DUNGEONS & DRAGONS®
4TH EDITION RULES UPDATES

July 6, 2010

This document provides updates to various Dungeons & Dragons® game products, including core rulebooks, game supplements, and accessory products, such as the Dungeon Master's Screen and Power Cards. The updated rules 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 rule concerns that merit updates, go to our errata forums here.

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. You can also find the FAQ here.

Next Update: October 5, 2010

PLAYER'S HANDBOOK

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.

INFERNAL WRATH
Page 48: Replace the tiefling's *infernal wrath* power with the following power. This revision brings the tiefling's racial power in line with other racial powers.

Infernal Wrath	Tiefling Racial Power

You call upon the hellfire burning in your soul to punish your enemy.

Encounter ✦ Fire
Free Action   **Close** burst 10
Trigger: An enemy within 10 squares of you hits you
Target: The triggering enemy in burst
Effect: The target takes 1d6 + Intelligence or Charisma modifier fire damage.
    Level 11: 2d6 + Intelligence or Charisma modifier fire damage.
    Level 21: 3d6 + Intelligence or Charisma modifier fire damage.

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.

ACCESSORIES
Page 56: Add the following paragraphs at the end of the Accessories section. This change reflects revisions in *Player's Handbook 3*. It clarifies how to use an implement as a weapon, or vice versa.

> **Using a Weapon as an Implement:** If you're able to use a weapon as an implement, the weapon works like a normal implement for you, but you use neither the weapon's proficiency bonus nor its nonmagical weapon properties with your implement powers.

When you use a magic version of the weapon as an implement, you can use the magic weapon's enhancement bonus, critical hit effects, properties, and powers. However, some magic weapons have properties and powers that are worded in such a way that they work only with weapon attacks. Also, a weapon's range and damage die are usually irrelevant to implement powers, since such powers have their own ranges and damage expressions.

> **Using an Implement as a Weapon:** Most implements cannot be used as weapons. However, an implement like the staff is expressly usable as both an implement and a weapon. When you wield such an implement as a weapon, you follow the normal rules for using a weapon.

When you use a magic version of the implement as a weapon, you can use the magic implement's enhancement bonus and critical hit effects. To use its properties and powers, you must be able to wield it as an implement (see "Implement" above). Also, some magic implements have properties and powers that are worded in such a way that they work only with implement attacks.

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.

Zone

Page 59: Delete the last sentence of the second paragraph. This update ensures that zones are achieving their intended damage output by allowing each overlapping to deal damage.

Healer's Lore

Page 61: In the second sentence of the class feature, replace "grant healing" with "let a creature spend a healing surge to regain hit points." This change limits the potency of surgeless healing, such as with *astral seal*.

Your study of healing allows you to make the most of your healing prayers. When you let a creature spend a healing surge to regain hit points with one of your cleric powers that has the healing keyword, add your Wisdom modifier to the hit points the recipient regains.

Righteous Brand

Page 63: On the Hit line, add "+3" before "power bonus to melee attack rolls" and delete "equal to your Strength modifier." At higher level, this bonus almost guarantees a hit when used by a cleric build that uses Strength as its primary ability score. This change brings the bonus to attack rolls in line with expectations for at-will attack powers.

Righteous Brand	Cleric Attack 1

You smite your foe with your weapon and brand it with a ghostly, glowing symbol of your deity's anger. By naming one of your allies when the symbol appears, you add divine power to that ally's attacks against the branded foe.

At-Will ✦ Divine, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and one ally within 5 squares of you gains a +3 power bonus to melee attack rolls against the target until the end of your next turn.
Increase damage to 2[W] + Strength modifier at 21st level.

Bless

Page 64: In the power's Action Type entry, replace "Standard" with "Minor." This update changes the action type to better reflect the game's action economy.

Daily ✦ Divine
Minor Action **Close** burst 20
Targets: You and each ally in burst

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.

Shield of Faith

Page 64: In the power's Action Type entry, replace "Standard" with "Minor." This update changes the action type to better reflect the game's action economy.

Daily ✦ Divine
Minor Action **Close** burst 5
Targets: You and each ally in burst

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.

Knight of Glory

Page 69: Replace the *knight of glory* power with the following power. This update prevents the power from yielding too much damage.

Knight of Glory — Cleric Attack 19

You conjure a ghostly warrior clad in the ceremonial armor of your faith. With sword in hand, it attacks your enemies.

Daily ✦ Conjuration, Divine, Implement
Standard Action   **Ranged** 10
Effect: You conjure a ghostly knight that occupies 1 square within range, and the knight makes the following melee attack. It lasts until the end of your next turn. You can move the knight 5 squares as a move action.
   Target: One creature adjacent to the ghostly knight
   Attack: Wisdom vs. AC
   Hit: 3d10 + Wisdom modifier damage.
   Sustain Minor: The knight persists, and it repeats the attack.

Cloud Chariot

Page 70: After the second sentence in the Effect line, add "You can move the chariot its speed as a move action." The power's Effect line gives the chariot a speed but does not describe how to move it.

Cloud Chariot — Cleric Utility 22

You conjure a white cloud that coalesces into a chariot pulled by a winged horse, both made of solid cloudstuff.

Daily ✦ Conjuration, Divine
Standard Action   **Ranged** 2
Effect: You conjure a chariot of cloudstuff that occupies a 2-by-2 space within range, and a winged horse of cloudstuff that occupies a 2-by-2 space adjacent to the chariot. The horse and chariot have a speed of fly 8. You can move the chariot its speed as a move action. The chariot can carry up to four Small or Medium creatures, and the horse can hold one Small or Medium rider. The chariot grants cover to its occupants. The chariot and the horse can't attack or be separated, and they can't be attacked or damaged. They remain until you take an extended rest unless you dismiss them (a free action).

Purify

Page 70: In the power's Action Type entry, replace "Standard" with "Minor." This update changes the action type to better reflect the game's action economy.

Daily ✦ Divine
Minor Action   **Close** burst 5
Targets: You and each ally in burst

Seal of Binding

Page 71: On the Sustain Standard line, replace the first line with the following: "Each time you sustain the power, you take 15 damage." This power was too effective against solos, effectively killing any creature when it is combined with healing powers like *divine regeneration*.

Seal of Binding — Cleric Attack 25

Faintly glowing symbols encircle your foe, trapping it.

Daily ✦ Divine, Implement
Standard Action   **Ranged** 10
Target: One creature
Attack: Wisdom vs. Will
Hit: 3d10 + Wisdom modifier damage, and the target is stunned and can't be affected by any attack other than this one until the end of your next turn.
Sustain Standard: Each time you sustain the power, you take 15 damage. The target remains stunned and protected against all other attacks. You can't sustain this power if you are bloodied.

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. In the Range entry, replace "burst 8" with "burst 3." In the Hit entry, replace "3d8" with "2d6." This update brings the power in line with level 11 encounter powers.

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 3
Target: Each enemy in burst
Attack: Wisdom vs. Will
Hit: 2d6 + 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.

DIRTY FIGHTING

Page 87: Replace the second sentence of the feature with the following text: "Your fighter or pit fighter weapon attacks deal extra damage equal to your Wisdom modifier." This update limits high Wisdom characters from multiclassing into this paragon path to gain a high damage bonus.

    Dirty Fighting (16th level): Using tricks and techniques you have learned in constant battles, you know how to add an extra level of pain to every hit you deliver. Your fighter or pit fighter weapon attacks deal extra damage equal to your Wisdom modifier.

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.

CRESCENDO SWORD

Page 88: In the Effect entry, add "attack" before each instance of "power." This update prevents this power from being used in conjunction with powers like *rejuvenate mind* or *epic trickster* to create a recursive combination.

Crescendo Sword	Swordmaster Attack 20

With a tremendous roar, you swing your blade over your head and make lunging strikes at all nearby enemies. At the end of the flurry, you regain some of your power.

Daily ✦ Martial, Weapon
Standard Action   **Close** burst 1
Requirement: You must be wielding a light blade or a heavy blade (not a polearm).
Target: Each enemy in burst you can see
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: If you hit at least one of your enemies, you regain one daily attack power you have already used. If you miss all enemies, you regain one encounter attack power you have already used.

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.

Hospitaler'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 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 mewling 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: Replace the Effect entry with the following text: "Until the stance ends, when you hit with a melee attack, you can use a free action to make melee basic attack with your off-hand weapon. You can do this once per round, and the off-hand weapon attack takes a –2 penalty to its attack roll." This update limits the potency of this power in builds that make 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: Until the stance ends, when you hit with a melee attack, you can use a free action to make a melee basic attack with your off-hand weapon. You can do this once per round, and the off-hand weapon attack takes a –2 penalty to its attack roll.

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.

Tumble

Page 119: In the power's Effect entry, replace "a number of squares equal to one-half" with "up to." This update reflects an effort to improve the rogue's mobility so that it can more reliably gain combat advantage and fulfill its role as striker.

Tumble

Tumble	Rogue Utility 2

You tumble out of harm's way, dodging the opportunistic attacks of your enemies.

Encounter ✦ Martial
Move Action   Personal
Prerequisite: You must be trained in Acrobatics.
Effect: You can shift up to your speed.

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

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.	

Daggermaster's Action

Page 127: Replace the class feature with the following text: "When you use a rogue or a daggermaster attack power with a dagger, the power can score a critical hit on a roll of 18-20." This change updates the feature to reflect the original intent.

 Dagger Precision (11th level): When you use a rogue or a daggermaster attack power with a dagger, the power can score a critical hit on a roll of 18-20.

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.	

Tendrils of Thuban

Page 137: In the second sentence of the Sustain entry, delete "and is immobilized (save ends)." To escape this zone, a creature had to save and also be missed by the attack in the Sustain entry. This change brings the power in line with other control effect.

Tendrils of Thuban	Warlock (Star) Attack 15
From the frozen emerald seas under the star Thuban, you call forth dozens of glimmering green tentacles. Reaching down from overhead, they seize your enemies, draining the heat from their bodies and holding them immobile.	
Daily ✦ Arcane, Cold, Implement, Zone	
Standard Action	**Area** burst 1 within 10 squares
Target: Each creature in burst	
Attack: Constitution vs. Fortitude	
Hit: 4d10 + Constitution modifier cold damage, and the target is immobilized (save ends).	
Effect: The burst creates a zone of tendrils that lasts until the end of your next turn.	
Sustain Minor: Make a Constitution vs. Fortitude attack against all targets within the zone. On a hit, the target takes 1d10 + Constitution modifier cold damage.	

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.

Slashing Wake

Page 141: Replace "When" with "Once per turn, when." This update revises the feature to prevent misuse with features that allow multiple teleports during a turn.

Slashing Wake (11th level): Once per turn, when you leave a square by teleporting, enemies adjacent to that square take damage equal to your Intelligence modifier.

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.

Lead the Attack

Page 146: In the first sentence of the Hit entry and Miss entry, replace "the encounter" with "your next turn." Also, add "Half damage" at the start of the Miss entry. By upper heroic or low paragon tier, this power's bonus to attack rolls is too high to last for an entire encounter, especially in an encounter involving a solo.

Lead the Attack	Warlord Attack 1

Under your direction, arrows hit their marks and blades drive home.

Daily ✦ Martial, Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage. Until the end of your next turn, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligence modifier.
Miss: Half damage. Until the end of your next turn, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.

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)

Orb of Imposition

Page 157: In the second sentence of the second paragraph, replace "saving throws" with "next saving throw." This saving throw limitation is part of a larger effort to mitigate the use of saving throw penalties to lock down enemies for the duration of an encounter.

   You can designate one creature you have cast a wizard spell upon that has an effect that lasts until the subject succeeds on a saving throw. That creature takes a penalty to its next saving throw against that effect equal to your Wisdom modifier.

Magic Missile

Page 159: Replace the Attack, Hit, and Special entries with the Effect and Special entries in the power below. This update reflects an effort to restore the power to its classical form.

Magic Missile	Wizard Attack 1

You launch a silvery bolt of force at an enemy.

At-Will ✦ Arcane, Force, Implement
Standard Action   **Ranged** 20
Target: One creature
Effect: 2 + Intelligence modifier force damage.
   Level 11: 3 + Intelligence modifier force damage.
   Level 21: 5 + Intelligence modifier force damage.
Special: If the implement used with this power has an enhancement bonus, add that bonus to the damage. In addition, you can use this power as a ranged basic attack.

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, Conjuration, 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. Also, in the power's Usage entry, replace "Daily" with "Encounter." This revision allows this power to compete with wizard utilities of the same level, making it a more viable choice.

Dispel Magic	Wizard Utility 6

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

Encounter ✦ 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, Conjuration
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, Conjuration, 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.

Evard's Black Tentacles

Page 166: In the Range entry, replace "burst 4" with "burst 3." Add the following sentence at the end of the Effect entry: "Whenever a creature enters the zone, you can use an opportunity action to make the attack against that creature." In addition, replace the Sustain entry with the following text: "The zone persists, and each creature within the zone takes 10 necrotic damage."

To escape this zone, a creature had to save and also be missed by the attack in the Sustain entry. This change brings the power in line with other control effect.

Evard's Black Tentacles	Wizard Attack 19

Wriggling, ebon tentacles of necrotic energy erupt from the ground, grasping toward every creature within reach.

Daily ✦ Arcane, Implement, Necrotic, Zone
Standard Action   **Area** burst 3 within 10 squares
Target: Each creature in burst
Attack: Intelligence vs. Reflex
Hit: 2d10 + Intelligence modifier necrotic damage, and the target is immobilized (save ends).
Effect: The burst creates a zone of difficult terrain that lasts until the end of your next turn. Whenever a creature enters the zone, you can use an opportunity action to make the attack against that creature.
Sustain Minor: The zone persists, and each creature within the zone takes 10 necrotic damage.

Legion's Hold

Page 168: In the Hit entry, replace "stunned (save ends)" with "dazed and immobilized (save ends both)." In the Miss entry, replace "dazed" with "immobilized." This update curbs the power's strength to better reflect the size of the burst.

Legion's Hold	Wizard Attack 29

Your eyes darken, becoming black orbs as you command your enemies to stop in their tracks.

Daily ✦ Arcane, Charm, Implement, Psychic
Standard Action   **Close** burst 20
Target: Each enemy in burst
Attack: Intelligence vs. Will
Hit: 2d10 + Intelligence modifier psychic damage, and the target is dazed and immobilized (save ends both).
Miss: Half damage, and the target is immobilized (save ends).

Arcane Riposte

Page 169: In addition to replacing "Dexterity" with "Intelligence" in the second sentence of the class feature (as per the December Update), add "+ 4" after Intelligence. Between the second and third sentence, add "The bonus increases to +6 at 21st level." The attack needs this revision to meet accuracy expectations. Without basing the attack on Intelligence and adding an inherent bonus to it, a character will rarely hit.

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 + 4 vs. AC). The bonus increases to +6 at 21st level. 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.

Blood Pulse

Page 170: On the Hit line, replace "1d6" with "5" and replace "leaves" with "moves willingly." This change ensures that the power's effect isn't used with forced movement and doesn't exceed damage expectations by gaining any bonuses to damage rolls. Furthermore, it clarifies that a Large or larger creature takes the damage for each square it moves rather than leaves. Thus, if a Large creature shifts 1 square diagonally, it would take only 5 damage instead of 1d6 for each of the three squares it left.

Blood Pulse — Blood Mage Attack 11

A mote of crimson plasma springs from your hand, streaks across the battlefield, and detonates amid your enemies, covering them in a blood-red shroud.

Encounter ✦ Arcane, Implement
Standard Action   **Area** burst 3 within 20 squares
Target: Each enemy in burst
Attack: Intelligence vs. Will
Hit: 2d6 + Intelligence modifier damage, and until the end of your next turn the target takes 5 damage for every square it moves willingly.

Maelstrom of Chaos

Page 170: In the power's Range entry, replace "10" with "5." This update brings the power's damage yield in line with other powers and limits the ability to teleport targets vertically.

Maelstrom of Chaos — Spellstorm Mage Attack 20

Arcane winds and a hailstorm of force energy surrounds you, battering your enemies and teleporting them from one place to another.

Daily ✦ Arcane, Force, Implement, Teleportation
Standard Action   **Close** burst 5
Target: Each enemy in burst
Attack: Intelligence vs. Fortitude
Hit: 3d8 + Intelligence modifier force damage, and you can teleport the target to a location of your choice within the burst.
Miss: Half damage, and no teleportation.

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: Replace the feature's text with the following text: "The first time you expend your last remaining encounter attack power during an encounter, you regain the use of one encounter attack power of your choice." This change limits recursive attacks through action-granting powers, such as *trip up, follow-up blow,* and *steal time.*

Divine Miracle (30th level): The first time you expend your last remaining encounter attack power during an encounter, you regain the use of one encounter attack power of your choice.

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

Acrobatics

Page 180: In the first line of the shaded text for Balance, replace "Part of a move action" with "The check is usually part of a move action, but it can be part of any of the creature's actions that involve the creature moving."

Balance: The check is usually part of a move action, but it can be part of any of your actions that involve you moving.

In addition, replace the two bullets about failure with the following two bullets.

- ✦ **Failure by 4 or Less:** You can't move any farther on the surface as part of the current action, but you don't fall.
- ✦ **Failure by 5 or More:** If you are on a narrow surface, you fall off it. If you are trying to move across an unstable surface that isn't narrow, you instead falls prone. Either way, you can't move any farther as part of the current action.

Acrobatics

Page 181: In the first sentence of the "Reduce Falling Damage" section, delete "or jump down." Also, in the first entry in the shaded text, delete "or a move action if you jump down." Finally, add the following entry to the Acrobatics section. These changes separate the action of reducing falling damage from the action to willingly hop down from a height. Hop down gives characters untrained in Acrobatics an option for descending short distances quickly.

Hop Down

Make an Acrobatics check to hop down 10 feet and land standing.

- ✦ **Hop Down:** The check is usually part of a move action, but it can be part of any of the creature's actions that involve the creature moving. The creature cannot make this check if it is prone.
- ✦ **DC:** DC 15. The creature can make this Acrobatics check only if the drop is no more than 10 feet. In other words, the check cannot reduce the distance of a longer drop.
- ✦ **Success:** The creature hops down, lands standing, and takes no falling damage. The downward move uses no movement from the action.
- ✦ **Failure:** The creature falls.

Climb

Page 182: In the first line of the shaded text, replace "Part of a move action" with "The check is usually part of a move action, but it can be part of any of your actions that involve you moving." In addition, replace the two bullets about failure with the two bullets below. This update clarifies that a character can climb as part of a non-move action that includes movement, such as a standard action that lets a character move and attack.

> **Climb:** The check is usually part of a move action, but it can be part of any of your actions that involve the you moving.

> ✦ **Failure by 4 or Less:** If you were already climbing, you don't fall. If you were trying to start climbing, you fail to do so. Either way, you can't move any farther as part of the current action.

> ✦ **Failure by 5 or More:** If you were already climbing, you fall but can try to catch hold (see below). If you were trying to start climbing, you fail to do so. Either way, you can't move any farther as part of the current action.

High Jump

Page 182: In the first line of the shaded text, replace "Part of a move action" with "The check is usually part of a move action, but it can be part of any of your actions that involve you moving." This update clarifies that a character can jump as part of a non-move action that includes movement, such as a standard action that lets a character move and attack.

> **High Jump:** The check is usually part of a move action, but it can be part of any of your actions that involve the you moving.

Long Jump

Page 182-183: In the first line of the shaded text, replace "Part of a move action" with "The check is usually part of a move action, but it can be part of any of your actions that involve you moving." In addition, in the "Distance Jumped Horizontally" and "Distance Cleared Vertically" bullets, replace "move action" with "action." This update clarifies that a character can climb as part of a non-move action that includes movement, such as a standard action that lets a character move and attack.

> **Long Jump:** The check is usually part of a move action, but it can be part of any of your actions that involve the you moving.

> ✦ Distance Jumped Horizontally: Make an Athletics check and divide your check result by 10 (round

down). This is the number of squares you can leap across. You land in the square determined by your result. If you end up over a pit or a chasm, you fall and lose the rest of your action.

> ✦ Distance Cleared Vertically: The vertical distance you clear is equal to one-quarter of the distance you jumped horizontally. If you could not clear the vertical distance of an obstacle along the way, you hit the obstacle, fall prone, and lose the rest of your action.

Swim

Page 183: In the first line of the shaded text, replace "Part of a move action" with "The check is usually part of a move action, but it can be part of any of your actions that involve you moving." In addition, replace the two bullets about failure with the two bullets below. This update clarifies that a character can climb as part of a non-move action that includes movement, such as a standard action that lets a character move and attack.

> **Swim or Tread Water:** The check is usually part of a move action, but it can be part of any of your actions that involve the you moving.

> ✦ **Failure by 4 or Less:** You can't move any farther as part of your current action, but you tread water.

> ✦ **Failure by 5 or More:** You can't move any farther as part of your current action, and you sink 1 square.

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.

Stealth

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

> **Stealth:** The check is usually at the end of a move action, but it can be at the end of any of the creature's actions that involve the creature moving.
> ✦ **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.

Ferocious Rebuke

Page 195: In the Benefit entry, delete "and hit with an attack." This update syncs up this text with the revision to *infernal wrath.*

> **Benefit:** When you use the *infernal wrath* power, you can push the target 1 square in addition to any damage you deal.

Hellfire Blood

Page 195: On the Benefit line, delete "feat." This change ensures that this feat continues to provide a benefit despite changes to the Weapon Expertise and Implement Expertise feats.

Benefit: You gain a +1 bonus to attack rolls and damage rolls when you use a power that has the fire or the fear keyword.

Fiery Rebuke

Page 203: Replace the Benefit entry with the following text: "When you use the *infernal wrath* power, the target takes 5 extra fire damage." This update syncs up this text with the revision to *infernal wrath*.

Benefit: When you use the *infernal wrath* power, the target takes 5 extra fire damage.

Lasting Frost

Page 203: On the Benefit line, replace "Any" with "Once per turn, the first." Also, replace "until the end of your next turn" with "after the attack. The vulnerability lasts until the end of your next turn." This change limits the potency of this feat when used with close attacks and area attacks. The revision mitigates damage from builds focused on capitalizing on cold vulnerability. It also clarifies that the timing of the effect occurs after the attack is completely resolved.

Benefit: Once per turn, the first target you hit with a power that has the cold keyword gains vulnerable 5 cold after the attack. The vulnerability lasts until the end of your next turn.

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.

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.

Symbol of Power

Page 237: In the item's property, replace "to saving throws" with "to the first saving throw." This saving throw limitation is part of a larger effort to mitigate the use of saving throw penalties to lock down enemies for the duration of an encounter.

Symbol of Power					Level 7+
The power of your faith makes it harder for enemies to recover from debilitating effects.					
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 (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When you use this symbol to deliver an effect that a save can end, the target takes a –2 penalty to the first saving throw against the effect.

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.

FREE ACTIONS

Page 267: Replace the "Free Actions" bullet in the "The Main Action Types" section with the following text. This update limits the power of builds that capitalize on recursive attack power combinations.

✦ **Free Action:** Free actions take almost no time or effort. You can take as many free actions as you want during your or another combatant's turn. There is an exception to that rule: A creature can take a free action to use an attack power only once per turn. Creatures don't normally have attack powers that can be used as free actions, but some powers and other effects grant the ability to use an attack power (usually a basic attack) as a free action. For example, a character might have two different abilities that let him or her make a melee basic attack as a free action when their respective triggers occur. If both abilities are triggered on the same turn, the character can make only one of the melee basic attacks during that turn.

In certain circumstances, the DM might decide to limit the use of free actions further. For instance, if an adventurer has already used free actions during a particular turn to talk, drop things, and use a class feature, the DM might rule that the adventurer can use no more free actions during that turn.

BONUSES AND PENALTIES

Page 275: Replace the last paragraph of the Bonuses section with the following text. This change reflects revisions in *Player's Handbook 3*. It is intended to limit bonuses from stacking in unintended ways, such as from feats like Echoes of Thunder or Oncoming Storm used in conjunction with close or area attacks.

Some bonuses are untyped. Bonuses that have no type add together. However, if you gain multiple untyped bonuses from the same named game element (a power, a feat, a class feature, and the like), only the highest bonus applies, unless stated otherwise. For example, if you spend an action point and can see two warlords who have the Tactical Presence class feature, you gain the bonus to attack rolls from only one of the warlords, whichever one provides the higher bonus."

DAMAGE TYPES

Page 276: After the first two paragraphs in the Damage Types section, add the following paragraph. This change reflects revisions in *Player's Handbook 3*. It clarifies what happens to keywords when a power's damage type is changed.

If the damage types in a power change, the power both loses the keywords for any damage types that are removed and gains the keywords for any damage types that are added (the poison keyword is removed from a power only if that power neither deals poison damage nor has any nondamaging effects). For example, if a wizard casts ray of frost through a flaming staff and uses the staff's ability to change the damage to fire, ray of frost gains the fire keyword and loses the cold keyword for that use, since the power is dealing fire damage instead of cold damage. That use of the power can therefore benefit from effects, like feats, that affect fire powers, but not from effects that affect cold powers."

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.

DOMINATED

Page 277: Replace the bullet points in the dominated condition with the following bullet points. These revisions add clarity to the dominated condition.

✦ You can't take actions. Instead, the dominator chooses a single action for you to take on your turn: a standard, a move, a minor, or a free action. The only powers and other game features that the dominator can make you use are ones that can be used at will, such as at-will powers. For example, anything that is limited to being used only once per encounter or once per day does not qualify.

✦ You grant combat advantage.

✦ You can't flank.

In addition, use the following clarifying text:
In spite of this condition, the creature's allies remain its allies, and its enemies remain its enemies. (Thus, if the dominator makes the creature attack one of its allies, it does not attack an ally of the dominator.) If the dominator tries to force the creature to throw itself into a pit or move into some other form of hindering terrain, the creature gets a saving throw to avoid entering the terrain.

MARKED

Page 277: Add the following bullet points to the marked condition. These revisions add clarity to the marked condition.

✦ You can be subjected to only one mark at a time, and a new mark supersedes an old one.

✦ A mark ends immediately when its creator dies or falls unconscious.

PETRIFIED

Page 277: Replace the bullet points in the petrified condition with the following bullet points. These revisions add clarity to the petrified condition.

✦ You are unconscious.

✦ You have resist 20 to all damage.

✦ You don't age.

PRONE

Page 277: Replace the bullet point that reads "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.)" with the following bullet point.

✦ You are lying down. However, if you are climbing or flying, you fall.

RESTRAINED

Page 277: Replace the bullet points in the restrained condition with the following bullet points. This revision divorces the immobilized and restrained conditions, making other game elements interact more cleanly with the condition.

✦ You can't move, unless you teleport. You can't even be pulled, pushed, or slid.

✦ You take a –2 penalty to attack rolls.

✦ You grant combat advantage.

SLOWED

Page 277: Add the following bullet to the slowed condition. This revision adds clarity to the slowed condition.

✦ You cannot benefit from bonuses to speed, although you can use powers and take actions, such as the run action, that allow you to move farther than your speed.

STUNNED

Page 277: Add the following bullet to the stunned condition. This revision syncs the stunned condition with the updated aerial combat rules.

✦ You fall if you are flying, unless you can hover.

SURPRISED

Page 277: Remove "other than free actions."

SURPRISED
✦ You grant combat advantage.
✦ You can't take actions.
✦ You can't flank an enemy.

UNCONSCIOUS

Page 277: Add the following bullet to the unconscious condition. This revision clarifies how a creature perceives its surroundings while unconscious.

✦ You are unaware of your surroundings.

Weakened

Page 277: Replace the bullet point in the weakened condition with the following bullet point. This revision adds clarity to the weakened condition.

✦ Your attacks deal half damage. However, two kinds of damage that you deal are not affected: ongoing damage and damage that isn't generated by an attack roll.

Durations

Page 278: Replace the existing text in the Overlapping Durations bullet with the following text. This change reflects revisions in *Player's Handbook 3*. It clarifies how to adjudicate durations for effects that end with a saving throw.

✦ **Overlapping Durations:** When you are subjected to identical effects that end at different times, you ignore all the effects but the one that has the most time remaining. Effects that a save can end work differently, since you don't know when they're going to end. You, therefore, track effects that a save can end separately from effects that end at specific times.

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.

Pull, Push, and Slide

Page 285: Add the following bullet point to the shaded text. This update clarifies how forced movement works in three dimensions versus two dimensions.

✦ **Two-Dimensional:** Forced movement is normally two-dimensional; all the squares of the movement must be on the same horizontal plane. Forced movement can become three-dimensional when the target is flying, is moved through a substance such as water, or is on a non-horizontal surface, such as an incline, that supports it. This means an earthbound target cannot normally be pushed to a square in the air, but a hovering target can be. Similarly, a target can be pulled down a flight of stairs, and it can be slid in any direction underwater.

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.

Aid Another

Page 287: Replace the Aid Another section with the following text. This change modifies the aid another action to scale appropriately with character level. The update also separates the aid attack action and creates the aid defense action. This change removes the requirement to hit AC 10, which was almost an assured assist at higher level.

Aid Another

In some situations, creatures can work together to use a skill or an ability. A creature can help another make a skill or an ability check by taking the aid another action. Given a choice, a group of adventurers should have the character who has the highest skill or ability check modifier take the lead, while the other characters cooperate to provide assistance.

AID AN ALLY'S SKILL OR ABILITY CHECK

✦ **Action:** Standard action. When a creature takes this action, it chooses a target adjacent to it.

✦ **DC:** The creature makes a skill check or an ability check with a DC equal to 10 + one-half the creature's level.

✦ **Success:** The target gains a +2 bonus to the next check using the same skill or ability before the end of the assisting creature's next turn.

✦ **Failure:** The target takes a –1 penalty to the next check using the same skill or ability before the end of the assisting creature's next turn. This penalty represents the distraction or interference caused by the failed assistance.

A creature can affect a particular check only once using the aid another action. However, up to four creatures can use aid another to affect a single check, for a maximum bonus of +8 or a maximum penalty of −4.

In certain circumstances, the DM might decide that only one, two, or three creatures can try to aid a check. For example, it is unlikely that four creatures can assist in picking a lock.

Aid Attack

A creature can aid an ally's attack against an enemy. This action represents a feint, a distraction, or some other action that makes it easier for the ally to hit the enemy.

AID AN ALLY'S ATTACK

✦ **Action:** Standard action. When a creature takes this action, it chooses an enemy adjacent to it.

✦ **Grant Bonus to Attack Roll:** The creature chooses an ally. That ally gains a +2 bonus to its next attack roll against the chosen enemy. This bonus ends if not used by the end of the aiding creature's next turn. A creature can take the aid attack action only once to affect a particular attack roll. However, up to four creatures can take the action to affect that attack roll.

Aid Defense

A creature can try to protect an ally against an enemy. This action represents a parry, a shield block, or some other action that makes it harder for the enemy to hit the ally.

AID AN ALLY'S DEFENSES

✦ **Action:** Standard action. When a creature takes this action, it chooses an enemy adjacent to it.

✦ **Grant Bonus to Defenses:** The creature chooses an ally. That ally gains a +2 bonus to all defenses against the chosen enemy's next attack against it. This bonus ends if not used by the end of the aiding creature's next turn. A creature can take the aid attack action only once to affect a particular ally's defenses. However, up to four creatures can take the action to affect that ally's defenses.

Charge

Page 287-288: Use the following revised rules for charge. This change clarifies that when you are moving as part of a charge, every square of movement must reduce the distance between you and the target, including the distance you count through blocking terrain. In addition, it clarifies that you can take free actions after a charge.

CHARGE A TARGET: STANDARD ACTION

✦ **Target:** When a creature takes this action, it chooses a target. Determine the distance between the creature and the target, even counting through squares of blocking terrain (*Dungeon Master's Guide*, page 60), and then follow these steps.

✦ **Move:** The creature moves up to its speed toward the target. Each square of movement must bring the creature closer to the target, and the creature must end the move at least 2 squares away from its starting position.

✦ **Attack**: The creature either makes a melee basic attack against the target or uses bull rush against it. The creature gains a +1 bonus to the attack roll.

✦ **No Further Actions:** The creature can't take any further actions during this turn, except free actions.

A creature's turn usually ends after it charges. However, it can extend its turn by taking certain free actions, such as spending an action point (which grants the creature an extra action).

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	Tenser'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 say "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

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 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

Mounts

Page 46: In the shaded text, delete ", and no smaller than Large size" in the first bullet and delete the "Saddles" entry. These rules unnecessarily complicate and limit the mount rules.

Mount and Rider

Page 46: Replace the shaded text with the following text.

MOUNT AND RIDER

A mount and rider follow these rules while the rider is mounted.

✦ **Space:** The rider and mount both occupy the mount's space. However, the origin squares of the rider's powers and other effects do not change to the mount's size. Whenever the rider uses an effect that has an origin square (such as a melee, a ranged, an area, or a close power), the rider first picks where that square is located in the mount's space, and the effect uses that origin square. For example, if a Medium rider uses a close burst attack power, the rider chooses a single square within the mount's space, and the burst emanates from that square. This rule means that if the burst targets each creature within it, rather than each enemy, it can hit the mount.

✦ **Targeting the Mount and Rider:** Even though the mount and rider occupy the same space, they are still separate creatures and are targeted separately. For example, an attack that targets only one creature can target either the mount or the rider, not both. In contrast, area and burst attacks can affect both mount and rider, since the two are in the same space.

✦ **Mount Benefits:** Many mounts offer special attacks or benefits they can use or grant to their riders. These abilities range from flat bonuses, such as an AC bonus to the rider, to special attacks that the mount can use. The *Monster Manual* details the benefits that many creatures grant if the rider meets a minimum level and has the Mounted Combat feat. If the rider doesn't meet a mount's prerequisites, he or she can ride it but doesn't gain the mount's special benefits.

✦ **Provoking Opportunity Attacks:** If the mount's movement provokes an opportunity attack, the attacker chooses to target either the mount or the rider, since the two of them move together. However, if the mount or the rider provokes an opportunity attack by using a ranged or an area power, the attacker must target whichever one of them provoked the opportunity attack.

✦ **Forced Movement:** If the mount is pulled, pushed, or slid, the rider moves with it. If the rider is pulled, pushed, or slid and the mount isn't, the rider can

have the two of them move together. Otherwise, the rider is dismounted and falls prone in the destination space of the forced movement.

✦ **Teleportation:** If either the mount or the rider is teleported, the other does not teleport with it. If the mount is teleported without the rider, the rider is dismounted and falls prone.

Mounts in Combat
Page 46: Replace the shaded text with the following text.

MOUNTS IN COMBAT
A mount and rider follow these rules while the rider is mounted.

✦ **Mount (Move Action):** The rider mounts a creature adjacent to it and enters its space.

✦ **Dismount (Move Action):** The rider dismounts, moving from the mount's space to a square adjacent to it.

✦ **Initiative:** The mount and rider act on the rider's initiative count, even if the mount had a different initiative before the rider mounted it. The two continue to act on the same initiative count after the rider dismounts. A monster and its mount have separate turns, whereas an adventurer and his or her mount have a single turn.

✦ **Actions (Adventurers Only):** An adventurer and his or her mount have one combined set of actions: a standard action, a move action, and a minor action. The player chooses how the two creatures use the actions on the adventurer's turn. Most commonly, the mount takes a move action to walk or fly, and the adventurer takes a standard action to attack. The adventurer and the mount also share a single immediate action each round and a single opportunity action each turn. If the adventurer dismounts, the two still share one set of actions on that turn, but have separate sets of actions thereafter.

✦ **Mount Attacks:** The mount takes a –2 penalty to attack rolls unless the rider has the Mounted Combat feat. While not being ridden, a typical mount (such as a riding horse) rarely attacks on its own, unless it has been trained for battle, is defending itself, or feels unusually protective of its rider. Left to its own devices, a typical mount avoids combat.

✦ **Charging:** When the rider charges, the rider and mount move up to the mount's speed and then the rider makes the charge attack. When the mount charges, it follows the normal rules for a charge.

✦ **Squeezing:** When the mount squeezes, the rider is also considered to be squeezing.

✦ **Falling Prone:** If the mount falls prone, the rider is

dismounted and falls prone in an unoccupied space of the rider's choice adjacent to the now-prone mount. However, if the mount is flying when it falls prone, it instead falls and the rider isn't dismounted unless the mount lands and falls prone itself.

A rider who is knocked prone can immediately make a saving throw. On a roll lower than 10, the rider is dismounted and falls prone in an unoccupied space of the rider's choice adjacent to the mount. On a roll of 10 or higher, the rider is neither dismounted nor knocked prone.

A rider who voluntarily drops prone falls prone in an unoccupied space of the rider's choice adjacent to the mount.

The Fly Action
Page 47: The following text replaces "The Fly Action" section. These rules clarify how flight works and remove "fly" as an action. The revisions also expunge "crash" in favor of "fall." See "Falling," page 284 of the *Player's Handbook*.

Flight
Some creatures have the innate ability to fly, whereas others gain the ability through powers, magic items, and the like. The rules for flight in the DUNGEONS & DRAGONS game stress abstraction and simplicity over simulation. In real life, a flying creature's ability to turn, the speed it must maintain to stay aloft, and other factors put a strict limit on flight. In the game, flying creatures face far fewer limitations.

FLIGHT
Flight follows the basic movement rules, with the following clarifications.

✦ **Fly Speed:** To fly, a creature takes the walk, run, or charge action but uses its fly speed in place of its walking speed. A creature that has a fly speed can also shift and take other move actions, as appropriate, while flying.

✦ **Moving Up and Down:** While flying, a creature can move straight up, straight down, or diagonally up or down. There is no additional cost for moving up or down.

✦ **Falling Prone:** If a creature falls prone while it is flying, it falls. This means a flying creature falls when it becomes unconscious or suffers any other effect that knocks it prone. The creature isn't actually prone until it lands and takes falling damage.

✦ **Remaining in the Air:** A flying creature does not need to take any particular action to remain aloft; the creature is assumed to be flying as it fights, moves, and takes other actions. However, a flying creature falls the instant it is stunned, unless it can hover.

✦ **Landing:** If a creature flies to a surface it can hold

onto or rest on, the creature can land safely.

✦ **Terrain:** Terrain on the ground does not affect a flying creature if the terrain isn't tall enough to reach it. Because of this rule, flying creatures can easily bypass typical difficult terrain, such as a patch of ice on the ground. Aerial terrain can affect flying creatures.

CRASHING

Page 48: The following text replaces the shaded text in the "Crashing" section. These rules clarify how flight works. The revisions also expunge "crash" in favor of "fall." See "Falling," page 284 of the *Player's Handbook*.

✦ **Falling while Flying:** If a creature falls while it is flying, it descends the full distance of the fall but is likely to take less damage than a creature that can't fly. Subtract the creature's fly speed (in feet) from the distance of the fall, then figure out falling damage. If the difference is 0 or less, the creature lands without taking damage from the fall. For example, if a red dragon falls when it is 40 feet in the air, subtract its fly speed of 8 (8 squares = 40 feet) from its altitude. The difference is 0, so the dragon lands safely and is not prone.

    If a creature is flying when it starts a high-altitude fall, it has one chance to halt the fall by making a DC 30 Athletics check as an immediate reaction, with a bonus to the check equal to the creature's fly speed. On a success, the creature falls 100 feet and then stops falling. On a failure, the creature falls as normal.

✦ **High-Altitude Falls:** Some encounters take place very high above the ground. In such an encounter, it is possible for a creature to spend more than one round falling to the ground. As a rule of thumb, a creature falls up to 500 feet during its first turn of falling. If it is still falling at the start of its turn, it can take actions on that turn as normal, then falls up to 500 feet at the end of the turn. If none of those actions expressly halts a fall, the creature falls up to 500 feet at the end of the turn. This sequence continues until the creature lands.

SPECIAL FLYING RULES

Page 48: In the Special Flying Rules section, replace the Altitude Limit entry and the Hover entry with the following entries. These rules clarify how flight works. The revisions expunge "crash" in favor of "fall" and remove the requirement that a creature be hovering in order to shift or take opportunity attacks while flying. See "Falling," page 284 of the *Player's Handbook*.

    Altitude Limit: If a creature has a specified altitude limit, the creature falls at the end of its turn if it is flying higher than that limit. For example, a creature that has an altitude limit of 2 falls at the end of its turn if it is flying higher than 2 squares.

    Hover: A creature that can hover, such as a beholder, can remain in the air even when it is stunned.

NOTE ABOUT CRASH

In the *Dungeon Master's Guide* and any other sources, whenever "crash" appears in the context of flying, treat the text as if it means "falls."

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-third's 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	Level 3 Obstacle
Hazard	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.

Setting Damage

Page 184 - 185: In *Monster Manual 3* and other upcoming books, we have changed the way we calculate damage for monsters, traps, and other hazards. When using the new damage numbers, choose a column on the Damage by Level table based on the characters' level and the severity of the effect. Use the first column for an effect that hurts one creature at a time, and the second column for an effect that harms multiple creatures.

For brutes, the damage should be 25 percent higher. For limited damage, such as damage from encounter powers or recharge powers, increase the value by 25 to 50 percent.

Monster accuracy also underwent some changes. The table below reflects the new numbers.

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

DAMAGE BY LEVEL

Character Level	Single Target	Two or More Targets
1	1d8 + 4	1d6 + 3
2	1d8 + 5	1d6 + 4
3	1d8 + 6	1d6 + 5
4	2d6 + 5	1d8 + 5
5	2d6 + 6	1d8 + 6
6	2d6 + 7	1d8 + 6
7	2d8 + 6	2d6 + 4
8	2d8 + 7	2d6 + 5
9	2d8 + 8	2d6 + 6
10	2d8 + 9	2d6 + 6
11	3d6 + 9	2d6 + 7
12	3d6 + 10	2d8 + 6
13	3d6 + 11	2d8 + 7
14	3d6 + 12	2d8 + 7
15	3d6 + 13	2d8 + 8
16	3d8 + 11	3d6 + 8
17	3d8 + 12	3d6 + 9
18	3d8 + 13	3d6 + 9
19	3d8 + 14	3d6 + 10
20	3d8 + 15	3d6 + 11
21	4d6 + 15	3d8 + 9
22	4d6 + 16	3d8 + 9
23	4d6 + 17	3d8 + 10
24	4d6 + 18	3d8 + 11
25	4d6 + 19	3d8 + 12
26	4d8 + 16	4d6 + 11
27	4d8 + 17	4d6 + 12
28	4d8 + 18	4d6 + 13
29	4d8 + 19	4d6 + 14
30	4d8 + 20	4d6 + 15

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 STATISTICS BY ROLE

	Skirmisher	Brute	Soldier	Lurker	Controller	Artillery
Initiative bonus	+2	−+2	+4	—	—	
Hit points	8 + Con + (level × 8)	10 + Con + (level × 10)	8 + Con + (level × 8)	6 + Con + (level × 6)	8 + Con + (level × 8)	6 + Con + (level × 6)
AC	Level + 14	Level + 12	Level + 16	Level + 14	Level + 14	Level + 12
Other defenses	Level + 12	Level + 12	Level + 12	Level + 12	Level + 12	Level + 12
Attack vs. AC	Level + 5	Level + 5	Level + 5	Level + 5	Level + 5	Level + 5*
Attack vs. other defenses	Level +3	Level + 3	Level + 5	Level + 3	Level + 3	Level + 3*

*Increase accuracy by 1 or 2 for ranged or area attacks.

MONSTER MANUAL

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	**Level 11 Soldier**
Medium elemental humanoid (demon)	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	Level 3 Lurker
Small natural beast (reptile)	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).

GITHZERAI 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 ⚅) ✦ **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

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

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

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

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

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

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 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

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 incorrct.

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."

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

SHADOWRAVEN SWARM

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

Initiative +20   **Senses** Perception +14; darkvision

BLADE SPIDER

Page 246: In the spider's *combined attack* power, replace "at-will" with "encounter." In addition, add the following line to the end of the power's text. "If the claw attack hits, instead of its normal effect, the attack deals ongoing 10 poison damage (save ends)." This change limits the power of this trait when used by player characters.

> ✦ **Combined Attack** (while mounted by a friendly rider of 10th level or higher; encounter) ✦ **Mount, Poison**
> When the blade spider's rider makes a melee attack, the blade spider makes a claw attack as a free action against the same target. If the claw attack hits, instead of its normal effect, the attack deals ongoing 10 poison damage (save ends).

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. Replace the third paragraph of the aura section with the following text. This change removes the rule that prevents stacking in damage auras, ensuring that monsters are achieving correct damage output.

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.

If auras overlap and impose penalties to the same roll or game statistic, a creature affected by the overlapping auras is subjected to the worst penalty; the penalties are not cumulative. For instance, if a creature is affected by three overlapping auras that each impose a –2 penalty to attack rolls, the creature takes a –2 penalty, not a –6 penalty.

FORGOTTEN REALMS CAMPAIGN GUIDE

SANCOSSUG

Page 21: Replace the Hit Point line with "HP 184; Bloodied 92." Remove "within 10" from fire cloud, blinding cloud, and stinging cloud.

GOBLIN TOTEM

Page 56: In the item's property, replace "an additional" with "an item." This change limits the damage yield on the totem by ensuring it doesn't stack with item bonuses from other sources.

Goblin Totem					Level 2+

This crude weapon is carved from bone, its handle wrapped in leather. Holding the totem makes you feel more capable of facing even formidably sized foes.

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
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Your attacks with this weapon against a creature larger than you have an item bonus to damage rolls equal to the weapon's enhancement bonus.

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

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:

TARGET DCS		DMG 42	
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

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 table below. 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.

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.

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

Urgosh

Page 10: In the weapon's description, replace "d8" with "d6." This revision syncs up the description with previous updates to double weapons.

    Urgrosh: Originally of dwarven make, this weapon has a heavy axe head at one end (dealing d12 damage) and a sharp spear point at the base of the haft (dealing d6 damage).

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.

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.

✦ 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.

DISPLACER ARMOR

Page 44: In the last sentence of the item's power, replace "end of the encounter" with "end of your next turn." This update limits the potency of this armor on defenders and melee characters, who would effectively gain a high, untyped defense bonus for the duration of an encounter.

Displacer Armor — Level 14+

When wearing this armor, you appear as though you're in many places at once.

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, Leather, Hide
Enhancement: AC
Power (Daily ✦ Illusion): Minor Action. Any enemy making a melee or ranged attack against you must roll two d20s for the attack roll and use the lower result. This effect lasts until the end of your next turn.

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 de- liver 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 un- dead; 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 weapon's updated property, replace "deal the extra critical hit damage to the target again at the start of your next turn" with "the target of the attack takes 1d10 damage per enhancement bonus of this weapon at the start of your next turn." This update clarifies that you gain only the magic weapon's extra critical dice on this damage and that it does not include any bonuses or damage from the high crit weapon property.

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, the target of the attack takes 1d10 damage per enhancement bonus of this weapon at the start of your next turn.

CUNNING WEAPON

Page 67: Replace the first sentence of the item's property with the following text: "When your attack with this weapon delivers an effect that a save can end, the target of the effect takes a –2 penalty to the first saving throw it makes against the effect." This saving throw limitation is part of a larger effort to mitigate the use of saving throw penalties to lock down enemies for the duration of an encounter.

Cunning Weapon — Level 8+

Finely crafted and ornately etched, this weapon makes its target succumb more easily to adverse conditions.

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: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Property: When your attack with this weapon delivers an effect that a save can end, the target of the effect takes a –2 penalty to the first saving throw it makes against the effect.
　Level 18 or 23: –3 penalty to the saving throw.
　Level 28: –4 penalty to the saving throw.

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.

Grasping Weapon

Page 70: In the item's power, add "1 square" after "Pull the target." This revision limits the potency and oddity of putting this enchantment on spears that are heavy thrown weapons.

Grasping Weapon						Level 6+

This malleable weapon not only strikes at enemies but also grasps and holds them in place.

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			

Weapon: Polearm, Spear
Enhancement: Attack rolls and damage rolls
Critical: None
Property: You can use this weapon to grab targets, adding the weapon's enhancement bonus to your grab attack. You can still use this weapon to attack a target you've grabbed with it.
Power (Encounter): Free Action. Use this power when you hit with the weapon. Pull the target 1 square into an unoccupied space adjacent to you. The target is grabbed (until escape).

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.

Subtle Weapon

Page 79: Replace the item's Property entry with "Whenever you make a damage roll with this weapon against an enemy granting combat advantage to you, you gain an item bonus to the damage roll against that enemy. The item bonus equals this weapon's enhancement bonus." This update reflects the weapon's original intent and brings it in line with other items' damage bonuses.

Subtle Weapon						Level 3+

Plain and simple, this weapon works best when you already have an edge on your foe.

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 damage per plus
Property: Whenever you make a damage roll with this weapon against an enemy granting combat advantage to you, you gain an item bonus to the damage roll against that enemy. The item bonus equals this weapon's enhancement bonus.

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+
This symbol is a potent tool against undead and immortals.					
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.
Level 14 or 19: An extra 2d4 damage or an extra 2d8 damage if the target has the immortal origin or undead keyword.
Level 24 or 29: 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+
This symbol lets you turn your advantage in battle into a bolstering effect for your allies.					
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+
This murky orb reflects the visage of your enemy suffering from an ongoing barrage of conditions and afflictions.					
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+

A spellcaster channeling his mind through this orb gains mental prowess over foes, forcing them to relive the effects of a spell.

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+

The will of this orb's wielder imposes great force on an enemy, crippling his power.

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.

Quickcurse Rod

Page 99: In the item's updated power, replace "Place your Warlock's Curse on any target in sight" with the following text: "*Trigger:* You hit a creature with a power using this rod. *Effect:* You place your Warlock's Curse on a different creature you can see." This change ensures that low-level versions of the item aren't used with Quickdraw or a similar feat to curse every enemy on the battlefield. Also, as a note of clarity, because the user is not using the Warlock's Curse class feature for the curse, it does not count toward the normal restriction of one curse per round.

Quickcurse Rod					Level 2+

With this rod, you can curse any creature you can see, and more quickly than usual.

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. *Trigger:* You hit a creature with a power using this rod. *Effect:* You place your Warlock's Curse on a different creature you can see.

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.

Staff of Missile Mastery

Page 106: Replace the Property entry with the following text: "When you use *magic missile* with this implement, you gain an item bonus to the damage equal to the staff's enhancement bonus." This update syncs up this item with the new *magic missile* text.

Staff of Missile Mastery					Level 2+

This dark wooden staff empowers a wizard's most basic attack.

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, or +1d8 damage per plus when using magic missile.
Property: When you use magic missile with this implement, you gain an item bonus to the damage equal to the staff's enhancement bonus.
Power (Daily): Free Action. Use this power when you cast magic missile. Target one or two creatures with the attack. No target can be more than 5 squares from any other target.
Level 17, 22, or 27: Target one, two, or three creatures with the attack.

Staff of Ruin

Page 107: Replace the item's property with the following text: "Whenever you make an attack using this staff, you gain an item bonus to the attack's damage rolls equal to the staff's enhancement bonus." This change clarifies that the staff's property isn't intended to work with the Dual Implement Spellcaster feat.

Staff of Ruin					Level 3+

This gnarled, jagged staff fits the hand of any wizard seeking to devastate her opponent.

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: +1d10 damage per plus
Property: Whenever you make an attack using this staff, you gain an item bonus to the attack's damage rolls equal to the staff's enhancement bonus.

Master's Wand of Magic Missile

Page 110: In the Property entry, replace "hit" with "damage." This update syncs up this item with the new *magic missile* text.

Master's Wand of Magic Missile					Level 3+

Your magic missiles impact a foe with the force of a bull rush.

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 (Wand)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Property: Any target you damage with the *magic missile* power is pushed 1 square.
Power (Encounter ✦ Arcane, Force, Implement): Standard Action. As the wizard's *magic missile* power (*PH* 159).

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.

BOOTS OF EAGERNESS

Page 126: In the power, replace "Free Action" with "Minor Action." In addition, replace "an additional" with "a" in the power's text. The item is intended to grant a move action, not a minor action. Some attack powers require only minor actions to use. This revision limits characters from using this item to acquire extra minor actions that can be used to make numerous attacks during a turn.

Boots of Eagerness — Level 9

Your feet feel peppy in these handsome brocade boots.

Item Slot: Feet 4,200 gp
Power (Encounter): Minor Action. Use this power during your turn to take a move action.

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.

GLOVES OF THE HEALER

Page 135: In the Property entry, replace "that has the healing keyword" with "that lets one or more creatures spend a healing surge to regain hit points. This change limits the potency of surgeless healing, such as with *astral seal*.

Gloves of the Healer

Gloves of the Healer	Level 12+

Your healing is enhanced by this elegant handwear.

Lvl 12	13,000 gp	Lvl 22	325,000 gp

Item Slot: Hands

Property: When you use a power that lets one or more creatures spend a healing surge to regain hit points, one target regains an extra 1d6 hit points.
Level 22: 2d6 hit points.

Power (Daily ✦ Healing): Standard Action. Spend a healing surge. An adjacent ally regains hit points equal to the value of the healing surge you lost.

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.

CROWN OF INFERNAL LEGACY

Page 140: Replace the item with the following item. This update syncs up this text with the revision to *infernal wrath*.

Crown of Infernal Legacy	Level 9+

This chain cowl empowers a tiefling's anger.

Lvl 9	4,200 gp	Lvl 19	105,000 gp

Item Slot: Head

Property: When you use *infernal wrath*, your next attack before the end of your next turn deals extra damage equal to half your Charisma modifier.
Level 19: The extra damage equals your Charisma modifier.

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 CIRCLET

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

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

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.

RING OF FEY TRAVEL

Page 158: In the item's power, delete "If you've reached at least one milestone today, this power lasts until the end of your next turn." This sentence is unrelated to the power's effect.

Ring of Fey Travel — Level 22

Wearing this shimmering feywood ring, you move with other-worldly speed, seemingly out of phase at times.

Item Slot: Ring   325,000 gp
Property: Gain a +1 item bonus to speed while wearing light armor or no armor.
Power (Daily ✦ Teleportation): Minor Action. Teleport your speed.

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.

SORROWSWORN RING

Page 162: In the item's Power, replace "Immediate Reaction" with "Free Action." In addition, in the second sentence of the power replace "That creature dies and you" with "You." The first change allows the power to work more effectively, since as an immediate reaction, the power would be unusable during your turn. The second change prevents strange rules interactions with monsters that might drop to 0 hit points multiple times during combat.

Sorrowsworn Ring — Level 25

You can siphon life force from those you kill using this loop of black feathers bearing two gleaming jet gems.

Item Slot: Ring   625,000 gp
Property: Gain darkvision and a +4 item bonus to Intimidate checks.
Power (Daily): Free Action. Use this power when you reduce a creature to 0 or fewer hit points. You gain a number of temporary hit points equal to your healing surge value.
If you've reached at least one milestone today, this power can be used as an immediate interrupt when you would be reduced to 0 or fewer hit points. Gain a number of temporary hit points equal to your healing surge value.

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
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
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.

SALVE OF POWER

Page 176: In the first sentence of the item's power, replace "daily power of 5th level or lower" with "encounter attack power."

Salve of Power — Level 10

This stoneware jar periodically renews a potent unguent that can restore a character's power.

Wondrous Item   5,000 gp

Power (Daily): Minor Action. When *salve of power* is applied to a creature, the target can expend one healing surge to regain the use of one encounter attack power (instead of regaining hit points). If the target has no healing surges remaining, it cannot benefit from the salve.

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.

SOLITAIRE (AQUAMARINE)

Page 177: In the item's power, replace "Encounter" with "Daily." This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

Solitaire (Aquamarine) — Level 16

This jagged blue-green crystal lets you intensify your attacks against your foes.

Wondrous Item   45,000 gp

Power (Daily): Free Action. Use this power when you score a critical hit on your turn. Make a basic attack against the same target struck by your critical hit.

Special: You cannot use more than one *solitaire* in an encounter.

SOLITAIRE (CERULEAN)

Page 177: In the item's power, replace "Encounter" with "Daily." This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

Solitaire (Cerulean) — Level 21

This rough blue crystal grants you the ability to shake off lingering effects in the thick of combat.

Wondrous Item   225,000 gp

Power (Daily): Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against each effect on you that a save can end.

Special: You cannot use more than one *solitaire* in an encounter.

SOLITAIRE (CINNABAR)

Page 177: In the item's power, replace "Encounter" with "Daily." This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

Solitaire (Cinnabar) — Level 6

This jagged red crystal boosts your resilience when you hit your foes hard.

Wondrous Item   1,800 gp

Power (Daily): Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against an effect that a save can end.

Special: You cannot use more than one *solitaire* in an encounter.

SOLITAIRE (CITRINE)

Page 177: In the item's power, replace "Encounter" with "Daily." This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

Solitaire (Citrine) — Level 11

This irregular yellow crystal channels healing power to you in battle.

Wondrous Item   9,000 gp

Power (Daily ✦ Healing): Free Action. Use this power when you score a critical hit on your turn. You spend a healing surge.

Special: You cannot use more than one *solitaire* in an encounter.

SOLITAIRE (VIOLET)

Page 178: In the item's power, replace "Encounter" with "Daily." In addition, delete the last sentence of the power. This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day. It also prevents a character from taking advantage of the power to make numerous attacks during a round.

Solitaire (Violet) — Level 26

This jagged purple crystal lets you follow up on a successful attack.

Wondrous Item   1,125,000 gp

Power (Daily): Free Action. Use this power when you score a critical hit on your turn. Gain 1 action point, which you must spend before the end of your turn.

Special: You cannot use more than one *solitaire* in an encounter.

SOLITAIRE (AQUAMARINE)

Page 177: In the item's power, replace "Encounter" with "Daily." This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

Solitaire (Aquamarine) — Level 16

This jagged blue-green crystal lets you intensify your attacks against your foes.

Wondrous Item   45,000 gp

Power (Daily): Free Action. Use this power when you score a critical hit on your turn. Make a basic attack against the same target struck by your critical hit.

Special: You cannot use more than one *solitaire* in an encounter.

SOLITAIRE (CERULEAN)

Page 177: In the item's power, replace "Encounter" with "Daily." This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

Solitaire (Cerulean) — Level 21

This rough blue crystal grants you the ability to shake off lingering effects in the thick of combat.

Wondrous Item   225,000 gp

Power (Daily): Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against each effect on you that a save can end.

Special: You cannot use more than one *solitaire* in an encounter.

SOLITAIRE (CINNABAR)

Page 177: In the item's power, replace "Encounter" with "Daily." This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

Solitaire (Cinnabar) — Level 6

This jagged red crystal boosts your resilience when you hit your foes hard.

Wondrous Item   1,800 gp

Power (Daily): Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against an effect that a save can end.

Special: You cannot use more than one *solitaire* in an encounter.

SOLITAIRE (CITRINE)

Page 177: In the item's power, replace "Encounter" with "Daily." This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

Solitaire (Citrine) — Level 11

This irregular yellow crystal channels healing power to you in battle.

Wondrous Item   9,000 gp

Power (Daily ✦ Healing): Free Action. Use this power when you score a critical hit on your turn. You spend a healing surge.

Special: You cannot use more than one *solitaire* in an encounter.

SOLITAIRE (VIOLET)

Page 178: In the item's power, replace "Encounter" with "Daily." In addition, delete the last sentence of the power. This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day. It also prevents a character from taking advantage of the power to make numerous attacks during a round.

Solitaire (Violet)	Level 26

This jagged purple crystal lets you follow up on a successful attack.

Wondrous Item   1,125,000 gp

Power (Daily): Free Action. Use this power when you score a critical hit on your turn. Gain 1 action point, which you must spend before the end of your turn.

Special: You cannot use more than one *solitaire* in an encounter.

Gem of Valor

Page 191: In the item's power, replace the text in the "20" entry with the following text: "You gain an extra standard action that you must spend before the end of your next turn." This change limits recursive action point usage and is part of a general effort to limit the power of builds that focus on gaining numerous actions during a turn.

Gem of Valor	Level 20

This brilliant sapphire promises great rewards to the bold.

Other Consumable   5,000 gp

Power (Consumable): Free Action. Use this power when you spend an action point. Roll 1d20 to determine the result, adding 1 to the result for each milestone you've reached today. Regardless of the result, using the gem consumes it and turns it to dust.

1-9: Gain a +1 power bonus to all defenses until the end of your next turn.

10-19: Gain a +1 power bonus to all attack rolls until the end of your next turn.

20: You gain an extra standard action that you must spend before the end of your next turn.

Special: Using this item counts as a use of a magic item daily 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

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.

GLAMOR BLADE

Page 30: Replace the power's Effect entry with the text in the power below. This change clarifies that you share statistics rather than the duplicate having a separate set of statistics and items (most notably, consumables). It also clarifies that you cannot gain extra healing from effects that would target you and the duplicate.

Glamor Blade — Swordmage Attack 9

As you cut into your foe, the air shimmers around you for a split second, and then two of you stand before the enemy.

Daily ✦ Arcane, Conjuration, Weapon
Standard Action   Melee weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier damage.
Effect: You conjure a duplicate of yourself on a solid surface in a square adjacent to the target. The duplicate lasts until the end of the encounter or until you drop to 0 hit points or fewer. Enemies cannot move through the duplicate's space, but allies can. The duplicate disappears if you end any turn more than 5 squares away from it.

> You and the duplicate share your statistics and actions. Actions the duplicate takes come from your normal allotment of actions, and it can take any actions normally available to you. You can make attacks, including opportunity attacks, as though you occupied the same space as the duplicate. The duplicate can be targeted by attacks and provokes opportunity attacks. Any effect that targets you and the duplicate affects you only once.

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.

Assassin Shadow

Page 67: In the Attack and Hit entries, replace Strength with Intelligence. This revision syncs up the ability score modifier of the power's damage with the swordmage's primary ability score.

Assassin Shadow — Umbriri Attack 11

As you strike, shadows congeal into a solid figure at your foe's flank. The silhouette looks like you, only its features are shrouded in blackness, and its sword is made of inky gloom.

Encounter ✦ Arcane, Conjuration, Shadow, Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier damage.
Effect: You conjure a shadowy manifestation of yourself. This conjuration can appear in any square adjacent to the target. This creature can be used to set up a flanking position and can make opportunity attacks (as though you were making the attacks), but it can take no other actions. The manifestation disappears at the end of your next turn.

TUMBLING GALE

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

FIRESOUL CONFLRAGRATION

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: Righteous Rage of Tempus — Feat Power

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

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 ⚄ ⚅) ✦ **Conjuration, 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

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.

Eruption of Steel

Page 58: In the Primary Attack entry, delete ", two attacks." In the Hit entry, add "(main weapon) + 2[W] (off-hand weapon)" after "2[W]." Also in the Hit entry and Miss entry, delete "per attack." This update brings the power's damage in line with other powers of the same level.

Eruption of Steel	Avalanche Hurler Attack 20

After attacking with each of your weapons, you pause just long enough to find new targets for your furious assault.

Daily ✦ Martial, Weapon
Standard Action   Melee or Ranged weapon
Requirement: You must be wielding two melee weapons.
Primary Target: One creature
Primary Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged)
Hit: 2[W] (main weapon) + 2[W] (off-hand weapon) + Strength modifier + Dexterity modifier damage.
Miss: Half damage.
Effect: Make a secondary attack.
   Secondary Targets: One or two creatures other than the primary target
   Secondary Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), one attack per target
   Hit: 1[W] + Strength modifier + Dexterity modifier damage.
   Miss: Half damage.

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."

Gloom Wrath

Page 99: Replace the feature with the following text: "When you use *infernal wrath*, you gain combat advantage against the target of the power until the end of your next turn." This update syncs up this text with the revision to *infernal wrath*.

Gloom Wrath (16th level): When you use *infernal wrath*, you gain combat advantage against the target of the power until the end of your next turn.

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.

War of Attrition

Page 108: In the power's Inspiring Presence entry, add "to damage rolls" between "bonus" and "equals." This update keeps the bonus to attack rolls in line with expectations at higher level, when a character's Charisma modifier is very high.

War of Attrition	Warlord Attack 7

Little by little, your allies turn the tide against the enemy.

Encounter ✦ Martial, Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. Until the start of your next turn, any ally who can see you gains a +1 power bonus to attack rolls and damage rolls with basic attacks and at-will powers.
Inspiring Presence: The bonus to damage rolls equals your Charisma modifier.

Quickening Order

Page 113: In the Action Type entry, replace "No Action" with "Free Action." In the item's Effect entry, add "power" before each occurrence of bonus. In addition, delete "attack rolls and." The former text granted too much accuracy, which, when combined with a high initiative bonus, yielded too much PC damage. The change in action type prevents a sleeping or otherwise unconscious warlord from using the power.

Quickening Order	Warlord Utility 22

You aim to win the fight before your foes can respond.

Daily ✦ Martial
Free Action   **Close** burst 10
Trigger: You and your allies make initiative checks at the beginning of an encounter
Targets: You and each ally in burst
Effect: Each target gains a power bonus to the initiative check equal to your Intelligence modifier, and during each target's first turn, he or she gains a power bonus to damage rolls equal to your Intelligence modifier.

Path of the Storm

Page 118: Replace the attack type and range with "Personal." Replace the last sentence of the Effect entry with "Each of the attacks must target a different creature." In addition, delete the weapon keyword. This change limits the potency of this power for characters with high Charisma and brings it in line with other level 20 daily attack powers.

Path of the Storm — Battlelord of Kord Attack 20

You roam the field like a rogue thunderhead, striking foes as Kord strikes the earth with lightning.

Daily ✦ Martial
Standard Action — **Personal**
Effect: You can shift a number of squares equal to your Charisma modifier. During this movement, you can make a number of melee basic attacks equal to your Charisma modifier against any enemies within reach. Each of the attacks must target a different creature.

Smite of Devil's Luck

Page 125: Delete the last sentence in the Hit entry. This change is part of a general effort to limit the power of builds that focus on gaining numerous actions during a turn.

Smite of Devil's Luck — Infernal Strategist Attack 20

Your intrepid attack lands, setting up the opportunity for greater daring.

Daily ✦ Martial, Reliable, Weapon
Standard Action — **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage. You gain an action point, which must be spent before the end of the encounter or it is lost.

Cunning Ambusher

Page 133: Replace the Benefit entry with the following text: "If you use *infernal wrath* when you have combat advantage against the target, you gain a bonus to the damage roll equal to your Dexterity modifier." This update syncs up this text with the revision to *infernal wrath*.

Benefit: If you use *infernal wrath* when you have combat advantage against the target, you gain a bonus to the damage roll equal to your Dexterity modifier.

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.

Lingering Wrath

Page 137: In the Benefit entry, replace "the bonuses from *infernal wrath*" with "a +1 bonus to attack rolls." This update syncs up this text with the revision to *infernal wrath*.

Benefit: When you use the *infernal wrath* racial power against an enemy marked by you, you gain a +1 bonus to attack rolls against that enemy until it is no longer marked by you.

Rattling Wrath

Page 138: Replace the Benefit entry with the following text: "When you use your *infernal wrath* racial power, any rattling powers you use against the target before the end of your next turn apply a –4 penalty to the target's attack rolls instead of a –2 penalty." This update syncs up this text with the revision to *infernal wrath*.

Benefit: When you use your *infernal wrath* racial power, any rattling powers you use against the target before the end of your next turn apply a –4 penalty to the target's attack rolls instead of a –2 penalty.

Unbalancing Wrath

Page 140: Replace the Benefit entry with the following text: "The target of your *infernal wrath* grants combat advantage to your allies until the end of the target's next turn." This update syncs up this text with the revision to *infernal wrath*.

Benefit: The target of your *infernal wrath* grants combat advantage to your allies until the end of the target's next turn.

Fey Charge

Page 143: In the first sentence of the Benefit entry, replace "use" with "expend." This change clarifies that a character who has Fey Charge is not actually using *fey step* when making the charge and thus does not gain the benefit of features or feats like Eladrin Swordmage Advance or Fey Gambit. Instead, the power is treated as a resource that is traded for the ability to teleport as part of the charge.

Benefit: When you charge, you can expend your *fey step* racial power as a free action to replace up to 5 squares of your charge movement with teleportation.
If the charge attack hits, you do not expend *fey step*.

Fiendish Defender

Page 143: Replace the Benefit entry with the following text: "Your *infernal wrath* can also be triggered by an enemy marked by you that hits an ally with an attack that doesn't include you as a target." This update syncs up this text with the revision to *infernal wrath*.

Benefit: Your *infernal wrath* can also be triggered by an enemy marked by you that hits an ally with an attack that doesn't include you as a target.

Infernal Sneak Attack

Page 144: Replace the Benefit entry with the following text: "When you deal your Sneak Attack damage, you can expend your *infernal wrath* to deal 1d6 extra fire damage for each die of Sneak Attack damage you deal." This update syncs up this text with the revision to *infernal wrath*.

Benefit: When you deal your Sneak Attack damage, you can expend your *infernal wrath* to deal 1d6 extra fire damage for each die of Sneak Attack damage you deal.

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.

Roundabout Charge

Page 144: Replace the feat's Benefit entry with the text below. This update revises the feat to work with the new charge rules.

Benefit: When you charge, each square of your movement need not bring you closer to the target of your charge, but you must start the charge at least 3 squares away from the target.

Wrathful Hunter

Page 145: In the Benefit entry, replace "(instead of +1)" with "made before the end of your next turn." This update syncs up this text with the revision to *infernal wrath*.

Benefit: If you use your *infernal wrath* racial power against your quarry, you gain a +3 power bonus to your next attack against the target made before the end of your next turn.

Infernal Warrior

Page 147: In the Benefit entry, delete "as a free action." This update syncs up this text with the revision to *infernal wrath*.

Benefit: When an enemy scores a critical hit against you, you can use your *infernal wrath* racial power against that enemy, even if you have already used the power this encounter.

Rending Tempest

Page 148: Replace the feat's Benefit entry with the text below. The feat's former text was confusing, requiring a user to attack with two weapons simultaneously to trigger the benefit. This change reflects the feat's intent.

Benefit: During your turn, when you hit a target with a melee attack using a power that requires the use of two weapons, the target takes 1[W] extra damage (off-hand weapon) when you hit it with any other melee attacks until the end of that turn.

Legendary Tactical Action

Page 155: Delete the last sentence of the feature. This change is part of a general effort to limit the power of builds that focus on gaining numerous actions during a turn.

Legendary Tactical Action (24th level): Any ally can spend an action point possessed by you or by any other ally whom he or she can see once per encounter.

MANUAL OF THE PLANES

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'ZT

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.

GAUNTLETS OF THE BLOOD WAR

Page 156: In the Item Slot entry, replace "Arms" with "Hands." In addition, replace the "Arms Slot Items" section header and table with the following text. The item was incorrectly labeled.

HAND SLOT ITEMS

Gauntlets and gloves exist across the planes, each crafted with unique enchantments representative of their origin.

HAND SLOT ITEMS

Lvl	Name	Price (gp)
16	Gauntlets of the blood war	45,000
26	Gauntlets of the blood war	1,125,000

Gauntlets of the Blood War	Level 16+

These gauntlets are perpetually stained with blood and were originally crafted by elementals to help slay immortals.

Lvl 16	45,000 gp	Lvl 26	1,125,000 gp

Item Slot: Hands
Property: You gain a +3 item bonus to damage rolls against creatures that have the immortal origin.
Level 26: +5 item bonus.
Power (Daily): Free Action. Use this power when you hit a creature with the immortal origin. The creature takes ongoing 10 damage (save ends).
Level 26: Ongoing 15 damage (save ends).

OPEN GRAVE

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.

DESECRATION

Page 139: In the Miss entry of the monster's *dark plague* power, replace "Half damage, and the" with "The." This power deals no damage, so the former text in the Miss entry is incorrect.

> ⟳ **Dark Plague** (when first bloodied and again when the desecration is reduced to 0 hit points) ✦ **Necrotic**
> Close burst 20; targets enemies; +24 vs. Fortitude; the target is weakened (save ends). In addition, the target loses a healing surge. *Miss:* The target is weakened until the end of its next turn. The target does not lose a healing surge.

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 THRONG

Page 198: In the monster's HP and Bloodied entry, delete "; see also *zombie horde* weakness." The creature has no such power, so the reference is incorrect.

> **HP** 121; **Bloodied** 60

Zombie Plague	Level 1+ Disease
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.	**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

Kneel Before the Turathi

Page 28: Replace "hit with an attack benefitting from your" with "use the." This update syncs up this text with the revision to *infernal wrath*.

Kneel before the Turathi (16th level): When you use the *infernal wrath* racial power, you also knock the target prone.

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).
    Aftereffect: 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:

Level	Damage
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.

Increasing the Tempo

Page 75: At the end of the Effect entry, add "No more than two of the attacks can be against a single target." This update brings the power's damage in line with other powers of the same level.

Increasing the Tempo	Bard Attack 19

Your ally attacks with incredible speed, becoming a blur of motion.

Daily ✦ Arcane
Standard Action   **Ranged** 10
Target: One ally
Effect: The target makes four basic attacks as a free action. No more than two of the attacks can be against a single target.

Wild Shape

Page 84: In the second paragraph of the power's Effect entry, add the following phrase at the end of the last sentence: ", except a shield." This update clarifies how you treat a shield when you use *wildshape.*

> You choose a specific form whenever you use *wild shape* to change into beast form. The beast form is your size, resembles a natural beast or a fey beast, and normally doesn't change your game statistics or movement modes. Your equipment becomes part of your beast form, but you drop anything you are holding, except implements you can use. You continue to gain the benefits of the equipment you wear, except a shield.

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

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.

Call Spirit Companion

Page 120: Replace the second sentence of the Effect entry with the following sentence: "The spirit lasts until you fall unconscious, until you dismiss it as a minor action, or until you use this power again." This update clarifies that you cannot have multiple spirits conjured by your call spirit companion.

Call Spirit Companion	Shaman Feature

Your soul reaches out to your spirit friend, which faithfully appears at your side.

At-Will ✦ Conjuration, Primal
Minor Action   **Close** burst 20
Effect: You conjure your spirit companion in an unoccupied square in the burst. The spirit lasts until you fall unconscious, until you dismiss it as a minor action, or until you use this power again. The spirit occupies 1 square. Enemies cannot move through its space, but allies can. When you take a move action, you can also move the spirit a number of squares equal to your speed.
　　The spirit can be targeted by melee or ranged attacks, although it lacks hit points. If a single melee or ranged attack deals damage to the spirit equal to 10 + one-half your level or higher, the spirit disappears, and you take damage equal to 5 + one-half your level. Otherwise, the spirit is unaffected by the attack.

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.

Guaranteed Retribution

Page 185: In the Benefit entry, delete "feat." This change ensures that this feat continues to provide a benefit despite changes to the Weapon Expertise feat.

Benefit: When any enemy other than your *oath of enmity* target hits you, you gain a +1 bonus to attack rolls against your *oath of enmity* target until the end of your next turn.

Implement Expertise

Page 185: In the second sentence of the Benefit entry, add "feat" before "bonus to attack rolls." This change revises an earlier update and provides a more elegant solution to problems with stacking bonuses. This revision allows feats that offer small bonuses to provide untyped bonuses (Guaranteed Retribution, for example), and it means that feats like Draconic Spellcaster can provide greater benefit to players that design their characters toward specific builds. Note that this update intentionally makes certain feats (which will not be updated) obsolete.

Benefit: Choose a type of implement. You gain a +1 feat bonus to attack rolls with any implement power you use through that type of implement. The bonus increases to +2 at 15th level and +3 at 25th level.

Improved Armor of Faith

Page 185: In the Prerequisite line, change "armor of faith power" to "Armor of Faith class feature."

Delete the last sentence in the Benefit entry. This bonus is untyped and stacks with other bonuses, so it should not scale because it gives the avenger an AC that is higher than intended for strikers in the paragon and the epic tier.

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.

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.

Weapon Expertise

Page 190: In the second sentence of the Benefit entry, add "feat" before "bonus to attack rolls." This change revises an earlier update and provides a more elegant solution to problems with stacking bonuses. This revision allows feats that offer small bonuses to provide untyped bonuses (Guaranteed Retribution, for example), and it means that feats like Draconic Spellcaster can provide greater benefit to players that design their characters toward specific builds. Note that this update intentionally makes certain feats (which will not be updated) obsolete.

Benefit: Choose a weapon group. You gain a +1 feat bonus to attack rolls with any weapon power you use with a weapon from that group. The bonus increases to +2 at 15th level and +3 at 25th level.

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.

Spirit Talker

Page 196: Replace the third paragraph in the Benefit entry with the following text: "Choose a Companion Spirit option. You gain the at-will shaman power associated that option, such as *spirit's shield* or *spirit's fang*, as an encounter power." This change allows characters to use this shaman multiclass feat to select options from *Primal Power*, such as *spirit's prey* or *world speaker's command*.

Flute of the Dancing Satyr

Page 210: In the item's power, replace "Encounter" with "Daily." This item is very powerful at higher levels when multiple copies can be easily purchased. The encounter usage allows multiple characters to possess and use the item during combat.

Flute of the Dancing Satyr	Level 6

Carved from wood and inscribed with arcane glyphs, this flute can play a tune of speed and elegance.

Wondrous Item   1,800 gp

Power (Daily): Move Action. You shift 2 squares, and each ally within 5 squares of your destination space can shift 1 square as a free action.

ARCANE POWER

VIGOROUS CADENCE

Page 9: In the Effect entry, replace "whenever" with "the first time." In addition, add "during each of its turns" after "attack roll." This power's effect is over-powered against solos and elites, because those creatures are making many more attacks each round compared to normal creatures.

Vigorous Cadence	Bard Attack 5

Your chant inspires health and valor. With each of your enemy's attacks, an ally's wounds are mended.

Daily ✦ Arcane, Healing, Implement
Standard Action   **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d6 + Charisma modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, the first time the target makes an attack roll during each of its turns, your ally nearest to it regains hit points equal to your Charisma modifier.

WAIL OF ANGUISH

Page 11: Delete "1d10 + " on the Hit entry. The power's previous effect yielded too much damage.

Wail of Anguish	Bard Attack 9

A threnody of loss and sorrow saps your foes' ability to escape harm.

Daily ✦ Arcane, Implement
Minor Action   **Personal**
Effect: Until the end of your next turn, you can make the following attack.
  Opportunity Action   **Close** burst 3
  Trigger: An enemy starts its turn within 3 squares of you
  Target: The triggering enemy in burst
  Attack: Charisma vs. Will
  Hit: Charisma modifier damage, and the target cannot shift until the end of your next turn.
Sustain Minor: The effect persists.

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.

SERENE WILL

Page 23: At the end of the first sentence of the feature, add "and must use the second result." This update prevents a character from rerolling the attack over and over again.

Serene Will (16th level): If you miss with an attack roll for an attack that targets Will, you can reroll the attack roll and must use the second result. If this attack does not deal damage, you gain a +2 power bonus to the reroll.

LIGHTNING STRIKE

Page 28: In the Hit entry, replace "a creature of your choice" with "an enemy of your choice." This ensures that the power's Hit entry syncs up with the Storm Magic entry, which refers to the enemy. It also prevents a character from using the effect to trigger some of its allies' feats and other benefits.

Lightning Strike	Sorcerer Attack 1

Lightning strikes your foe and then ricochets to another enemy.

At-Will ✦ Arcane, Implement, Lightning
Standard Action   **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 1d8 + Charisma modifier lightning damage. An enemy of your choice other than the target and within 10 squares of the target takes lightning damage equal to your Dexterity modifier.
Level 21: 2d8 + Charisma modifier lightning damage.
Storm Magic: You can apply your Storm Power bonus either to the damage roll against the target or to the damage taken by the enemy within 10 squares of the target.

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*" and replace "*stalker's strike*" with "*lightning lure.*" The *foesnare* power does not reflect the intent of the build, and *stalker's strike* is not a swordmage power.

     Suggested At-Will Powers: *luring strike, lightning lure*

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, Conjuration
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, Conjuration, 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."

Grease

Page 102: At the end of the power's Miss line, add "This movement does not trigger this power's attack."

Grease — Wizard Attack 1

Slippery oil floods the ground under your foes, sending them tumbling to the ground.

Daily ✦ Arcane, Implement, Zone
Standard Action   **Area** burst 2 within 10 squares
Effect: The burst creates a zone of slick grease that covers all horizontal surfaces until the end of the encounter. The zone is difficult terrain. You can make the following attack, using a square within the zone as the origin square.
Free Action   **Close** burst 1
Trigger: A creature enters the zone
Target: The triggering creature in burst
Attack: Intelligence vs. Reflex
Hit: You knock the target prone.
Miss: You slide the target 2 squares. This movement does not trigger this power's attack.

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.

Wizard's Escape

Page 105: In the power's Usage entry, replace "Encounter" with "Daily." This update changes the usage to reflect the versatility and potency of this utility power.

Wizard's Escape — Wizard Utility 6

With a flash, you are gone.

Daily ✦ Arcane, Teleportation
Immediate Interrupt   Personal
Trigger: An enemy hits you with a melee attack
Effect: You teleport 5 squares to a space that is not adjacent to an enemy.

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.

Earth Brute

Page 108: In the second paragraph of the Hit entry, replace "enters a square" with "willingly enters a square." This change prevents a character from bouncing an enemy back and forth between two of these conjurations to deal infinite damage.

Earth Brute — Wizard Attack 13

The ground creaks and moans, and a creature of rock and earth emerges to smash your foes.

Encounter ✦ Arcane, Conjuration, Implement
Standard Action   **Ranged** 10
Target: One creature
Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier damage, and you slide the target 3 squares. You conjure a Medium earth brute in a square adjacent to the target after this movement. The earth brute occupies 1 square and lasts until the end of your next turn.
   Whenever a creature starts its turn in or willingly enters a square adjacent to the earth brute, that creature takes 5 damage, and the earth brute pushes it 1 square.

Mirror Sphere

Page 108: In the second sentence of the Hit entry, replace "If the" with "The first time the." This change ensures that the target is not suffering the effects of its close or area attack multiple times each time it uses the power.

Mirror Sphere — Wizard Attack 13

Illusory barriers surround your foe, causing it phantom pain when it attacks you and your allies.

Encounter ✦ Arcane, Illusion, Implement, Psychic
Standard Action   **Ranged** 10
Target: One creature
Attack: Intelligence vs. Will
Hit: 1d10 + Intelligence modifier psychic damage. The first time the target makes an attack roll before the end of its next turn, it takes damage and is subject to all other effects of that attack as if it had hit itself. Any resistances and immunities of the target do not affect the damage it deals to itself in this way. It still attacks the original target normally.

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, Conjuration, 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.

Draconic Spellcaster

Page 125: In the first sentence of the Benefit entry, add "and damage rolls" after "attack rolls." This change ensures that this feat continues to provide a benefit despite changes to the Weapon Expertise and Implement Expertise feats.

Benefit: You gain a +1 feat bonus to attack rolls and damage rolls when you use an arcane power that deals the same damage type as your breath weapon. The bonus increases to +2 at 15th level and to +3 at 25th level.

Enlarge Spell

Page 125: In the first sentence of the Benefit entry, replace "an arcane" with "a wizard at-will or encounter." This change ensures that the feat is not interacting adversely with arcane strikers and is not overly empowering a wizard's low-damage, high-control daily attacks.

Benefit: Before using a wizard at-will or encounter attack power, you can choose to take a –2 penalty to each die of damage rolled with the power to increase the size of its blast or its burst by 1.

You can't use this feat on a power that doesn't roll dice for damage.

Infernal Clamor

Page 128: In the Benefit entry, replace "the enemy that hit you" with "the triggering enemy before the end of that enemy's next turn." This update syncs up this text with the revision to *infernal wrath*.

Benefit: When you use your *infernal wrath* racial power, each of your allies who can see you gains a +1 power bonus to his or her next attack roll against the triggering enemy before the end of that enemy's next turn.

Wrathful Magic

Page 130: In the second sentence of the Benefit entry, delete "since your last turn." This update syncs up this text with the revision to *infernal wrath*.

Benefit: When you miss with an arcane attack power, you can use your *infernal wrath* racial power as a free action. You gain the benefits of *infernal wrath* against the target you missed, instead of against an enemy that hit you. Treat that target as the enemy that hit you for the purpose of other feats and abilities that modify the effects of *infernal wrath*.

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.

Ruthless Spellfury

Page 135: Replace the Benefit line with the following text: "Once per turn when you score a critical hit with a sorcerer at-will attack power, you can use a free action to make a ranged basic attack that is a sorcerer power." This revision limits the potency of this feat when used in conjunction with close and area attacks, ensuring that a character doesn't make a disproportionate number of attacks.

Benefit: Once per turn when you score a critical hit with a sorcerer at-will attack power, you can use a free action to make a ranged basic attack that is a sorcerer power.

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.

Familiar Modes

Page 137: At the end of the first paragraph in the Passive Mode entry, add "If your familiar is not in your space when you switch it to passive mode, it appears in your space." This update clarifies what happens when you switch your familiar from active mode to passive mode while it is not in your space.

✦ **Passive:** A passive familiar is on your person, perching on your shoulder or hiding in your pocket. In this mode, it shares your space. If your familiar is not in your space when you switch it to passive mode, it appears in your space.

No Targeting: A passive familiar can't be targeted by any effect.

No Damage: A passive familiar cannot be damaged by any effect.

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's Master

Page 148: Add the following text to the end of the feature: "The ritual you perform cannot directly affect an enemy. For example, you could perform Raise Dead and revive an ally who could then rejoin the fight. However, you could not perform Imprisonment, which directly affects an enemy." This change ensures that the rituals being used in combat are not being used to shut down monsters or eliminate enemies (such as through the use of Imprisonment).

Magic's Master (30th level): Twice per day, you can perform any ritual you have mastered as a standard action. The ritual you perform cannot directly affect an enemy. For example, you could perform Raise Dead and revive an ally who could then rejoin the fight. However, you could not perform Imprisonment, which directly affects an enemy.

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

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.

Page 22: In the creature's *lightning breath* power, add "until the end of the target's next turn" after "the target is dazed." In addition, in the power's usage, replace "recharge 5 6" with "recharge 6." This change gives the power a duration and allows the power's recharge to compensate for the creature having multiple turns.

↯ **Lightning Breath** (standard; recharge ⚅) ✦ **Lightning**

Close blast 5; +17 vs. Reflex; 3d10 + 6 lightning damage and the target is dazed until the end of the target's next turn. *Miss:* Half 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	Level 24 Soldier
Huge natural magical beast (mount)	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	Level 13 Skirmisher
Large natural humanoid (reptile)	XP 800

Drakkoth Rager	Level 15 Elite Brute
Large natural humanoid (reptile)	XP 2,400

Drakkoth Venomshot	Level 16 Artillery
Large natural humanoid (reptile)	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 DEEPSCOURGE
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 *troglodyte 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**   **Level 16 Elite Controller**
> Large fey beast (plant)   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.

AURA
Page 216: Replace the third paragraph of the section with the following text. This change removes the rule that prevents stacking in damage auras, ensuring that monsters are achieving correct damage output.

If auras overlap and impose penalties to the same roll or game statistic, a creature affected by the overlapping auras is subjected to the worst penalty; the penalties are not cumulative. For instance, if a creature is affected by three overlapping auras that each impose a -2 penalty to attack rolls, the creature takes a -2 penalty, not a -6 penalty.

EBERRON PLAYER'S GUIDE

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.

STATIC SHOCK

Page 47: In the Range entry, delete "or Ranged." This update clarifies the power's range and allows it to be used more effectively in melee combat.

Static Shock	Artificer Attack 1

You imbue your opponent with a crackling arcane charge, hindering the potency of its next attack.

At-Will ✦ Arcane, Implement, Lightning
Standard Action   **Melee** 5
Target: One creature
Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier lightning damage. The next attack the target makes before the end of your next turn takes a penalty to the damage roll equal your Constitution modifier.

Level 21: 2d8 + Intelligence modifier lightning damage.

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

Mror Stalwart

Page 92: In the Benefit entry, delete "feat." This change ensures that this feat continues to provide a benefit despite changes to the Weapon Expertise feat.

Benefit: At the start of your turn, you gain a +1 bonus to attack rolls using axes and hammers until you move.

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

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

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 an implement, but it cannot be used as a weapon because a quarterstaff is a two-handed weapon.

EBERRON CAMPAIGN GUIDE

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

HEALER'S ARMOR

Page 9: In the Property entry, add "that lets a creature spend a healing surge to regain hit points" after "healing power." This change limits the potency of surgeless healing, such as with *astral seal*.

Healer's Armor					Level 5+
This sturdy armor enhances your ability to heal your allies.					
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: Hide, chain
Enhancement: AC
Property: When you use a healing power that lets a creature spend a healing surge to regain hit points, the target regains additional hit points equal to the armor's enhancement bonus.

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.

SCALE OF THE SERPENT

Page 12: In the item's power, replace "Immediate Reaction" with "Immediate Interrupt." As an immediate reaction, the power would not allow you to prevent the dazed or stunned conditions.

Scale of the Serpent					Level 4+
Forged by fomorians from a strange green ore of the Feywild, this armor makes you as slippery as a snake.					
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: Scale
Enhancement: AC
Property: You gain a +5 item bonus to checks to escape a grab.
Power (Daily): Immediate Interrupt. *Trigger:* An effect dazes, immobilizes, slows, or stuns you. *Effect:* You make a saving throw against the triggering effect. On a save, that effect ends.

SPIKED JACKET

Page 13: Replace the Trigger entry with the following text: "*Requirement:* You must be grabbed." The power is a standard action and should be used during your turn, not as a response to becoming grabbed.

Spiked Jacket					Level 3+
Hidden razor-sharp spikes spring out from the elbows, shoulders, and sides of this jacket when something grabs you.					
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): Standard Action. *Requirement:* You must be grabbed. *Effect:* You escape the grab, and the enemy that was grabbing you takes 1d6 damage per plus.

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.

LIGHTNING ARROW

Page 27: In the item's property, remove "and is dazed until the end of its next turn." The item's effect was too good based on its cost. This change brings the item in line with expectations.

Lightning Arrow — Level 3+

This arrow's blue and white streaks thrum with energy.

Lvl 3	+1	30 gp	Lvl 18	+4	3,400 gp
Lvl 8	+2	125 gp	Lvl 23	+5	17,000 gp
Lvl 13	+3	650 gp	Lvl 28	+6	85,000 gp

Ammunition

Enhancement: Attack rolls and damage rolls

Property: When you hit an enemy with an attack using this ammunition, that enemy takes 1d6 extra lightning damage per plus.

SYMBOL OF DIVINE LIGHT

Page 29: Replace the Property entry with the following text: "The damage rolls of radiant powers you use through this implement gain an item bonus equal to the implement's enhancement bonus against creatures that have radiant vulnerability." This update prevents multiple *symbols of divine light* from stacking adversely.

Symbol of Divine Light — Level 17+

The fierce radiance of this symbol is the bane of foul creatures that can't bear sunlight.

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

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Property: The damage rolls of radiant powers you use through this implement gain an item bonus equal to the implement's enhancement bonus against creatures that have radiant vulnerability.

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

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.

FROZEN TOME

Page 41: In the first sentence of the item's powers, replace "utility power" with "daily attack power." This update reflects the item's original intent: versatility. The power should not allow a character to swap an encounter utility power for a daily attack power.

Frozen Tome — Level 18+

The cover of this thick tome appears to be made from solid ice. It's cool to the touch but doesn't melt.

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

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 cold damage per plus

Property: When you use the *wall of ice* power through this tome, the wall can be up to 15 squares long and 10 squares high.

Power (Daily): Free Action. You expend an unused wizard daily attack power of level 15 or higher and gain the use of the *wall of ice* power (*Player's Handbook,* page 165). The power is lost if you don't use it before the end of the encounter.

Gossamer Tome

Page 42: In the first sentence of the item's powers, replace "utility power" with "daily attack power." This update reflects the item's original intent: versatility. The power should not allow a character to swap an encounter utility power for a daily attack power.

Gossamer Tome — Level 8+

This tome is covered in webs infested by myriad tiny spiders that swarm over your hands but never bite.

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 (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you use the *web* power through this tome, any creature that ends its move in the zone of webs is restrained instead of immobilized.

Power (Daily): Free Action. You expend an unused wizard daily attack power of level 5 or higher and gain the use of the *web* power (*Player's Handbook,* page 161). The power is lost if you don't use it before the end of the encounter.

Mordenkainen's Tome

Page 42: In the first sentence of the item's powers, replace "utility power" with "daily attack power." This update reflects the item's original intent: versatility. The power should not allow a character to swap an encounter utility power for a daily attack power.

Mordenkainen's Tome — Level 13+

This tome's cover is inscribed with a shimmering silver sword.

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

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 force damage per plus

Property: When you use the *Mordenkainen's sword* power through this tome, the sword deals extra force damage equal to the tome's enhancement bonus.

Power (Daily): Free Action. You expend an unused wizard daily attack power of level 9 or higher and gain the use of the *Mordenkainen's sword* power (*Player's Handbook,* page 163). The power is lost if you don't use it before the end of the encounter.

Toxic Tome

Page 43: In the first sentence of the item's powers, replace "utility power" with "daily attack power." This update reflects the item's original intent: versatility. The power should not allow a character to swap an encounter utility power for a daily attack power.

Toxic Tome — Level 24+

This snakeskin-bound tome gives off a slight acrid scent.

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

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 poison damage per plus

Property: When you use the *cloudkill* power through this tome, you can move the cloud 3 squares as part of the minor action to sustain the power.

Power (Daily): Free Action. You expend an unused wizard daily attack power of level 19 or higher and gain the use of the *cloudkill* power (*Player's Handbook,* page 166). The power is lost if you don't use it before the end of the encounter.

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).

ANKHMON'S BRACERS

Page 53: Add "Once per encounter, " at the beginning of the item's property. The former benefit occurred too frequently and thus dealt too much damage and restored too many hit points. The issue was especially problematic on multi-target attacks.

Ankhmon's Bracers — Level 19

These platinum bracers are engraved with a symbol of an eye wreathed in flames.

Item Slot: Arms   105,000 gp

Property: Once per encounter when you hit an enemy that is granting combat advantage to you with an arcane attack power, the attack deals 1d10 extra damage against the enemy. You also regain a number of hit points equal to the extra damage roll result.

TIMELESS LOCKET

Page 69: In the power, add ", which you cannot use to make an attack" to end. This change is intended to limit the power of builds that capitalize on gaining multiple actions that can then be used to make numerous attacks during a turn.

Timeless Locket — Level 14+

This golden locket helps you make the most out of each moment.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain an item bonus to initiative checks equal to the locket's enhancement bonus.

Power (Daily): Minor Action. You take a standard action, which you cannot use to make an attack.

DIAMOND CINCTURE

Page 75: In the item's power, add "you can spend a healing surge and" before "one diamond on the belt." Replace the second sentence with "Each time a diamond cracks, the belt's item bonus is reduced by 1." This change limits the healing power of this item and prevents characters from stockpiling cinctures to provide unlimited healing.

Diamond Cincture — Level 10+

The diamonds on this platinum band grant great fortitude, which you can sacrifice for health.

Lvl 10	5,000 gp	Lvl 30	3,125,000 gp
Lvl 20	125,000 gp		

Item Slot: Waist

Property: This belt holds one diamond and you gain a +1 item bonus to Fortitude.

  Level 20: Two diamonds, +2 item bonus to Fortitude.

  Level 30: Three diamonds, +3 item bonus to Fortitude.

Power (At-Will   Healing): Minor Action. When you use this power, you can spend a healing surge and one diamond on the belt cracks and darkens, becoming worthless. Each time a diamond cracks, the belt's item bonus is reduced by 1. If there are no diamonds on the belt, you can't use this power. After an extended rest, each diamond destroyed by this power is restored.

ITEM SETS

Page 92: Add the following text at the end of the second paragraph: "A character can benefit from only one individual item set and one group item set at a time. If a character possesses items from multiple item sets, that character must choose which individual item set and which group item set benefits him or her at the end of each extended rest." This update prevents a character from carrying around items from multiple sets to gain an inordinate number of benefits.

In addition, after the first sentence of the fourth paragraph, add the following sentence: "A character that has a weapon or an implement that is part of an item set must be proficient with that weapon or implement to have it qualify as part of an item set." This change prevents characters from toting around irrelevant items merely to gain an item set's benefits.

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.

Champion's Symbol

Page 113: Replace the text in the Critical entry, with the following text "The target makes a melee basic attack as a free action against an enemy of your choice. If no enemy is within range for the target to attack, the target is dazed until the end of your next turn." The dominated condition is too powerful, given the potential frequency of critical hits. This update simulates the effect without denying the creature its turn.

Champion's Symbol — Level 15+

Inscribed with stylized flames, this holy symbol grants you control over the will of your foes.

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: The target makes a melee basic attack as a free action against an enemy of your choice. If no enemy is within range for the target to attack, the target is dazed until the end of your next turn.

Power (Daily ✦ Charm): Free Action. *Trigger:* You hit an enemy with a fire or radiant power and deal damage to it using this holy symbol. *Effect:* That enemy is dominated until the end of your next turn and takes a –5 penalty to Bluff checks until the end of the encounter.

Ring of the Radiant Storm

Page 115: In the item's power, add "every target" to the end of the Trigger entry. This revision ensures that the power works correctly with close or area attacks, in which you might both miss and hit targets.

Ring of the Radiant Storm — Level 17

A gem of pure energy set into this platinum ring sharpens your mastery of light and lightning.

Item Slot: Ring   65,000 gp

Property: When you hit an enemy with a lightning or radiant power and deal damage to it, you can roll the damage twice and use either result.

Power (Daily): Free Action. *Trigger:* You attack an enemy with an encounter lightning or radiant power and miss every target. *Effect:* You regain the use of the power.

 If you've reached at least one milestone today, a daily lightning or radiant power can trigger this power instead.

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.

Blood of the Akarot

Page 136: In the Target entry, replace "Each" with "One." In the Effect entry, replace "Each" with "The." This update prevents this power from supplying too much healing.

Blood of the Akarot	Item Set Power

You tap into your reserves to restore your vitality and that of your allies.

At-Will ✦ Healing
Free Action   **Ranged** sight
Trigger: You spend a healing surge
Target: One ally wearing a ring from this set
Effect: The target regains 10 hit points.
Special: Using this power does not provoke opportunity attacks.

Voice of the Akarot

Page 136: In the Keywords entry, add "(Special)" after "Daily." In addition, add the following Special entry to the power: "Special: This power can be used only once per day by you and your allies. Once any of you use it, the group does not regain the use of the power until the person who used it takes an extended rest." These changes limit the potential for this power to shut down multiple encounters.

Voice of the Akarot	Item Set Power

Channeling the power of your allies' will, you command your enemies to stop attacking, though each ally is momentarily disoriented.

Daily (Special) ✦ Charm
Standard Action   **Close** burst 5
Target: Each enemy in burst
Attack: +30 vs. Will
Hit: The target cannot attack (save ends).
Effect: Each ally wearing a ring from this set is dazed until the end of your next turn.
Special: This power can be used only once per day by you and your allies. Once any of you use it, the group does not regain the use of the power until the person who used it takes an extended rest.

Dungeon Master's Guide 2

Blast Cloud

Page 58: In the Usage paragraph, replace the second sentence with the following sentence: "When a blast or a burst created by a fire, force, lightning, psychic, or thunder power includes a square that is adjacent to one or more squares of blast cloud, the size of the blast or burst increases by 1." This update clarifies what the text means by "touches a square."

Effect: When a blast or a burst created by a fire, force, lightning, psychic, or thunder power includes a square that is adjacent to one or more squares of blast cloud, the size of the blast or burst increases by 1.

Poison Weapon

Page 114: In the monster theme's power, replace "+16 vs. Fortitude" with "level + 3 vs. Fortitude." Themes should have adjustable attack bonuses so they are appropriate for a monster of any level.

Poison Weapon (minor; recharge ⚅) ✦ **Poison**
The next time this creature hits a creature with a weapon attack, it makes a secondary attack against that creature. *Secondary Attack:* level + 3 vs. Fortitude; the target takes a -2 penalty to attack rolls (save ends). *First Failed Saving Throw:* The target is weakened (save ends). *Second Failed Saving Throw:* The target is knocked unconscious (save ends; the target takes a -5 penalty to this saving throw).

Correlon's Boon of Arcane Might

Page 140: In the boon's power, add "Free Action." at the start of the power's text. In addition, in the last sentence of the power, replace "as a daily power" with "once before the end of the encounter." The power's former text lacked a duration, meaning whenever you used the effect, you retained the chosen power indefinitely.

Corellon's Boon of Arcane Might	Level 3+

Corellon brought arcane magic to the world. Mortals who please him gain access to powers that otherwise take years of study to master.

Lvl 3	680 gp	Lvl 18	85,000 gp
Lvl 8	3,400 gp	Lvl 23	425,000 gp
Lvl 13	17,000 gp	Lvl 28	2,125,000 gp

Divine Boon

Property: Choose an at-will power from an arcane character class. You can use that power as an encounter power.

Power (Daily): Free Action. Choose a 1st-level encounter power from an arcane class. You can use that power once before the end of the encounter.

Level 8: Choose an encounter power of 3rd level or lower.
Level 13: Choose an encounter power of 7th level or lower.
Level 18: Choose an encounter power of 13th level or lower.
Level 23: Choose an encounter power of 17th level or lower.
Level 28: Choose an encounter power of 23rd level or lower.

Heartblood of Festergrim

Page 144: In the item's yellow bar, replace "Level 19+" with "Level 19 or 24." In addition, delete the level 29 version in the item's cost section, and in the item's power and property, replace "*Level 24 or 29*" with "*Level 24.*" The level 29 version is redundant because there is no difference between the level 24 and level 29 versions.

Heartblood of Festergrim	Level 19 or 24

Bathing in the blood of the slayer of King Algus and ravager of the forest of Lorem might not make you immune to fire, but it helps.

Lvl 19	105,000 gp	Lvl 24	525,000 gp

Legendary Boon

Property: Gain resist 10 fire.
Level 24: Resist 15 fire.

Power (Daily): Immediate Interrupt. *Trigger:* You are hit by a fire attack. *Effect:* You and each ally within 5 squares of you gain resist 20 fire until the start of your next turn.
Level 24: Resist 30 fire.

DIVINE POWER

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.

Temple of Brilliance

Page 13: In the last sentence of the Effect entry, add "other than the target" after "Any enemy." This change ensures that the effect does not blind the target.

Temple of Brilliance	Avenger Attack 15

Your touch scours your foe with light, which lingers as a dazzling edifice over it.

Daily ✦ Divine, Implement, Radiant, Zone
Standard Action   **Melee** touch
Target: One creature
Attack: Wisdom vs. Fortitude
Hit: 2d6 + Wisdom modifier radiant damage.
Miss: Half damage.
Effect: The attack creates a zone of radiant energy in a burst 2 centered on the target. The zone lasts until the end of your next turn. When the target moves, the zone moves with it, remaining centered on it. Any enemy other than the target that ends its turn within the zone is blinded until the end of its next turn.
Sustain Minor: The zone persists.

Threatening Strike

Page 17: In the second sentence of the power's Hit entry, replace "moves" with "moves willingly" and replace "you can teleport" with "you can use an opportunity action to teleport." This update prevents a character from making a series of recursive attacks using the power.

Threatening Strike	Avenger Attack 23

Your strike knocks your foe aside, and any hope it has of escaping is dashed when it finds your weapon in its face.

Encounter ✦ Divine, Teleportation, Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: Wisdom vs. Fortitude
Hit: 3[W] + Wisdom modifier damage, and you slide the target 2 squares. If the target moves willingly before the start of your next turn, you can use an opportunity action to teleport to a square adjacent to it and make a melee basic attack against it.
Censure of Retribution: Until the end of your next turn, you gain a bonus to your basic attacks' damage rolls equal to your Intelligence modifier.

Holy Ardor

Page 20: Add "and hit the target of your attack" after "*oath of enmity.*" This change clarifies that you must still hit the target to score the critical hit. You might not, for example, score a critical if you roll two 2s.

   Holy Ardor (11th level): Whenever you make two attack rolls because of your *oath of enmity* and hit the target of your attack, you score a critical hit if both dice have the same roll, except if both rolls are 1.

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.

Slayer's Ascendancy

Page 24: In the Hit entry, replace 4[W] with 3[W]. In the second sentence of the Effect entry, add "against your *oath of enmity* target" between "melee basic attack" and "once per round." This revision brings the power in line with expected damage output.

Slayer's Ascendancy — Relentless Slayer Attack 20

Through the power of your god, you see the battle as if everyone else was moving at half speed.

Daily ✦ Divine, Stance, Weapon
Standard Action   **Melee** weapon
Target: One enemy
Attack: Wisdom vs. AC
Hit: 3[W] + Wisdom modifier damage.
Miss: Half damage.
Effect: You assume the slayer's stance. Until the stance ends, you can make a melee basic attack against your *oath of enmity* target once per round as a minor 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.

SPIRIT OF HEALING

Page 34: In the third sentence of the power's updated Effect entry, replace "regains hit points equal to twice your Wisdom modifier" with "regains hit points equal to your Wisdom modifier." This change limits the potency of surgeless healing.

Spirit of Healing — Cleric Utility 6

A glowing figure appears at your command, casting an aura of health over your allies.

Daily ✦ Conjuration, Divine, Healing
Minor Action   **Ranged** 10
Effect: You conjure a spirit of healing in 1 square within range. The spirit lasts until the end of your next turn. When an ally in the spirit's square or adjacent to it hits an enemy, that ally regains hit points equal to your Wisdom modifier. As a move action, you can move the spirit 4 squares.
Sustain Minor: The spirit persists.

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.

ASTRAL FLOOD

Page 45: In the power's Radiant entry in the Hit entry, add "until the end of your next turn" to the end of the sentence. The effect lacked a duration.

Astral Flood — Astral Savant Attack 11

A wave of raw energy drawn from the Astral Sea flows through you and lashes out at your enemies.

Encounter ✦ Divine, Implement; Cold or Radiant
Standard Action   **Close** blast 5
Target: Each enemy in blast
Attack: Wisdom vs. Reflex
Hit: 2d8 + Wisdom modifier cold or radiant damage (choose one for all targets). The attack has an additional effect based on the damage type.
✦ *Cold:* The target takes a –2 penalty to attack rolls until the end of your next turn.
✦ *Radiant:* The target cannot see creatures more than 5 squares away from it until the end of your next turn.

COMPASSIONATE BLESSING

Page 47: In the first sentence of the updated Compassionate Blessing path feature, replace "restore hit points with "let an ally spend a healing surge to regain hit points using." This change limits the potency of surgeless healing, such as with *astral seal*.

Compassionate Blessing (11th level): When you let an ally spend a healing surge to regain hit points using 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 primordials. 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.

Uncanny Insight

Page 74: Change the color bar and usage on this power. It becomes a daily power. As an encounter power, this power upsets the action economy. This change is part of a general effort to limit the power of builds that focus on gaining numerous actions during a round.

Uncanny Insight — Divine Philosopher Utility 12

You foresee your foe's next course of action and act, taking advantage of that knowledge.

Daily ✦ Divine
Immediate Interrupt   Personal
Trigger: An enemy within your line of sight takes a standard action, and you are trained in the skill related to that creature's origin
Effect: You take a standard action.

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.

Defensive Healing Word

Page 131: In the Benefit entry, add "before the end of your next turn" to the end of the last sentence. This revision gives the defense bonus a duration.

Benefit: When you use your *healing word*, the target also gains a power bonus to all defenses equal to your Charisma modifier against the next attack made against him or her before the end of your next turn.

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.

Healer's Implement

Page 135: In the Benefit entry of the feat, replace "grant healing" with "let a creature spend a healing surge to regain hit points." This change limits the potency of surgeless healing, such as with *astral seal*.

Benefit: When you let a creature spend a healing surge to regain hit points with any of your cleric healing powers, add your holy symbol's enhancement bonus to the hit points the recipient regains.

Infernal Blessing

Page 135: In the Benefit entry, replace "an enemy that hit you since your last turn" with "the target of the power before the end of that ally's next turn." This update syncs up this text with the revision to *infernal wrath*.

Benefit: When you use your *infernal wrath* racial power, one ally adjacent to you regains hit points equal to your Charisma modifier and gains a +1 power bonus to his or her next attack roll against the target of the power before the end of that ally's next turn.

Mark of the Infernal

Page 135: Replace the Benefit entry with the following entry. This update syncs up this text with the revision to *infernal wrath*.

Benefit: The target of your *infernal wrath* is also subject to your divine sanction. This divine sanction lasts until the start of your next turn.

Pacifist Healer

Page 136: In the last sentence of the feat, replace "whenever you deal damage to a bloodied enemy" with "whenever you hit or miss a bloodied enemy and deal damage to it." The previous text included ongoing damage and other damaging effects. This correction clarifies the intent.

Benefit: When you use a divine power that allows a target to spend a healing surge, the target regains additional hit points equal to 1d6 + your Charisma modifier. The additional hit points increase to 2d6 + your Charisma modifier at 11th level, and to 3d6 + your Charisma modifier at 21st level.

Also, whenever you hit or miss a bloodied enemy and deal damage to it, you are stunned until the end of your next turn.

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.

Beatific Healer

Page 140: In the Benefit entry replace "use a divine healing power," with "let an ally spend a healing surge to regain hit points using a divine healing power." This change limits the potency of surgeless healing, such as with *astral seal*.

Benefit: When you let an ally spend a healing surge to regain hit points using a divine healing power, add your Charisma modifier to the hit points the recipient regains.

Fist of Heaven

Page 141: In the Benefit entry, add "against your avenger powers and your avenger paragon path powers." This saving throw limitation is part of a larger effort to mitigate the use of saving throw penalties to lock down enemies for the duration of an encounter.

Benefit: Your *oath of enmity* target takes a –2 penalty to saving throws against your avenger powers and your avenger paragon path powers.

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.

Divine Miracle

Page 152: Replace the feature's text with the following text: "The first time you expend your last remaining encounter attack power during an encoun-ter, you regain the use of one encounter attack power of your choice." This change is necessary to prevent recursive attacks through action-granting powers, such as *trip up, follow-up blow,* and *steal time.*

Divine Miracle (30th level): The first time you expend your last remaining encounter attack power during an encounter, you regain the use of one encounter attack power of your choice.

PRIMAL POWER

WHIRLING FRENZY

Page 11: In the Miss entry, replace "1d6" with "1d6, with no modifiers." This change ensures that a character isn't taking damage from his or her feats, enhancement bonus, and features that grant bonuses to damage rolls.

Whirling Frenzy	Barbarian Attack 1

Someone will bleed after every strike of this frenzy. You prefer to see your enemy's blood but are prepared to see your own.

Encounter ✦ Primal, Weapon
Standard Action   **Close** burst 1
Requirement: You must be wielding two melee weapons.
Target: Each creature in burst
Attack: Strength vs. AC (main weapon)
  Whirling Slayer: The attack can target Reflex instead of AC.
Hit: 1[W] + 1[W] (off-hand weapon) + Strength modifier damage.
Miss: You take 1d6 damage, with no modifiers.

RAGE OF THE CRIMSON HURRICANE

Page 14: Replace the third sentence of the Effect entry with the following text: "Until the rage ends, the first time you hit an enemy with a primal melee power each turn, each enemy adjacent to you after the attack is resolved takes damage equal to your Strength modifier." This update clarifies that the intent of the power is to allow you to deal damage to all enemies adjacent to you only once per turn, even if a power allows you to attack multiple times.

Rage of the Crimson Hurricane	Barbarian Attack 5

Your swing arcs around you, and rage transforms you into a swirling storm of death, dangerous to any enemy near you.

Daily ✦ Primal, Rage, Weapon
Standard Action   **Close** burst 1
Target: Each enemy in burst
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Effect: Each target takes ongoing 5 damage (save ends). You enter the rage of the crimson hurricane. Until the rage ends, the first time you hit an enemy with a primal melee power each turn, each enemy adjacent to you after the attack is resolved takes damage equal to your Strength modifier.

BLOOD-SPATTERED FURY

Page 25: In the Hit entry, replace "1[W] extra damage" with "1d10 extra damage." This update preserves the power's intent: causing the barbarian and the target to deal extra damage to each other, whether or not they're using weapon powers.

Blood-Spattered Fury	Ancestral Weapon Attack 11

You explode in violence, striking out and drawing your enemies' wrath.

Encounter ✦ Primal, Weapon
Standard Action   **Close** burst 2
Target: Each enemy you can see in burst
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you mark the target until the end of your next turn. Until the mark ends, you and the target deal 1d10 extra damage against each other.

CERTAIN SAVAGERY

Page 27: Replace the second sentence of the feature with the following text: "If you miss every target, you don't expend rage strike. In addition, when you miss with rage strike, you don't deal half damage." This change takes into account the Explosive Rage feat, which makes rage strike a close attack.

Certain Savagery (11th level): You don't need to be raging to use *rage strike*. If you miss every target, you don't expend *rage strike*. In addition, when you miss with *rage strike*, you don't deal half damage.

CREEPING DOOM

Page 50: Add "but you" after "Any creature" in the Effect entry. Without this qualification, it is difficult for the druid to avoid harming him- or herself with the power's zone.

Creeping Doom	Druid Attack 25

At your command, biting and stinging vermin spill forth to consume your enemies.

Daily ✦ Implement, Primal, Zone
Standard Action   **Close** burst 1
Effect: The burst creates a zone of vermin that lasts until the end of your next turn. Any creature but you that starts its turn within the zone takes 10 damage and grants combat advantage until the start of its next turn. As a move action, you can move the zone 3 squares. When the zone appears, make the following attack. As a standard action, you can repeat the attack.
  Target: Each creature within the zone or adjacent to it
  Attack: Wisdom vs. Reflex
  Hit: 2d8 + Wisdom modifier damage, and the target is dazed until the end of your next turn.
Sustain Minor: The zone persists, and you can increase its size by 1 to a maximum of burst 5.

WORLD SPEAKER'S COMMAND

Page 65: Above the Attack entry, add a Target entry that reads "Target: The triggering enemy." The power lacks a Target entry.

World Speaker's Command — Shaman Feature

The voices and growls of primal spirits cascade on your foe, stopping it in its tracks.

At-Will ✦ Implement, Primal, Spirit
Opportunity Action   Melee spirit 1
Trigger: An enemy leaves a square adjacent to your spirit companion without shifting
Target: The triggering enemy
Attack: Wisdom vs. Will
Hit: The target stops moving and must use a different action to resume moving.

Eagle Summons the Fire

Page 82: Replace the class feature with the following text: "You can determine line of sight and line of effect for ranged attacks and area attacks from your spirit companion." The feature's original text was too difficult to interpret. This revision represents the intent.

Eagle Summons the Fire (11th level): You can determine line of sight and line of effect for ranged attacks and area attacks from your spirit companion.

Spring's Dawning

Page 85: Delete the second sentence of the Hit entry. Add an Effect entry below the Hit entry that reads: "Effect: The first time you hit a target when you use this power, each ally can make a saving throw with a +2 power bonus." The power's intent is to grant a saving throw to each ally once. As a close attack, the effect on the Hit entry might trigger multiple times. This change ensures that the effect occurs only once each time you use the power.

Spring's Dawning — Warrior of Spring Attack 11

The light of spring erupts from the spirit world, searing your foes and providing a beacon of hope to your allies.

Encounter ✦ Implement, Primal, Radiant, Spirit
Standard Action   Close burst spirit 1
Target: Each enemy in burst
Attack: Wisdom vs. Will
Hit: 3d6 + Wisdom modifier radiant damage.
Effect: The first time you hit a target when you use this power, each ally can make a saving throw with a +2 power bonus.

Form of the Thunderstorm

Page 106: In the nested attack power below the Effect entry, add "Standard Action" as the action type and add "Melee weapon" as the attack type and range. This information is missing from the power's original text.

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. Reflex
Hit: 3[W] + Strength modifier thunder damage, and you push the target 5 squares. Until the end of your next turn, the target is stunned, and the target and each enemy adjacent to it are marked.

Hide Armor Expertise

Page 137: Replace the feat's Benefit entry with the following text: "While wearing hide armor, you can gain a +2 bonus to AC instead of using your Dexterity or Intelligence modifier to determine your AC."

Benefit: While wearing hide armor, you can gain a +2 bonus to AC instead of using your Dexterity or Intelligence modifier to determine your AC.

Primal Breath

Page 140: In the Benefit entry, add "until the end of your next turn" to the end of the sentence. The effect lacks a duration.

Benefit: When you use your *dragon breath* racial power, you can choose to mark each target until the end of your next turn.

Rites of Spirits' Blood

Page 141: Replace the second sentence of the Benefit entry with the following text: "When you use your *infernal wrath* racial power, you gain a +2 power bonus to damage rolls against the target until the end of your next turn." This update syncs up this text with the revision to *infernal wrath*.

Benefit: Your bonus to attack rolls from your Bloodhunt racial trait increases to +2. When you use your *infernal wrath* racial power, you gain a +2 power bonus to damage rolls against the target until the end of your next turn.

Sudden Call

Page 142: In the Benefit entry, replace "You" with "Once per encounter, you." The feat duplicates the Nimble Spirit feat from *Player's Handbook 2*. This change ensures that the feats have different benefits.

Benefit: Once per encounter, you can use your *call spirit companion* power as a free action on your turn.

Targeted Assault

Page 142: On the Benefit line, replace "any creature marked by 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.

Explosive Rage Strike

Page 143: Replace the second sentence of the Benefit entry with the following sentence: "If you do so, the power becomes a close burst 1 that targets each enemy that you can see in the burst." This change clarifies how changing rage strike into a close burst affects the power's Target entry.

Benefit: When you use *rage strike*, you can reduce the damage it deals by 2[W]. If you do so, the power becomes a close burst 1 that targets each enemy that you can see in the burst.

Primal Prison

Page 158: In the second sentence of the third paragraph, replace "unconscious" with "asleep, if the creature is capable of sleep" This change allows a Dungeon Master to have the bandwith to adjudicate the effect instead of requiring a specific duration on the unconscious condition.

You choose whether the subject ages while imprisoned, and the subject is unaware of its surroundings. Destroying the imprisoning object releases the subject, who appears in the object's space, bloodied and asleep, if the creature is capable of sleep. You know if the object is destroyed, regardless of your distance from it.

DRACONOMICON: METALLIC DRAGONS

WING FLURRY

Page 162: Replace the power's melee icon (M) with the close attack icon (C). The melee icon is incorrect.

> ✥ **Wing Flurry** (immediate reaction, when an enemy misses the dragon with a melee or close attack; at-will)
> Close burst 2; +14 vs. Fortitude; 1d8 + 6 damage, and the dragon pushes the target 2 squares.

ADULT ORIUM DRAGON

Page 170: In the *frightful presence* power, replace "+15 vs. Will" with "+18 vs. Will." The power's attack bonus is low and inconsistent with the other orium dragons' attack bonuses.

> ✥ **Frightful Presence** (standard; encounter) ✦ **Fear**
> Close burst 5; targets enemies; +18 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

ELDER ORIUM DRAGON

Page 171: In the *frightful presence* power, replace "+19 vs. Will" with "+25 vs. Will." The power's attack bonus is low and inconsistent with the other orium dragons' attack bonuses.

> ✥ **Frightful Presence** (standard; encounter) ✦ **Fear**
> Close burst 10; targets enemies; +25 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

ANCIENT ORIUM DRAGON

Page 171: In the *frightful presence* power, replace "+18 vs. Will" with "+33 vs. Will." The power's attack bonus is low and inconsistent with the other orium dragons' attack bonuses.

> ✥ **Frightful Presence** (standard; encounter) ✦ **Fear**
> Close burst 10; targets enemies; +33 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

MERCURY DRAGON WYRMLING LORE

Page 180: Add "Nature" before "DC 12" on the first line of the paragraph. The check lacks an associated skill.

Nature DC 12: A mercury dragon wyrmling's lair has many small tunnels and narrow passageways filled with noxious gases from deep underground.

SILVARA

Page 214: In the Saving Throw entry, replace "+2" with "+5." The +2 bonus is a typo.

> **Initiative** +19 **Senses** Perception +23; darkvision
> **HP** 908; **Bloodied** 454; see also *bloodied breath*
> **AC** 40; **Fortitude** 37, **Reflex** 36, **Will** 36
> **Resist** 30 cold
> **Saving Throws** +5
> **Speed** 8, fly 8 (hover), overland flight 15
> **Action Points** 2

ENCOUNTERS WITH THE OLD MAN

Page 205: In the first sentence of the fifth paragraph of the section, replace "against Bahamut while he" with "in which Bahamut." The original text is confusing, because it discusses a fight against Bahamut. The rest of the paragraph addresses XP awards while Bahamut is fighting alongside the characters. This change clarifies the intent.

Although a fight in which Bahamut is at the characters' side is a good tactical test, it's not worth the full XP award for an encounter ten levels higher.

THE OLD MAN WITH THE CANARIES

Page 206: In the *Bahamut's blessing power*, add "until the end of the target's next turn" to the end of the power. The effect lacks a duration.

> **Bahamut's Blessing** (standard; at-will)
> Ranged 30; two targets; each target gains a +10 bonus to attack rolls, a +10 bonus to skill checks, and a +10 bonus to damage rolls until the end of the target's next turn.

PLANE BELOW

CRYSTAL OF EBON FLAME

Page 44-45: In the artifact's first power, delete the Implement keyword. It is unnecessary. Also, replace "Immediate Reaction" with "Free Action." This change increases the power's usability, because as an immediate action, the power is not usable during a character's turn, when the trigger is most likely to occur.

> **Power (Encounter ✦ Healing):** Free Action. *Trigger:* You reduce a creature within 10 squares of you to 0 hit points. *Effect:* You can spend a healing surge or make a saving throw against each effect on you that a save can end. The triggering creature is utterly destroyed. It crumbles to dust and cannot be restored to life with the Raise Dead ritual. (Epic destiny powers that allow a return from death, or other magic of similar potency, still function.)

ENTROPIC SHIFT

Page 157: In the power, replace "+20 vs. Will" with "+27 vs. Will." The attack bonus is too low.

> ⟲ **Entropic Shift** (move; at-will) ✦ **Teleportation**
> Close burst 10; targets two creatures in burst; +27 vs. Will (no attack roll required against an ally); Skirnex teleports the targets, swapping their positions.

PLAYER'S HANDBOOK RACES: DRAGONBORN

DRAGON AURA

Page 12: Delete the zone keyword. In the Target entry, replace "in blast" with "in burst." This change corrects the keywords and syncs up the Target entry with the Attack Type entry.

Dragon Aura	Ninefold Master Attack 11

The innate energy of your draconic breath forms a shield around you, pushing your enemies away.

Encounter ✦ Arcane, Implement; Varies
Standard Action   **Close burst 1**
Target: Each creature in burst
Attack: Intelligence or Charisma vs. Fortitude
Hit: 3d6 + Intelligence or Charisma modifier damage, and you push the target 1 square. The damage is the same type as any type you can deal with your dragon breath.

CONCUSSIVE BREATH

Page 25: In the Prerequisite entry of the feat, replace "Thunder Breath feat" with "Thundering Breath feat." The name of the feat is incorrect in the entry.

Prerequisite: 21st level, dragonborn, dragon breath racial power that deals lightning damage, Thundering Breath feat

Benefit: Your dragon breath deals thunder and lightning damage. Each target hit by your dragon breath is dazed until the end of your next turn, and you push the target a number of squares equal to your Constitution modifier.

BLOODLETTING WEAPON

Page 26: Add 1 to the level 14 and the level 19 enhancement bonuses in the item's price section. The enhancement bonuses are too low.

Bloodletting Weapon			Level 14+

The jagged blade of this oversized sword can inflict a truly horrible wound.

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		

Weapon: Heavy blade
Enhancement: Attack rolls and damage rolls
Critical: Ongoing 10 damage (save ends)
   Level 24 and 29: Ongoing 20 damage (save ends)
Property: Whenever you use a weapon power that deals ongoing damage or score a critical hit with this weapon, the target takes a –4 penalty to the first saving throw against that ongoing damage.
   Level 24 and 29: -6 penalty.

ARKHOSIAN SCEPTER

Page 27: In the item's power, replace "Level 25 or 30" with "Level 22 or 27." The power's level enhancements do not match the levels of the implement's enhancement bonuses.

Arkhosian Scepter			Level 12+

This silver scepter has a dragon's head carved at one end. Its magic focuses and enhances the power of your dragon breath.

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		

Implement (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: You can apply the enhancement bonus of this item to the attack rolls and damage rolls of your dragon breath power, even if you can't normally use rods as implements.
Power (Daily): Free Action. Use this power as you use your dragon breath power. Your dragon breath becomes an area burst 1 within 10 squares for this attack.
   Level 22 or 27: Area burst 2.

MARTIAL POWER 2

BRAWLER STYLE

Page 6: In the Brawler Style section, add "or grabbing a creature" after "is free" in the first sentence. This change reflects the feature's original intent, which is to supplement the brawling fighter's defenses because it cannot benefit from a normal shield. This revision also prevents the brawling fighter's defenses from going up and down from round to round.

Brawler Style: While you wield a weapon in your primary hand and your off hand is free or grabbing a creature (see the sidebar), you gain a +1 bonus to AC and a +2 bonus to Fortitude.

BRAWLER STYLE

Page 6: Replace the second paragraph of the Brawler Style section with the following text. In addition, delete the third paragraph. This change ensures that a character benefitting from this class feature isn't gaining an enhancement bonus to attack rolls from another source, such as the monk's ki focus.

In addition, you gain a +2 enhancement bonus to the attack rolls of unarmed attacks and a +2 bonus to the attack rolls of grab attacks and attacks to move a creature you're grabbing. These bonuses increase to +4 at 11th level and +6 at 21st level.

CRUSHING FOOT

Page 11: In the Hit entry, add "on its turn" after "cannot move." This update clarifies the duration of the target's inability to move after you hit it each time.

Crushing Foot	Fighter Attack 5

You grab your foe and smash it to the ground. You then place your foot on its neck to keep the creature down.

Daily ✦ Invigorating, Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. Fortitude
Hit: 2[W] + Strength modifier damage. Until the end of the encounter, the target cannot move on its turn if it was grabbed by you at the start of its turn.
Miss: 1[W] + Strength modifier damage.
Effect: You knock the target prone.

DERVISH'S CHALLENGE

Page 11: In the Action Type entry, replace "Minor" with "Standard." Replace the range with "Melee weapon." The action type and range were incorrect.

Dervish's Challenge	Fighter Attack 5

You hold your weapons close to your body, prepared to strike out when an enemy leaves you an opening.

Daily ✦ Martial, Stance, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding two melee weapons.
Target: One creature
Attack: Strength vs. AC (main weapon)
Hit: 3[W] + Strength modifier damage.
Effect: Until the stance ends, whenever you are wielding two weapons and make a melee basic attack against a creature as an immediate action or an opportunity action, you can make a melee basic attack with your off-hand weapon against that creature as a free action.

STEEL CHALLENGE

Page 28: Add the following sentence at the end of the feature's current text: "The mark lasts until the end of the enemy's next turn." The marked condition lacked a duration.

Steel Challenge (11th level): Whenever an enemy misses you with a melee attack, you can mark that enemy as a free action. The mark lasts until the end of the enemy's next turn.

THROW AND STAB

Page 33: In the Flavor Text entry, delete "it or." Replace the Effect entry with the following text: "You move up to your speed and make a melee basic attack against a creature other than the target." The power yielded too much damage against a single target.

Throw and Stab	Ranger Attack 1

You fling a weapon at one foe and then charge another enemy.

At-Will ✦ Martial, Weapon
Standard Action **Ranged** weapon
Requirement: You must be wielding both a thrown weapon and a melee weapon.
Target: One creature
Attack: Strength vs. AC (thrown weapon)
Hit: 1[W] damage.
 Level 21: 2[W] damage.
Effect: You move up to your speed and make a melee basic attack against a creature other than the target.

SNARLING WOLF STANCE

Page 36: In the first sentence of the Effect entry, replace "opportunity action" with "immediate reaction." As an opportunity action, this power lets you attack and then shift out of range, potentially negating the triggering attack.

Snarling Wolf Stance — Ranger Attack 5

Like an animal backed into a corner, you become deadlier in your desperation.

Daily ✦ Martial, Stance
Minor Action   **Personal**
Effect: Until the stance ends, whenever an enemy hits or misses you with a close or a melee attack, you can make a melee basic attack against it as an immediate reaction. You can then shift 3 squares but must not end the shift adjacent to any enemy.

HOBBLE

Page 61: Delete the Reliable keyword. The power already has an Effect entry and does not need the keyword for balance.

Hobble — Rogue Attack 5

You slash at your foe with a brutal attack that cripples it.

Daily ✦ Martial, Weapon
Standard Action   **Melee or Ranged weapon**
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage.
Effect: You knock the target prone. The target can't stand up (save ends).

KISS OF DEATH

Page 71: In the second sentence of the Effect entry, replace "a free action" with "an opportunity action." This change prevents a character's attack as a result of this power from being recursive.

Kiss of Death — Rogue Attack 29

You promise death to a nearby foe. Then you take advantage of your allies' attacks to deliver it.

Daily ✦ Martial, Stance
Minor Action   **Personal**
Requirement: You must be wielding a light blade.
Effect: Choose one creature adjacent to you. Until the stance ends, whenever the chosen creature is adjacent to you and takes damage from a melee or a ranged attack while you are wielding a light blade, you can make a melee basic attack against it as an opportunity action. In addition, your basic attacks against the target gain the rattling keyword.

INSIGHTFUL PRESENCE

Page 82: At the end of the feature, replace "end of your next turn" with "start of his or her next turn." This fix ensures that a character gains the benefit of the feature for a full round.

Insightful Presence: When any ally who can see you spends an action point to take an extra action, that ally gains a bonus to all defenses equal to half your Wisdom modifier or half your Charisma modifier until the start of his or her next turn.

INTUITIVE STRIKE

Page 83: In the Hit entry, replace "a bonus to the attack roll equal to 1 + your Wisdom or Charisma modifier instead of the normal +2 bonus" with "a +2 power bonus to the attack roll." At higher level, the previous Hit entry's text virtually guarantees a hit when used by a warlord build that has a high Wisdom or Charisma. This change brings the bonus to attack rolls in line with expectations for at-will attack powers.

Intuitive Strike — Warlord Attack 1

Your strike puts your opponent off guard, allowing your allies to better exploit the enemy's openings.

At-Will ✦ Martial, Weapon
Standard Action   **Melee weapon**
Target: One creature
Attack: Strength vs. Will
Hit: 1[W] damage. Until the start of your next turn, any ally who attacks the target and has combat advantage against it gains a +2 power bonus to the attack roll.
Level 21: 2[W] damage.

CREATE A TARGET

Page 85: In the last sentence of the Hit entry, replace "as a free action" with "as an opportunity action." This change limits chains of attacks that use forced movement to kill an enemy in a single turn.

Create a Target — Warlord Attack 1

You swing at your foe, shoving it into the line of fire. The creature then continues to stagger around, disoriented and vulnerable.

Daily ✦ Martial, Weapon
Standard Action   **Melee weapon**
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Intelligence modifier. Whenever a pull, a push, or a slide forces the target to move, one of your allies can make a basic attack against the target as an opportunity action (save ends).
Miss: Half damage, and you push the target 1 square.

RESOURCEFUL TRIUMPH

Page 95: In the Hit entry, replace "your turn" with "its turn." The power's previous duration prevents the stunned condition from affecting the target for the intended duration.

Resourceful Triumph — Warlord Attack 27

Time seems to slow as you regard your foe. Then, deciding on the best place to strike, you deliver a potent attack.

Encounter ✦ Healing, Martial, Weapon
Immediate Reaction   **Melee weapon**
Trigger: An enemy hits your ally
Target: The triggering enemy
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and the target is stunned until the end of its next turn.
Effect: The ally who was hit can spend a healing surge.

Black Hood Student

Page 112: In the Associated At-Will Powers entry, replace "*furious smash*" with "*wolf pack tactics*." *Furious smash* does not gain a benefit from the feat because it does not have a damage roll.

Benefit: You gain a +2 feat bonus to Intimidate checks.

When you are attacking with a two-handed axe and you deliver a coup de grace against an enemy, your attack deals 1[W] extra damage against that enemy.

When you are attacking with a two-handed axe and you hit an enemy with a power associated with this feat, you gain a +2 bonus to the damage roll if that enemy is slowed, or a +5 bonus to the damage roll if that enemy is helpless or immobilized.

Associated At-Will Powers: *wolf pack tactics* (warlord *PH*), *marauder's rush* (ranger *MP2*), *sure strike* (fighter *PH*)

Steel Vanguard Captain

Page 130: In the table, replace *phalanx assault* with *fierce reply*, and change the source and page number to "MP2 88." *Phalanx assault* requires the use of a shield, meaning it cannot be used with this feat because this feat applies only when wielding two-handed weapons.

Benefit: When you are attacking with a two-handed heavy blade and you have proficiency with that weapon, you gain the following benefit.

When attacking with a power associated with this feat, you can score a critical hit on a roll of 19–20.

Level	Associated Encounter Power	Source
3rd	Hold the line	*PH* 146
7th	Fierce reply	*MP2* 88

Armored Warlord

Page 131: In the Prerequisite entry, add ", proficiency with chainmail" to the end of the list of prerequisites. This update prevents a hybrid warlord from bypassing other armor requirements and prevents the archer warlord from too easily regaining the proficiency it was supposed to forgo as part of its Archer Warlord class feature.

Prerequisite: Warlord, Battlefront Leader class feature, proficiency with chainmail

Benefit: You gain proficiency with scale armor, and you increase your number of healing surges by one.

Brawler Guard

Page 131: At the end of the feat's Benefit entry, add "or grabbing a creature." This change reflects the feat's original intent, which is to supplement the brawling fighter's defenses because it cannot benefit from a normal shield. This revision also prevents the brawling fighter's defenses from going up and down from round to round.

Benefit: You gain a +1 shield bonus to AC and Reflex while you wield a weapon in one hand and your other hand is free or grabbing a creature.

Explosive Leader

Page 133: In the Prerequisite entry, replace "*earthshock*, *firepulse*, or *promise of storm*" with "*earthshock* or *firepulse*." In the Benefit entry, replace the first comma with "or" and delete ", *or promise of storm*." *Promise of storm* is not an attack power, so you cannot hit an enemy with it.

Prerequisite: Genasi, warlord; *earthshock* or *firepulse*

Benefit: When you hit an enemy using your *earthshock* or *firepulse* racial power, your allies gain a +2 bonus to attack rolls against that enemy until the end of your next turn.

Warforged Superiority

Page 140: In the Benefit entry, delete "granted by Combat Superiority." Combat Superiority does not grant opportunity attacks, so the text is meaningless. Combat Superiority remains a prerequisite of the feat, though.

Benefit: Whenever you hit a creature with an opportunity attack, you also knock that creature prone.

Warpath Leader

Page 140: Add "until the end of that turn" to the end of the Benefit entry. This update adds a duration to the feat's bonus.

Benefit: Any ally who starts his or her turn within 5 squares of you gains a +2 feat bonus to his or her speed when charging until the end of that turn.

Improved Battlefield Shift

Page 143: In the Benefit entry, replace "battlefield shift" with "battlefront shift." The name of the power is incorrect.

Benefit: Your *battlefront shift* power targets one additional character.

Shift the Field

Page 145: In the Benefit entry, replace "battlefield shift" with "battlefront shift." The name of the power is incorrect.

Benefit: Your *battlefront shift* power becomes a close burst 5 and targets you and each ally in the burst.

Versatile Rogue

Page 145: In the Prerequisite entry, add "Rogue Tactics class feature" after "rogue." This update changes the feat to reflect the original intent. The feat is not intended to give multiclassing characters access to Rogue Tactics.

Prerequisite: 21st level, human, rogue, Rogue Tactics class feature

Benefit: You gain one additional option from Rogue Tactics.

Sign of Challenge

Page 159: In the power's Usage entry, replace "Encounter" with "Daily." Also, at the end of the Effect entry, add "These benefits last until the end of the encounter." This update gives the power a duration and brings it in line with other level 30 features.

Sign of Challenge (30th level): You gain the *sign of challenge* power.

Sign of Challenge	Star-Favored Champion Feature

Your destiny, spun by your star's course, shows that you will be the one to destroy this foe.

Daily ✦ Martial
Minor Action　　　　**Close** burst 5
Target: One nonminion creature in burst
Effect: Whenever you attack the target, you roll twice and use either result. Whenever you hit the target, each ally you can see gains a +2 bonus to attack rolls against any enemy other than the target until the end of your next turn. These benefits last until the end of the encounter.

PLAYER'S HANDBOOK 3

WORMHOLE PLUNGE

Page 26: In the last sentence of the Effect entry, replace "As a free action" with "Once per round as a free action." This change prevents a character from teleporting a monster vertically over and over again until it dies from falling damage.

Wormhole Plunge	Ardent Attack 1

Your foe falls through a hole in space and appears some distance away from you.

Daily ✦ Psionic, Teleportation, Weapon, Zone
Standard Action   **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier damage.
Miss: Half damage.
Effect: You teleport the target a number of squares equal to your Wisdom modifier, and then one ally adjacent to the target can make a melee basic attack against it as a free action.
    The attack creates a zone in the space that the target vacated. The zone lasts until the end of your next turn. Any creature that starts its turn within 3 squares of the zone is pulled 1 square toward it or into it. Once per round as a free action, you can teleport a creature within the zone 3 squares.

EMPOWERED ARSENAL

Page 27: In the fourth sentence of the Effect entry, add "power" before "bonus to damage rolls." The bonus should have been typed to prevent it from stacking with similar bonuses.

Empowered Arsenal	Ardent Attack 5

Violet energy shimmers around you, lending psionic power to your allies' attacks.

Daily ✦ Psionic, Weapon, Zone
Standard Action   **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier damage.
Effect: The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, your allies gain a power bonus to damage rolls equal to your Constitution modifier, and their melee attacks ignore the insubstantial quality.
Sustain Minor: The zone persists.

FORWARD-THINKING CUT

Page 28: In the Augment 1 section, replace the Effect entry with the following text: "You can shift 1 square and then charge, using this power in place of the charge's melee basic attack." The Special entry in the power prevented a character from using the power when augmented with 1 psionic point. This update changes the power to reflect the intent.

Forward-Thinking Cut	Ardent Attack 7

You fling yourself at your enemy, and your allies attack more mightily in response.

At-Will ✦ Augmentable, Psionic, Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier damage, and each ally adjacent to you gains a +1 power bonus to attack rolls until the start of your next turn.
Special: When charging, you can use this power unaugmented in place of a melee basic attack.
Augment 1
    Effect: You can shift 1 square and then charge, using this power in place of the charge's melee basic attack.
Augment 2
    Effect: One or two allies you can see can each charge creatures other than the target as a free action, with a power bonus to their damage rolls equal to your Constitution modifier.

MINDLINK STRIKE

Page 29: In the Augment 2 section, between the Target entry and the Hit entry, add "**Attack:** Charisma vs. AC." The attack lacked the entry.

Mindlink Strike	Ardent Attack 7

Linking minds with an ally, you coordinate your efforts to confound your foe.

At-Will ✦ Augmentable, Psionic, Weapon
Standard Action   **Melee** 1
Target: One creature
Effect: One ally adjacent to you can make a melee basic attack against the target as an opportunity action. On a hit, you and the ally can each shift as a free action.
Augment 1
    Effect: As above, and the ally gains a +3 power bonus to the damage roll if he or she is marking the target.
Augment 2
    Close burst 1
    Target: Each enemy you can see in burst
    Attack: Charisma vs. AC
    Hit: 1[W] + Charisma modifier damage, and one ally adjacent to the target can make a melee basic attack against it as an opportunity action.

UNCHECKED AGGRESSION

Page 31: In the third sentence of the Effect entry, add "power" before "bonus to damage rolls." In addition, add the following entry after the Effect entry: "**Sustain Minor:** The zone persists." The Sustain entry was missing from the effect, and the bonus should have been typed to prevent it from stacking with similar bonuses.

Unchecked Aggression — Ardent Attack 15

Your anger bleeds out from you, unnerving your enemies and strengthening your allies.

Daily Psionic, Weapon, Zone
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 3[W] + Charisma modifier damage.
Effect: The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. While within the zone, allies gain a power bonus to damage rolls equal to your Constitution modifier, and enemies grant combat advantage.
Sustain Minor: The zone persists.

BLURRED STEP

Page 44: In the Action Type entry, replace "Opportunity Action" with "Free Action (Special)." At the bottom of the power, add the following line: "**Special:** You can use this power only once per turn." This change updates the power to reflect the original intent: A battlemind should be able to shift after the triggering enemy shifts. A battlemind should not be shifting as an opportunity action, which precedes the triggering enemy's shift.

Blurred Step — Battlemind Feature

You bend reality with the power of your mind, flashing across the space between you and your enemy.

At-Will ✦ Psionic
Free Action (Special) **Personal**
Trigger: An adjacent enemy marked by you shifts
Effect: You shift 1 square.
Special: You can use this power only once per turn.

OVERWHELMING LUNGE

Page 51: In the Attack entry, delete "granted by other enemies." This text has no effect, because melee attacks already ignore creatures as cover.

Overwhelming Lunge — Battlemind Attack 13

You lunge forward to attack your enemy, your reach magically extended.

At-Will ✦ Augmentable, Psionic, Weapon
Standard Action **Melee** weapon + 1 reach
Target: One creature
Attack: Constitution vs. AC
Hit: 1[W] + Constitution modifier damage.
Augment 1
  Attack: As above, and you ignore the –2 penalty for attacking an enemy that has cover.
Augment 4
  Hit: 2[W] + Constitution modifier damage. You slide each creature adjacent to the target 1 square and then slide the target 2 squares.

HARMONIOUS THUNDER

Page 66: In the Effect entry, replace "When one of the targets takes damage" with "The first time either one of the targets takes damage during a turn." This

update prevents the damage between the two targets from being recursive.

Harmonious Thunder — Monk Attack 1

You punch one foe, then spin and deliver a kick to another. Thunder rumbles in the distance, rolls closer, and explodes between your two foes.

Daily ✦ Implement, Psionic, Thunder
Standard Action **Melee** touch
Target: One or two creatures
Attack: Dexterity vs. Fortitude
Hit: 3d6 + Dexterity modifier thunder damage.
Miss: Half damage.
Effect: The first time either one of the targets takes damage during a turn, the other target takes thunder damage equal to your Strength modifier. This effect lasts until the end of the encounter or until one of the targets drops to 0 hit points.

SPINNING LEOPARD MANEUVER

Page 66: In the Hit entry, replace "3d8" with "2d6." This update brings this power's damage in line with other powers of the same level.

Spinning Leopard Maneuver — Monk Attack 1

Maintaining perfect balance, you weave a deadly path through the fray, dealing kicks and punches to each foe you pass.

Daily ✦ Implement, Psionic
Standard Action **Melee** 1
Effect: You shift your speed and can make the following attack once against each enemy that you move adjacent to during the shift.
  Target: One enemy
  Attack: Dexterity vs. Reflex
  Hit: 2d6 + Dexterity modifier damage.
  Miss: Half damage.

KINETIC TRAWL

Page 83: Add the Augmentable keyword. The power lacked the keyword.

Kinetic Trawl — Psion Attack 1

You catch your foe in a net of constricting force and draw the foe toward you.

At-Will ✦ Augmentable, Force, Implement, Psionic
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Reflex
Hit: 1d8 + Intelligence modifier force damage, and you pull the target 1 square.
Special: You can use this power unaugmented as a ranged basic attack.
Augment 1
  Hit: 1d10 + Intelligence modifier force damage, and you pull the target a number of squares equal to your Wisdom modifier.
Augment 2
  Hit: 2d10 + Intelligence modifier force damage, and you pull the target a number of squares equal to your Wisdom modifier.

SPACE VORTEX

Page 91: Replace "that you can see" with "within 10 squares of you" at the end of the last sentence of the Hit entry in the Augment 6 section. This update prevents a character from teleporting the target to a distant location, such as a mountain top.

Space Vortex	Psion Attack 23

You tear a momentary vortex in space above your foe and hurl the foe through it.

At-Will ✦ Augmentable, Force, Implement, Psionic, Teleportation
Standard Action   **Ranged** 5
Target: One creature
Attack: Intelligence vs. Reflex
Hit: Intelligence modifier force damage, and you teleport the target to a square within 5 squares of you.
Augment 2
    Hit: 1d12 + Intelligence modifier force damage, and you teleport the target to a square within 5 squares of you.
Augment 6
    Hit: 2d12 + Intelligence modifier force damage, and the target is removed from play. At the end of your next turn, the target reappears in an unoccupied space of your choice within 10 squares of you.

FEYMIRE TRAP

Page 124: In the power's Hit entry, add a "+" between "2d6" and "Wisdom modifier." This update revises the Hit entry to clarify the power's damage.

Feymire Trap	Seeker Attack 13

Your attack causes your enemy to fall through a fold in space and appear elsewhere, hindered by primal spirits.

Encounter ✦ Primal, Teleportation, Weapon
Standard Action   **Melee** or **Ranged** weapon
Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
Target: One creature
Attack: Wisdom vs. AC
Hit: 1[W] + 2d6 + Wisdom modifier damage. You teleport the target 3 squares, and it is slowed until the end of its next turn.

REJUVENATE MIND

Page 157: At the end of the Effect entry, add "Once you use this power, you cannot recover it except by taking an extended rest." This change syncs this power's language up with *epic trick* and prevents it from being used in recursive combinations, such as with the *crescendo sword* power.

REJUVENATE MIND

Rejuvenate Mind	Godmind Utility 26

Light emanates from you as you reach into the collective unconscious and touch a font of mental power.

Daily ✦ Psionic
Minor Action   **Personal**
Effect: You regain either all your power points or the use of all your daily powers, except this one. You also gain a number of temporary hit points equal to your highest ability score. Once you use this power, you cannot recover it except by taking an extended rest.

INSIGHTFUL RIPOSTE

Page 171: Add "power" between "+3" and "bonus." The bonus should have been typed to prevent it from stacking with similar bonuses.

Insightful Riposte	Insight Utility 16

You predict how the enemy will react to your strike and account for it.

Encounter
Free Action   **Personal**
Trigger: You miss with an attack
Effect: You gain a +3 power bonus to the attack roll.

SPOT WEAKNESS

Page 173: Replace "damage rolls" with "your next damage roll." Also, delete "when you hit it." This update ensures that the power is not providing too great of a benefit to attack powers that make multiple attacks against the same target.

Spot Weakness	Perception Utility 10

You pinpoint a weakness and direct your next attack toward it.

Encounter
Minor Action   **Ranged** sight
Target: One creature
Effect: Until the end of your next turn, you gain a +4 power bonus to your next damage roll against the target.

EXCHANGE POWER

Page 180: Replace "transfer 1 power point of yours to that ally" with "lose 1 power point to allow that ally to regain 1 power point." The former text allowed characters to exceed their maximum number of psionic points, which was not the intent.

    Prerequisite: Psion, *send thoughts* power
    Benefit: When you use *send thoughts* to deliver a message to an ally who has power points, you can lose 1 power point to allow that ally to regain 1 power point.

PRIMAL EYE

Page 188: In the Benefit entry, replace "Intelligence" with "Strength." The seeker's secondary ability scores are Dexterity and Strength, so this feat should match them.

Prerequisite: 11th level, seeker

Benefit: You add your Dexterity or Strength modifier to damage rolls when you make ranged basic attacks.

Psychokinetic Weapon

Page 202: In the item's power, add the following sentence after the first sentence of the power: "If the weapon doesn't have a range specified, its range is 5/10 for this attack." The power's previous text did not define the range of the weapon.

Psychokinetic Weapon		Level 2+

A single thought sends this weapon leaping from your hand to strike a distant foe.

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: +1d8 damage per plus

Power (Encounter ✦ Augmentable): Standard Action. Make a ranged basic attack using this weapon, even if it doesn't have the light thrown or the heavy thrown property. If the weapon doesn't have a range specified, its range is 5/10 for this attack. The weapon returns to your hand after the attack.

Augment 2: The attack deals 1[W] extra damage.

Ki Focuses

Page 203: In the second sentence of the second paragraph, delete "or if you die." In addition, at the end of the third paragraph, add "or you are dead." This section describes how if a monk dies, he or she loses ki focus attunement. This rule means that a monk that has an epic destiny or some other ability to return to life during combat comes back without an enhancement bonus. This change ensures that the monk is still effective in battle after returning to life.

When you attune yourself to a ki focus, you draw on magic within it to shape your ki. This attunement is temporary, fading away if you attune yourself to a different ki focus. The ki focus that you're attuned to occupies your ki focus item slot.

To attune yourself to a ki focus, you must have the item on your person during a short or an extended rest. Whenever you take a rest, you can attune yourself to a ki focus in your possession, but you can be attuned to only one ki focus at a time. Also, only one creature at a time can be attuned to a particular ki focus. Once you attune yourself to a ki focus, no one else can attune to it until you are no longer attuned to it or you are dead.

Aversion Staff

Page 210: In the Property entry, add "item" between "+2" and "bonus." This update brings the item's property in line with other items' damage bonuses

Aversion Staff		Level 2+

While you wield this staff, any foe afflicted by your powers is reluctant to attack you.

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: +1d8 damage per plus
Property: You gain a +2 item bonus to all defenses against attacks from enemies that are subject to effects caused by you.

PLAYER'S HANDBOOK RACES: TIEFLINGS

PSYCHIC CORRUPTION OF MALBOLGE
Page 26: Replace the Benefit entry with the text below. This change brings this feat in line with other feats that provide additional damage.

Benefit: After you hit an enemy with an augmented psionic power, that enemy gains vulnerability to the fire and the psychic damage of your powers until the end of your next turn. The vulnerability equals 2 and increases to 4 at 11th level and 6 at 21st level.

HELLFIRE OF MEPHISTOPHELES
Page 27: In the Benefit entry, delete the second sentence. This change removes this feat's ability to assign vulnerabilities and limits a character's ability to capitalize on that vulnerability to deal exorbitant damage.

Benefit: Each time you hit an enemy that has fire resistance, after resolving the attack, reduce the value of the resistance by 5 until the end of the encounter.

HELLFIRE TELEPORT
Page 28: In the Benefit entry, replace "When" with "Once per turn, when." This update revises the feature to prevent misuse with features that allow multiple teleports during a turn.

Benefit: Once per turn, when you teleport, you deal 5 + your Charisma or Intelligence modifier fire damage to each enemy in or adjacent to the square you leave.

HELL'S BURNING MARK
Page 28: Replace the Benefit entry with the following text: "While a creature is marked by you, it has vulnerable 5 fire against your attack powers." This change keeps the feat from making a creature vulnerable to all fire attacks, thereby limiting the potential additional damage the creature takes.

Benefit: While a creature is marked by you, it has vulnerable 5 fire against your attack powers."

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*.

MAGAZINES

Some of these changes might also affect *Dragon Annual* and *Dungeon Annual*.

DRAGON

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".

Twofold Pact, page 20
In the second sentence, replace "both pacts" with "that pact." This change ensures that a warlock hybrid isn't using this feat to gain the at-will power and pact boon of both his or her original pact and the new pact.

Caiphon's Guidance, Page 24
Replace the feature's text with the following text "Your fear or radiant warlock powers and student of Caiphon powers score critical hits on rolls of 18–20." The expanded critical range should apply to radiant or fear powers (as opposed to powers that have both keywords), but it should not apply to other class' powers. This limits players from taking the paragon just to gain the generous critical range.

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

Flickering Shroud, Page 38
In the Benefit entry, delete "saving throws." The text is incorrect.

Claw Fighter, Page 54
Replace the feat's Benefit text with the following text, incorporating the December changes. This change revises the claws to have the off-hand property, synchronizing it with the monk and resolving issues with how it is possible to wield two non-off-hand weapons. However, this change does fix issues with the swordmage, which requires a hand free to gain the benefit of its aegis. As the text stands, a gnoll with this feat cannot gain the +3 benefit of the aegis because it is considered to always have a weapon in each hand.

"When you make a weapon attack, you can use your claw, which is a weapon in the light blade weapon group. This weapon has the off-hand weapon property and a +3 proficiency bonus, and it deals 1d6 damage. While you aren't holding anything, you are considered have this weapon in each hand. You can enchant and disenchant your claws. When you disenchant your claws, they do not turn to dust. "

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 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.

Hell's Implement, Page 55
In the Benefit entry, replace the text with "You can use a polearm as a warlock implement." This change synchronizes this feat with *Player's Handbook 3* clarifications to implements and weapons.

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.

Lingering Cold, Page 45
In the second sentence of the feature, replace "-5" with "-2." In addition, in the third sentence of the feature, replace "vulnerable cold 15" with "vulnerable 10 cold." Both changes reduce the strength of this feature. The saving throw limitation is part of a larger effort to mitigate the use of saving throw penalties to lock down enemies for the duration of an encounter. The vulnerability adjustment prevents high damage yield with *frost weapon* and similar damage-changing effects.

Frozen in Ice, Page 45
Inside the parentheses at the end of the feature, replace the text with "save ends." This change reduces the feature's strength, preventing the ability to effectively kill any creature.

DRAGON 374
White Lotus Master Riposte, page 21
Replace the feat's Benefit entry with the following text: "If you hit an enemy with an arcane at-will attack power and the enemy then attacks you before the start of your next turn, you can use an immediate reaction to repeat the at-will attack against that enemy alone, but only if the enemy is not marked by you." This change prevents a Catch-22 with swordmage marking. It also allows a character to target only the attacker if he or she uses a close or area at-will arcane power. In other words, even if other creatures are in the area of effect of a close or an area attack, the power targets only the triggering enemy.

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.

Winter Winds, page 64
Replace "When" with "Once per turn, when." This update revises the feature to prevent misuse with features that allow multiple teleports during a turn.

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*.

DRAGON 376
Windrise Ports Regional Benefit, page 48
In the background's text, replace the first sentence with the following text: "You add one additional skill to your list of class skills when you select this background." This change brings the background in line with other backgrounds and helps limit excessive multiclassing.

DRAGON 380
Extra Corrupt Manifestation, Page 20
In the second sentences of the Benefit entry and Special entry, replace "corrupt manifestation" with "elemental manifestation." This change allows a character with the feat to switch between corrupt and noncorrupt manifestations.

DRAGON 381
Winged Horde, Page 66
In the Hit and Level 21 entries, delete "+ Intelligence modifier." This change reduces the strength of the power to compensate for its other benefits, such as the power's effect and its ability to target only enemies. This revision makes other wizard powers more competitive choices when compared to this power.

Frost of Letherna, Page 71
In the power's Effect, add "until the end of its next turn" to the end of the second sentence, and delete the last sentence. This change reduces the power's strength and prevents the immobilization from being recursive.

Dice of Auspicious Fortune, Page 83
In the item's encounter power, replace the Effect line with the following text: "When you make an attack, instead of making an attack roll, you can use one of the results stored in the dice. Using the result removes the stored result from the dice." This change

limits the item's strength by removing the ability to reroll and to know whether or not an attack will hit.

DRAGON 382
More Toys for Asssassins, page 31: In the second sentence of the second paragraph, delete "or if you die." In addition, at the end of the third paragraph, add "or you are dead." This section describes how if an assassin dies, he or she loses ki focus attunement. This rule means that an assassin that has an epic destiny or some other ability to return to life during combat comes back without an enhancement bonus. This change ensures that the assassin is still effective in battle after returning to life.

DUNGEON

DUNGEON 160
Longsword of Summer (called also Weapon of Summer), Page 96
Replace the text on the Property line with the following text: "You gain a +3 item bonus to damage rolls made with this weapon. This bonus damage is fire damage." This change brings the weapon in line with damage expectations.