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.

Mounts Table

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

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

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.

STOP

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

Stop

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

BLASTPATCH

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

ADDERGREASE ARMOR

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

ARMOR OF DURABILITY

Page 40: The granted bonus to surge value is now an item bonus.

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."

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.

FLICKERSIGHT ARMOR

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

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."

ROBE OF BLOODWALKING

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

Robe of Contingency

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

Robe of Defying Storms

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

Shared Suffering Armor

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

Skeletal Armor

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

Spiritlink Armor

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

Stalker's Armor

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

Veteran's Armor

Page 55: Remove the item's power.

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."

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.

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.

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.

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."

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.

Jagged Weapon

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

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.

Pact Hammer

Page 74: Remove the second property.

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.

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.

Swiftshot Weapon

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

Tigerclaw Gauntlets

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

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.

Symbol of Mortality

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

Symbol of the Warpriest

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

Orb of Impenetrable Escape

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

Orb of Mental Dominion

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

Orb of Ultimate Imposition

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

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.

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 the Infernal

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

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.

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.

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 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.

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.

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."

Flame Bracers

Page 117: The bracers' property no longer requires the attack to be a melee attack, and the bracers' power no longer requires the attack to be a weapon attack or that you must make the attack before the end of your next round.

Manticore Shield

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

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.

IMPENETRABLE BARDING

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

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.

GIANT GLOVES

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

GLOVES OF ELDRITCH ADMIXTURE

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

GLOVES OF STORING

Page 134: This item's property has been reformatted into two at-will powers using a minor action each.

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*.

VAMPIRIC GAUNTLETS

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

COIF OF MINDIRON

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

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*.

PHRENIC CROWN

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

TELEPATHY CIRCLET

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

ABYSSAL ADORNMENT

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

AMULET OF THE UNBROKEN

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

CHOKER OF ELOQUENCE

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

CLOAK OF DISTORTION

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

GORGET OF RECIPROCITY

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

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.

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.

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.

GIRDLE OF THE DRAGON

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

GIRDLE OF THE UMBER HULK

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

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.

TOTEMIC BELT

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

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.

GOLDEN SPADE

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

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.

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."

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.

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.

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 (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 (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 (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 (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 (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 (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 (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 (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 (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.

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.

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.

Enchanting Items

Page 198: The Enchant Magic Item cannot be used to change a magic item into a different magic item. For instance, the example in the text is incorrect; you cannot turn a *+1 longsword* into a *+1 flaming longsword*. You can still use the ritual to upgrade an item into a higher-level version of itself, as noted in the new version of the ritual.

Item Rarity Changes

Common Items

Absence Amulet
Adamantine Rod
Antivenom
Armor of Resistance
Barbed Baldric
Belt of Resilience
Boots of Equilibrium
Bowl of Purity
Bridle of Conjuration
Brooch of Vitality
Butterfly Sandals
Cap of Water Breathing
Cincture of the Dragon Spirit
Cold Iron Bracers
Contortionist's Cord
Crown of Eyes
Crown of the World Tree
Crystal Ball of Spying
Darkleaf Shield
Dynamic Weapon
Endless Canteen
Feybread Biscuit
Footpad's Friend
Forceful Weapon
Friend's Gift
Gauntlets of blinding strikes
Gloves of the Bounty Hunter
Goliath's Belt
Guardian's Collar
Helm of Opportunity
Herbal Poultice
Horseshoes of Speed
Immovable Shaft
Impenetrable Barding
Invulnerable Case
Lamp of Discerning
Lancing Gloves
Lens of Reading
Life Charm
Muleback Harness
Overreaching Weapon
Pact Hammer
Paired Weapon
Pelaurum Armor
Periapt of Recovery
Phylactery of Divinity
Polyglot Gem
Potion of Resistance
Potion of Spirit

Common Items continued

Potion of Vigor
Pouch of Platinum
Prime Shot Weapon
Reinforcing Belt
Retribution Weapon
Rod of Brutality
Rogue's Belt
Saddle of Strength
Sail of Winds
Sandals of Precise Stepping
Silent Tool
Slick Armor
Starlight Goggles
Stonemeal Biscuit
Striking Staff
Stylus of the Translator
Sure Shot Gloves
Swimtide Harness
Tactician's Armor
Tumbler's Shoes
Unguent of Darkvision
Vicious Rod
Vision Sand
Watchful Ruby Eye
Weapon of Healing
Wildleaf Armor
Wrestler's Gloves

Rare Items

Boots of Teleportation
Headband of Intellect
Opal Ring of Remembrance
Ring of the Dragonborn Emperor

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*.

HERO'S ARMOR
Page 9: The armor now works with any armor, not just chain. The healing keyword was also removed.

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.

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.

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.

GREAT HUNGER WEAPON
Page 18: In the first sentence of the weapon's property, remove "scores." The word was a typo.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

SHIELD OF ULTIMATE PROTECTION

Page 55: The item's power grants a power bonus to defenses.

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.

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.

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."

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."

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.

RESPLENDENT CIRCLET

Page 104: Append "until the end of your next turn" to the item's encounter power. The power now grants your ally combat advantage for one round.

PANTHER SLIPPERS

Page 106: Delete the Enhancement line.

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.

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.

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.

SPARK SLIPPERS

Page 115: Append "as an immediate reaction" to the item's property.

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.

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.

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.

Item Rarity Changes

Common Items

Acrobat's Harness
Aftershock Weapon
Alchemy Gloves
Baldric of Shielding
Battle Spirit Weapon
Bed of Rapid Rest
Blessed Book
Brilliant Scrying Basin
Cask of Liquid Gold
Cat's-Eye Headband
Deepfarer's Pouch
Earth-Wrought Hammer
Entrapping Weapon
Feast Table
Gauntlets of Arcane Might
Gauntlets of Brutality
Gorgonblood Mortar
Grizzly Gauntlets
Guardian's Call
Healer's Armor
Intensifying Weapon
Ioun-Blessed Symbol
Ioun's Parchment
Kemstone Armor

Lifesaving Brooch
Magic Drawbridge
Many-Fingered Gloves
Moon Armor
Potion Bandolier
Ravenclaw Warblade
Razordark Bracers
Rhythm Blade
Riding Boots
Shadowdancer's Gloves
Shepherd's Arms
Shiftstone
Silence-Warded Room
Staff of Divinity
Staff of Sleep and Charm
Sun Globe
Supremely Vicious Weapon
Totemic Spear
Totemic Warclub
Verdant Staff
Warding Blade
Window of Escape
Woundstitch Powder

Rare Items

Fortune Stones (all)
Immurements (all)
Master's Blade
Ring of Free Time

Arcane Power

Clockwork Precision

Page 8: Revise the Effect entry. This update syncs up the feat with the revised aid attack, aid defense, and aid another rules.

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.

Wail of Anguish

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

Mantle of Unity

Page 11: Append ", not including any temporary bonuses or penalties" to the end of the first sentence in the Effect entry.

Wall of Sound

Page 13: Insert the following sentence after the fourth sentence of the Effect entry. "A creature can take this damage only once per turn."

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.

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.

Blazing Starfall

Page 28: In the second sentence of the Cosmic Magic entry, change "Whenever" to "The first time each turn that".

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.

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.

Azure Talons

Page 37: On the Dragon Magic line, replace "Dexterity" with "Strength." Dragon magic is based on Strength, not Dexterity.

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.

Cloak of Winter Storm

Page 39: Append the following sentence to the Effect entry. "An enemy can take this damage only once per turn."

Lightning Field

Lightning Fury paragon path, page 46: Append "An enemy can take this damage only once per turn." to the 16th-level feature.

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.

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.

Fist of Force

Page 57: Above the Attack line, add "Target: One creature." The target line is absent from the power.

Assault of Fiery Cuts

Page 58: Delete implement keyword. The power deals [W] damage and should thus have only the weapon keyword.

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.

Steel Tempest

Page 62: Append the following sentence to the Hit entry. "An enemy can take this damage only once per turn."

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.

Vestige of Ugar

Page 77: Insert the following sentence after the second sentence of the Effect entry. "A creature can take this damage only once per turn."

Feast of Souls

Page 79: Add "(a creature can take this damage only once per turn)" to the end of the third sentence in the Effect entry.

Transcendent Dance

Page 80: On the Effect line, replace "Dexterity" with "Intelligence." Dexterity is not supported by warlock builds.

Plague of Frogs

Page 81: Add "(a creature can take this damage only once per turn)" to the end of the third sentence in the Effect entry.

Stellar Debris

Page 93: Add "or Charisma" after "Constitution" in both the Attack entry and the Hit entry.

Shooting Star

Page 93: Add "Constitution or" before "Charisma" in both the Attack entry and the Hit entry.

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."

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.

Grasping Shadows

Page 102: On the Hit line, replace "2d8" with "1d8." Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

Grease

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

Orbmaster's Incendiary Detonation

Page 102: Append the following sentence to the Effect entry. "An enemy can take this damage only once per turn."

Phantasmal Terrain

Page 103: On the range line, replace "Area burst 3" with "Area burst 2."

Phantom Chasm

Page 103: The power's range was reduced from 20 squares to 10 squares. The power now creates a zone that knocks enemies prone, deals half damage on a miss and also knocks the target prone on a miss instead of immobilizing.

Acid Mire

Page 104: Add "(a creature can take this damage only once per turn)" to the end of the third sentence in the Effect entry.

Maze of Mirrors

Page 104: The power now has slows the target on a miss, and the attack penalty is limited to -4.

Phantasmal Assailant

Page 105: On the Effect line, delete "you and."

Visions of Avarice

Page 105: The power was rewritten, and is reproduced below for clarity.

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 burst 5 within 10 squares
Effect: The burst creates a zone in its origin square. The zone lasts until the end of your next turn. You then make the primary attack.
Primary Target: Each enemy in the burst
Primary Attack: Intelligence vs. Will
Hit: You pull the primary target up to 4 squares toward the zone. If the primary target is then in the zone or adjacent to it, the primary target is immobilized (save ends).
Sustain Minor: The zone persists until the end of your next turn, and you make the secondary attack.
Secondary Attack Close burst 5 centered on the zone
Secondary Target: Each enemy in the burst
Attack: Intelligence vs. Will
Hit: You pull the secondary target up to 4 squares toward the zone.

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.

Illusory Wall

Page 107: Add the "Implement" keyword to the power, and 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 originally lacked a duration.

Mass Resistance

Page 107: The amount of resistance is longer based on half level.

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

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.

The power now has a miss effect that causes the target to also deal half its next attack's damage to itself.

Stonewrack

Page 109: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

Phantom Mask

Page 109: The Insight check now has a base DC of 15 instead of 20.

Furnace of Sand

Page 110: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

Phantasmal Horror

Page 110: The power now has an effect on a miss. The bonus to damage rolls is now static.

Hit: The target is stunned until the end of your next turn. While the target is stunned by this power, you gain a +4 power bonus to damage rolls against it.
Miss: The target is dazed until the end of your next turn.

Deceptive Shadows

Page 112: The damage type was changed to psychic and the psychic keyword was added. The damage dice were changed to d8s. An Effect entry was added. The entry includes the effect formerly in Hit entry.

Hit: 3d8 + Intelligence modifier psychic damage.
Effect: Until the end of your next turn, each target cannot see any creatures that are not adjacent to it.

Bubbling Acid

Page 113: Insert the following sentence after the second sentence of the Effect entry. "A creature can take this damage only once per turn."

Phantom Reality

Page 114: An Effect entry was added, and the effect was changed. The duration of the effect is now until the end of the encounter.

> **Hit:** The target is subjected to a phantom reality until the end of the encounter.
> **Miss:** The target is subjected to a phantom reality until the end of its next turn.
> **Effect:** While the target is subjected to the phantom reality, it must make a saving throw whenever it uses an attack power. If the saving throw fails, you can either force the target to attack one creature instead of another or change the location of the attack power's area of effect, if any. Either change must be valid for the power, and you cannot force the target to attack itself. In addition, whenever the target ends a move, you can slide it up to 4 squares as a free action.

Sequestering Force

Page 114: An Effect entry was added. The entry includes text formerly in Hit entry.

> **Hit:** 4d6 + Intelligence modifier force damage.
> **Effect:** The burst creates a zone that lasts until the end of your next turn. No creature can leave the zone by any means, including forced movement and teleportation.

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.

Wall of Winter

Page 119: Insert the following sentence after the fourth sentence of the Effect entry. "A creature can take this damage only once per turn."

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.

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.

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.

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*.

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*.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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 Items: Tomes

Page 151: Add the following sentence after the first to paragraphs introducing tomes. "You can purchase a nonmagical tome for 7 gp."

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.

Dark Sun Campaign Guide

Draining Poison
Page 39: Add the reliable keyword.

Insidious Poison
Page 39: Add the reliable keyword.

Poetic Flourish
Page 40: Change the first Effect entry's last sentence: "Until the stance ends, you can use the following utility power."

Spirit of Athas
Page 46: Change the Effect entry's first sentence: "You conjure a spirit of Athas that lasts until the end of the encounter."

Principle of the Razor
Page 53: "Target: One creature".

Adept's Insight
Page 113: Add the augmentable keyword.

Defiling Alacrity
Page 64: Delete "as a free action" from the first sentence of the Effect entry.

Enemies to Ashes
Page 64: Delete "as a free action" from the first sentence of the Effect entry.

Vital Spell
Page 68: Delete "as a free action" from the first sentence of the Effect entry.

Guardian Dash
Page 69: Delete the weapon keyword.

Goading Maneuver
Page 87: In the last sentence, change "In addition" to "Then".

Cloudburst
Page 93: Add the spirit keyword.

Avangion Rising
Page 98: Change the feature to, "Whenever you or an ally you can see drops to 0 hit points or fewer, you can use an immediate interrupt to lose a healing surge and heal that character. He or she regains hit points equal to your surge value + your highest ability modifier."

Kalidnay Pairs Practice [Arena Fighting]
Page 110: In the feat's Powers entry, replace "*preparatory strike*" with "*preparatory shot*" and "*strike and fade*" with "*fading strike.*"

Nibenay's Glory Practice [Arena Fighting]
Page 111: In the feat's Powers entry, replace "*slash and sting*" with "*marauder's rush.*"

Yaramite Giantslayer Practice [Arena Fighting]
Page 113: In the feat's Powers entry, replace "*predator's strike*" with "*predator strike.*"

Defiling Adept
Page 113: Replace the first sentence with, "When you use arcane defiling, the rerolled attack can score a critical hit on a roll of 19-20."

Gauntlet Axe
Page 121: Delete the second sentence from the description. This weapon can no longer be used as a light shield."

Sun Balm
Page 123: Add the following to the end of the description: "One pound of sun balm lasts for one week."

Totem of the Flensing Sands
Page 127: Change the Effect entry to read, "You create a zone in a burst 5 centered on your ally within 10 squares of you that lasts until the end of your next turn. You teleport the ally 6 squares. Each creature that starts its turn in the zone takes 5 damage and is slowed until the end of its turn."

Amulet of Psychic Interference
Page 128: In the item's power, replace "Level 10 or 15" with "Level 15 or 20."

BOOK OF VILE DARKNESS

THE BOOK OF VILE DARKNESS: PLAYER'S BOOK

INFERNAL SLAVE
Page 16: In the theme's level 10 feature, replace "Whenever you drop below 1 hit point, . . ." with "The first time you drop below 1 hit point each turn, . . ."

DEMONIC HORDES
Page 25: Replace each instance of "Intelligence" in the power with "Intelligence or Charisma."

BETRAYAL OF BODY
Page 30: Append the following sentence to the feat: "You can use this benefit only once per round."

VECNA'S FINAL COMMAND
Page 32: In the power's Effect entry, add "as a free action" after "makes a basic attack."

THE BOOK OF VILE DARKNESS: PLAYER'S BOOK

FORGOTTEN SOUL [TERRAIN]
Page 28: Replace the sentence that begins "On a failed saving throw . . .": "On a failed saving throw, the creature is immobilized until the start of its next turn, and it takes 5 psychic damage per tier."

DARK SUN CREATURE CATALOG

AARAKOCRA DIVER
Page 10: Change this creature's bloodied hp to 33.

BELGOI CRAVEN
Page 16: Add Common to this creature's languages.

BELGOI STALKER
Page 16: Reduce this creature's defenses by 5.

BRAXAT RAIDER
Page 19: *Greatclub sweep* now targets "(creatures in the burst)".

ZOMBIE CACTUS
Page 22: Add "**Saving Throws** +2; **Action Points** 1" to this creature's stat block.

HUNTER CACTUS
Page 23: Delete the close icon from *psychic feedback*.

CLOUD RAY PUP
Page 27: Delete the close icon from *dream resurgence*.

EARTH DRAKE
Page 37: Replace "Attack:" with "Effect:" in *immovable stone*.

DWARF SUNPRIEST
Page 41: Delete the close icon from *sun blessing*.

DWARF WAR CHIEF
Page 41: Add "+10 vs. AC" after "(triggering enemy);" in *brutal club's* Attack entry, and move the rest of that power's Attack entry to a new Hit entry.

ELF RAID LEADER
Page 45: *Focus on the pain* has an Effect entry, not a Hit entry.

FLOATING MANTLE POLYP
Page 47: *Psychic scream* should be no action.

GAJ MINDHUNTER
Page 48: Defeating this creature grants 700 XP, not 1,750 XP.

BEAST TITAN
Page 53: *Vengeful bite* should be no action.

GOLIATH ENFORCER
Page 58: Add Giant to this creature's languages. In *push through*, add "1 square" after "pushes the target".

HALFLING HEADHUNTER
Page 61: In *harrying attack,* replace all instances of "dagger" with "kukri".

HUMAN WASTELAND RAIDER
Page 64: Replace the *barbed spear* text with the following:

> **Requirement:** The raider must not have a creature grabbed.
> **Attack:** Melee 1 (one creature); +7 vs. AC
> **Hit:** 1d8 + 5 damage, and the target is grabbed (escape DC 13).

MEKILLOT DIRK
Page 75: *Tongue chomp* should pull a target "up to 3 squares to a square adjacent to the dirk."

PSURLON WARWORM
Page 81: Increase this creature's Stealth bonus and Thievery bonus by 5.

PSURLON MINDWORM
Page 81: Increase this creature's Stealth bonus and Thievery bonus by 1.

SILK WYRM ELDER
Page 85: *Shadow form* should grant a +5 bonus to Stealth checks. Feed's attack line should read: "*Attack:* Melee 2 (one immobilized creature); +17 vs. Fortitude"

SILT HORROR
Page 87: Add the Attached trait to the sweeping tentacle. "The sweeping tentacle can be no more than 20 squares away from a silt horror."

TAREK RAIDER
Page 93: *Bone heartpick* should be +8 vs. AC.

TEMBO
Page 94: *Unspeakable violation* should increase the *killing presence* aura's damage until the end of the tembo's next turn.

OATH WIGHT
Page 99: This creature should have HP 140; Bloodied 70.

Abalach-Re

Page 102: *Morphic soulburn* gives a penalty to Fortitude, Reflex, **and** Will, not or.

Jossi

Page 111: This creature should have low-light vision.

High Consort

Page 117: Change the reference to "courtesan" in *arcane defiling* to "consort".

Silt Shark

Page 125: Change this creature's bloodied value to 64.

Shake it Off

Page 127: Remove "that a save can end" from the Trigger entry.

Ravaging Fury

Page 132: Delete "free action".

Demonomicon

Archdegog Kaugothim

Page 91: Add "Saving Throws +2; Action Points 1" above the Traits section.

Wasting Plague

Page 135: In the Endurance entry, replace "DC 10" with "DC 41."

> **Endurance** improve DC 41, maintain DC 36, worsen DC 35 or lower

Rutterkin

Page 141: In the rutterkin's *bone barbs* power, add "(one creature)" between "Ranged 5" and "; +11 vs. AC."

> *Attack:* Ranged 5 (one creature); +11 vs. AC

Shaadee

Page 145: In the shaadee's *withering burst* power, replace the area burst icon with the close burst icon.

> ⬅ **Withering Burst** (necrotic) ✦ **Encounter**

Divine Power

Day's First Light
Page 7: Add "Target: One creature" above the Attack line. The power had no Attack line.

Inexorable Summons
Page 11: Append the following sentence to the Effect entry. "An enemy can take this damage only once per turn."

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.

Weaving Blades
Page 13: Append the following sentence to the Hit entry. "An enemy can take this damage only once per turn."

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.

Battle Blessing
Page 14: Append "if it's a weapon attack, or 1d8 extra damage if it is not a weapon attack" to the end of the Effect entry.

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.

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.

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.

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.

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.

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.

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.

Dismissal
Page 36: Delete the teleportation keyword.

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.

Heal
Page 40: The power now targets you or one ally instead of just one ally.

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.

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 that from *astral seal*.

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.

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.

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.

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.

Invoked Devastation

Page 69: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

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.

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.

Ray of Reprisal

Page 88: Add "modifier" between "Charisma" and "radiant" on the Hit line. The word was incorrectly left out of the power.

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.

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.

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.

Martyr's Strike

Scion of Sacrifice paragon path, page 104: Change the feature's last sentence to read, "When an attack reduces you to 0 hit points or fewer, you can use an at-will attack power as a free action before falling unconscious."

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.

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.

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.

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.

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.

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.

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*.

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*.

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*.

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.

Add "*healing word* or" after "When you use" in the first sentence. This change clarifies that this feat is intended to apply to *healing word*, even though it no longer has the divine keyword.

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.

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*.

Add "use *healing word* or" after "When you" in the first sentence. This change clarifies that this feat is intended to apply to *healing word*, even though it no longer has the divine keyword.

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.

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."

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 encounter, 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*.

Exalted Angel

Page 154: In this epic destiny's level 21 feature, change "You are immune to fear attacks" to "You are immune to fear."

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.

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."

Draconomicon: Metallic Dragons

Goblin Cursespewer

Page 88: In the cursespewer's HP and Bloodied entries, replace "68" with "34" and "34" with "17."

> **HP** 34; **Bloodied** 17

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.

DRAGON MAGAZINE

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

DRAGON 364

WEAPON OF MYRDROON'S SHARD
Page 24: Add the lightning keyword to the at-will power, and change the second sentence to read, "Push the target 2 squares, and then the target and each creature adjacent to the target takes 1d8 lightning damage."

ARMBOW
Page 34: Change rarity to Common.

DELVER'S LIGHT
Page 35: Change rarity to Common.

DRAGON 365

CANNITH GOGGLES
Page 15: Change the item's level to 11. Change the power's first sentence to, "Expend an arcane encounter attack power or daily attack power."

REPARATION APPARATUS
Page 15: Change Property to: "Property: When you use a power that allows a construct to spend a healing surge to regain hit points, that creature regains an additional 2d6 hit points. When you use an encounter power or a daily power to grant temporary hit points to a construct ally, that creature gains an additional 2d6 temporary hit points."

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.

DIVINE TILT
Page 24: Add the implement keyword.

DRAGONBORN ZEAL
Page 28: Replace "Immediate Reaction" with "Immediate Interrupt".

HOMING WEAPON
Page 55: Change the item to read, "Property: Your attacks with this weapon ignore partial concealment. Power (Daily): Free Action. The next attack you make with this weapon ignores partial cover."

RIMEWROUGHT ARMOR
Page 55: Change its rarity to common.

RELENTLESS WEAPON
Page 56: Change its rarity to common. Delete the property, and replace the Critical entry with the following: "Critical: 1d6 damage per plus, and the target is knocked prone."

ORB OF FIERY CONDEMNATION
Page 57: Change this item to a level 2+ Uncommon. The ongoing damage dealt by its daily power is 5 fire at levels 2 and 7, 10 fire at levels 12 and 17, and 15 fire at levels 22 and 27.

ORB OF TEMPORAL DISSONANCE
Page 57: Change the item's power to the following: "Power (Daily) No Action, Close burst 10. Trigger: You roll initiative. Effect: You and each ally in the burst can reroll initiative and choose either result."

STAFF OF EXPANSION
Page 58: Change the item's power to the following: "Power (Daily) Minor Action. The next burst or blast attack you make using this staff before the end of your next turn can also target 1 creature adjacent to the burst or blast. Level 12 and 17: 2 creatures adjacent to the burst or blast. Level 22 and 27: 3 creatures adjacent to the burst or blast."

STAFF OF VERDANT GROWTH
Page 58: Delete the paralysis keyword from the item's power.

FLASK OF THE DRAGON'S BREATH
Page 60: Replace the item's text with the following: "Property: Once per day, you can drink this elixir as a minor action. When you do, you can use the following power once before the end of the encounter. Power (Daily ✦ Fire): Minor Action. Attack: Close blast 3 (creatures in the blast): Level +5 vs. Reflex. Hit: 1d6 + Constitution modifier fire damage."

STANCE OF LEGEND
Page 71: Replace the Effect entry with the following: "Effect: You assume the stance of legend. Until the stance ends, you gain a +2 bonus to attack rolls, skill checks, ability checks, and saving throws. You can end this stance at any time during your turn as a free action. When you end the stance, you may either end all conditions currently affecting you that a save can end, or regain hit points as if you spent a healing surge."

LEGENDARY ACTION
Page 71: Change to "The first time you score a critical hit on your turn during an encounter, you can take an extra standard action as a free action."

Dragon 366

Shadowslayer (Watcher of the Night feature)
Page 16: This class feature now reads, "While you have any concealment, you can deal your Sneak Attack damage when you make an opportunity attack against a target granting combat advantage, even if you miss.

Arcane Blade
Page 16: The elemental keywords have been replaced with "Varies", and the power now allows you to choose the damage type for the attack instead of modifying later attacks. The power is reproduced below for clarity.

Arcane Blade Watcher of the Night Attack 11

You snatch arcane power from the Feywild, wreathing your dagger in energy.

Encounter ✦ Arcane, Martial, Weapon ; Varies
Standard Action   Melee weapon
Requirement: You must be wielding a light blade.
Target: One creature
Special: Choose cold, fire, lightning, or thunder whenever you use this power. Your choice determines the power's damage type.
Attack: Dexterity vs. Reflex
Hit: 3[W] + Dexterity modifier damage.

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.

Visage of Zhudun
Page 22: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

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.

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."

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. This change revises the claws to have the off-hand property,

"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". Change the second sentence of the Benefit entry to read, "When you make a weapon attack with your bola and hit, you can forgo dealing damage to the target to immobilize it until the end of your next turn."

Net Training
Page 66: In the brackets after "Multiclass," add "Net". Change the second sentence of the Benefit entry to read, "When you make a weapon attack with your net and hit, the target is also slowed until the end of your next turn."

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 371

Lost Kin Background
Page 6-7: Change the Suggested Skills to "Any skill".

Undead Ward
Page 9: Append the following sentence to the Benefit entry. "A creature can take this damage only once per turn."

Ghost Touched, Radiant Soul, Raven Queen Devotee, Shadow Soul, Undead Hunter, Zombie Veteran
Page 9-10: Delete the "[Heritage]" tag from these feats.

Raven Queen Devotee
Page 9: In the *enfeebling strike* section, remove "to all enemies" from the entry.

Mistress Ferrranifer
Page 13: Add the undead subtype.

Circlet of the Urbane
Page 27: This item's power is now an immediate interrupt. Change the rest to "*Trigger:* You are hit by an attack with the charm, fear, illusion, or psychic keyword. *Effect:* You take half damage from the triggering attack. If the attack has an effect that a saving throw can end, make a saving throw against the effect."

Lasher Zombie
Page 49: *Burrowing entrails* should have a reach of 2.

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." Append the following sentence to the Effect entry. "An enemy can take this damage only once per turn."

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 373

Fey Death
Page 10: Change "as an immediate reaction" to "as a free action.".

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 375

Soulshock Field
Page 12: Add "(an enemy can take this damage only once per turn)" to the end of the third sentence in the Effect entry.

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 377

Bloodbond Swarm
Page 37: Insert the following sentence after the second sentence in the Effect entry. "An enemy can take this damage only once per turn."

Dragon 379

Wall of Shadows
Page 24: Add "(a creature can take this damage only once per turn)" to the end of the third sentence in the Effect entry.

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.

Inspiring Aid
Page 29: Replace the feat's Benefit entry.

Benefit: Whenever you or an ally who can hear you and who has line of sight to you takes the aid another, aid attack, or aid defense action, the bonus granted to the target equals +4 instead of +2. This effect replaces the normal +2 bonus to the attack roll. An ally can benefit from this feat only once per attack.

Dragon 381

Inspiring Aid
Page 29: Replace the feat's Benefit entry.

Benefit: Whenever you or an ally who can hear you and who has line of sight to you takes the aid another, aid attack, or aid defense action, the bonus granted to the target equals +4 instead of +2. This effect replaces the normal +2 bonus to the attack roll. An ally can benefit from this feat only once per attack.

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.

Charm of Misplaced Wrath
Page 66: The power's Hit entry was replaced with a new Hit entry and Effect entry.

Hit: You slide the target up to 3 squares. The target is then dazed until the end of your next turn.
Effect: The target makes a basic attack against a creature of your choice as a free action. The basic attack gains a +2 power bonus to the damage roll.

Spectral Image
Page 66: Perception was removed as a way to see through the illusion.

Effect: The illusion of a creature or an object up to Medium size appears in an unoccupied square within range. It can make sounds and can move within its square, but it cannot leave it. Each of its defenses is 10. The illusion lasts until the end of the encounter, until an attack hits it, or until a creature touches it or moves through it.
An Insight check (DC 15 + one-half your level + your Intelligence modifier) allows a creature to determine that the image is an illusion.

Charm of the Defender
Page 66: The power now slides the target on a miss. The target is no longer limited to making one attack.

Hit: You slide the target up to 3 squares, and it is immobilized until the end of your next turn. Also until the end of your next turn, when an enemy starts its turn adjacent to the target, the target makes a melee basic attack against that enemy as a free action. The target gains a power bonus to the attack roll and the damage roll equal to your implement's enhancement bonus.
Miss: You slide the target up to 3 squares.

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.

Dragon 383

Vestige of the Onyx Queen
Page 41: Add the implement keyword.

Covering Volley
Page 50: Append the following sentence to the Hit entry. "A creature can take this damage only once per turn."

Corrosive Mist
Page 53: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

Forester's Axe
Page 68: This item's power riders increase at level 12 or 17 and level 22 or 27.

Dragon 385

Uncovered Hatred
Page 33,35: Delete *shade form* as a prerequisite for this feat.

Soul Furnace
Page 37: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

Dragon 388

Untouchable Shade feat
Page 31: Replace Benefit entry with, "When you use shadow step, until the end of your next turn you take only half damage from the attacks of enemies subject to one or more of your shrouds."

Feast of Destruction
Page 36: Insert the following sentence after the second sentence in the Effect entry. "A creature can take this damage only once per turn."

Furious Immolation
Page 37: Add "(a creature can take this damage only once per turn)" to the end of the second sentence in the Effect entry.

Dragon 389

Fallen Needle
Page 39: At level 21, this power deals 2d10 + Dexterity modifier damage.

Persistent Arrow
Page 42: Add "(a creature can take this damage only once per turn)" to the end of the third sentence in the Effect entry.

Steel Forest
Page 42: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

Arrows of Misfortune
Page 43: Add "(a creature can take this damage only once per turn)" to the end of the third sentence in the Effect entry.

Swarming Bulwark
Page 48: Insert the following sentence after the fourth sentence in the Effect entry. "A creature can take this damage only once per turn."

Dragon 393

Call Celestial Steed
Page 31: This power was erroneously printed with a level.

Dragon 395

Channel Divinity: Vecna

Command Undead: Add the channel divinity keyword. Change "your primary ability modifier" in the Hit entry to "your Wisdom modifier". Add a new sentence after the first sentence in the "Hit" entry: "At the end of the move, the target makes a basic attack as a free action against a creature of your choice." Cut the final sentence of the "Hit" entry, along with the entries for levels 11 and 21 Finally, add the Special entry common to channel divinity powers. This power has been reproduced below for clarity.

Command Undead	Feat Attack

You compel an undead creature to become your slave for a time.

Encounter ✦ Channel Divinity, Divine, Implement, Shadow
Standard Action   **Close** burst 5 (10 at 21st level)
Target: One undead creature in the burst
Attack: Wisdom vs. Will
Hit: You slide the target up to a number of squares equal to 3 + your Wisdom modifier. The target then makes a basic attack as a free action against a creature of your choice. The target then becomes immobilized until the end of your next turn.
Miss: The target is dazed until the end of your next turn.
Special: You can use only one channel divinity power per encounter.

Vecna's Final Command: This is an attack power, not a utility power, and it should have the Special entry common to channel divinity powers ("You can use only one channel divinity power per encounter.")

Primal Spirits of Athas

Curse of the Oba: This boon's rarity is now uncommon.

Earth Grasp Rage: Change the damage to 1[W] + Strength modifier. Change "against prone targets" in the Effect entry to "against immobilized, restrained, or prone targets."

Verdant Presence: The attack granted by this blessing's power should be a minor action once per round, and the attack should be the blessing's level +5 vs. Reflex.

Dragon 396

Bazaar of the Bizarre: The Beast of Talgora

Blade of the Stalking Predator: Add level 19, 24, and 29 versions of this item, and change the power's attack to be "weapon's level + 3 vs. Reflex."

Razortail: Add level 17, 22, and 27 versions of this item, and increase the ongoing damage from the encounter power to 15 for the epic tier versions.

Totem of the Dancing Leaf: Add level 20, 25, and 30 versions of this item, and increase the resistance gained from the power by 5 for the epic tier versions.

Dragon 399

Heroes of Tome and Temple

Ordained Priest: The level 5 and 10 feature grant power bonuses, not untyped bonuses.

Seer: The level 5 feature grants a power bonus. When sustaining *clairvoyance*, the user retains darkvision. Targets of *cast fortune* can have the power used on them only once before taking an extended rest.

Heroes of Nature and Lore

Optional Powers: Append the following paragraph to this subsection: "You can use retraining to replace a class power with an optional theme power or vice versa, exchanging one power for another power of the same type (at-will attack, encounter attack, daily attack, or utility). The new power must be of the same level as the old power or lower. You can also replace an optional theme power with a different optional power of the same theme, as long as the new power is the same type and is of the same level or lower."

Changing Themes: Change the final two sentences of this section to read, "f you have any optional powers from your current theme or any feats that require it, you must first retrain those feats or powers to choices that don't have the theme as a prerequisite. When you do lose a theme, you lose all the features that it granted to you, including any items provided by those features."

Animal Master: Animal minions grant no XP. Their defenses scale with their master's level. Each animal minion's base AC is 14, and their base non-AC defenses are reduced by 1. The dog's Reflex is reduced by 3. You can replace your animal minion after one week, instead of one month.

Order Adept: The level 5 and 10 features now grant power bonuses, and the level 10 feature now grants a +1 power bonus to Will.

Order Adept: Argent Rain: Add "(a creature can take this damage only once per turn)" to the end of the second sentence in the Effect entry.

Wizard's Apprentice: The level 10 feature's bonus has been increased to +3, and it is now a power bonus.

HEROES OF VIRTUE

Guardian: The Trigger entry in *guardian's counter* should read, "An ally within 2 squares of you is hit by an attack and you are not included in the attack.**"**

Hospitaler: This theme is now named Knight Hospitaler, and *shield of devotion* now uses Wisdom or Charisma.

DRAGON 402

MAKING RACE COUNT

"Spellbooks and Racial Utility Powers," page 2: Delete the entire subsection.

DRAGON 404

FRINGES OF KARA-TUR

Sohei Flair power: This power should be renamed *sohei flurry.*

Optional Attack Powers: Replace these three powers with the following set.

Sohei Advance	Sohei Attack 3

Centering yourself as you move, you draw your weapon and rush to engage your enemies.

Encounter ✦ Divine, Weapon
Standard Action   Melee weapon
Effect: You can draw a weapon before making the attack.
Target: One creature
Attack: Highest ability modifier vs. AC
Hit: 2[W] + highest ability modifier damage.
Special: When charging, you can use this power in place of a melee basic attack. If you have actions remaining, you can use your sohei flurry power after the charge, but if you do, you grant combat advantage until the end of your next turn.

Sohei Rush	Sohei Attack 13

You attack without consideration for your own safety, trusting in the power of the divine to see you through the fight.

Encounter ✦ Divine, Weapon
Standard Action   Melee weapon
Effect: You can draw a weapon before making the attack.
Target: One creature
Attack: Highest ability modifier vs. AC
Hit: 3[W] + highest ability modifier damage.
Special: When charging, you can use this power in place of a melee basic attack. If you have actions remaining, you can use your sohei flurry power after the charge, but if you do, you grant combat advantage until the end of your next turn.

Sohei Supremacy	Sohei Attack 23

More than one foe faces your attack, which you bring to bear with a swiftness granted by unshakable focus and the power of faith.

Encounter ✦ Divine, Weapon
Standard Action   Melee weapon
Effect: You can draw a weapon before making the attack.
Target: One or two creatures
Attack: Highest ability modifier vs. AC
Hit: 3[W] + highest ability modifier damage.
Special: When charging, you can use this power in place of a melee basic attack. If you have actions remaining, you can use your sohei flurry power after the charge, but if you do, you grant combat advantage until the end of your next turn.

MONK BASICS

Piercing Palm feat: Append the following to the Benefit entry. "You can use your monk unarmed strike with melee or close rogue powers and rogue paragon path powers that require the use of a light blade."

CLASS ACTS: ASSASSIN

Kusari-gama: The primary end of this weapon now deals 1d10 damage, instead of 1d8.

DRAGON 405

HEROES OF THE MOONSHAES

Callidyr Dragoon: This theme's starting feature should refer to military weapons, not martial weapons.

DRAGON 408

MAKING RACE COUNT

Baleful Glance, page 3: Change the Target entry to read, "One enemy you can see in the burst that is affected by your *dragonfear.*"

Hellfire Shroud, page 5: In the Effect entry, replace the first sentence with, "Until the end of your next turn, you gain a +2 power bonus to all defenses."

TREASURES OF THE ELEMENTAL CHAOS

Babau Gauntlets, page 2: The first sentence of this item's property should begin with, "Once per turn."

DRAGON 410

EYE ON DARK SUN: VAULTS OF THE FATHER AND MASTER

Tectuktitlay's Narrows trap, page 2: In the *harpoon* attack, add "*(Opportunity Action)*" after "*Attack.*"

Dragon 411

Quests for Humanity

The Sovereign Will, page 5: Remove "or an Intimidate" from the second sentence of the Effect entry.

Winning Races: Kenku

Mimicry racial ability, page 2: Change the first sentence to read, "You can imitate sounds and voices you have heard, even sounds that cannot normally be made by humanoids."

Improved Flock Tactics, page 4: Change the final sentence of this benefit to read, "When you use your *flock tactics* power to take the aid attack action, your ally also gains combat advantage on his or her next attack against the chosen enemy."

Winning Races: Thri-Kreen

Thri-Kreen Shooter, page 3: Remove the light crossbow prerequisite.

Mantis Dodge, page 5: Change the Trigger entry to read, "You take damage from an area attack or a ranged attack against AC or Reflex." The Effect entry should read, "You take only half damage from the triggering attack. After the attack is resolved, you can jump up to half your speed. This movement does not provoke opportunity attacks."

Dragon 412

Character Themes: the Mariner

Sea Legs, page 2: Replace the *sea legs* power with the following text. "In addition, once per round when you make an Acrobatics check to balance or hop down, you can roll twice and use the higher result."

Dragon 413

Character Themes: Scourges of Lolth

Blood for Spiders, page 4: Add "to" between "or" and "your spiderling familiar" in the Target entry.

Character Themes: Against the Matriarchs

Sorcere Adept level 10 feature, page 7: Change the second sentence of the Benefit entry to the following: "In addition, once per day, you can perform an Arcana or Dungeoneering ritual of 10th level or lower in one-tenth the normal time."

Dungeon magazine

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

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.

Dungeon 191

"Monster Manual Update: Wights," page 3: In this creature's *soul-draining longsword* power, change "until the end of its next turn" to "until the end of the wight's next turn."

Dungeon 193

"Shards of Selûne," page 1: Change the level range in the first section to 3-5.

Dungeon 196

"Reflections of Ruin," page 4: This encounter features 4 foulspawn wretches, not 7.

"Monster Manual Update: Choker", page 2: The cavern choker's *choking tentacle* power now deals 1d8 + 2 damage, and ongoing 5 damage while grabbed. The feygrove choker's *choking tentacle* power now deals 2d8 + 2 damage, and ongoing 10 damage while grabbed.

Dungeon 197

"Steading of the Hill Giant Chief," page 9: The stone giant emissary's *stone burst* power has a range of area burst 1 within 10.

"Steading of the Hill Giant Chief," page 23: The stone giant mine overseer's *stone burst* power has a range of area burst 1 within 10.

Dungeon 198

"Backdrop: Suzail," Map Key: Add the following entries to the map key:

60. Skatterhawk warehouse & dock
61. Shipyards
62. The Basin
63. The Market
64. Field-Gates
65. Fields of the Dead (cemetery; off map to the west)
66. The Golden Goblin (tavern)
67. The Leaning Post (inn)
68. Trueshield Trading Priakos yards

"Backdrop: Suzail," Year Corrections, page 5: Replace "Year of the Dark Daughter" with "Year of Deep Water Drifting" and replace "Year of the Striking Falcon" with "Year of the Serpent."

Dungeon 199

Glacial Rift of the Frost Giant Jarl

Axe of the Glacial Rift, page 12: Delete the Trigger entry from the daily utility power.

Remorhaz, page 15: Add "*(Immediate Reaction)*" to the Trigger entry of *enraged heat*.

Dungeon 200

Blood Money

Page 23: In the human noble stat block, cut low-light vision.

Dungeon 201

Ecology of the Vegepygmy

Shrieker, page 6: Change this creature's initiative modifier to +3.

Dungeon Delve

Item Rarity Changes

Rare Items
Bloody Maul of Kord

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.

Listening Through a Door

Page 37: Replace this table with the table below. Easy and Hard DCs are defined on page 42.

Perception DC*	Sounds the PCs Hear
Monster's Stealth check +5	Monsters moving quietly around the room
5	Battle in progress, or agitated or dramatic conversation**
Easy +5	Normal conversation or ritual casting**
Easy +5	Doors opening or closing (and similar sounds)
Hard +5	Quiet conversation, whispers*
Hard +10	Battle preparations (weapons being drawn, and so on)

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.

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"

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.

Doomspore

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

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.

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 in the table to the right, choose a column 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.

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

WARLORD NPC
Page 188: On the Weapon Proficiency line, replace "military ranged" with "simple ranged."

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

Dodge and Throw (immediate reaction, when an enemy misses Barstomun with a melee attack; encounter)
+7 vs. Fortitude; slide the target 1 square and knock it prone.

MONSTER 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 + 3	Level + 3	Level + 3	Level + 3*

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

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).

Shadowflow Shield

Page 119: Add "or 29" after "Level 19" in the item's power..

Corellon'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.

Pelor's Sun Blessing

Page 141: In the boon's power, the level 23 saving throw item bonus should equal +3, not +2.

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.

Dungeon Master's Kit

Magic Item Prices

Pages 251-252: Replace the chart on page 252 with the chart from *Heroes of the Fallen Lands*, page 339, reprinted below. On page 251, replace the last sentence with the following: "The sale price of a magic item (the amount a character gets from selling the item) is one-fifth of the purchase price for common items, one-half of the purchase price for uncommon items, and the full purchase price for rare items."

Staff of Storms

Page 262: Revert daily to *Player's Handbook* version. The power is reprinted here for clarity.

"**Power** (**Daily** ✦ **Lightning, Thunder**): Free Action. Use this power when using a power that has the lightning or the thunder keyword. After resolving the power, deal 1d8 lightning and thunder damage to every creature in a close blast 3."

MAGIC ITEM VALUES

Level	Gold Piece Value	Sale Price (gp) Common	Sale Price (gp) Uncommon	Sale Price (gp) Rare
1	360	72	180	360
2	520	104	260	520
3	680	136	340	680
4	840	168	420	840
5	1,000	200	500	1,000
6	1,800	360	900	1,800
7	2,600	520	1,300	2,600
8	3,400	680	1,700	3,400
9	4,200	840	2,100	4,200
10	5,000	1,000	2,500	5,000
11	9,000	1,800	4,500	9,000
12	13,000	2,600	6,500	13,000
13	17,000	3,400	8,500	17,000
14	21,000	4,200	10,500	21,000
15	25,000	5,000	12,500	25,000
16	45,000	9,000	22,500	45,000
17	65,000	13,000	32,500	65,000
18	85,000	17,000	42,500	85,000
19	105,000	21,000	52,500	105,000
20	125,000	25,000	62,500	125,000
21	225,000	45,000	112,500	225,000
22	325,000	65,000	162,500	325,000
23	425,000	85,000	212,500	425,000
24	525,000	105,000	262,500	525,000
25	625,000	125,000	312,500	625,000
26	1,125,000	225,000	562,500	1,125,000
27	1,625,000	325,000	812,500	1,625,000
28	2,125,000	425,000	1,062,500	2,125,000
29	2,625,000	525,000	1,312,500	2,625,000
30	3,125,000	625,000	1,562,500	3,125,000

Dungeon Master's Screen

Minor Actions table

"Ready or stow a shield" should be in the Standard Actions 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."

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.

Death's Reach
(E1)

Item Rarity Changes

Rare Items
Bloodcrystal Raven Skull
Dawn Warrior Weapon
Moonstone Sphere

Kingdom of the Ghouls (E2)

Item Rarity Changes

Rare Items
White Kingdom Boneclaw

Prince of Undeath (E3)

Item Rarity Changes

Rare Items
Anarch Sphere
Shard of Evil

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.

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.

Bolster Armor

Page 48: Add "until the end of the encounter" to the end of the first sentence. The power lacked a duration.

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.

Barbed Automaton

Page 52: Insert the following sentence after the fourth sentence in the Effect entry. "An enemy can be attacked in this manner only once per turn."

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.

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.

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.

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.

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

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.

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

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: 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.

ROD OF DEADLY CASTING

Page 108: This item is now common. The critical dice no longer explode, but you can reroll one extra damage die per critical hit and take the second result.

WARFORGED COMPONENTS

Page 113: In the last sentence of the first paragraph, delete "and takes five minutes." In its place, add the following sentence: "Affixing or removing an embedded component takes 5 minutes." The text was unclear whether attached components take a minor action or 5 minutes, and it didn't discuss what embedded components require.

While you are conscious, an affixed warforged component can be removed from you only if you are willing to have it removed. While you are unconscious, a component can be removed by anyone. Affixing or removing an attached component is a minor action. Affixing or removing an embedded component takes 5 minutes.

DOUBLE WEAPONS

Page 95: This sidebar helps explain double weapons.

DOUBLE WEAPONS

Double weapons share the following traits.

✦ You must wield a double weapon in two hands to use it.

✦ A Small character cannot wield a double weapon unless the weapon has the small property.

✦ Wielding a double weapon is like wielding a weapon in each hand. In the table, the first line of the double weapon's entry describes the end of the weapon wielded in your main hand. The indented line describes the weapon's other end, wielded in your off-hand. The two ends of a double weapon can have different proficiency bonuses, damage, properties, and weapon groups. The weight and price entries represent the total for the weapon, rather than only one side.

✦ When adding an enchantment that requires a particular weapon type, at least one end of the weapon must match the requirement. For example, an urgrosh could gain the vorpal enchantment, even though only one end meets the requirement of "heavy blade or axe."

✦ An enchanted double weapon gains all benefits of the enchantment on each end (even if one end would not normally qualify for the enchantment). This does not increase the frequency of use of any power possessed by the item; if you wield a double weapon with a daily power you can still only activate that power once per day.

COMPONENT TRAITS

Page 113: Delete the last line of the Implement section. The staff is a one-handed implement. It can be embedded in one hand and used an implement, but it cannot be used as a weapon because a quarterstaff is a two-handed weapon.

Item Rarity Changes

Common Items

Acidic Fire
Adamantine Plating
Alchemist's Spark
Armblade
Armbow
Clear-Path Mist
Clockwork Bomb
Delver's Light
Heartflow
Horns of Balinor
Inferno Oil
Lodret Leaf
Mithral Plating
Noxious Grenade
Panther Tears
Psalter of Aureon
Resonance Crystal
Spotted Toadstool Venom
Suppression Crystal
Tension Wheel
Tethercord
Woundpatch

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."

Item Rarity Changes

Common Items

Skull Totem

Forgotten Realms Player's Guide

Drow

Page 8: When adding up your ability score bonuses, you now gain a +2 bonus to Dexterity and your choice of Wisdom or Charisma.

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.

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.

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.

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.

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.

Flamewall Strike

Page 30: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

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.

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."

Metamorphosis of Spellflame

Page 46: This power now has a range of 10.

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.

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.

Tumbling Gale

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

Firesoul Conflagration

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

Renewing Dawn

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

Channel Divinity: Blessing of Silvanus

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

Remove the first Special line.

Double Aegis

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

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*.

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."

Item Rarity Changes

Common Items

Horn Totem

Heroes of the Fallen Lands

Power Strike

Page 132, 155: Change the action type to No Action, change the range to Special, delete the Target line, and replace "target" with "enemy" in the Effect entry. The power has been reproduced below for clarity.

Power Strike	Fighter Attack

By pushing yourself beyond your normal limits, you unleash your full wrath against a foe.

Encounter ✦ Martial, Weapon
No Action   **Special**
Trigger: You hit an enemy with a melee basic attack using a weapon.
Effect: The enemy takes 1[W] extra damage from the triggering attack.
Level 17: 2[W] extra damage.
Level 27: 3[W] extra damage.

Cunning Escape

Page 181: Change the action type from an immediate reaction to an immediate interrupt.

Mage's Spellbook

Page 200: Replace the first three sentences of the second paragraph with the following.

Find your level on the Spells Prepared per Day table. The row corresponding to your level indicates how many encounter attack powers, daily attack powers, and utility powers you are allowed to prepare each day. You cannot prepare more than one encounter attack power, daily attack power, or utility power of any given level on the same day."

Fountain of Flame

Page 207: Append the following sentence to the Effect entry. "An enemy can take this damage only once per turn."

Shield of Deflection

Page 349: Add "Prerequisite: Any" above the "Item Slot: Arms" line.

Total Concealment

Page 363: Change the second instance of "attacker" to "target."

Player's Option: Heroes of the Elemental Chaos

Stormshard Weapon

Page 153: Append the following sentence to the property. "A creature can be slid in this way only once per turn."

Player's Option:
Heroes of the Feywild

Master of Stories

Page 129: Change the third sentence of the Benefit to read, "The aura's healing benefit can be used only once per day."

HEROES OF THE FORGOTTEN KINGDOMS

RADIANT STORM

Page 139: Append the following sentence to the Effect entry. "An enemy can take this damage only once per turn."

POWER STRIKE

Page 182: Change the action type to No Action, change the range to Special, delete the Target line, and replace "target" with "enemy" in the Effect entry. The power has been reproduced below for clarity.

Power Strike	Ranger Attack

By pushing yourself beyond your normal limits, you unleash your full wrath against a foe.

Encounter ✦ Martial, Weapon
No Action   **Special**
Trigger: You hit an enemy with a melee basic attack using a weapon.

Effect: The enemy takes 1[W] extra damage from the triggering attack.
Level 17: 2[W] extra damage.
Level 27: 3[W] extra damage.

RESOLUTE SCOUT

Page 196: Delete this entry from the Scout Epic Tier table. Its inclusion was an error.

TOTAL CONCEALMENT

Page 363: Change the second instance of "attacker" to "target."

HEROES OF SHADOW

SERVANT OF VICE

Page 38: Delete the level from this power.

BLACKGUARD

"Level 15 Daily Power," page 42: Replace the Benefit entry with the following text.

"**Benefit:** You gain a new paladin daily attack power of your level or lower."

RAVENOUS SHADOWS

Page 44 : Add "(a creature can take this damage only once per turn)" to the end of the third sentence in the Effect entry.

DRAINING VOID

Page 75: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

ECHOING DIRGE

Page 76: This power is level 1.

SHADOW WARP

Page 76: This power is level 1.

FLESH REND

Page 93: Add the implement keyword.

SPIRIT FLAY

Page 93: Add the implement keyword.

CORDON OF BONES

Page 101: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

SHADOW BEAST

Page 102: Add the following to the creature's stat block above its standard action.

> **Insubstantial**
> The beast takes half damage from any damage source, except those that deal radiant damage.

BLACKENING PYRE

Page 104: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

SHADOW WRAITH

Page 106: Add the following to the creature's stat block above its *fateful death* aura.

> **Insubstantial**
> The wraith takes half damage from any damage source, except those that deal radiant damage.

BLAZING DEATH STORM

Page 108: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

DARK REAPING

Page 116: Add "or Charisma" after "Constitution" in the Effect entry.

RESHAPE BATTLEFIELD

Page 141: Append the following sentence to final bullet point of the Effect entry. "A creature can take this damage only once per turn."

ITEM RARITY CHANGES

COMMON ITEMS

Magic Ki Focus

The Slaying Stone (HS1)

Item Rarity Changes

Rare Items
Slaying Stone of Kiris Dahn

Into the Unknown: The Dungeon Survival Handbook

Alien Insight

Page 17: Replace entries 2 and 3 of the Effect text with the following: "2. You gain a +2 power bonus to all defenses until the end of the encounter. 3. You gain a +2 power bonus to the number of squares you can push, pull, or slide creatures with attacks and effects until the end of the encounter."

Dispel the Darkness

Page 53: Add "Constitution or" before "Charisma" in the Attack and Hit lines.

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).

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 power to distribute the damage between two targets.

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.

Buffeting Torque

Page 17: Append the following sentence to the Hit entry. "An enemy can take this damage only once per turn."

Earthquake Smash

Page 20: Add the invigorating keyword.

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.

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."

Sharpshooter

Page 67: In the level 11 Opportunity Fire feature, change the text to say, "When an adjacent creature provokes an opportunity attack from you while you are wielding a bow or loaded crossbow, you can make a ranged basic attack against the provoking creature as an opportunity action. This attack does not provoke opportunity attacks."

Bolstering Stride

Page 70: The power now lets you move speed + 2 instead of just your speed.

> **Effect:** You move up to your speed + 2 squares, ending in a square adjacent to an ally. You then gain temporary hit points equal to 2d8 + your Constitution modifier.

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.

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.

Beast Protector

Page 132: In the first sentence of this feat, change "if an enemy" to "if an adjacent enemy."

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.

Two-Fisted Shooter

Page 140: Change the Benefit entry's last sentence to say, "When you score a critical hit and have a loaded hand crossbow in your off hand, you can make a ranged basic attack with that weapon as a free action."

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.

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.

Warlord's Formation

Page 144: In the Benefit entry, replace the first sentence with the following sentence: "When you use the aid another, aid attack, or aid defense action, you can target up to two allies with that action." Delete the second sentence. This update syncs up the feat with the revised aid attack, aid defense, and aid another rules.

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.

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
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.

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.

Kulkor Arms Master
Page 25: In the Smite the Fallen feature, change the text to say, "Once per round, when you knock an enemy prone with a melee attack, you can deal damage to the target equal to half your level 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.

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.

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.

Cunning Sneak
Page 56: In the second paragraph of the feature, replace "a move action" with "your movement." This change updates the feature to reflect recent revisions in the Stealth rules.

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

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.

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.

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.

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.

Band of Fellows
Page 90: Remove the reliable keyword.

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.

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.

LEAF RUNNER SNEAK

Page 119: The reference in the Powers entry to *hammer shot* (PH 112) should instead be to *fell the strong* (MP2 69).

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.

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.

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.

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.

MARTIAL PLOY

Page 137: Replace the first sentence of the feat's Benefit entry. This update syncs up the feat with the revised aid attack, aid defense, and aid another rules.

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.

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.

IMPROVED BATTLEFIELD SHIFT

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

SHIFT THE FIELD

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

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.

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.

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 *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"

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."

Moon Frenzy

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

Medusa Shroud of Zehir

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

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

Mind Flayers

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

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."

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."

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."

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.

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."

PURPLE WORM

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

ǂ **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:

ǂ **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."

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.

ǂ **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.

ǂ **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."

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

Replace "shadowmail" in the Equipment line with "chainmail."

SHADAR-KAI WARRIOR

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

CHAOS PHAGE

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

SHADOWRAVEN SWARM

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

Initiative +20	Senses Perception +14; darkvision

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.

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.

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 incor-
rect 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.

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 *rampag-
ing 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 follow-
> ing attack in place of a melee basic attack: +11 vs. AC; 2d6
> + 5 damage. *Effect:* Make a secondary attack against a dif-
> ferent 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 over-
lapping auras is subjected to the worst penalty; the
penalties are not cumulative. For instance, if a crea-
ture 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.

MONSTER MANUAL 3

CLOAKER LORD

Page 35: Delete the psychic keyword from the *hypnotic moan* power.

ADULT VOLCANIC DRAGON

Page 72: In the dragon's *claw* power, replace "89" with "8."

> *Hit:* 2d8 + 5 damage, and the target loses all fire resistance until the end of the dragon's next turn.

SU AMBUSHER

Page 189: In the su ambusher's *grasping claws* power, replace "Death" with "Encounter."

> **Grasping Claws ✦ Encounter**
> *Trigger:* The ambusher drops to 0 hit points.
> *Effect (Immediate Interrupt):* The ambusher uses *claw*.

Monster Vault

Carrion Crawler Scuttler

Page 32: Change "stunned" in both *bite* and *tentacles* to "dazed".

Death Knight

Page 42: Add "soulsword" to the end of the Equipment entry.

Death Knight Blackguard

Page 43: Add "soulsword" to the end of the Equipment entry.

Balor

Page 49: *Death burst* should have a usage of Encounter.

Bough Dryad

Page 93: Add the close attack icon to *boon of life*. This power should have a usage of Encounter.

Nabassu Gargoyle

Page 125: In stone form, add the following as a new second sentence: "While in this form, the gargoyle cannot take actions except to end the effect."

Abyssal Ghoul

Page 128: *Dead blood* should have a usage of Encounter.

Abyssal Ghoul Hungerer

Page 129: Increase all defenses by 7. Final values AC 34, Fort 31, Ref 30, Will 28. *Dead blood* should have a usage of Encounter.

Deathpledged Gnoll

Page 144: *Claws of Yeenoghu* should have a usage of Encounter.

Stone Golem

Page 162: *Death burst* should have a usage of Encounter.

Moldering Mummy

Page 213: *Final curse* should have a usage of Encounter.

Ochre Jelly

Page 220: This creature's blindsight has a range of 10.

Battletested Orc

Page 225: *Savage demise* should have a usage of Encounter.

Orc Archer

Page 226: *Savage demise* should have a usage of Encounter.

Orc Savage

Page 226: *Savage demise* should have a usage of Encounter.

Orc Reaper

Page 227: *Savage demise* should have a usage of Encounter.

Orc Pummeler

Page 228: *Savage demise* should have a usage of Encounter.

Orc Rampager

Page 228: *Savage demise* should have a usage of Encounter.

Orc Storm Shaman

Page 228: *Savage demise* should have a usage of Encounter.

Wind-Claw Owlbear

Page 237: Change *beak snap's* target to be "(one creature stunned by the owlbear)."

Crag Roper

Page 249: In *tentacle*, change "the roper pulls the target up to 5 squares" to "the roper grabs the target (escape DC 22)."

Bladerager Troll

Page 274: *Death burst* should have a usage of Encounter.

Wraith Figment

Page 287: This creature's speed is 0. Add 1 to each ability score modifier.

Grasping Zombie

Page 293: In *zombie grasp*, change the Hit entry to "1d6 + 3 damage, and the zombie grabs the target (escape DC 12) if it does not have a creature grabbed."

Monster Vault:
Threats to the Nentir Vale

Warlord Delderosh
Page 39: Change this creature's hit point total to 100 and his bloodied value to 50..

Mordenkainen's Magnificent Emporium

Additional Design Credits

Front Matter: Steve Townshend should be listed in the Additional Design credits.

Potion of Invulnerability

Page 97: The Effect entry now reads, "You drink the potion and lose a healing surge. Until the end of your next turn, you gain resist 25 to all damage."

Potion of Lesser Haste

Page 97: Change "spend" to "lose" in the Effect entry.

Neverwinter Campaign Setting

Pack Outcast

Level 5 feature, page 32: Replace this feature with the following text. "If you and one or more allies are adjacent to an enemy, that enemy grants you and those allies combat advantage."

Nothic Mindwarp

Page 95: In *warping gaze*, change the recharge frequency to "when the power misses." Delete the second sentence of the Hit entry, and append the following to the first sentence. "Until this effect ends, the nothic is invisible to every enemy but the target, and its *claw* deals 1d6 extra damage to the target. When the effect ends, this power recharges."

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.

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

Retraining

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

Dwarf

Page 36: When adding up your ability score bonuses, you now gain a +2 bonus to Constitution and your choice of Strength or Wisdom.

Dragonborn

Page 34: When adding up your ability score bonuses, you now gain a +2 bonus to Charisma and your choice of Strength or Constitution.

Eladrin

Page 38: When adding up your ability score bonuses, you now gain a +2 bonus to Intelligence and your choice of Dexterity or Charisma.

Elf

Page 40: When adding up your ability score bonuses, you now gain a +2 bonus to Dexterity and your choice of Wisdom or Intelligence.

Half Elf

Page 42: When adding up your ability score bonuses, you now gain a +2 bonus to Constitution and your choice of Wisdom or Charisma.

In addition, when playing a half-elf, you can now choose between taking the Dilettante racial trait and the Knack for Success racial trait.

Knack for Success: You have the *knack for success* power.

Knack for Success	Half-Elf Racial Utility

Your mere presence is enough to tip the balance of fortune for you and your allies.

Encounter
Minor Action   **Close** burst 5
Target: You or one ally in the burst
Effect: Choose one of the following.
  ✦ The target makes a saving throw.
  ✦ The target shifts up to 2 squares as a free action.
  ✦ The target gains a +2 power bonus to his or her next attack roll made before the end of his or her next turn.
  ✦ The target gains a +4 power bonus to his or her next skill check made before the end of his or her next turn.

Dilettante

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

Halfling

Page 44: When adding up your ability score bonuses, you now gain a +2 bonus to Dexterity and your choice of Constitution or Charisma.

Human

Page 46: When playing a human, you can now choose between taking a bonus at-will attack power from your class or gaining the *heroic effort* racial power.

Heroic Effort	Human Racial Utility

Your grim focus and unbridled energy means that failure is not an option.

Encounter
No Action   **Personal**
Trigger: You miss with an attack or fail a saving throw.
Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Bonus At-Will Power

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

Tiefling

Page 48: When adding up your ability score bonuses, you now gain a +2 bonus to Charisma and your choice of Constitution or Intelligence.

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.

Turn Undead

Page 62: This power's damage now increases at levels 11 and 21. The area increases to close burst 3 at level 11 and close burst 5 at level 21.

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.

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.

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."

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.

Consecrated Ground

Page 65: Delete the second sentence of the Effect entry. The zone can no longer be moved.

Astral Refuge

Page 67: Delete the teleportation keyword. The timing of the target's disappearance from and return to play has been clarified.

Blade Barrier

Page 67: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

Divine Power

Page 67: This power's regeneration now functions only when the character is bloodied.

Purifying Fire

Page 68: This power's damage is reduced from 3d10 to 2d10.

Seal of Warding

Page 68: This power's damage is reduced from 4d10 to 4d6.

Divine Armor

Page 68: The healing keyword was removed. The bonus to AC now affects all targets instead of only the power's user.

Enthrall

Page 69: This power's burst size is reduced from 3 to 1.

Thunderous Word

Page 69: The shift granted to allies now requires a free action.

Fire Storm

Page 69: This power's burst size has been reduced from 5 to 3, its damage has been reduced from 5d10 to 3d10, and the zone damage now occurs at the end of a creature's turn.

Holy Wrath

Page 69: This power now deals 2[W] damage instead of 2d10 and has the weapon keyword instead of the implement keyword. The regeneration functions only when the character is bloodied.

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.

Clarion Call of the Astral Sea

Page 70: Delete the teleportation keyword.

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.

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.

HEALING TORCH
Page 71: This power's area has been reduced from an area burst 5 to an area burst 2.

NIMBUS OF DOOM
Page 71: This power now deals half damage on a miss.

SACRED WORD
Page 71: This power's area has been reduced from a close burst 5 to a close burst 2.

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 PROTECTION
Page 71: This power now deals 3[W] damage instead of 3d10 and has the weapon keyword instead of the implement keyword.

PUNISHING STRIKE
Page 71: On the Attack line, replace "Strength + 2" with "Strength + 4."

ASTRAL STORM
Page 72: This power's area has been reduced from an area burst 5 to an area burst 3, its damage has been reduced from 6d10 to 4d10, and its formatting has been updated.

ASTRAL WAVE
Page 73: This power's area has been reduced from a close burst 8 to a close burst 2, and its attack is now based on Strength instead of Wisdom. It now deals 2[W] damage instead of 2d8, and the implement keyword is replaced by the weapon keyword.

ANGEL ASCENDANT
Page 73: This power now has a Target entry, and targets one creature.

ILLUMINATING ATTACKS
Page 73: Now affects only cleric attack powers and radiant servant attack powers.

RADIANT ACTION
Page 73: Deals ongoing 10 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.

HEALING SUN
Page 74: The zone's damage now occurs at the end of a creature's turn, and the zone now deals static damage.

RADIANT BRILLIANCE
Page 74: Makes clear that the character is not affected by the Effect entry's attack.

WARPRIEST
Page 74: This paragon path is now called Tactical Warpriest, to avoid confusion with the warpriest.

BATTLE CRY
Page 74: Replace the "Implement" keyword with the "Weapon" keyword. This attack now uses Strength or Wisdom.

BATTLE FAVOR
Page 74: This power no longer allows a character to regain a cleric daily utility power.

BATTLE PYRES
Page 74: This power now deals 10 damage on initial hit, replaces the implement keyword with the weapon keyword, uses Strength or Wisdom for the attack, and now deals 5[W] instead of 5d10 on the secondary hit. The secondary attack has been clarified, and the power's Sustain entry is now an Effect entry.

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."

FIGHTER WEAPON TALENT

Page 76: In the second sentence of the Benefit line, add the word "weapon" between "bonus to" and "attack rolls".

CLEAVE

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

DANCE OF STEEL

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

DEFENSIVE TRAINING

Page 80: Replace the Effect line with the following: "Effect: You assume the defensive training stance. Until the stance ends, you gain a +2 power bonus to Fortitude, Reflex, and Will." This revision grants the stance's bonus to all defenses, not just one.

COME AND GET IT

Page 80: Delete the Effect line, replace "AC" in the Attack line with "Will", and replace the Hit line with the following: "Hit: You pull the target up to 2 squares, but only if it can end the pull adjacent to you. If the target is adjacent to you after the pull, it takes 1[W] damage." This power is reproduced below for clarity, and was changed to bring its power in line with its level.

Come and Get It	Fighter Attack 7

You brandish your weapon and call out to your foes, luring them close through their overconfidence, and then deliver a spinning strike against them all.

Encounter ✦ Martial, Weapon
Standard Action   **Close** burst 3
Target: Each enemy you can see in the burst
Attack: Strength vs. Will
Hit: You pull the target up to 2 squares, but only if it can end the pull adjacent to you. If the target is adjacent to you after the pull, it takes 1[W] 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 is reproduced for clarity below, 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."

EXORCISM OF STEEL

Page 83: Replace the Hit line with the following: "Hit: 2[W] + Strength modifier damage, and the target drops one item it is holding. You can choose to catch the item in a free hand or have it land in your space." This revision increases the power's versatility, as it previously applied only to weapons.

ACT OF DESPERATION

Page 84: Replace the Requirement line with the following: "Requirement: An ally within 10 squares of you must be dying, and you must not have spent an action point during this encounter." This revision prevents characters from using this power to spend multiple action points during an encounter.

NO SURRENDER

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

WARRIOR'S URGING

Page 85: Remove the Effect line, change "AC" in the Attack line to "Will, and replace the Hit line with the following: "Hit: You pull the target up to 3 squares, but only if it can end the pull adjacent to you. If the target is adjacent to you after the pull, it takes 2[W] + your Strength modifier damage." This power is reproduced below for clarity, and was changed to bring its power in line with its level.

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 you can see in the burst
Attack: Strength vs. Will
Hit: You pull the target up to 3 squares, but only if it can end the pull adjacent to you. If the target is adjacent to you after the pull, it takes 2[W] + your Strength modifier damage.

FORCE THE BATTLE

Page 86: The Effect line was modified to limit the free action attack to once per round, rather than once per enemy's turn. This change reflects the new once-per-round limit on free action attacks. The power is reproduced below for clarity.

Force the Battle	Fighter Attack 29

Your skill with your weapon is so great that every thrust, parry, and counterattack takes its toll on your foes. Some of your attacks are so ingrained within you that they require almost no effort.

Daily ✦ Martial, Stance, Weapon
Minor Action   **Personal**
Effect: You assume the force the battle stance. Until the stance ends, your fighter at-will and encounter weapon attack powers deal 1[W] extra damage. In addition, once per round when an enemy starts its turn adjacent to you, you can use a fighter at-will attack power against it as a free action, but only if you are able to make opportunity attacks.

FRONTLINE SURGE

Page 86: Replace the Hit line with the following: "Hit: 2[W] + Strength modifier damage, and you can push the target 1 square. You can then shift 1 square towards the target. If you do so, each ally within 2 squares of you can shift 1 square as a free action."

KENSEI FOCUS:

Page 87: Replace "attack rolls" with "weapon attack rolls".

EXTRA DAMAGE ACTION

Page 87: Replace this feature with the following: "When you spend an action point to take an extra action, you gain a bonus to the damage rolls of your standard action attacks this turn. The bonus equals one-half your level." This update makes clear that the bonus is to damage rolls.

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.

DEADLY PAYBACK

Page 88: Remove the weapon keyword.

LION OF BATTLE

Page 88: This power has been reformatted to clarify the secondary attack, and is reproduced below.

Lion of Battle	Pit Fighter Attack 20

You skewer yet another unworthy foe and let loose a tumultuous roar, shaking your weapon in triumph.

Daily ✦ Martial, Weapon
Standard Action   **Melee** weapon
Primary Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage, or 6[W] + Strength modifier damage if the target was bloodied before the attack.
Miss: Half damage.
Effect: If the attack reduces the target to 0 hit points, you can make the secondary attack.
  Secondary Attack (Fear, Martial, Weapon)
  Close burst 5
  Secondary Target: Each enemy in the burst
  Attack: Strength vs. Will
  Hit: The secondary target must take a free action to move up to its speed to a square as far from you as possible.

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.

STEEL BLITZ

Page 88: Replace "encounter power" with "encounter attack power".

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.

DIVINE CHALLENGE

Page 91: The power has been revised for clarity and ease of use.

Divine Challenge	Paladin Utility

You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.

At-Will (Special) ✦ Divine, Radiant
Minor Action   **Close** burst 5
Target: One creature in the burst
Effect: You mark the target. The mark lasts until you use this power again. The mark also ends at the end of your turn if you didn't engage the target, meaning you neither attacked it during your turn nor are adjacent to it at the end of your turn.
   Until the mark ends, the target takes radiant damage the first time each round when it targets any of your allies with an attack power that doesn't include you as a target. The damage equals 3 + your Charisma modifier.
Level 11: 6 + your Charisma modifier radiant damage
Level 21: 9 + your Charisma modifier radiant damage
Special: You can use this power only once per turn.

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."

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."

WRATH OF THE GODS

Page 94: In the Effect entry, the additional damage was changed to a power bonus to damage rolls.

HAND OF THE GODS

Page 97: Replace "Minor Action" with "Standard Action."

RIGHTEOUS INFERNO

Page 97: Append the following sentence to the Effect entry. "An enemy can take this damage only once per turn."

EXALTED RETRIBUTION

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

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."

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 "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.

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.

Shadow Wasp Strike

Page 107: Replace both instances of "AC" with "Reflex."

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."

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.

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.

Blade Ward

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

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.

Rogue Weapon Talent

Page 117: Replace the second sentence of the feature with the following: "In addition, you gain a +1 bonus to weapon attack rolls with daggers."

Sneak Attack

Page 117: The feature now lets you deal extra damage once per turn instead of once per round.

When you make an attack with a light blade, a hand crossbow, a shortbow, or a sling and hit an enemy granting combat advantage to you, that enemy takes extra damage based on your level. You can deal this extra damage only once per turn.

Blinding Barrage

Page 119: Delete "2[W] + " from the Hit entry, and replace "Half" with "Dexterity modifier" in the Miss entry.

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.

Clever Riposte

Page 120: Add "1 square" after "you can shift" in the Effect entry.

Nimble Climb

Page 120: The power now grants a +4 power bonus to speed while climbing instead of allowing you to move at full speed while climbing.

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.

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.

Shadow Stride

Page 122: A Requirement entry was added, removing the requirement from the former Effect entry. The Effect entry now directs you to make a Stealth check before movement.

Fool's Opportunity

Page 122: Replace the Hit entry with the following.

> **Hit:** The target hits itself with its melee basic attack. (If you have combat advantage against the target and your Sneak Attack isn't expended, you can use Sneak Attack against the target.)

Hide in Plain Sight

Page 123: Add "Requirement: You must be hidden." above the Effect entry. Delete the first sentence of the Effect entry, and append "or until the end of the encounter" to the original second sentence of the Effect entry.

Flying Foe

Page 124 Replace the Hit and miss entries with the following.

Hit: 4[W] + Dexterity modifier damage, and you slide the target a number of squares up to your Strength modifier. If you end the slide with the target adjacent to one or more objects or creatures, you can cause both the target and one of those objects or creatures to take 10 damage.
Miss: Half damage, and you slide the target a number of squares up to your Strength modifier.

Ghost on the Wind

Page 125: On the Hit line, replace "move into any square" with "shift up to 5 squares into any square."

Acrobatic Action

Cat Burglar feature
Page 127: Append "that you must use this turn" to the feature text.

Cat Burglar's Gambit

Page 127: Add "up to 5 squares" after "shift" in the Effect entry.

Instant Escape

Page 127: Replace "Immediate Interrupt" with "Immediate Reaction." Replace the first sentence of the Effect entry with "The triggering effect ends on you."

Dagger Precision

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.

Meditation of the Blade

Page 127: Delete the weapon keyword.

Infiltrator's Action

Master Infiltrator Feature
Page 128: Append "that you must use this turn" to the feature text.

Shadow Assassin's Riposte

Shadow Assassin feature

Page 128: Replace "takes damage equal to your Dexterity modifier" with ", you can take a free action to deal damage to that enemy. The damage equals your Dexterity modifier" in the feature text.

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 turn.

Fate of the Void (Star Pact)

Page 131: The bonus to a single d20 roll must now be used before the end of your next turn.

Dire Radiance

Page 131: This power now uses Charisma or Constitution.

Hellish Rebuke

Page 132: This power's language has been clarified.

Curse of the Dark Dream

Page 133: This power's damage has been increased, it now deals half damage on a miss, and its Sustain entry is now an Effect.

Dread Star

Page 133: This power now deals half damage on a miss.

Eldritch Rain

Page 133: This power's damage has been increased.

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.

Crown of Madness

Page 134: This power's damage has been increased, the Hit entry has an additional effect, and the Sustain entry is now an Effect.

Curse of the Bloody Fangs

Page 134: This power now attacks Reflex, its damage has been increased, and its Sustain entry is now an Effect.

Hunger of Hadar

Page 134: This power's zone can now damage an enemy only once per turn.

Shroud of Black Steel

Page 134: Cut the polymorph keyword.

Curse of the Black Frost

Page 135: This power's damage has been increased, and its Sustain entry is now an Effect.

Iron Spike of Dis

Page 135: This power now slows on a miss.

Summons of Khirad

Page 135: This power's damage has been increased, and its Sustain entry is now an Effect.

Thief of Five Fates

Page 135: This power has been redesigned.

Bewitching Whispers

Page 136: This power now deals damage.

Coldfire Vortex

Page 136: This power's damage has been increased, and its secondary attack is now an Effect.

Curse of the Golden Mist

Page 136: This power now deals damage and has a Miss entry. The Hit entry's language has been clarified.

Fireswarm

Page 137: This power now deals damage on a miss. The Sustain entry is now an Effect, with clarified language.

Tendrils of Thuban

Page 137: This power's damage has been reduced. 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.

Thirsting Maw

Page 137: Add the "Healing" keyword. The Sustain entry is now an Effect, with clarified language. This power now deals damage and heals on a miss.

Thirsting Tendrils

Page 137: This power's damage has been increased.

Delusions of Loyalty

Page 138: The Sustain entry has been converted into a save ends effect in the Hit entry. On a miss, this power is no longer expended.

Minions of Malbolge

Page 138: The conjured flames now deal damage only to enemies. This power's effect ends when you end your turn with no temporary hit points.

Wrath of Acamar

Page 138: The Special and Hit entries have been combined. This power now has a Miss entry.

Raven's Glamor

Page 138: The invisibility lasts until the end of the warlock's next turn, the Sustain now requires a move action, and the language has been clarified.

Curse of the Twin Princes

Page 139: This power now has a Miss entry.

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. This power's damage has been increased.

Curse of the Fey King

Page 139: This power's damage has been increased.

Curse of the Dark Delirium

Page 140: This power now deals damage.

Doom of Delban

Page 140: Clarifies that the initial hit starts the damage increase.

Hurl Through Hell

Page 140: On the Hit line, add "(save ends)" after "stunned." This power's damage has been reduced, and the teleportation keyword has been cut.

Doomsayer's Action (paragon path feature)

Page 140: No longer counts against once per turn Warlock's Curse damage limit.

Fates Entwined

Page 140: This power now uses Charisma or Constitution.

Long Fall into Darkness

Page 141: This power now uses Charisma or Constitution.

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.

Patron's Favor, roll of 6 (paragon path feature)

Page 141: Now deals extra damage instead of increasing die category.

Will of the Feywild

Page 141: Removed Effect entry.

Twilight Teleport

Page 141: Clarifies that all creatures affected by the power must be in range.

Whispers of the Fey

Page 141: Replace "Utility 20" with "Attack 20." Combined Effect and Hit entries, language tightened.

Collect Life Spark (paragon path feature)

Page 142:
(fey) Add "until the end of your next turn" to the end of the sentence.
(shadow) Invisibility now breaks on attack.

Soul Scorch

Page 142: Combined Effect and Hit entries, language tightened.

Soultheft

Page 142: This power's damage has been increased, and its language has been tightened.

Inspiring Presence

Page 144: Add the following to the end of this benefit: "If the ally can see multiple warlord allies who have this class feature, the ally regains hit points from only one of them (the ally's choice)."

Tactical Presence

Page 144: Add the following to the end of this benefit: "If multiple warlord allies who have this class feature can see the ally, he or she gains the bonus from only one of them (the ally's choice)."

Commander's Strike

Page 145: Replace the Attack and Hit lines with the following Effect entry: "Effect: One of your allies can take a free action to make a melee basic attack against the target. The ally gains a bonus to the damage roll equal to your Intelligence modifier."

Leaf on the Wind

Page 145: Replace the second sentence of the Hit line with the following: "You (only if you are adjacent to the target) or one ally adjacent to the target can take a free action to swap places with it, sliding it 1 square and shifting 1 square."

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.

Steel Monsoon

Page 147: Add "as a free action" to the end of the Hit line's first sentence.

Turning Point

Page 147: Add "within 5 squares of you" after "You or one ally" in the Miss line.

Surround Foe

Page 148: Replace the Effect entry with the following: "You slide one ally adjacent to the target up to 5 squares to another square adjacent to the target. You can slide the ally through the target's space."

Make Them Bleed

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

Warlord's Rush

Page 150: Add "as a free action" to the end of the final sentence of both the Hit and Miss lines.

Own the Battlefield

Page 151: Reduce the range to close burst 5. Add ", but not into hindering terrain" to the end of the Effect entry.

Rabbits and Wolves

Page 151: Add "as a free action" to the end of the second sentence of the Hit line.

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.

Stir the Hornet's Nest

Page 152: The Hit and Miss lines have been modified to bring this power in line with expected values for its level. This power has been reproduced below for clarity.

Stir the Hornet's Nest	Warlord Attack 25

You make a vicious strike against your foe, wounding it badly and making it an easy target for your allies' ranged attacks.

Daily ✦ Martial, Weapon
Standard Action   **Ranged** weapon
Requirement: You must make this attack with a heavy thrown weapon.
Target: One creature
Attack: Strength vs. AC
Hit: 6[W] + Strength modifier damage. Until the end of the encounter, each of your allies gains a power bonus to the damage rolls of ranged attacks against the target. The bonus equals your Intelligence modifier.
Miss: One of your allies can make a ranged basic attack against the target as a free action, with a power bonus to the damage roll equal to your Intelligence modifier.

Chimera Battlestrike

Page 152: Replace "Minor Action" with "Standard Action."

Devastating Charge

Page 152: This power has been updated to reflect the changed role of melee basic attacks, and has been reproduced below for clarity.

Devastating Charge	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   **Melee** weapon
Effect: You charge and make the following attack in place of a melee basic attack.
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage. Until the end of your next turn, if any ally can see you when he or she charges, the ally gains a bonus to the damage roll of the charge attack. The bonus equals your Charisma modifier.

Warlord's Doom

Page 152: Delete "until the end of your next turn," from the first sentence of the Hit line.

Defy Death

Page 152: This power's formatting has been updated, and the healing surge expenditure has had its action type removed. The power has been reproduced below for clarity.

Defy Death	Warlord Attack 29

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

Daily ✦ Healing, Martial, Weapon
Immediate Interrupt   **Melee** weapon
Trigger: A creature attacks your ally
Effect: You move up to twice your speed to a square where you can reach the triggering creature with your melee weapon. Your move doesn't provoke opportunity attacks. You then make the following attack.
Target: The triggering creature
Attack: Strength vs. AC
Hit: 7[W] + Strength modifier damage, and the target's attack misses the ally.
Miss: Half damage, and the target's attack deals only half damage if it hits the ally.
Effect: The ally can spend a healing surge immediately after the target's attack.

Bolt of Genius

Page 154: Add "attack" between "encounter" and "power" in the Effect entry, and add "during this encounter" to the end of the sentence.

Honor and Glory

Page 155: This feature now grants a power bonus.

Control the Field

Page 155: Replace the Effect entry with the following: "Effect: Each enemy within 5 squares of you is marked until the end of your next turn, and each takes ongoing 10 damage (save ends). While adjacent to you, an enemy takes a penalty to saving throws against this ongoing damage. The penalty equals your Charisma modifier."

Disciplined Blade

Page 155: Add "with that weapon" after "next attack roll" in this feature.

Sword Marshal's Action

Page 155: Add "attack" between "warlord encounter" and "power" in this feature.

Sword Marshal's Boon

Page 155: Replace the Trigger line with the following: "Trigger: You use a warlord utility power that can target you or an ally." Replace the Effect entry with the following: "Effect: The power targets both you and the ally."

Trained Skills

Page 156: Replace "Nature (Int)" with "Nature (Wis)."

Orb of Imposition

Page 157: The text of this benefit has been changed to grant the saving throw penalty to only the next saving throw the target makes against the effect. The orb can also now only be used on your turn. The new text is reproduced below for clarity.

Benefit: Once per encounter while you are holding an orb, you can take a free action on your turn to gain one of the following two effects.
✦ *Saving Throw Penalty:* Choose one creature that is suffering an effect that was caused by one of your wizard powers and that a save can end. That creature takes a penalty to its next saving throw against that effect. The penalty equals your Wisdom modifier.
✦ *Extended Duration:* Choose an effect that was created by one of your wizard at-will powers and that is set to end at the end of your current turn. The effect instead ends at the end of your next turn.

Wizard Schools

Many powers in this section have had school keywords added.

Spellbook

Page 158: This feature is now called Arcanist's Spellbook.

Prestidigitation

Page 159: Remove the first bullet in the power. The power no longer grants the ability to move up to 1 pound of material.

Cloud of Daggers

Page 159: Add the zone keyword. Replace the Effect entry with the following: "Any creature that enters the zone or starts its turn there takes force damage equal to your Wisdom modifier (minimum 1). A creature can take this damage only once per turn."

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.

Burning Hands

Page 159: The power now deals half damage on a miss.

Chill Strike

Page 159: The power now slows the target until the end of your next turn on a miss.

Force Orb

Page 160: The secondary attack is now an area burst 1 centered on the primary target. Replace "adjacent to" in the Secondary Target entry with "in the burst other than".

Icy Terrain

Page 160: Add zone keyword. Replace the Effect entry with the following text. "Effect: The burst creates a zone that lasts until the end of your next turn or until you end it as a minor action. The ground of the zone is difficult terrain."

Ray of Enfeeblement

Page 160: The power now deals half damage on a miss.

Acid Arrow

Page 160: This power has been updated, and has been reproduced below for clarity.

Acid Arrow — Wizard Attack 1

A shimmering arrow of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.

Daily ✦ Acid, Arcane, Implement
Standard Action   **Ranged** 20
Primary Target: One creature
Primary Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier acid damage, and ongoing 5 acid damage (save ends).
Miss: Half damage, and ongoing 2 acid damage (save ends).
Effect: Make the secondary attack.
  Secondary Attack
    Area burst 1 centered on the primary target
    Secondary Target: Each creature in the burst other than the primary target
    Attack: Intelligence vs. Reflex
    Hit: 1d8 + Intelligence modifier acid damage, and ongoing 5 acid damage (save ends).

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."

Freezing Cloud

Page 160: Add the zone keyword. Increase the power's damage from 1d8 to 2d8. Replace the Effect entry with the following text. "Effect: The burst creates a zone that lasts until the end of your next turn or until you dismiss it as a minor action. Any creature that enters the zone or starts its turn there takes 5 cold damage (a creature can take this damage only once per turn)."

Sleep

Page 160: The sleep keyword was removed. The charm keyword was added.

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."

Icy Rays

Page 161: The power now slows the target until the end of your next turn on a miss.

Shock Sphere

Page 161: The power now deals half damage on a miss.

Bigby's Icy Grasp

Page 161: This power's language has been changed, and the power has been reproduced below for clarity.

Bigby's Icy Grasp — Wizard Attack 5

You conjure a giant floating hand made of chiseled ice that clutches a foe and freezes it.

Daily ✦ Arcane, Cold, Conjuration, Evocation, Implement
Standard Action   **Ranged** 20
Effect: You conjure a 5-foot-tall hand of ice in an unoccupied square within range. The hand lasts until the end of your next turn. When the hand appears, it immediately makes the following attack. While the hand persists and doesn't have a creature grabbed, you can use a standard action to command it to make the attack again or a move action to move it up to 6 squares.
Target: One creature adjacent to the hand
Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier cold damage, and the hand grabs the target. The hand uses your Fortitude or Reflex if the target attempts to escape. You can end the grab as a free action.
Sustain Minor: The hand persists until the end of your next turn, and a creature grabbed by the hand takes 1d8 + Intelligence modifier cold damage.

Fireball

Page 161: The power's damage was increased to 4d6 + Intelligence modifier.

Stinking Cloud

Page 161: Add "(a creature can take this damage only once per turn)" to the end of the second sentence in the Effect entry, and change "1d10 + Intelligence modifier poison damage" to "5 + your Intelligence modifier poison damage" in that sentence. Add "The zone is heavily obscured," before the second sentence. Replace "of poisonous vapor that blocks line of sight" with "that lasts" in the first sentence.

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.

LEVITATE

Page 162: The power has been clarified, and is reproduced below for clarity.

Levitate	Wizard Utility 6

You rise off the ground a short distance.

Daily ✦ Arcane
Move Action   **Personal**

Effect: You move up to 4 squares vertically and hover there until the end of your next turn. While aloft, you are unsteady, taking a -2 penalty to AC and Reflex. If some effect, such as a pit opening below you, causes you to be more than 4 squares above the ground, you drop down to 4 squares above the ground. You do not take damage from such a fall. When the levitation ends, you descend to the ground without taking falling damage.

Sustain Move: You move up to 3 squares up or down or 1 square horizontally, and you hover there until the end of your next turn. You cannot go higher than 4 squares above the ground.

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."

FIRE BURST

Page 162: The power now deals half damage on a miss.

LIGHTNING BOLT

Page 162: The power's Target entry was revised, and its Effect entry and secondary attacks were removed. The power now deals half damage on a miss.

SPECTRAL RAM

Page 163: The power now pushes the target up to 3 squares on a miss.

WINTER'S WRATH

Page 163: Replace the Effect entry with the following. "The burst creates a zone that lasts until the end of your next turn or until you dismiss it as a minor action. The zone is lightly obscured, and any creature that starts its turn in the zone takes cold damage equal to your Intelligence modifier." Add the zone keyword.

WALL OF FIRE

Page 163: Replace the Effect entry with the following. "You conjure a wall of fire that lasts until the end of your next turn. The wall can be up to 4 squares high. Any creature that starts its turn adjacent to the wall takes 1d6 + Intelligence modifier fire damage. Any creature that enters the wall or starts its turn there takes 3d6 + Intelligence modifier fire damage

(a creature can take this damage only once per turn). The wall blocks line of sight. Each square of movement that includes one or more squares of the wall costs 3 extra squares of movement."

FROSTBURN

Page 164: Add the zone keyword. Replace the first sentence of the Effect entry with, "The burst creates a zone of difficult terrain that lasts until the end of your next turn or until you dismiss it as a minor action."

MESMERIC HOLD

Page 164: The power now slows the target until the end of your next turn on a miss.

PRISMATIC BURST

Page 164: On a miss, the power now grants creatures partial concealment against the target until the end of the target's next turn.

THUNDERLANCE

Page 164: The power now pushes the target up to 4 squares on a miss.

BIGBY'S GRASPING HAND

Page 164: The power has been clarified, and is reproduced below for clarity.

Bigby's Grasping Hands	Wizard Attack 15

Two hands of glowing golden force materialize, grab a couple of your foes, and slam them together.

Daily ✦ Arcane, Conjuration, Evocation, Force, Implement
Standard Action   **Ranged** 10

Effect: You conjure two 5-foot-tall hands of force, each in a different unoccupied square within range. The hands occupy their squares, and they last until the end of your next turn.

When the hands appear, you make the following attack with each hand. While a hand persists, you can use a move action to move the hand to a square adjacent to a creature within range and command the hand to attack that creature. In addition, if each hand has a creature grabbed during your turn and the creatures are within 5 squares of each other, you can use a standard action to slam the hands together, pulling each of the creatures 2 squares to squares adjacent to each other, and those creatures each take 2d10 + Intelligence modifier force damage. Each hand then returns to its original square, pulling its grabbed creature with it.

Target: One creature adjacent to the hand
Attack: Intelligence vs. Reflex
Hit: 2d10 + Intelligence modifier force damage, and the hand grabs the target. The hand uses your Fortitude or Reflex if the target attempts to escape.

Sustain Minor: The hands persist until the end of your next turn.

PRISMATIC BEAMS

Page 165: Change "burst" to "blast" in the range and Target entries. Change the Hit (Fortitude) entry to, "Ongoing 10 poison damage (save ends)."

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."

COMBUST

Page 166: The power now deals half damage on a miss.

CRUSHING TITAN'S FIST

Page 166: Add the zone keyword. Replace the Effect entry with, "The burst creates a zone of difficult terrain that lasts until the end of your next turn or until you dismiss it as a minor action. Each square of movement that includes one or more squares of the zone costs 4 extra squares of movement."

ICE TOMB

Page 166: The power now slows the target until the end of your next turn on a miss.

CLOUDKILL

Page 166: Add "Attack: Intelligence vs. Fortitude" above the Hit line. Replace the Effect entry with the following text. "The burst creates a zone that lasts until the end of your next turn. The zone is heavily obscured. Any creature that enters the zone or starts its turn there takes 10 + your Intelligence modifier poison damage (a creature can take this damage only once per turn). As a move action, you can move the zone up to 3 squares."

DISINTEGRATE

Page 166: The damage of the Hit and Miss entries was reduced by 1d10.

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.

MORDENKAINEN'S MANSION

Page 167: Delete the teleportation keyword.

ACID STORM

Page 167: Add zone keyword. Replace Effect entry with the following text. "Effect: The burst creates a zone that lasts until the end of your next turn or until you dismiss it as a minor action. The zone is heavily obscured and blocks line of sight. Any creature that enters the zone or starts its turn there takes 10 acid damage (a creature can take this damage only once per turn)."

CHAIN LIGHTNING

Page 167: Each attack now deals half damage on a miss. The secondary attack now targets one or two creatures instead of just two creatures.

THUNDERCLAP

Page 167: The power now dazes the target until the end of your next turn on a miss. On a hit, the power deals 3d10 instead of 3d6 damage.

ELEMENTAL MAW

Page 167: This power's language has been clarified and the zone keyword has been added. The power has been reproduced below for clarity.

Elemental Maw	Wizard Attack 25

You call up a spinning vortex of elemental energy that draws your enemies inside. It then spits them out where you direct, fallen and reeling.

Daily ✦ Acid, Arcane, Cold, Fire, Implement, Lightning, Teleportation, Thunder, Zone

Standard Action   **Area** burst 4 within 20 squares

Effect: The burst creates a zone of difficult terrain that lasts until the end of your next turn. Any creature that enters the origin square of the zone or starts its turn there takes 10 acid, cold, fire, lightning, and thunder damage (a creature can take this damage only once per turn). You must teleport the creature to a square within 20 squares of you that is outside the zone. The creature then falls prone, and it is dazed until the start of your next turn.
     When the zone appears, make the following attack.

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 6d6 + Intelligence modifier acid, cold, fire, lightning, and thunder damage, and the target is pulled up to 2 squares toward the zone's origin square.

Miss: Half damage.

MAZE

Page 168: The power has been clarified, and is reproduced below for clarity.

Maze	Wizard Attack 25

You trap an enemy in an extradimensional vault resembling a maze, which holds the foe until it can figure out how to escape. Where the foe vanished, a faintly glowing sigil hovers in the air.

Daily ✦ Arcane, Enchantment, Implement, Psychic
Standard Action   **Ranged** 10
Target: One creature
Attack: Intelligence vs. Will
Hit: 3d12 + Intelligence modifier psychic damage.
Effect: The target is removed from play. At the end of each of its turns, the target makes an Intelligence check against your Will. On a success, the target returns to play in the space it last occupied or in the nearest unoccupied space of its choice, if that space is occupied. On each failure, the target gains a cumulative +5 bonus to the check.

NECROTIC WEB

Page 168: The power has been clarified, and is reproduced below for clarity.

Necrotic Web	Wizard Attack 25

You cover your enemies in a giant web made from strands of black, life-draining energy.

Daily ✦ Arcane, Implement, Necromancy, Necrotic, Zone
Standard Action   **Area** burst 3 within 20 squares
Target: Each creature in the burst
Attack: Intelligence vs. Reflex
Hit: 4d6 + 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 the encounter. Any creature that starts its turn in the zone takes 4d6 necrotic damage, and it is slowed (save ends).

PRISMATIC SPRAY

Page 168: Change "burst" to "blast" in the range and Target entries. Change the Hit (Fortitude) entry to, "The target is slowed and takes ongoing 15 poison damage (save ends)."

BLACK FIRE

Page 168: The power now deals half damage on a miss.

CONFUSION

Page 168: An Effect entry was added. The entry includes text formerly in Hit entry. The power's effect was also altered.

FORCECAGE

Page 168: On a miss, the power now deals half damage and slows the target until the end of your next turn.

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.

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. Change "AC" to "Reflex". 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.

FORCEFUL RETORT

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

CLOSING SPELL

Page 169: Reduce the power's burst from 5 to 3. The bonus damage from the Hit entry now applies when daily attack powers have been expended, not daily powers of any kind.

BOLSTERING BLOOD

Page 169: This feature works only with attack powers. Replace the last sentence of the path feature with the following: "You gain a bonus to the power's damage rolls. This bonus equals the damage you dealt to yourself."

BURNING BLOOD

Page 169: This feature has been updated, and is reproduced below for clarity.

Benefit: When you use your second wind, each enemy within 10 squares of you takes ongoing 10 fire damage (save ends), but only if that enemy is subject to an effect that a save can end.

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.

DESTRUCTIVE SALUTATION

Page 170: This power now dazes instead of stuns, and it deals 4d6 damage, instead of 6d6.

EXTRA DAMAGE ACTION

Page 170: This feature now grants a bonus to damage rolls, and is reproduced below for clarity.

"**Benefit:** When you spend an action point to take an extra action, you gain a bonus to the damage rolls of your standard action attacks during this turn. The bonus equals one-half your level."

STORM CAGE

Page 170: Replace the Effect entry with the following text. "Effect: You conjure a wall in the 16 outer squares of the burst (forming a square enclosure). The wall is 1 square high. Any creature that enters the wall or starts its turn adjacent to it takes 10 lightning damage (a creature can take this damage only once per turn). Each square of movement that includes 1 or more squares of the wall costs 1 extra square of movement. The wall does not grant cover or concealment. It lasts until the end of your next turn."

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.

CORELLON'S IMPLEMENT

Page 171: This feature has been clarified, and is reproduced below for clarity.

"**Benefit:** You gain proficiency with the longsword as an implement. In addition, if you have the Arcane Implement Mastery class feature, the benefits you gain from that feature for one implement, such as a staff or a wand, can be used with a longsword."

SHAPE THE DREAM

Page 171: Delete the implement keyword. The triggering attack has no effect on you.

CORELLON'S BLADE

Page 171: Delete the teleportation keyword.

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.

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*.

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."

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.

- **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.

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.

- 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.

- **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.

THIEVERY

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

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.

ALERTNESS

Page 193: The feat's Benefit entry was revised so you can't be surprised instead of preventing you from granting combat advantage for being surprised.

AVANDRA'S RESCUE

Page 194: The power's language was updated for clarity, and is reproduced below.

Avandra's Rescue	Feat Utility

Avandra smiles upon you and helps you rescue a friend in need.

Encounter ✦ **Channel Divinity, Divine**
Move Action   **Melee** 1
Target: One ally who is the same size as you
Effect: You and the target each shift 1 square, swapping positions.
Special: You can use only one channel divinity power per encounter.

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*.

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.

MOUNTED COMBAT

Page 199: Replace the Benefit entry with the following.

While you are riding a creature, it does not take the normal -2 penalty to attack rolls that is imposed on mounts. In addition, the creature can make any Athletics, Acrobatics, Endurance, or Stealth checks using your skill check modifier (not including any temporary bonuses or penalties) in place of its own."

PELOR'S RADIANCE

Page 199: This power has been changed to bring its power in line with other feat powers, and has been reproduced below for clarity.

Pelor's Radiance	Feat Attack

When undead creatures abound, Pelor's radiance shines to aid the faithful.

Encounter ✦ Channel Divinity, Divine, Implement, Radiant
Standard Action   **Close** burst 1
Target: Each undead creature in the burst
Attack: Wisdom vs. Will
Hit: 1d10 + Wisdom modifier radiant damage, and the target is dazed until the end of your next turn.
Level 11: 2d10 + Wisdom modifier radiant damage.
Level 21: 3d10 + Wisdom modifier radiant damage.
Special: You can use only one channel divinity power per encounter.

SHIELD PUSH

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

TWO-WEAPON FIGHTING

Page 201: The feat now grants a bonus to damage rolls with both your main weapon and your off-hand weapon.

WEAPON FOCUS

Page 201: In the feat's Benefit entry, replace the second sentence with the following text: "You gain a +1 feat bonus to the damage rolls of weapon attacks that you make with a weapon from that group."

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*.

GREAT FORTITUDE

Page 203: The feat no longer has paragon tier (11th level) as prerequisite. The feat now scales with level.

IRON WILL

Page 203: The feat no longer has paragon tier (11th level) as prerequisite. The feat now scales with level.

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."

LIGHTNING REFLEXES

Page 204: The feat no longer has paragon tier (11th level) as prerequisite. The feat now scales with level.

TRIUMPHANT ATTACK

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

TWO-WEAPON FLURRY

Page 207: Change "you can also make an opportunity attack with your off-hand weapon" to "you can take a free action to make a melee basic attack with your off-hand weapon."

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*.

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."

RAPIER

Page 218: The weapon is longer a superior military weapon.

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.

POWER

Page 226: In the Daily entry of this section, delete all material after the first sentence. This change makes the text consistent with the new rules for magic items.

Delver's Armor

Page 229: Replace "Free Action" with "No Action."

Mantle of the Seventh Wind

Page 230: This item is now rare, and the landing requirement has been removed.

Dragonslayer's Weapon

Page 233: The resistance granted by this item is now 10 per tier.

Flaming Weapon

Page 234: At-will power applies only to untyped damage.

Holy Avenger

Page 234: This item is now rare.

Vorpal Weapon

Page 236: This item is now rare.

Symbol of Hope

Page 237: The daily power is now a free action that grants you or an ally a saving throw when you hit with an attack using the symbol.

Symbol of Life

Page 237: The daily power is now a free action that triggers when you hit with an attack using the symbol.

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.

Orb of Drastic Resolutions

Page 238: The daily power now requires you to hit with an attack using the orb to gain its effect.

Orb of Inevitable Continuance

Page 238: The daily power now requires you to hit with an attack using the orb to gain its effect.

Orb of Sanguinary Repercussions

Page 239: The daily power now requires you to hit with an attack using the orb to gain its effect, and the damage scaling has been changed to 1d8 per tier.

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.

Shield of Deflection

Page 245: The shield now grants resist 2 to ranged and area attacks at level 2, resist 5 at level 12, and resist 10 at level 22. This replaces older text of 5 and 10.

Boots of Striding and Springing

Page 246: Change "+2 item bonus to Athletics checks made to jump" to "+5 item bonus to Athletics checks made to jump".

Winged Boots

Page 247: This item is now rare. Its daily power is now a minor action that grants a fly speed until the end of the encounter.

Gauntlets of Ogre Power

Page 247: This item is now rare. The daily item power now grants a +2 power bonus to damage rolls until the end of the encounter.

Circlet of Authority

Page 248: This item is now common.

Ioun Stone of True Sight

Page 249: This item is now rare, and more clearly explains what you can see using the daily power.

Amulet of Health

Page 249: In the Property entry, the item's resistance now scales based on enhancement bonus.

Cloak of Invisibility

Page 249: This item is now rare.

Ring of Freedom of Movement

Page 251: This item is now rare.

Ring of Invisibility

Page 252: This item is now rare and grants a +4 instead of a +2 item bonus to Stealth.

Ring of Protection

Page 252: This item is now rare.

Ring of Regeneration

Page 252: This item is now rare.

Flying Carpet

Page 254: This item is now rare.

Magic Items

Page 260: Delete the first sentence of the paragraph. This change makes the text consistent with the new rules for magic items.

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.

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."

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 check 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.

Death Saving Throw

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

Brew Potion

Page 301: In the first sentence of the ritual's effect text, replace "potion" with "common potion or elixir." In the second sentence of the ritual's effect text, add "or elixir" after "potion."

Disenchant Magic Item

Page 304: Replace the ritual's effect text with the text below. This change makes the ritual's effect consistent with the new magic item rules.

"The ritual destroys a magic item of your level or lower, and the item can be common, uncommon, or rare. The ritual returns an amount of *residuum* based on the item's rarity: 20 percent of a common item's gold piece value, 50 percent of an uncommon item's gold piece value, and 100 percent of a rare item's gold piece value".

Enchant Magic Item

Page 304: Add the text below to the end of the first paragraph of the ritual's effect text. This change makes the ritual's effect consistent with the new magic item rules.

Alternatively, you can use the ritual to upgrade a common, uncommon, or rare item to a more powerful version of the item that is 5 levels higher. The new version must be your level or lower, and the component cost equals the difference in gold piece value between the old version and the new.

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."

Item Rarity Changes

Common Items

Bracers of the Perfect Shot
Darkleaf Armor
Duelist's Weapon
Everlasting Provisions
Gauntlets of Destruction
Gauntlets of the Ram
Pact Blade
Portable Hole
Psychic's Ring
Rod of Corruption
Rod of Reaving
Rope of Climbing
Soulforged Armor
Staff of Fiery Might
Warding Spirit Armor

Rare Items

Shadowflow Armor
Dancing Weapon

King of the Trollhaunt Warrens (P1)

Item Rarity Changes

Rare Items
Eladrin Ring of Passage

Assault on Nightwyrm Fortress (P3)

Item Rarity Changes

Rare Items
Shadowfell Blade

Player's Handbook 2

Half-Orc

Page 14: When adding up your ability score bonuses, you now gain a +2 bonus to Dexterity and your choice of Strength or Constitution.

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."

Twin Step

Page 42: Add the Teleportation keyword. The power includes teleportation but lacked the keyword.

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*.

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.

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.

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.

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."

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.

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.

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.

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 *wild shape*.

In the first paragraph, replace the third sentence with the following text.

> While you are in beast form, you can't use weapon or implement attack powers that lack the beast form keyword, although you can sustain such powers.

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.

Flame Seed

Page 85: Append the following sentence to the Hit entry. "An enemy can take this damage only once per turn."

Wall of Thorns

Page 88: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

Primal Bear

Page 92: Delete the "Healing" keyword.

Winter Hailstorm

Page 92: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

Stormburst

Page 93: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

Wall of Blades

Page 109: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

Blood Debt

Page 110: On the Hit line, add "modifier" between "Wisdom" and "radiant."

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."

Call Spirit Companion

Page 120: Revert the power to its original text, ignoring the last update to it. Instead, add the following Requirement entry above the Effect entry. This update clarifies that you cannot have multiple spirits conjured by *call spirit companion*, and it prevents you from dismissing and re-conjuring your companion with the same minor action

Requirement: Your spirit companion must not be present.

Spirit of Elder Wisdom

Page 131: In the second sentence of the power's Hit line, replace "misses" with "doesn't hit."

Explosive Pyre

Page 139: Append the following sentence to the Hit entry. "An enemy can take this damage only once per turn."

Flame Spiral

Page 140: Append the following sentence to the Effect entry. "An enemy can take this damage only once per turn."

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.

Earth Spikes

Page 155: Append the following sentence to the Hit entry. "An enemy can take this damage only once per turn."

Winter's Grip

Page 157: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

Form of the Frenzied Wolverine

Page 159: Above the Hit line, add "Attack: Strength vs. AC." The information was missing.

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.

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.

Implement Expertise

Page 185: In the second sentence of the Benefit entry, add "feat" before "bonus to attack rolls." Change "15th level" to "11th level" and "25th level" to "21st 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.

Melee Training

Page 187: The feat no longer adds your chosen ability modifier to melee basic attack damage. Instead, it adds only half the chosen ability score modifier.

Benefit: Choose an ability other than Strength. When you make a melee basic attack using a weapon with which you have proficiency, you can use the chosen ability instead of Strength for the attack roll. In addition, you can use half of that ability's modifier, instead of your Strength modifier, for the damage roll.

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." Change "15th level" to "11th level" and "25th level" to "21st 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.

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."

Item Rarity Changes

Common Items

Agile Resolve Vestments
Astral Fire Armor
Indomitable Resolve Vestments
Lifeblood Armor
Perpetual Resolve Vestments
Shared Valor Armor
Watcher's Horn

Uncommon Items

Pure Spirit Totem

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.

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.

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.

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.

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.

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.

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.

Flurry of Blows
Page 65: This power's action type has been changed to no action.

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.

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.

Steps of Grasping Fire
Page 71: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

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

Shredding Ribbons
Page 85: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

Burning Flux
Page 85: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

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.

Forest of Exclusion
Page 92: Append the following sentence to the Effect entry. "An enemy can take this damage only once per turn."

Rime Strike
Page 119: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

Eagle's Aim

Page 122: This power is now at-will.

Wasp Sting Shot

Page 122: Append the following sentence to the Hit entry. "An enemy can take this damage only once per turn."

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.

Corrosive Slime

Page 124: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

Earthfriend

Page 125: Replace "Encounter" with "Daily."

Ravaging Shot

Page 130: This power now has a Target entry, and targets one creature.

Cloud of Doom

Page 131: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

Divine Challenge (Hybrid)

Page 146: The feature now reads as follows: "You gain the paladin power *divine challenge*. The power functions as normal, except that the radiant damage equals your Charisma modifier. The damage increases to 2 + your Charisma modifier at 11th level and 4 + your Charisma modifier at 21st level."

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.

Strategist's Epiphany

Page 170: This power's range is now personal. Delete the Target entry. The Effect entry now reads, "You make a History check and can use the check result as your initiative check result."

Insightful Riposte

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

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.

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.

Versatile Expertise

Page 184: Change "15th level" to "11th level" and "25th level" to "21st level".

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.

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.

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.

Orb of Nimble Thoughts

Page 207: This item's property has been changed. It now reads, "You gain an item bonus to initiative checks equal to the enhancement bonus of this orb."

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

Item Rarity Changes

Common Items

Blazing Arc Ki Focus
Cognizance Crystal
Death Strike Ki Focus
Ghost Strike Ki Focus
Ki Weapon
Staff of Unfailing Talent
Talent Shard

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.

Dragon Tempest

Page 12: Add "(a creature can take this damage only once per turn)" to the end of the second sentence in the Effect entry.

Misty Breath

Page 15: Add "(a creature can take this damage only once per turn)" to the end of the second sentence in the Effect entry. Add the cold, polymorph, and zone keywords. Finally, change "enemies" in the Hit entry to "you and your allies".

Whirling Dragon

Page 18: Increase this power's damage to 3[W] + Strength modifier.

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.

Divine Resistance

Page 32: Change the power's usage to no action, instead of immediate reaction.

Item Rarity Changes

Common Items
Frightful Weapon

Player's Handbook Races: Tieflings

Iron Wall of Dis
Page 12: Add the implement keyword.

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.

Tail Trip
Page 28: Add "11th level" as a prerequisite.

Prerequisite: 11th level, tiefling, fighter, Combat Challenge class feature

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."

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.

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.

D&D Heroes Miniatures - Primal Heroes 2

Leaf Wall
The Effect entry was revised.

> **Effect:** You conjure a leafy wall that lasts until the end of the encounter. The wall can be up to 4 squares high and must be on a solid surface. You or any ally has partial concealment while in the wall. Enemies grant combat advantage while in the wall or adjacent to it.

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*.

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.

THORN CASTLE

Page 41: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

FLURRY OF STINGERS

Page 44: Append the following sentence to the Effect entry. "An enemy can take this damage only once per turn."

Goodberry

Page 45: In the Effect entry, the amount of hit points regained was increased from 5 to 10.

> **Effect:** You create four goodberries. Each lasts until it is consumed or until the end of your next extended rest. A creature can take a minor action to consume a goodberry either to regain 10 hit points, to make a saving throw, or to gain 10 temporary hit points.

Fey Circles

Page 45: The conjuration keyword was removed, and the number of circles was increased from eight to ten.

> **Effect:** You create ten fey circles in ten unoccupied squares in the burst. When you or an ally enters a fey circle's square, that character can teleport to another fey circle's square as a free action, as long as the destination square is unoccupied. Then both fey circles disappear. The fey circles last until the end of the encounter if they aren't used.

Pummeling Hail

Page 48: Append the following sentence to the Effect entry. "A creature can take this damage only once per turn."

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.

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.

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.

Creeping Brambles

Page 102: Add the following sentence after the third sentence in the Effect entry. "An enemy can take this damage only once per turn."

Sparking Strike

Page 102: Add the following sentence after the second sentence in the Hit entry. "An enemy can take this damage only once per turn."

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.

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."

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.

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*.

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 bandwidth 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.

Psionic Power

Cloud Mind

Page 13: In the unaugmented Hit entry, add "1 square" between "can shift" and "as a free action."

Decelerating Slash

Page 13: In the Each Failed Saving Throw entry, add "1 square" between "shifts" and "as a free action."

Invitation to Defeat

Page 13: Replace the Effect and Sustain Minor entries with the following.

> **Effect:** Enemies are weakened while adjacent to you. In addition, the first time each turn that an enemy adjacent to you takes damage, that enemy takes extra psychic damage equal to your Charisma modifier. This effect lasts until the end of your next turn.
> **Sustain Minor:** The effect persists until the end of your next turn."

Opportunity Seized

Page 14: This power is now a free action. Change the Effect entry's "The triggering creature repeats the opportunity attack" to "The target makes another opportunity attack".

Emotional Wellspring

Page 15: Append ", whichever is later" to the final sentence of this power's Effect entry.

Mind Rend

Page 19: Add the weapon keyword to this power. Append "until the end if your next turn" to the Sustain Minor entry.

Unconscious Assault

Page 21: Add the following Attack entry to the augment 6 section of this power, and change the final "take" in its Effect entry to "takes".

> **Attack:** Charisma vs. AC

Phrenic Invader

(Reflexive Action feature), page 26: Add "that you know" after "unaugmented ardent at-will power".

Persistent Harrier

Page 34: Append "Level 21: 2[W] + Constitution modifier damage." to the Hit entry.

Evade Explosion

Page 37: This power is now an immediate reaction. Remove "and deals damage" from the Trigger entry, and add "only" between "you take" and "half damage from the attack" in the Effect entry.

Lodestone Lure

Page 37: Change all three instances in Hit entries of "you pull the target" to "you must pull the target".

Parting Shot

Page 42: Append "in the burst" to the augment 1's Target entry.

Unwavering Concentration

Page 42: Add the following Target entry to the augment 4 section of this power.

> **Target:** Each enemy in the burst

Wings of Elevated Thought

Page 45: Replace the Effect entry with the following.

> **Effect:** You assume the wings of elevated thought stance. Until the stance ends, you gain a fly speed of 6, but you descend safely to the ground at the end of each of your turns.

Blazing Offensive

Page 46: Delete the second sentence in the Hit entry. You can't hit the same target more than once.

> **Hit:** Ongoing 40 fire damage (save ends).

Many Doors Curse

Page 48: In this power's Effect entry, change "whenever" to "the first time each turn that".

Monolithic Vision

Blackstone Guardian Paragon Path feature, page 49: Change "pull the target" to "slide the target".

Flurry of Blows

Page 60: This power's action type has been changed to no action.

Lion's Den

Page 61: Add "once per turn" in front of "as a free action" in the second sentence of the Hit entry.

Lashing Rain

Page 62: In this power's Effect entry, change "Whenever" to "Once per turn, when".

SUPREME PARRY

Page 71: Replace the Effect entry with the following.

> **Effect:** You assume the supreme parry stance. Until the stance ends, you add the proficiency bonus of your main weapon as a power bonus to AC and Reflex.

GLACIER'S MANTLE

Page 72: Append the following sentence to the Hit entry. "An enemy can take this damage only once per turn."

BASILISK NATURE DEFENSE

Page 74: Replace the Effect entry with the following.

> **Effect:** You are instead petrified for as long as you would be unconscious or stunned by the triggering attack. You gain a +2 power bonus to saving throws until you are no longer petrified. When the petrification ends, you can spend a healing surge.

UNSEEN AMBUSH

Page 79: Delete "you are hidden from" from the Target entry.

SHAPER PSION BUILD

Page 85: In the Suggested Feat entry, replace Bulwarked Construction* with Bloodied Concentration*.

FORCE SHARD

Page 86: Add the following sentence after the third sentence in the Hit entry. "An enemy can take this damage only once per turn."

STATIC MOTE

Page 86: Replace the Effect entry and unaugmented attack section with the following.

> **Effect:** You conjure a static mote in an unoccupied square within range. Any creature that starts its turn adjacent to the mote is slowed until the end of its turn. At the start of your next turn, the mote disappears and you make the following attack.
>
> **No Action**   **Close** burst 3 centered on the square the mote occupied
>
> **Target:** Each creature in burst
> **Attack:** Intelligence vs. Reflex
> **Hit:** 1d6 + Intelligence modifier lightning damage.

INFLICTED MINDSCAPE

Page 88: Replace the Effect and Sustain Minor entries with the following.

> **Effect:** The burst creates a zone that lasts until the end of your next turn. Any enemy that ends its turn in the zone is slowed until the end of its next turn.
> **Sustain Minor:** The effect persists until the end of your next turn."

ECTOPLASMIC SERVANT

Page 89: Add "(an enemy can take this damage only once per turn)" to the end of the third sentence in the Effect entry.

INFLICT PAIN

Page 90: In the Hit entry, replace "save ends" with "save ends both."

MALICIOUS LIGHTNING

Page 90: Remove "(1/round)" from the lightning mote's attack.

VOID SHARD

Page 93: Replace the Effect entry and unaugmented attack section with the following.

> **Effect:** You conjure a void shard in an unoccupied square within range. Any creature that starts its turn adjacent to the shard is slowed until the end of its turn. At the start of your next turn, the shard disappears and you make the following attack.
>
> **No Action**   **Close** burst 3 centered on the square the shard occupied
>
> **Target:** Each creature in burst
> **Attack:** Intelligence vs. Fortitude
> **Hit:** 1d8 + Intelligence modifier force damage, and the target falls prone."

LIVING BARRAGE

Page 93: In the primary Effect entry, change "immobilized" to "immobilized or slowed". Change "shift" in the secondary Effect entry to "slide".

MANIFESTED HORROR

Page 94: Replace the Hit entry in the Augment 1 section. The effect stacks with the power's first Hit entry, which it should not.

REALITY MELTDOWN

Page 99: Add "(a creature can take this damage only once per turn)" to the end of the third sentence in the Effect entry. Delete "next" from the augment 2 Hit entry.

FAR REALM'S GIFT

Page 100: Append the following sentence to the Hit entry. "An enemy can take this damage only once per turn."

HUNGRY FLAMES

Page 102: Add the conjuration keyword to this power.

MASTER SUMMONER

Resilient Creation feature, page 103: Add "or psion paragon path power" after "using a psion power".

DISCORPORATE RETALIATION

Page 126: In the Hit entry, add "modifier" between "Charisma" and "psychic."

SKITTERING MOUSE STYLE

Page 134: Replace "When you use a movement technique" with "When you use a monk power or monk paragon path power".

RISING HOPES

Page 138: Add "1 square" between "and shift" and "as a free action."

AWAKENED POTENTIAL

Page 141: Change "[Multiclass]" to "[Multiclass Ardent, Battlemind, or Psion]" and append the following to the end of the feat. "Special: Choose ardent, battlemind, or psion when you select this feat. This feat counts as a multiclass feat for that class."

UNBALANCED MIND

Foulborn Heritage feat power, page 142: Append the following to the Effect entry. "A creature can take this damage only once per turn."

ELAN MENTAL ONSLAUGHT

Page 143-144: In the table on page 143 and the feat on page 144, add the Flurry of Blows class feature as a prerequisite.

ANCHORING ARMOR

Page 154: In the Augment 1 entry in the item's power, replace "save ends" with "save ends both."

PHRENIC ARMOR

Page 154: Append the following to this armor's property.

Level 14 or 19: Resist 10 psychic
Level 24 or 29: Resist 15 psychic

BOLSTERING SHIELD

Page 157: Change Level 18 to Level 20, and Level 28 to Level 30 in this item's power.

ITEM RARITY CHANGES

COMMON ITEMS
Mind Hunter's Armor

THE SHADOWFELL: GLOOMWROUGHT AND BEYOND

WIDOW OF THE WALK
Page 126: Change the creature's action point total to 2.

Seekers of the Ashen Crown

Item Rarity Changes

Common Items
Lesser Elixir of Invisibility

TOMB OF HORRORS

GRAY ANGELS

Page 33: In the angels' *death's release* power, replace the "Effect" header with a "Hit" header.

Hit: 3d6 + 5 necrotic damage, and the gray angel knocks the target prone.

Implements

You now require only proficiency with an implement in order to use it with an implement power. You are considered proficient with the implements listed in your class's Class Traits section. Similarly, if a multi- class feat allows you to use an implement with a certain class's powers, you are considered proficient with that implement. For example, the following feats would let you use their respective implements with any powers, rather than just those powers related to a given class.

Initiate of the Faith
Pact Initiate
Soldier of Faith
Arcane Implement Proficiency
Assassin's Challenge
Cursed Shadow
Deific Instrument
Bardic Ritualist
Heart of the Blade
Learned Spellcaster
Soul of Sorcery
Student of Malediction
Divine Healer
Divine Secretkeeper
Hero of Faith
Soldier of Virtue
Shadow Initiate (ki focus only)
Student of Artifice
Blade Initiate
Arcane Initiate
Acolyte of Divine Secrets
Arcane Prodigy
Bardic Dilettante
Disciple of Divine Wrath
Initiate of the Old Faith
Spirit Talker
Acolyte of the Veil (ki focus only)
Disciplined Talent
Monastic Disciple (ki focus only)

This guideline does not apply to feats that allow a character to use a weapon as an implement. The rule applies only to implements. Examples of feats to which this rule doesn't apply include the following.

Eladrin Sword Wizardry
Crossbow Caster
Moonbow Dedicate
Bow Caster
Hell's Implement

Item Rarity Changes

This document contains magic items created prior to the release of *Mordenkainen's Magnificent Emporium* whose rarities have been changed from uncommon to common or rare. R&D would like to thank the WotC Community team and the Rules Update community group for their assistance reviewing over 3,000 items.

Common Items

Absence Amulet
Acidic Fire
Acrobat's Harness
Adamantine Plating
Adamantine Rod
Aftershock Weapon
Agile Resolve Vestments
Alchemical Launcher
Alchemist's Spark
Alchemy Gloves
Aldron's Firebox
Antivenom
Armblade
Armbow
Armor of Resistance
Astral Fire Armor
Baldric of Shielding
Barbed Baldric
Bard's Songblade
Bard's Songbow
Battle Spirit Weapon
Bed of Rapid Rest
Belt of Feral Might
Belt of Resilience
Blazing Arc Ki Focus
Blessed Book
Blinding Bomb
Boots of Equilibrium
Bowl of Purity
Bracers of Brachiation
Bracers of the Perfect Shot
Bridle of Conjuration
Brilliant Scrying Basin
Brooch of Vitality
Butterfly Sandals
Cap of Water Breathing
Cask of Liquid Gold
Cat's-Eye Headband
Cincture of the Dragon Spirit
Clarity Salts
Clear-Path Mist
Clockwork Bomb
Cognizance Crystal
Cold Iron Bracers
Contortionist's Cord
Crowd Killer Shield
Crown of Eyes

Crown of the World Tree
Crystal Ball of Spying
Darkleaf Armor
Darkleaf Shield
Death Strike Ki Focus
Deepfarer's Pouch
Delver's Light
Duelist's Weapon
Dynamic Weapon
Earth-Wrought Hammer
Endless Canteen
Entrapping Weapon
Everlasting Provisions
Exchequer's Ledger
Familiar's Baldric
Far Hand Gloves
Feast Table
Feybread Biscuit
Fighting Shield
Flagon of Ale Procurement
Footpad's Friend
Forceful Weapon
Friend's Gift
Frightful Weapon
Gauntlets of Arcane Might
Gauntlets of Blinding Strikes
Gauntlets of Brutality
Gauntlets of Destruction
Gauntlets of the Ram
Ghost Strike Ki Focus
Giggle Gas
Gilded Cage
Gloves of the Bounty Hunter
Goliath's Belt
Gorgonblood Mortar
Greenbane
Grizzly Gauntlets
Guardian's Call
Guardian's Collar
Healer's Armor
Heartflow
Helm of Opportunity
Herbal Poultice
Horn Totem
Horns of Balinor
Horseshoes of Speed
Immovable Shaft
Impenetrable Barding
Indomitable Resolve Vestments
Inferno Oil
Intensifying Weapon
Invulnerable Case
Ioun-Blessed Symbol
Ioun's Parchment
Kemstone Armor
Ki Weapon

Common Items, continued

Kinetic Oil
Lamp of Discerning
Lancing Gloves
Lens of Reading
Lesser Elixir of Invisibility
Life Charm
Lifeblood Armor
Lifesaving Brooch
Loadstone Vault
Lodret Leaf
Magic Drawbridge
Magic Ki Focus
Magnificent Tapestry
Many-Fingered Gloves
Mind Hunter's Armor
Mithral Plating
Monocle of Comprehension
Moon Armor
Muleback Harness
Noxious Grenade
Overreaching Weapon
Pact Blade
Pact Hammer
Paired Weapon
Panther Tears
Pelaurum Armor
Periapt of Recovery
Perpetual Resolve Vestments
Phantom Bridle
Phylactery of Divinity
Polyglot Gem
Portable Hole
Potion Bandolier
Potion of Resistance
Potion of Spirit
Potion of Vigor
Pouch of Platinum
Prime Shot Weapon
Psalter of Aureon
Psychic's Ring
Ravenclaw Warblade
Razordark Bracers
Reinforcing Belt
Resonance Crystal
Retribution Weapon
Rhythm Blade
Riding Boots
Rod of Brutality
Rod of Corruption
Rod of Reaving
Rogue's Belt
Rope of Climbing

Saddle of Strength
Sail of Winds
Sandals of Precise Stepping
Shadowdancer's Gloves
Shared Valor Armor
Shepherd's Arms
Shiftstone
Silence-Warded Room
Silent Tool
Skull Totem
Slick Armor
Sliver of Salvation
Soulforged Armor
Spotted Toadstool Venom
Staff of Divinity
Staff of Fiery Might
Staff of Sleep and Charm
Staff of Unfailing Talent
Starlight Goggles
Stonemeal Biscuit
Striking Staff
Stylus of the Translator
Sun Globe
Suppression Crystal
Supremely Vicious Weapon
Sure Shot Gloves
Swimtide Harness
Tactician's Armor
Talent Shard
Tenser's Circular Shield
Tension Wheel
Tethercord
Totemic Spear
Totemic Warclub
Tumbler's Shoes
Unguent of Darkvision
Unseen Servant's Hand
Verdant Staff
Vicious Rod
Vision Sand
Voran's Eternal Chalk
Voran's Floating Lantern
Walking Death
Warding Blade
Warding Spirit Armor
Watcher's Horn
Watchful Ruby Eye
Weapon of Healing
Wildleaf Armor
Window of Escape
Woundpatch
Woundstitch Powder
Wrestler's Gloves

Uncommon Items

Anointed Mace
Pure Spirit Totem

Rare Items

Aegis Fang
Anarch Sphere
Bloodcrystal Raven Skull
Bloody Maul of Kord
Boots of Teleportation
Dancing Weapon
Dawn Warrior Weapon
Dice of Auspicious Fortune
Eladrin Ring of Passage
Entreri's Jeweled Dagger
Fortune Stones
Headband of Intellect
Horreb Ritual Cube
Icingdeath
Immurements (all)
Jarlaxle's Eyepatch
Master's Blade
Moonstone Sphere
Mrtok, Ogre Chief (gauntlets of power)
Opal Ring of Remembrance
Regis's Ruby Pendant
Ring of Free Time
Ring of the Dragonborn Emperor
Rod of Dispater
Shadowfell Blade
Shadowflow Armor
Shard of Evil
Slaying Stone of Kiris Dahn
White Kingdom Boneclaw