: "While you are wearing cloth armor or no armor and aren't using a shield, you gain a +3 bonus to AC." This change reflects the feature's design intent. Avengers are not supposed to gain the benefit of this feature while wearing leather or hide.

While you are wearing cloth armor or no armor and aren't using a shield, you gain a +3 bonus to AC.

OATH OF CONSUMING LIGHT

Page 37: On the Hit line, add "modifier" between "Wisdom" and "radiant."

Oath of Consuming Light Avenger Attack 5

You place a burning mark of divine radiance on your foe as you swear an oath to destroy this creature. With every wound you inflict on the creature, the burning mark erupts in searing light.

Daily ♦ Divine, Implement, Radiant

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier radiant damage. Whenever you hit the target with a divine power, the target takes 1d6 extra radiant damage (save ends).

Afterspell: Whenever you hit the target with a divine power, the target takes 1d4 extra radiant damage (save ends).

Miss: Half damage. Whenever you hit the target with a divine power, the target takes 1d4 extra radiant damage (save ends).

TWIN STEP

Page 42: Add the Teleportation keyword. The power includes teleportation but lacked the keyword.

Twin Step Avenger Utility 22

You appear next to a foe, launch a devastating assault, and then disappear beyond its reach.

Encounter ♦ Divine, Teleportation

Move Action **Personal**

Effect: You teleport 8 squares. As the last action of your turn, you can teleport 8 squares as a free action.

RAGE STRIKE

Page 50: Between 19th level and 25th level, add the following: "20th level 7[W] + Strength modifier." Some paragon paths provide rage powers, so this change allows a barbarian to swap those powers when using *rage strike*.

Rage Strike Barbarian Feature

You channel your primal rage into a devastating attack.

Daily (Special) ♦ Primal, Weapon

Standard Action **Melee weapon**

Requirement: You must be raging and have at least one unused barbarian rage power.

Target: One creature

Attack: Strength vs. AC. To make this attack, you expend an unused barbarian rage power.

Hit: You deal damage based on the level of the rage power you expend:

1st level	3[W] + Strength modifier
5th level	4[W] + Strength modifier
9th level	5[W] + Strength modifier
15th level	6[W] + Strength modifier
19th level	7[W] + Strength modifier
20th level	7[W] + Strength modifier
25th level	8[W] + Strength modifier
29th level	9[W] + Strength modifier

Miss: Half damage.

Special: You can use this power twice per day.

DEVASTATING STRIKE

Page 50: On the Requirement line, replace "a two-handed weapon" with "a melee weapon in two hands." This change allows Small characters to use this power by wielding versatile weapons.

Devastating Strike Barbarian Attack 1

You strike with awesome power, more concerned with offensive strength than defensive posturing.

At-Will ♦ Primal, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a melee weapon in two hands.

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + 1d8 + Strength modifier damage.

Level 11: 1[W] + 2d8 + Strength modifier damage.

Level 21: 2[W] + 3d8 + Strength modifier damage.

Effect: Until the start of your next turn, any attacker gains a +2 bonus to attack rolls against you. If you are raging, attackers do not gain this bonus.

HOWLING STRIKE

Page 50: On the Requirement line, replace “a two-handed weapon” with “a melee weapon in two hands.” This change allows Small characters to use this power by wielding versatile weapons.

Howling Strike Barbarian Attack 1

With a blood-freezing scream, you throw yourself into the fray.

At-Will ♦ Primal, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a melee weapon in two hands.

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + 1d6 + Strength modifier damage.

Level 11: 1[W] + 2d6 + Strength modifier damage.

Level 21: 2[W] + 3d6 + Strength modifier damage.

Special: When charging, you can use this power in place of a melee basic attack. If you are raging, you can move 2 extra squares as part of the charge.

RECUPERATING STRIKE

Page 51: On the Requirement line, replace “a two-handed weapon” with “a melee weapon in two hands.” This change allows Small characters to use this power by wielding versatile weapons.

Recuperating Strike Barbarian Attack 1

Nothing restores your will to fight more than slamming your weapon into a foe. Each crushing swing gives you more will to press on.

At-Will ♦ Primal, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a melee weapon in two hands.

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you gain temporary hit points equal to your Constitution modifier. If you are raging, the number of temporary hit points you gain equals 5 + your Constitution modifier.

Level 11: 1[W] + 1d6 + Strength modifier damage.

Level 21: 2[W] + 2d6 + Strength modifier damage.

STORM OF BLADES

Page 56: Delete the last two sentences of the Hit line. Add the following text at the end of the Attack line: “Repeat the attack until you miss or until you make three attacks. As soon as an attack misses, this power ends.”

Storm of Blades Barbarian Attack 13

You lift your weapon again and again, each blow’s impact fueling the next swing.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC. Repeat the attack until you miss or until you make three attacks. As soon as an attack misses, this power ends.

Hit: 1[W] + Strength modifier damage.

HURRICANE OF BLADES

Page 60: On the hit line, replace “1[W]” with “2[W].” On the Effect line, replace “five more times” with “three more times.” This change helps balance the damage output of this power.

Hurricane of Blades Barbarian Attack 27

You become a tempest of steel, ripping through your foes in a horrific display of carnage.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: Make the attack three more times against the same target or different ones.

SONG OF STORMS

Page 73: On the Hit line, delete the second sentence and add a line below the Hit line that reads “Effect: If the attack hits at least once, each ally in the blast deals 1d6 extra lightning damage whenever he or she hits before the end of your next turn.” The power’s former wording meant that allies would be dealing 1d6 extra damage per enemy that was hit, which was not the intent.

Song of Storms Bard Attack 13

With a sonorous hum, you summon lightning, blasting your foes with it and imbuing your allies’ attacks with its power.

Encounter ♦ Arcane, Implement, Lightning

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier lightning damage.

Effect: If the attack hits at least once, each ally in the blast deals 1d6 extra lightning damage whenever he or she hits before the end of your next turn.

CALL OF THE BEAST

Page 84: On the Target line, replace “creature” with “enemy.” This prevents a weird situation from occurring, in which an ally you hit with this attack is forced to attack you during its next turn.

Call of the Beast Druid Attack 1

You draw forth the savagery that dwells in every creature, compelling your enemies to fight without forethought or plan.

At-Will ♦ Charm, Implement, Primal, Psychic

Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: The target can’t gain combat advantage until the end of your next turn. In addition, on its next turn the target takes psychic damage equal to 5 + your Wisdom modifier when it makes any attack that doesn’t include your ally nearest to it as a target.

Level 21: 10 + Wisdom modifier psychic damage.

PRIMAL BEAR

Page 92: Delete the “Healing” keyword.

Primal Bear

Druid Attack 19

You transform into a dire bear, grabbing your foes and squeezing the life from their bodies.

Daily ♦ **Beast Form, Implement, Primal**

Standard Action **Melee touch**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3d10 + Wisdom modifier damage, and you grab the target. Until the grab ends, the target takes 10 damage at the start of your turn.

Miss: Half damage, and you grab the target.

Effect: Until the end of the encounter, while you are in beast form, you gain a +2 bonus to AC and Fortitude.

BLOOD DEBT

Page 110: On the Hit line, add “modifier” between “Wisdom” and “radiant.”

Blood Debt

Invoker Attack 17

Each wound your foe deals adds to its mounting debt of blood and invites your allies' retribution.

Encounter ♦ **Divine, Implement, Radiant**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Will

Hit: 3d10 + Wisdom modifier radiant damage. Until the end of your next turn, each creature that the target attacks gains a +2 bonus to its next attack roll against the target.

Covenant of Wrath: The bonus to the attack roll equals 1 + your Constitution modifier.

WARDING THUNDER

Page 117: On the Effect line, replace the last sentence with the following text. This change prevents the attack from being recursive.

If any enemy attacks that ally, you can make the following attack against each enemy within the zone as a free action: **Attack:** Wisdom vs. Fortitude

Hit: 5d6 + Wisdom modifier thunder damage.

Warding Thunder

Hammer of Vengeance Attack 20

You surround yourself and your allies with a ward of thunder, which batters your enemies. One of your allies carries your mark of protection, so if your foes attack that ally, the ward erupts in thunder again.

Daily ♦ **Divine, Implement, Thunder, Zone**

Standard Action **Area burst 2 within 10 squares**

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 5d6 + Wisdom modifier thunder damage.

Effect: The burst creates a zone of warding thunder that lasts until the end of your next turn. Choose an ally when the zone is created. If any enemy attacks that ally, you can make the following attack against each enemy within the zone as a free action: **Attack:** Wisdom vs. Fortitude

Hit: 5d6 + Wisdom modifier thunder damage.

Sustain Minor: The zone persists.

SPIRIT OF ELDER WISDOM

Page 131: In the second sentence of the power's Hit line, replace “misses” with “doesn't hit.” Current text doesn't take into account attacks that target multiple creatures, meaning a character that misses with one attack out of five on an area burst power does not expend it.

Spirit of Elder Wisdom

Shaman Attack 27

A spirit elder clad in robes and bearing a staff appears next to your foe. Lightning arcs from the spirit's hands to shock that foe. The spirit lends counsel to your allies, ensuring that their efforts are not wasted.

Encounter ♦ **Implement, Lightning, Primal**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Will

Hit: 3d8 + Wisdom modifier lightning damage, and the target is dazed until the end of your next turn. Any ally adjacent to your spirit companion who doesn't hit with an encounter attack power before the end of your next turn does not expend the use of that power.

CHAINS OF FIRE

Page 143: Add the Teleportation keyword. In the second sentence of the Hit line, replace “slide” with “teleport.” The power didn't specify how far you can slide the target. Instead of allowing a character to slide the target an inordinate distance, the power is being changed to teleportation to emulate the effect.

Chains of Fire

Sorcerer Attack 13

Fiery serpents wrap around your foes and drag them together, holding them close.

Encounter ♦ **Arcane, Fire, Implement, Teleportation**

Standard Action **Ranged 10**

Target: One or two creatures

Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier fire damage. If you hit two targets with this power, you teleport one of them to a space that must be adjacent to the other, and until the end of your next turn, the two targets take 1d10 fire damage the first time they are more than 3 squares apart.

FORM OF THE FRENZIED WOLVERINE

Page 159: Above the Hit line, add “Attack: Strength vs. AC.” The information was missing.

Form of the Frenzied Wolverine

Warden Attack 9

You strike wounded foes with particular ferocity. When the time is right, you make a brutal attack against your chosen foe, opening a bleeding wound.

Daily ♦ **Polymorph, Primal**

Minor Action **Personal**

Effect: You assume the guardian form of the frenzied wolverine until the end of the encounter. While you are in this form, you gain a +2 bonus to attack rolls against any enemy that is bloodied or taking ongoing damage. In addition, you can use your second wind as a minor action.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and ongoing 5 damage (save ends).

Miss: Half damage, and ongoing 2 damage (save ends).

LOREKEEPER'S CUNNING

Page 173: In the second paragraph of the destiny feature, add “non-Creation” before the first occurrence of “ritual.” This change keeps the ring from adversely affecting the game’s economy.

Lorekeeper’s Cunning (24th level): When you are making a skill check for any ritual, you can roll twice and use either result.

You can double the time it takes to perform a non-Creation ritual to reduce the component cost of that ritual by half.

In addition, whenever you score a critical hit against a creature whose origin is within the purview of one of your trained skills, you gain a +2 bonus to attack rolls against that creature until the end of your next turn.

IMPLEMENT EXPERTISE

Page 185: Add the following sentence to the end of the Benefits section: “Even if an implement qualifies for this bonus more than once, you can apply the bonus only once when using that implement.”

IMPROVED ARMOR OF FAITH

Page 185: In the Prerequisite line, change “armor of faith power” to “Armor of Faith class feature.”

Also, replace the first sentence with the following: “While you are wearing cloth armor or no armor and aren’t using a shield, you gain a +1 bonus to AC.” This change syncs the feat up with the revised Armor of Faith text.

Prerequisite: Avenger, Armor of Faith class feature

Benefit: While you are wearing cloth armor or no armor and aren’t using a shield, you gain a +1 bonus to AC. The bonus increases to +2 at 11th level and +3 at 21st level.

STRENGTH OF VALOR

Page 189: On the Benefit line, replace “your next turn” with “his or her next turn.” This change ensures that the duration of the effect doesn’t expire before the ally has the chance to take advantage of it.

Benefit: When you grant an ally temporary hit points with your Virtue of Valor, that ally also gains

a +2 bonus to the next damage roll he or she makes before the end of his or her next turn next turn.

AGILE OPPORTUNIST

Page 190: On the Benefit line, replace “opportunity action” with “immediate reaction.” This change is necessary to prevent characters from making an inordinate number of basic attacks.

Benefit: When you are pulled, pushed, or slid into a square adjacent to an enemy, you can use an immediate reaction to make a melee basic attack against that enemy.

WEAPON EXPERTISE

Page 190: Add the following sentence to the end of the Benefits section: “Even if a weapon qualifies for this bonus more than once, you can apply the bonus only once when using that weapon.”

ARCANE POWER

OLD UPDATES

TRICKERY'S REWARD

Page 18: In the Trigger and Target lines, replace “misses” with “hits.” This change makes the trigger and target lines agree with the power’s effect.

Trickery's Reward Cunning Prevaricator Utility 12

With words of cunning wisdom, you guide your ally's defenses, foiling your enemies' attack one way or another.

Encounter ♦ Arcane, Healing

Immediate Interrupt Close burst 10

Trigger: An attack hits an ally within 10 squares of you

Target: The ally that was hit by the triggering attack

Effect: The target gains a bonus to all defenses that the triggering attack targets equal to your Intelligence modifier. If the triggering attack misses, the target gains the bonus to those defenses until the end of your next turn. If the triggering attack hits, the target regains hit points as if he or she had spent a healing surge.

SPARK FORM

Page 32: Replace all the power’s text below its keywords. The power’s former text has a target other than you, and thus it is not a personal power.

Standard Action Melee 1

Effect: You shift your speed + 2. During the shift, you can move through enemies’ spaces. When you leave any creature’s space, make the following attack against that creature. Whenever you use this power, you can make the attack against a creature only once.

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d6 + Charisma modifier lightning damage.

BOUNDING BOLT

Page 33: On the Hit and Miss lines, replace “Intelligence modifier” with “Charisma modifier.” The ability scores used for attack and damage did not agree.

Bounding Bolt Sorcerer Attack 9

Your sparkling flourish produces a bolt of lightning that strikes your foe and then flies to nearby creatures.

Daily ♦ Arcane, Implement, Lightning

Standard Action Ranged 10

Primary Target: One creature

Primary Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier lightning damage, and ongoing 5 lightning damage (save ends).

First Failed Saving Throw: Choose a secondary target.

Secondary Target: One creature within 5 squares of you

Effect: The secondary target takes ongoing 5 lightning damage (save ends).

First Failed Saving Throw: Choose a tertiary target.

Tertiary Target: One creature within 5 squares of the secondary target.

Effect: The tertiary target takes ongoing 5 lightning damage (save ends).

Miss: 2d8 + Charisma modifier lightning damage.

AZURE TALONS

Page 37: On the Dragon Magic line, replace “Dexterity” with “Strength.” Dragon magic is based on Strength, not Dexterity.

Azure Talons Sorcerer Attack 17

Blue claws of lightning materialize around you and slash at foes that remain too close.

Encounter ♦ Arcane, Implement, Lightning

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 3d8 + Charisma modifier lightning damage. If the target ends its next turn within 2 squares of you, it takes 5 lightning damage.

Dragon Magic: If the target ends its next turn within 2 squares of you, it takes lightning damage equal to 5 + your Strength modifier.

THUNDERSTROKE

Page 37: On the Hit line, replace the second sentence with the following: “If the target is in the burst’s origin square, it takes 3d8 extra lightning damage.” As previously written, the creature at the center of the burst was taking the damage every time the attack hit another creature in the burst, which was not the intent.

Thunderstroke Sorcerer Attack 17

A stroke of lightning strikes your foe from overhead, followed by a concussive boom.

Encounter ♦ Arcane, Implement, Lightning, Thunder

Standard Action Area burst 1 within 20 squares

Target: Each creature in burst

Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier thunder damage. If the target is in the burst’s origin square, it takes 3d8 extra lightning damage.

Storm Magic: A target hit by this power is also knocked prone.

ENSNARING SWORDMAGE

Page 50: On the Suggested At-Will Powers line, replace “foesnare†” with “luring strike.” The foesnare power does not reflect the intent of the build.

Suggested At-Will Powers: *luring strike, stalker's strike**

UNICORN'S TOUCH

Page 55: The power should be a daily power. Replace “Encounter” with “Daily” on the keyword line. The power should have been daily due to the healing it provides.

Unicorn's Touch Swordmage Utility 6

Your blade briefly adopts the appearance of a unicorn horn, sending out a focused pulse of curative energy.

Daily ♦ Arcane, Healing

Minor Action Close burst 1

Target: You or one ally in burst

Effect: The target either rolls a saving throw or regains hit points equal to 5 + your Constitution modifier.

FIST OF FORCE

Page 57: Above the Attack line, add “Target: One creature.” The target line is absent from the power.

Fist of Force Swordmage Attack 13

Your foe might be expecting a strike of the sword, but instead it gets a force-empowered fist in the face.

Encounter ♦ Arcane, Force, Implement

Standard Action Melee 1

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d10 + Intelligence modifier force damage.

Aegis of Assault: The attack deals extra damage equal to your Strength modifier.

Effect: You push the target a number of squares equal to your Strength modifier and knock it prone.

ASSAULT OF FIERY CUTS

Page 58: Delete implement keyword. The power deals [W] damage and should thus have only the weapon keyword.

Assault of Fiery Cuts Swordmage Attack 15

Your blade moves in a blur as you assail your foe with cuts. Then, from those cuts, you summon flames to engulf your foe.

Daily ♦ Arcane, Fire, Weapon

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: Intelligence vs. Fortitude

Hit: 2[W] + Intelligence modifier damage.

Effect: Make a secondary attack that is an area burst 3 implement attack centered on the primary target. The secondary attack does not provoke opportunity attacks.

Secondary Target: Each enemy in burst

Secondary Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier fire damage.

ONI'S GIFT

Page 61: On the Effect line, replace “start” with “end.” There is no way to sustain the power unless it lasts until the end of your next turn.

Oni's Gift

Swordmage Utility 22

Like the oni of children's fairy tales, you can disappear from view until you are ready to strike.

Daily ♦ Arcane, Illusion

Minor Action Personal

Effect: You are invisible until the end of your next turn or until you attack.

Sustain Minor: You stay invisible or, if you are no longer invisible because you attacked, you become invisible again.

MIRRORBLADE ARMY

Page 63: At the end of the third paragraph in the effect line, add “Otherwise, the conjurations last until the end of your next turn.” The conjurations lack a duration.

Mirrorblade Army

Swordmage Attack 29

From your image reflected in your blade, you conjure an army of duplicates to help assault your foes anywhere on the battlefield.

Daily ♦ Arcane, Conjunction

Standard Action Ranged 10

Effect: You conjure a number of mirror images of yourself equal to your Constitution modifier (minimum 1) within range. Each mirror image occupies 1 square. Enemies cannot move through an image's space, but allies can.

You can make attacks, including opportunity attacks, as though you occupied the same space as a mirror image. A mirror image still provokes opportunity attacks as normal for using a ranged or an area attack.

A mirror image can be targeted by attacks. It has the same defenses, resistances, and immunities as you. A mirror image has 1 hit point, and a missed attack never damages it. A mirror image reduced to 0 hit points is destroyed. Otherwise, the conjurations last until the end of your next turn.

Sustain Minor: The effect persists.

TRANSCENDENT DANCE

Page 80: On the Effect line, replace “Dexterity” with “Intelligence.” Dexterity is not supported by warlock builds.

Transcendent Dance

Warlock Utility 10

For a moment, your mind and body are in harmony, and you achieve the pinnacle of grace and speed.

Daily ♦ Arcane

Minor Action Personal

Effect: Until the end of the encounter, you gain a bonus to speed and saving throws equal to your Intelligence modifier (minimum 1).

ELDRITCH STORM

Page 95: Add the following second sentence to the path feature: “If you do so, your eldritch blast gains the lightning keyword for the attack.”

Eldritch Storm (11th level): You can choose to have your *eldritch blast* deal lightning damage. If you do so, your eldritch blast gains the lightning keyword for the attack.

STORM PILLAR

Page 101: In the third sentence of the Effect line, add “on its turn” after “adjacent to the pillar.” The intent is that the pillar provides a controlling effect on the battlefield, and this prevents it from being used in conjunction with forced movement to deal a disproportionate amount of damage.

Storm Pillar Wizard Attack 1

A crackling column of lightning appears amid your enemies, lashing out at any who move near it.

At-Will ♦ Arcane, Conjunction, Implement, Lightning
Standard Action Ranged 10

Effect: You conjure a pillar of crackling energy in an unoccupied square within range. The pillar occupies 1 square and lasts until the end of your next turn. Each enemy that moves into a square adjacent to the pillar on its turn takes 1d6 + your Intelligence modifier lightning damage.
Level 21: 2d6 + Intelligence modifier lightning damage.

GRASPING SHADOWS

Page 102: On the Hit line, replace “2d8” with “1d8.”

PHANTASMAL TERRAIN

Page 103: On the range line, replace “Area burst 3” with “Area burst 2.”

PHANTASMAL ASSAILANT

Page 105: On the Effect line, delete “you and.”

VISIONS OF AVARICE

Page 105: On the Sustain Minor line, remove the second sentence. The sustain line is problematic because it is unclear whether you are spending an additional minor action to make the attack, or you get to attack as part of the sustain.

Visions of Avarice Wizard Attack 5

The illusion of a fabulous treasure appears out of thin air. Your enemies throw aside caution to seize it.

Daily ♦ Arcane, Illusion, Implement, Zone
Standard Action Area 1 square within 10 squares

Effect: The power’s area becomes a zone of illusory treasure that lasts until the end of your next turn. Once per turn, you can make the following attack, using the zone as the origin square.

Minor Action Close burst 5

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: The zone pulls the target 3 squares. A target that ends this movement within the zone or adjacent to the zone is immobilized (save ends).

Sustain Minor: The zone persists.

ILLUSORY WALL

Page 107: Add the “Implement” keyword to the power.

The power should be a daily utility power, not an encounter utility. Replace the “encounter” usage with “daily.”

At the end of the second sentence on the Effect line, add “, and it lasts until the end of your next turn.” The wall lacks a duration.

Illusory Wall Wizard Utility 10

A seemingly solid wall materializes before your foes, dividing the battlefield with your convincing illusion.

Daily ♦ Arcane, Illusion, Implement
Standard Action Area wall 8 within 20 squares

Effect: You create the illusion of a contiguous wall of solid material (stone or metal, for example). The wall can be up to 4 squares high, and it lasts until the end of your next turn. The wall blocks line of sight for all enemies (but not your allies). Whenever an enemy moves adjacent to the wall, you can make an Intelligence vs. Will attack against that enemy. If the attack hits, the enemy cannot move through the wall on its current turn, but it can try again on later turns. If the attack misses, the wall no longer blocks line of sight or movement for that creature.

Sustain Minor: The wall persists.

PLANAR GATEWAY

Page 117: In the power’s attack component, replace “Free Action” with “Opportunity Action.”

In the Trigger line, replace “in the planar gateway” with “adjacent to the planar gateway.”

These changes prevent a character from using the power’s sliding effect to repeatedly trigger the attack on the same creature.

Planar Gateway Bonded Summoner Attack 11

You create a rift between the planes, drawing raw power through it that tumbles your enemies about like skittles.

Encounter ♦ Arcane, Conjunction, Implement
Standard Action Ranged 10

Effect: You conjure a planar gateway that occupies 1 square within range and lasts until the end of your next turn. You can make the following attack, using the gateway’s square as the origin square.

Opportunity Action Close burst 1

Trigger: A creature starts its turn adjacent to the planar gateway or enters a square adjacent to the planar gateway

Target: The triggering creature in burst

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier damage, and you slide the target 3 squares.

ARCANE IMPLEMENT PROFICIENCY

Page 124: In the first sentence of the first paragraph of the Benefit line, remove “other than your own.” The former text was too limiting for multiclassing arcane characters.

Benefit: Choose a kind of implement associated with any arcane class. You can use that kind of implement with your arcane powers.

If that implement is also a weapon, you do not add the weapon’s proficiency bonus to attack rolls made while you wield it as an implement.

QUICKENED SPELLCASTING

Page 135: Add “that you know and” after “arcane at-will attack power” on the Benefit line. The feat’s current text allows you to pick any power, including one from a different class or one from your class that you don’t actually have.

Benefit: Choose an arcane at-will attack power that you know and that is used as a standard action. Once per encounter, you can use that power as a minor action.

BARDIC RITUALIST

Page 136: Add the following line: “In addition, you can wield bard implements.” The multiclass feat should provide proficiency with the relevant class’ implement.

Benefit: You gain training in the Arcana skill. You gain the bard’s Bardic Training class feature. In addition, you can wield bard implements.

HEART OF THE BLADE

Page 136: Add the following line: “In addition, you can wield swordmage implements.” The multiclass feat should provide proficiency with the relevant class’ implement.

Benefit: You gain training in the Athletics skill or the Endurance skill.

You gain the swordmage’s Swordbond class feature.

In addition, you can wield swordmage implements.

LEARNED SPELLCASTER

Page 136: Add the following line: “In addition, you can wield wizard implements.” The multiclass feat should provide proficiency with the relevant class’ implement.

Benefit: You gain training in the Arcana skill, the Nature skill, or the Religion skill.

You gain the wizard’s Ritual Casting class feature. In addition, you can wield wizard implements.

SOUL OF SORCERY

Page 136: Add the following line: “In addition, you can wield sorcerer implements.” The multiclass feat should provide proficiency with the relevant class’ implement.

Benefit: Choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. You gain resist 5 to that damage type.

In addition, you can wield sorcerer implements.”

STUDENT OF MALEDICTION

Page 136: Add the following line: “In addition, you can wield warlock implements.” The multiclass feat should provide proficiency with the relevant class’ implement.

Benefit: Once per encounter, you can use the Warlock’s Curse class feature. The curse ends the first time you deal the extra damage from Warlock’s Curse.

In addition, you can wield warlock implements.

BOOK IMP

Page 140: In the Constant Benefits section, replace “You can read and speak Infernal” with “You can read and speak Supernal.” Infernal is not a language in D&D 4th edition.

Constant Benefits

You gain a +2 bonus to Arcana checks and History checks.
You can read and speak Supernal.
You gain resist fire 5. If you already have resist fire, increase your resistance by 2.

SPIDER

Page 141: In the Constant Benefits section, replace “Climb checks” with “Athletics checks to climb.” A “climb check” is not a type of check you can make.

Constant Benefits

You gain a +2 bonus to Athletics checks to climb.
Enemies take a -1 penalty to saving throws against your arcane powers that immobilize or slow them.

ARCHLICH

Page 143: In the second sentence of the Archlich’s Phylactery feature, replace “drop to 0 hits points or fewer” with “die.” The intent is that the feature triggers when you die. The former text forced a character to be removed from the battlefield despite the fact that allies might be able to heal him or her.

Archlich’s Phylactery (21st level): You create a magical receptacle that contains your life force. When you die, you and your possessions crumble to dust. A day later, you reappear alive with maximum hit points in a space adjacent to your phylactery, with all your possessions.

TURNABOUT

Page 147: Replace the feature's text with the following text. The feature was revised for balance.

Turnabout (21st level): When you roll initiative at the start of an encounter, you designate one creature within your line of sight as the target of your Turnabout feature until the end of the encounter. Once during the encounter, when the target's attack places an effect that a save can end on one of your allies within your line of sight, you can use an immediate reaction to place the same effect on the target until the end of the target's next turn.

BALANCED SUM

Page 147: Replace the feature's text with the following text. The feature was revised for balance.

Balanced Sum (24th level): Once per day when an enemy's attack drops you to 0 hit points or fewer, you regain hit points equal to your healing surge value after taking the damage. In addition, you gain temporary hit points equal to the damage that reduced you to 0 hit points or fewer.

MAGIC ITEMS: TOMES

Page 151: Add the following sentence after the first to paragraphs introducing tomes. Nonmagical tomes are not provided with a price.

You can purchase a nonmagical tome for 7 gp. A nonmagical tome confers no special benefit.

WHISPERS OF THE EDIFICE

Page 158: In the third sentence of the ritual's description, replace "four times your level in square feet" with "your level in squares on a side." The former text applies to an area that is too small to be of any use.

You ask questions of and receive verbal answers from a single room or area. Your Arcana check result determines the number of questions you can ask. The room or area can be no larger than your level in squares on a side. The room knows what has happened inside it for its entire existence, but it is incapable of making any judgments or analysis.

MONSTER MANUAL 2

OLD UPDATES

ANGEL OF RETRIEVAL

Page 8: Add “10” after “Blindsight” on the angel’s senses line. The blindsight lacked a range.

Initiative +20 **Senses** Perception +22; blindsight 10

ANGEL OF LIGHT

Page 9: In the death burst power, add “; 10 radiant damage” after “Fortitude.” This adds the missing damage expression to the power.

↩ **Death Burst** (when the angel of light drops to 0 hit points) ◆ **Radiant**

The angel of light explodes in a burst of radiant light: close burst 10; targets enemies; +26 vs. Fortitude; 10 radiant damage.
Effect: Angels in the burst gain 10 temporary hit points.

EARTH ARCHON SEISMIC STRIKER

Page 14: In the archon’s *combat superiority* ability, the duration of the immobilized condition should be “until the end of the seismic striker’s next turn.” The ability lacked a duration.

Combat Superiority

An earth archon seismic striker gains a +5 bonus to opportunity attack rolls and immobilizes a creature that it hits with an opportunity attack until the end of the seismic striker’s next turn.

BEHIR

Page 22: In the *devour* power, replace “Sustain Minor” with “Sustain Free” and replace “takes 15 damage” with “takes 10 damage.” This change ensures that the behir need not spend each of its single standard actions granted by *lightning reflexes* to sustain *devour*.

† **Devour** (standard; recharges when no creature is affected by this power)

Reach 3; +19 vs. Reflex; 2d8 + 6 damage, and a Medium or smaller target is swallowed. A swallowed target is grabbed and restrained. A swallowed creature has line of sight and line of effect only to the behir, and no creature has line of sight or line of effect to it. A creature that escapes the grab is no longer swallowed and appears in a space adjacent to the behir. A behir can move normally while it has a target grabbed in this way. When the behir dies, the target can escape as a move action, appearing in the behir’s former space. **Sustain Free:** The behir sustains the grab, and the target takes 10 damage.

BEHIR STORMSTEED

Page 23: In the second line of the statistics block, add “(mount)” after “Huge natural magical beast.” Keyword was missing.

Behir Stormsteed

Huge natural magical beast (mount)

Level 24 Soldier

XP 6,050

PRIMORDIAL COLOSSUS

Page 37: Replace the close attack icon for *colossal slam* with a normal close attack icon. The icon is an error.

↩ **Colossal Slam** (standard; at-will) ◆ **Acid, Cold, Fire, Lightning, Thunder**

Close blast 3; +29 vs. AC; 3d10 + 14 damage, and the primordial colossus can make a secondary attack. **Secondary Attack:** close blast 3; +28 vs. Fortitude; 3d8 acid, cold, fire, lightning, and thunder damage, and the target is knocked prone.

DRAKKOTHS

Page 90-91: In the size entry of all three drakkoths, replace “Medium” with “Large.” These creatures were intended to be Large size.

Drakkoth Ambusher

Large natural humanoid (reptile)

Level 13 Skirmisher

XP 800

Drakkoth Rager

Large natural humanoid (reptile)

Level 15 Elite Brute

XP 2,400

Drakkoth Venomshot

Large natural humanoid (reptile)

Level 16 Artillery

XP 1,400

ELADRIN ARCANE ARCHER

Page 96: In the *scorching arrows* power, replace the attack text with the following: “The eladrin arcane archer makes the following attack twice: ranged 20/40; +10 vs. AC or Reflex (whichever is lower); 1d10 damage plus 1d6 fire damage.” The power’s former text was recursive, and this change corrects the problem.

☞ **Scorching Arrows** (standard; at-will) ◆ **Fire, Weapon**

The eladrin arcane archer makes the following attack twice: ranged 20/40; +10 vs. AC or Reflex (whichever is lower); 1d10 damage plus 1d6 fire damage.

STONE GIANT RUNECARVER

Page 125: In the runecarver’s *rune of stony sleep* power, the penalty to saving throws caused by the zone should last “until the end of the runecarver’s next turn.” The effect lacked a duration.

✳ **Rune of Stony Sleep** (standard; recharge ☞) ◆ **Zone**

Area burst 1 within 10; +21 vs. Fortitude; 2d8 + 6 damage, and the target is slowed (save ends). **First Failed Saving Throw:** The target is petrified instead of slowed (save ends). **Effect:** The burst creates a zone of magical runes that lasts until the end of the encounter. Each enemy that starts its turn within the zone takes a -2 penalty to saving throws against slowed and immobilized until the end of the runecarver’s next turn.

WEREBOAR

Page 158: In the Hit Points line, replace “Bloodied 33” with “Bloodied 30.” The bloodied amount is incorrect.

HP 61; Bloodied 30; see also *bloodied resilience* and *death strike*

SLAUGHTERSTONE SLICER

Page 187: In *bloodied bladestorm*, replace the attack’s text with the following: “The slaughterstone slicer uses whirling bladestorm.” The former text was incorrect because whirling bladestorm is not a recharge power.

↩ **Bloodied Bladestorm** (free, when first bloodied; encounter)

The slaughterstone slicer uses *whirling bladestorm*.

HERALD OF HADAR

Page 196: In the hungry claws power, replace the attack’s text with the following: “The herald of Hadar makes the following attack twice: +18 vs. AC; 1d10 + 5 damage.” The power’s former text was recursive, and this change corrects the problem.

⊕ **Hungry Claws** (standard; at-will)

The herald of Hadar makes the following attack twice: +18 vs. AC; 1d10 + 5 damage.

TROGLODYTE DEEPSOURCE

Page 200: In *debilitating ray*, add “+14 vs. Fortitude;” after “Ranged 10;”. The power lacked an attack value.

↘ **Debilitating Ray** (standard; at-will) ◆ **Implement**

Ranged 10; +14 vs. Fortitude; 1d8 + 4 damage, and if the target is within a *trogodyte stench* aura, it is weakened until the end of its next turn.

AMBUSH VINE

Page 204: Replace “XP 1,400” with “XP 2,800.” The experience value was incorrect.

Ambush Vine

Large fey beast (plant)

Level 16 Elite Controller

XP 2,800

SON OF THE SPIRIT WOLF

Page 211: In the son of the spirit wolf’s *terrible rush* power, replace the melee icon with the close icon. The power is intended to be a close power.

↩ **Terrible Rush** (free; usable only after the son of the spirit wolf makes a charge attack; encounter) ◆ **Cold**

Close burst 2; +29 vs. Fortitude; 2d10 cold damage, and the target is knocked prone.

WITHERLING HORNED TERROR

Page 213: In the witherling horned terror’s *rampaging charge* power, remove the second Effect line. The extra Effect line is an error that should not have been printed.

⚔ **Rampaging Charge** (standard; recharge ☼ ☼)

The witherling horned terror charges and makes the following attack in place of a melee basic attack: +11 vs. AC; 2d6 + 5 damage. *Effect:* Make a secondary attack against a different target. *Secondary Attack:* Reach 2; +11 vs. AC; 2d6 + 5 damage.

WOOD WOAD

Page 214: In the wood woad’s *nature’s mystery* power, replace “(a free action on the target’s turn)” with “as a minor action. As a free action, there is no limit to or penalty for the number of skill check a character can attempt.”

↩ **Nature’s Mystery** (minor; encounter) ◆ **Charm**

Close burst 2; targets one creature; no attack roll; the target takes a -2 penalty to attack rolls, all defenses, and saving throws (save ends). In addition, the target takes a -5 penalty to saving throws against this effect unless it succeeds on a DC 20 Nature check as a minor action.

EBERRON PLAYER'S GUIDE

OLD UPDATES

MAGIC WEAPON

Page 47: On the Hit line, add “power” before the second occurrence of “bonus.” The discrepancy in the bonus types makes the bonuses more difficult to track. The change also limits damage bonus stacking.

Magic Weapon Artificer Attack 1

Your attack issues a burst of magical energy that enhances the weapons of allies close to you.

At-Will ♦ Arcane, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence + 1 vs. AC

Hit: 1[W] + Intelligence modifier damage, and each ally adjacent to you gains a +1 power bonus to attack rolls and a power bonus to damage rolls equal to your Constitution or your Wisdom modifier until the end of your next turn.

Level 21: 2[W] + Intelligence modifier damage, and a +2 power bonus to attack rolls.

BOLSTER ARMOR

Page 48: Add “until the end of the encounter” to the end of the first sentence. The power lacked a duration.

Bolster Armor Artificer Utility 2

You touch some armor, causing it to glow as you enhance its defenses.

Daily ♦ Arcane

Minor Action Melee touch

Target: You or one ally

Effect: The target gains a +1 power bonus to AC until the end of the encounter. When hit by an attack, the target can end this bonus as a free action to gain a +4 bonus to AC against that attack.

BRITTLE-SKIN MISSILE

Page 51: Beneath the Hit line, add “Miss: Half damage, and the target is slowed (save ends).” The power was supposed to have miss effect.

Brittle-Skin Missile Artificer Attack 9

Your rune-scribed projectile calcifies flesh and causes your foe to falter.

Daily ♦ Arcane, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and the target is slowed and gains vulnerable 5 to melee attacks (save ends both).

Miss: Half damage, and the target is slowed (save ends).

BRUTAL ENCHANTMENT

Page 59: Change the last sentence of the path feature to: “If the weapon is already brutal, this has no effect.” This prevents brutal weapons from being augmented to deal infinite damage.

Brutal Enchantment (11th level): Whenever one of your artificer or battle engineer powers grants an ally a bonus to weapon damage rolls, that ally’s weapon also becomes brutal 1 until the bonus ends. If the weapon is already brutal, this has no effect.

FLEETING DWEOMER

Page 59: This power should be a daily power. The power was intended to be a daily power. It is too powerful as an encounter power.

Fleeting Dweomer Battle Engineer Utility 12

You infuse a weapon with a brief yet powerful enchantment.

Daily ♦ Arcane

Minor Action Close burst 5

Target: One weapon or implement in burst

Effect: You infuse the target with arcane energy. Choose a damage type: acid, cold, fire, force, lightning, or thunder. The target deals extra damage of this type equal to your Intelligence modifier until the end of the encounter. Until the end of the encounter, whenever the target’s wielder scores a critical hit with the weapon, the target of the attack gains 10 ongoing damage of the damage type you chose (save ends).

POTENT RESTORABLES

Page 92: In the first sentence of the Benefit line, add “artificer” before “healing powers.” The power is not intended to be combined with other leader classes through multiclassing or hybrid classing.

Benefit: Your artificer healing powers restore 2 extra hit points. The extra hit points increase to 3 at 6th level, to 4 at 11th level, to 5 at 16th level, to 6 at 21st level, and to 7 at 26th level.

SHAPESHIFTING CONTORTIONIST

Page 89: In the table’s Prerequisite column, replace “Doppelganger” with “Changeling.” Doppelganger refers to the monster race, and changeling refers to the player race.

Shapeshifting Contortionist Changeling

SHAPESHIFTING CONTORTIONIST

Page 92: In the feat’s Prerequisite line, replace “Doppelganger” with “Changeling.” Doppelganger refers to the monster race, and changeling refers to the player race.

Prerequisite: Changeling

FLUID ANATOMY

Page 94: In the table's Prerequisite column, replace "doppelganger" with "changeling." Doppelganger refers to the monster race, and changeling refers to the player race.

Fluid Anatomy

Changeling

FLUID ANATOMY

Page 94: In the feat's Prerequisite line, replace "doppelganger" with "changeling." Doppelganger refers to the monster race, and changeling refers to the player race.

Prerequisite: 21st level, changeling

REINFORCING HEALING

Page 94: In the Benefit line, add "using an artificer power" after "restore hit points to an ally." The power is not intended to be combined with other leader classes through multiclassing or hybrid classing.

Benefit: Whenever you restore hit points to an ally using an artificer power, that ally gains a +2 bonus to all defenses until the end of your next turn.

DOUBLE WEAPONS

Page 95: Apply the following change to the Double Weapons table. These changes clarify that certain weapon properties are intended to apply only to specific ends of weapons. The changes also expand the description of two-handed weapons and bring them in line with attack and damage expectations.

Also, the Stout keyword is defined as follows: A weapon that has the stout property can be treated as a two-handed weapon.

TALENTA SHARRASH

Page 95: Add the "small" property to the weapon. The weapon has explanatory text that should have been represented by the small property. Adding the property ensures that feats, powers, and so forth apply to the weapon as well.

High crit, small

WARFORGED COMPONENTS

Page 113: In the last sentence of the first paragraph, delete "and takes five minutes." In its place, add the following sentence: "Affixing or removing

an embedded component takes 5 minutes." The text was unclear whether attached components take a minor action or 5 minutes, and it didn't discuss what embedded components require.

While you are conscious, an affixed warforged component can be removed from you only if you are willing to have it removed. While you are unconscious, a component can be removed by anyone. Affixing or removing an attached component is a minor action. Affixing or removing an embedded component takes 5 minutes.

DOUBLE WEAPONS

Page 95: This sidebar helps explain double weapons.

DOUBLE WEAPONS

Double weapons share the following traits.

◆ You must wield a double weapon in two hands to use it.

◆ A Small character cannot wield a double weapon unless the weapon has the small property.

◆ Wielding a double weapon is like wielding a weapon in each hand. In the table, the first line of the double weapon's entry describes the end of the weapon wielded in your main hand. The indented line describes the weapon's other end, wielded in your off-hand. The two ends of a double weapon can have different proficiency bonuses, damage, properties, and weapon groups. The weight and price entries represent the total for the weapon, rather than only one side.

◆ When adding an enchantment that requires a particular weapon type, at least one end of the weapon must match the requirement. For example, an urgrosh could gain the vorpal enchantment, even though only one end meets the requirement of "heavy blade or axe."

◆ An enchanted double weapon gains all benefits of the enchantment on each end (even if one end would not normally qualify for the enchantment). This does not increase the frequency of use of any power possessed by the item; if you wield a double weapon with a daily power you can still only activate that power once per day.

COMPONENT TRAITS

Page 113: Delete the last line of the Implement section. The staff is a one-handed implement. It can be embedded in one hand and used as an implement, but it cannot be used as a weapon because a quarterstaff is a two-handed weapon.

Double Weapons

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Double scimitar	+2	1d6	–	40 gp	15 lb.	Heavy blade	Defensive, high crit, stout
–Secondary end	+2	1d6				Heavy Blade	High crit, off-hand
Zulaat	+2	2d4	–	30 gp	12 lb.	Heavy blade	Defensive, stout
–Secondary end	+2	2d4				Heavy blade	Off-hand

EBERRON CAMPAIGN GUIDE

OLD UPDATES

STORM FRONT CULTIST

Page 221: In the cultist's *rapier* power, replace "+20" with "+13." In its *storm strike* power, replace "+16" with "+11." The attack value is too high.

⊕ **Rapier** (standard; at-will) ◆ **Weapon**

+13 vs. AC; 1d8 + 7 damage.

⚡ **Storm Strike** (standard; at-will) ◆ **Implement, Lightning**

Ranged 5; +11 vs. Fortitude; 1d8 + 7 lightning damage, and the cultist slides the target 1 square.

ADVENTURER'S VAULT 2

OLD UPDATES

HOLY RADIANCE ARMOR

Page 9: Add “until the end of the encounter” to the end of the first sentence. The power’s effect lacks a duration.

Holy Radiance Armor Level 15+

This gleaming chainmail glows with the radiance of the sun.

Lvl 15	+3	25,000 gp	Lvl 25	+5	625,000 gp
Lvl 20	+4	125,000 gp	Lvl 30	+6	3,125,000 gp

Armor: Chain

Enhancement: AC

Power (Daily ♦ Healing): Minor Action. You expend your use of a Channel Divinity power for this encounter and shed bright light 20 squares in all directions until the end of the encounter. While within the light, you and each ally gain regeneration 3 while bloodied and a +2 power bonus to saving throws.

GREAT HUNGER WEAPON

Page 18: In the first sentence of the weapon’s property, remove “scores.” The word was a typo.

Great Hunger Weapon Level 3+

This weapon’s normal low keening tones build into a great howl when it engages in battle.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: When you score a critical hit using this weapon, the damage of the next critical hit you score with this weapon increases by 1[W]. This effect is cumulative until the end of the encounter.

Power (Daily): Immediate Reaction. *Trigger:* An enemy adjacent to you scores a critical hit against you. *Effect:* Roll this weapon’s critical damage dice (including any extra damage from the weapon’s property) and deal that much damage to the triggering enemy.

GUARDIAN’S BRAND

Page 19: In the Critical line, it should instead read “+1d6 fire damage per plus, or +1d10 fire damage per plus while you’re in guardian form.” Without adding the “per plus,” a player might interpret the former to mean that you gain the stated extra damage regardless of the item’s enhancement bonus, which is not the intent.

Guardian’s Brand Level 3+

This weapon burns white with hatred when it’s near a warden’s marked enemy.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus, or +1d10 fire damage per plus while you’re in a guardian form

Power (Daily ♦ Fire): Free Action. *Trigger:* You hit an enemy with your *warden’s fury* power using this weapon. *Effect:* That enemy takes ongoing fire damage equal to 5 + your Strength modifier.

Level 13 or 18: Ongoing fire damage equal to 10 + your Strength modifier.

Level 23 or 28: Ongoing fire damage equal to 15 + your Strength modifier.

TORCH OF MISERY

Page 37: Add “before the end of your next turn” to the end of the property. The effect from the property lacks a duration.

Torch of Misery Level 10+

Flames encircle the end of this black and gold wand.

Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Property: When you hit an enemy with a fire or radiant attack power using this rod and deal damage to it, that enemy grants combat advantage to you on your next attack against it before the end of your next turn.

Power (At-Will): Minor Action. Green flame bursts from the end of the rod, illuminating the area around you like a torch. You can end this effect as a free action.

STAFF OF LUCK AND SKILL

Page 39: In the weapon’s power, replace “an attack roll of 17 or higher” with “a 17–20 on the die.” The former text refers to “attack roll,” meaning the sum of your attack modifiers and your roll. The proposed change makes it clearer that we mean your raw roll.

Staff of Luck and Skill Level 23+

Whoever wields this blond yew staff capitalizes on both luck and skill.

Lvl 23	+5	425,000 gp	Lvl 28	+6	2,125,000 gp
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Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and you gain a cumulative +1 bonus (up to a maximum of the staff’s enhancement bonus) to all defenses each time you score a critical hit until the end of the encounter.

Power (Daily): Minor Action. The first time you roll a 17–20 on the die with an attack power using this staff before the end of the encounter, you score a critical hit with that attack.

MASTER'S WAND OF VICIOUS MOCKERY

Page 51: In the second sentence of the item's property, replace "a penalty to attack rolls equal to your Intelligence modifier" with "a -2 penalty to attack rolls." Even with Intelligence being a second ability score for bards, this property grants a -4 penalty to attack rolls at paragon levels and a -6 at epic levels. This property should not scale, because it puts monsters at an increasing disadvantage at higher level.

Master's Wand of Vicious Mockery Level 4+

Wielding this hackberry wand sharpens your tongue and hones your wit.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: When you hit with the vicious mockery power using this wand, choose a different enemy within 2 squares of the target. That enemy takes a -2 penalty to attack rolls until the end of your next turn.

Power (Encounter ♦ Arcane, Charm, Implement, Psychic): Standard Action. As the bard's vicious mockery power (*Player's Handbook 2*, page 69).

BRACERS OF ZEAL

Page 103: Remove +2, +3, +4, +5 and +6 from the upper part of the stat block. In addition, delete the level 14 and 24 entries at the top and replace "Level 19 or 24" with "Level 19" in the power. The item is an arm slot item and should not have enhancement bonuses.

Bracers of Zeal Level 9+

These golden bracers let you channel your own resiliency into a punishing attack.

Lvl 9	4,200 gp	Lvl 29	2,625,000 gp
Lvl 19	105,000 gp		

Item Slot: Arms

Power (Encounter): Free Action. *Trigger:* You hit an enemy adjacent to you with a melee attack power, and you have temporary hit points. *Effect:* You lose up to 5 temporary hit points and deal that amount of extra damage to that enemy.

Level 19: Lose up to 10 temporary hit points and deal that amount of damage.

Level 29: Lose any number of temporary hit points and deal that amount of damage.

PANTHER SLIPPERS

Page 106: Delete the Enhancement line. Foot items don't provide enhancement bonuses.

Panther Slippers Level 5

These soft, clawed shoes help you stay within striking range of your prey.

Item Slot: Feet 1,000 gp

Power (Daily): Immediate Reaction. *Trigger:* An enemy adjacent to you shifts. *Effect:* You shift 1 square. If you're in beast form, you instead shift 3 squares.

SHIELD OF FELLOWSHIP

Page 110: Add a line to the end of the property that reads "The hit points you transfer to an ally cannot be transferred again in any way." Two or more of these shields can create a loop that gives characters infinite temporary hit points by transferring them back and forth to each other. This change prevents that abuse.

Shield of Fellowship Level 15

Polished to a bright sheen, this shield has magic that helps you share your resilience with allies.

Item Slot: Arms 25,000 gp

Shield: Any

Property: When you gain temporary hit points, you can transfer those temporary hit points + 3 additional temporary hit points to an adjacent ally as a free action. The hit points you transfer to an ally cannot be transferred again in any way.

GAUNTLETS OF MAGICAL INTERCHANGE

Page 129: Remove the Polymorph keyword from the item's power. This item creates an adverse combination with *ring of many forms*, which provides an untyped bonus to attack rolls when you use a polymorph power. Also, this keyword does not make sense in the context of the polymorph keyword definition, which only talks about a PC transforming, not an item.

Gauntlets of Magical Interchange Level 22

These gauntlets magically extrude a variety of useful tools and allow you to restore the magic of other items in the thick of combat.

Item Slot: Hands 325,000 gp

Power (At-Will): Free Action. The gauntlets transform to incorporate the form and function of any mundane handheld tool, as found in the equipment list of the *Player's Handbook* and other supplements. The tool must be one normally usable by a creature of your size.

Power (Daily): Minor Action. You use your Arcane Empowerment class feature on an item held by you or an adjacent ally.

DIVINE POWER

OLD UPDATES

DAY'S FIRST LIGHT

Page 7: Add “Target: One creature” above the Attack line. The power had no Attack line.

Day's First Light Avenger Attack 1

You envelop your foe in a burning shroud of light. If the foe moves, the brilliance scorches it.

Encounter ♦ **Divine, Implement, Radiant**

Standard Action Melee touch

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier radiant damage. If the target willingly moves before the start of your next turn, it takes 5 + your Wisdom modifier radiant damage.

WINGS OF VENGEANCE

Page 12: Replace “Move Action” with “Minor Action.” The power is not a move action because it does not let you move.

Wings of Vengeance Avenger Utility 10

Ephemeral wings carry you across the battlefield to strike where you are most needed.

Encounter ♦ **Divine**

Minor Action Personal

Effect: Until the end of your next turn, you gain a fly speed of 7, and you can hover.

ARDENT CHAMPION PATH FEATURES

Page 20: At the end of the Ardent Action path feature, add “before or after the extra action.” The timing of shift was unclear. This change syncs up with other shifting associated with path features.

Ardent Action (11th level): When you spend an action point to take an extra action, you can also make a saving throw or shift a number of squares equal to your Dexterity modifier before or after the extra action.

LIFE TRANSFERENCE

Page 33: Change this power to a daily power. Multiple clerics or multiclassed clerics in a party can use this power to generate infinite free hit points.

Life Transference Cleric Utility 2

Bruises and lacerations appear on your body as they vanish from your patient.

Daily ♦ **Divine, Healing**

Standard Action Melee touch

Target: One creature

Effect: You take damage equal to your healing surge value, which can't be reduced in any way. The target regains hit points equal to twice that value.

HYMN OF RESURGENCE

Page 33: At the end of the first sentence of the Hit line, add “until the end of your next turn.” Also, in the Effect line, change “burst” to “blast” to match the power's attack type. The effect lacks a duration, and the mention of the burst is a typo.

Hymn of Resurgence Cleric Attack 3

Your foes' resolve crumbles as your hymn bestows divine vigor on your allies.

Encounter ♦ **Divine, Implement**

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Wisdom vs. Fortitude

Hit: The target takes a -2 penalty to all defenses until the end of your next turn. When any ally hits the target before the end of your next turn, the target is knocked prone.

Effect: Each ally in the blast can choose either to gain 5 temporary hit points or to make a saving throw.

ANGEL'S RESCUE

Page 37: On the Attack line, replace “Wisdom” with “Strength.” The power is not using the correct ability score for the attack.

Angel's Rescue Cleric Attack 13

You invoke an angel's name to lend strength to your attack and carry your ally out of danger.

Encounter ♦ **Divine, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: You slide an ally who is adjacent to you or to the target 2 squares.

Special: When charging, you can use this power in place of a melee basic attack.

COMPASSIONATE HEALER PATH FEATURES

Page 47: In the second sentence of the Compassionate Blessing path feature, replace “the power's target” with “one of the power's targets.” This change helps limit the potency of the feature for healing powers that target multiple creatures.

Compassionate Blessing (11th level): When you restore hit points with a healing power, you can choose to take 5 damage. If you do, one of the power's targets regains 2d6 additional hit points, and you gain a +2 power bonus to all defenses until the end of your next turn.

HOLY EMISSARY PATH FEATURES

Page 48: In the Gift of Hope path feature, replace “a bonus to saving throws equal to your Wisdom modifier” with “a +2 bonus to saving throws.”

In addition, in the Gift of Grace path feature, replace “Wisdom” with “Charisma”

These features were too powerful for a class that uses Wisdom as a primary ability score.

Gift of Hope (11th level): Any ally who ends his or her turn adjacent to you gains a +2 bonus to saving throws until the start of his or her next turn.

Gift of Grace Action (11th level): When you spend an action point to take an extra action, each ally adjacent to you also gains a bonus to all defenses equal to your Charisma modifier until the end of your next turn.

RAIN OF BLOOD

Page 61: Replace “Area burst 2” with “Area burst 1.” Also, on the Hit line, replace “2d6” with “1d6.” This power is too powerful compared to powers of the same level. This change puts the power in line with design expectations.

Rain of Blood Invoker Attack 7

Blood rains down from the sky, pelting your enemies.

Encounter ♦ **Divine, Implement**

Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier damage, and the target gains vulnerable 5 to all damage until the end of your next turn.

Covenant of Wrath: Until the end of your next turn, each ally in the burst gains a power bonus to attack rolls equal to your Constitution modifier.

PRAYER OF VENGEANCE

Page 62: In the second sentence of the power’s Effect line, replace “start” with “end.” The duration of the bonus in the power’s former text meant that an ally would rarely gain the benefit of the zone.

Prayer of Vengeance Invoker Utility 10

You recite the ancient declaration of war against the primordial. Friends who hear it are filled with righteous indignation against their attackers.

Daily ♦ **Divine, Zone**

Minor Action Close burst 3

Effect: The burst creates a zone of retribution that lasts until the end of your next turn. When any ally within the zone takes damage from an attack, that ally gains a +2 power bonus to attack rolls against the attacker until the end of the ally’s next turn.

Sustain Minor: The zone persists.

PENNANT OF HEAVEN’S ARMIES

Page 64: Remove the bonus to defenses and replace “Wisdom” with “Intelligence” in the last sentence of the effect. The bonus exceeds our design expectations. As a Wisdom primary character, an invoker that uses this power is providing a bonus to defenses and damage rolls that dwarfs the benefits that most leader classes can provide.

Pennant of Heaven’s Armies Invoker Utility 16

A tattered white flag appears. Those who behold it find the courage they need to win the day.

Daily ♦ **Conjuration, Divine**

Standard Action Ranged 10

Effect: You conjure a shining banner in 1 square within range. The banner lasts until the end of your next turn. Any ally who has line of sight to the banner gains a bonus to saving throws against fear effects and damage rolls. The bonus equals your Intelligence modifier.

Sustain Minor: The banner persists.

DIVINE HAND PATH FEATURES

Page 73: The Undaunted path feature should read “You gain a +2 bonus to saving throws against fear effects and a +2 bonus to all defenses against fear attacks.” The former text isn’t clear that the bonus to saving throws is against fear effects and not a general bonus to saving throws.

Undaunted (11th level): You gain a +2 bonus to saving throws against fear effects and a +2 bonus to all defenses against fear attacks.

RAY OF REPRISAL

Page 88: Add “modifier” between “Charisma” and “radiant” on the Hit line. The word was incorrectly left out of the power.

Ray of Reprisal Paladin Attack 9

You direct a beam of fierce radiance against an enemy and force it to feel the pain of the wounds it inflicted on your comrade.

Daily ♦ **Divine, Implement, Radiant**

Immediate Interrupt Close burst 5

Trigger: An enemy within 5 squares of you hits your ally

Target: The triggering enemy

Attack: Charisma vs. Fortitude

Hit: 3d6 + Charisma modifier radiant damage.

Miss: Half damage.

Effect: The ally hit takes half damage from the triggering enemy’s attack.

CASTIGATING STRIKE

Page 89: On the Hit line, replace 1[W] with 3[W]. *Castigating strike* was much worse than its lower level counterpart, *valorous strike*, on page 84.

Castigating Strike

Paladin Attack 13

As you attack, you chide your foes for neglecting you and compel their attention.

Encounter ◆ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength or Charisma vs. AC

Hit: 3[W] + Strength or Charisma modifier damage, and each enemy within 3 squares of you is subject to your divine sanction until the end of your next turn.

CENSURING RADIANCE

Page 92: On the Hit line, replace “Strength” with “Charisma.” The ability scores on the Hit line and Attack line didn’t match.

Censuring Radiance

Paladin Attack 23

Your weapon sears a sigil into your foe that hinders its attacks against your companions.

Encounter ◆ **Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 3[W] + Charisma modifier radiant damage. Until the end of your next turn, whenever the target makes an attack that doesn’t include you as a target, the target is weakened for that attack.

HARSH VERDICT

Page 93: On the Hit line, replace “Strength” with “Charisma.” The ability score on the Hit line didn’t match the one on the Attack lines.

Harsh Verdict

Paladin Attack 25

You judge one of your enemies in the name of your god, and none of its companions can hide from your wrath.

Daily ◆ **Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Primary Target: One creature

Primary Attack: Charisma vs. Will

Hit: 3[W] + Charisma modifier damage.

Miss: Half damage.

Effect: Make a secondary attack that is a close burst 1 centered on the primary target.

Secondary Target: The primary target and each enemy in burst

Secondary Attack: Charisma vs. Will

Hit: The secondary target takes ongoing 10 radiant damage and cannot benefit from concealment or total concealment (save ends both).

POWER OF DESTRUCTION

Page 111: In the first sentence of the second paragraph of the Benefit line, replace “you gain a +2 bonus to the damage roll” to “you deal 2 extra damage.” In the subsequent sentence, replace “bonus” with “extra damage” and remove the “+” symbols. This text needed to be changed to extra damage because the feat provides a benefit to grasping shards, which doesn’t have a damage roll until level 21.

Benefit: You gain a +2 feat bonus to Intimidate checks.

When you use a power associated with this feat and hit an unbloodied enemy with it, you deal 2 extra damage. The extra damage increases to 3 at 11th level and 4 at 21st level.

POWER OF POISON

Page 117: In the second sentence of the second paragraph of the Benefit line, replace “you gain a +2 bonus to the damage roll” to “you deal 2 extra damage.” In the subsequent sentence, replace “bonus” with “extra damage” and remove the “+” symbols. This text needed to be changed to extra damage because the feat provides a benefit to grasping shards, which doesn’t have a damage roll until level 21.

Benefit: You gain a +2 feat bonus to Bluff checks.

When you use a power associated with this feat, you can choose to change its damage type to poison (the power gains the poison keyword and loses the keywords of its former damage types). If you do so, you deal 2 extra damage. The extra damage increases to 3 at 11th level and 4 at 21st level.

POWER OF UNDEATH

Page 121: In the third sentence of the second paragraph of the Benefit, replace “you gain a +2 bonus to the damage roll” to “you deal 2 extra damage.” In the subsequent sentence, replace “bonus” with “extra damage” and remove the “+” symbols. This text needed to be changed to extra damage because the feat provides a benefit to grasping shards, which doesn’t have a damage roll until level 21.

Benefit: You gain a +2 feat bonus to Religion checks.

When you use a power associated with this feat and hit a bloodied enemy with it, you deal 2 extra damage. The extra damage increases to 3 at 11th level and 4 at 21st level.

SOLAR ENEMY

Page 120: In the feat's power, add "until the end of your next turn" to the beginning of the Effect line. The effect lacked a duration.

Channel Divinity: Solar Enemy Feat Power

The divine sunlight playing across your enemies is a sign of the radiance to come.

Encounter ◆ **Divine**

Minor Action Close burst 2

Target: Each enemy in burst

Effect: Until the end of your next turn, each target gains vulnerable 5 radiant, or its vulnerability to radiant damage increases by 5.

DEVOTED PALADIN

Page 131: Remove "When you select this feat," from the second paragraph of the Benefit line. A person can abusive the former text to let them gain a healing surge every time they "select" the feat. Thus, when a character retrains out of it, the healing surge remains, and when that character "selects" the feat again at next level, he or she gains another healing surge.

Benefit: When you use your *lay on hands* on an ally, that ally regains additional hit points equal to your Charisma modifier.

Your number of healing surges increases by one.

CALL OF VIRTUE

Pages 133, 136, 139, 140, 142: All mention of the "call of virtue" power on the noted pages should be changed to "virtue's touch." This corrects the discrepancy in names.

HONORED FOE

Page 139: Replace "When a creature marked by you" with "When a creature marked by your divine challenge or divine sanction." This prevents abuse by defenders who might multiclass into paladin to gain this feat.

Benefit: When a creature marked by your *divine challenge* or *divine sanction* damages you, you gain temporary hit points equal to your Wisdom modifier.

HERO OF FAITH

Page 144: Replace the second sentence of the second paragraph with the following text. This change is necessary to limit the power of this feat.

"The effect lasts until you hit the target or until the target drops to 0 hit points. You cannot switch the target or extend the duration of the power in any way."

Benefit: You gain training in one skill from the avenger's class skills list.

Once per encounter, you can use the *oath of enmity* power. The effect lasts until you hit the target or until the target drops to 0 hit points. You cannot switch the target or extend the duration of the power in any way.

In addition, you can wield avenger implements.

PRIMAL POWER

OLD UPDATES

TARGETED ASSAULT

Page 68: On the Benefit line, replace “any creature marking you” with “any creature that has you marked.” The benefit is incorrect. This change represent the feat’s intent.

Benefit: You gain a +2 bonus to attack rolls against any creature any creature that has you marked.

POWER CARDS

PLAYER'S HANDBOOK HEROES: ARCANE HEROES 1

ELDRITCH STRIKE

Add the following sentence to the bottom of the Special section: "You can choose this power instead of eldritch blast as the power associated with your Eldritch Blast class feature." The change is necessary because there is currently no easy way to easily acquire this power as a warlock.

PLAYER'S HANDBOOK HEROES: ARCANE HEROES 2

CHILLING CLOUD

On the Hit line, add "cold" between "modifier" and "damage." The power should be doing cold damage.

PLAYER'S HANDBOOK 2: DRUID POWER CARDS

BARKSKIN

In the Action box, replace "Standard" with "Minor."
This syncs it up with the power in *Player's Handbook 2*.

DRAGON MAGAZINE

OLD UPDATES

DRAGON 365

Taunting Press, page 23

The Effect line should read “You slide the target 3 squares to a square adjacent to you.” This change prevents a player from using the power to slide an enemy throughout the battlefield.

Dragonborn Zeal page 28

Replace “Immediate Reaction” with “Immediate Interrupt”.

DRAGON 366

Sacrifice to Caiphon, page 20

In the first sentence of the Benefit line, add “warlock” before “encounter power”.

Student of the Athanaeum, page 20

In the Benefit line, add “warlock” before “daily power”.

Starborn, page 25

In the first sentence of the destiny feature, replace “radiant fire damage” with “radiant damage and fire damage”.

Starburst, page 25

Replace “radiant fire damage” with “radiant and fire damage”.

DRAGON 367

Alluring Lights, page 41

In the Hit line, replace “dazed” with “immobilized”.

Claw Fighter, page 54

Replace the last sentence in the feat’s Benefit section with the following: “You can enchant and disenchant your claws. When you disenchant your claws, they do not turn to dust.” The former text prevented the claws from scaling, thereby rendering them useless at higher levels.

Icy Sweep, page 57

On the Hit line, the slide should read “and you slide the target 3 squares to a square adjacent to you.” This change prevents a player from using the power to slide an enemy throughout the battlefield.

DRAGON 368

Staff Fighting, page 58

In the feat’s Benefit section, replace the second line with the following: “As a double weapon, both ends of the weapon deal 1d8 damage. The primary end gains the defensive and stout properties, and the secondary end gains the off-hand property.” This change revises this feat to work with the new double weapon rules.

Binding Style, page 59

In the *dual strike* entry, add “secondary” in front of “target.” This change is necessary to make this benefit make sense with revised *dual strike* language.

Deft Hurler Style, page 60

In the cleave entry, add “against one creature other than the target of your cleave” to the end of the first sentence. The goal of this feat was to distribute damage, but the previous text allows a character to make the attack against the target of the cleave, thus focusing damage.

Starlight Duelist Style, page 61

In the *dual strike* entry, replace “the target” with “either target.” This change is necessary to make this benefit make sense with revised *dual strike* language.

Weapon Mastery Feats, page 65-66

Replace the second and third paragraphs with the following: “Weapon mastery feats are multiclass feats based around a single weapon. Each initial multiclass feat—such as Bola Training—is considered a class-specific multiclass feat, with the named weapon acting as the specific class. As with other class-specific multiclass feats, once you take one, you can’t take one for a different class (or weapon, or style) unless another rule allows you to do so.”

Bola Training, page 66

In the brackets after “Multiclass,” add “Bola”.

Net Training, page 66

In the brackets after “Multiclass,” add “Net”.

Whip Training, page 67

In the brackets after “Multiclass,” add “Whip”.

DRAGON 369

Caging Glaive, page 54

The Effect line should read “Before the attack, slide the target 3 squares to a square adjacent to you.” This change prevents a player from using the power to slide an enemy throughout the battlefield.

DRAGON 372

Spiked Chain Training, page 11

In the brackets after “Multiclass,” add “Spiked Chain”.

In the feat’s Benefit section, replace the second two lines with the following: “You can treat the spiked chain as a double weapon. As a double weapon, each end of the spiked chain is a light blade and deals 2d4 damage. The primary end gains the stout property, and the secondary end gains the off-hand property.” This change revises this feat to work with the new double weapon rules.

Doomcaller’s Promise, page 14

On the Hit line and Miss line, delete “and the target suffers the effects of the Rattling keyword until the end of the encounter.”

Grasp of the Grave, page 24

In the second sentence of the Effect line, remove “and is dazed until the end of your next turn.” The previous power’s effect was overpowered.

Immortal Curse, page 43

Replace the feature’s Effect text with the following: Once per round, when you score a critical hit against the target of your immortal curse, you gain an extra standard action. You must use the standard action to attack the target of your immortal curse, and you must use the action before the end of your next turn.

DRAGON 374

Orc Darkblade, page 36

Replace the text of the elusive target power with the following:

“The orc darkblade swaps positions with a creature adjacent to it other than the triggering attacker. The darkblade gains superior cover against the triggering attack, and it gains combat advantage against the creature it swapped positions with until the end of its next turn.”

Deva Disincarnate, page 52

Add “Ranged 10” to the beginning the disincarnate’s spirit roots power. The power lacked a range.

Power of Creation, page 92

In the powers associated with the feat, replace “*sacred flame*” with “*righteous brand*.” The text is inconsistent with *Divine Power*, which uses *righteous brand*.