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.

Double Weapons

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

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

**Urgosh:** 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.

**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**


**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’ power 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.

Diamond Scabbard
Level 25
A blade drawn from this diamond-studded scabbard is granted an incomparable magical edge.

Wondrous Item 625,000 gp
Property: This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

Power (Encounter): Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +5 power bonus to the next damage roll you make with that weapon before the end of your next turn. The weapon must have been sheathed in the scabbard for the full duration of your extended rest to gain this power.

GOLDEN SPADE
Page 172: In the item’s power, replace burst with blast.

Golden Spade
Level 14
This magic shovel instantly clears away a section of earth, ice, or sand to create a deep trench.

Wondrous Item 21,000 gp
Power (Daily): Standard Action. Plunge the golden spade into the ground to create a pit that fills squares in a close blast 2, 3, or 4 (your choice). The pit is 2 squares deep. The pit can only form in an area of earth, ice, or sand. Any creature on the ground whose space is entirely within the bounds of the pit falls into the pit unless it makes a saving throw to catch itself (see Falling, PH 284).

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

Ruby Scabbard

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

Wondrous Item 1,000 gp
Property: This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

Power (Encounter): Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +1 power bonus to the next damage roll you make with that weapon before the end of your next turn. The weapon must have been sheathed in the scabbard for the full duration of your extended rest to gain this power.
**Salve of Power**

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

**Salve of Power**  
**Level 10**

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

**Wondrous Item**  
5,000 gp

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

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**Sapphire Scabbard**

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

**Sapphire Scabbard**

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

**Wondrous Item**  
25,000 gp

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

**Power (Encounter):** Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +3 power bonus to the next damage roll you make with that weapon before the end of your next turn. The weapon must have been sheathed in the scabbard for the full duration of your extended rest to gain this power.

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**Scabbard of Sacred Might**

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

**Scabbard of Sacred Might**

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

**Wondrous Item**  
5,000 gp

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

**Power (Daily):** Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. The next attack you make with that weapon before the end of your next turn deals radiant damage instead of its normal damage. The weapon must have been sheathed in the scabbard for the full duration of your extended rest to gain this power.

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**Solitaire (Aquamarine)**

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

**Solitaire (Aquamarine)**  
**Level 16**

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

**Wondrous Item**  
45,000 gp

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

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

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**Solitaire (Cerulean)**

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

**Solitaire (Cerulean)**  
**Level 21**

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

**Wondrous Item**  
225,000 gp

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

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

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**Solitaire (Cinnabar)**

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

**Solitaire (Cinnabar)**  
**Level 6**

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

**Wondrous Item**  
1,800 gp

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

**Special:** You cannot use more than one *solitaire* in an encounter.
Solitaire (Citrine)  
**Page 177:** In the item’s power, replace “Encounter” with “Daily.” This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

**Solitaire (Citrine)  Level 11**  
This irregular yellow crystal channels healing power to you in battle.  
**Wondrous Item** 9,000 gp  
**Power (Daily ✦ Healing):** Free Action. Use this power when you score a critical hit on your turn. You spend a healing surge.  
**Special:** You cannot use more than one solitaire in an encounter.

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

**Solitaire (Violet)  Level 26**  
This jagged purple crystal lets you follow up on a successful attack.  
**Wondrous Item** 1,125,000 gp  
**Power (Daily):** Free Action. Use this power when you score a critical hit on your turn. Gain 1 action point, which you must spend before the end of your turn.  
**Special:** You cannot use more than one solitaire in an encounter.

Solitaire (Aquamarine)  
**Page 177:** In the item’s power, replace “Encounter” with “Daily.” This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

**Solitaire (Aquamarine)  Level 16**  
This jagged blue-green crystal lets you intensify your attacks against your foes.  
**Wondrous Item** 45,000 gp  
**Power (Daily):** Free Action. Use this power when you score a critical hit on your turn. Make a basic attack against the same target struck by your critical hit.  
**Special:** You cannot use more than one solitaire in an encounter.

Solitaire (Cerulean)  
**Page 177:** In the item’s power, replace “Encounter” with “Daily.” This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

**Solitaire (Cerulean)  Level 21**  
This rough blue crystal grants you the ability to shake off lingering effects in the thick of combat.  
**Wondrous Item** 225,000 gp  
**Power (Daily):** Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against each effect on you that a save can end.  
**Special:** You cannot use more than one solitaire in an encounter.

Solitaire (Cinnabar)  
**Page 177:** In the item’s power, replace “Encounter” with “Daily.” This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

**Solitaire (Cinnabar)  Level 6**  
This jagged red crystal boosts your resilience when you hit your foes hard.  
**Wondrous Item** 1,800 gp  
**Power (Daily):** Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against an effect that a save can end.  
**Special:** You cannot use more than one solitaire in an encounter.

Solitaire (Citrine)  
**Page 177:** In the item’s power, replace “Encounter” with “Daily.” This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

**Solitaire (Citrine)  Level 11**  
This irregular yellow crystal channels healing power to you in battle.  
**Wondrous Item** 9,000 gp  
**Power (Daily ✦ Healing):** Free Action. Use this power when you score a critical hit on your turn. You spend a healing surge.  
**Special:** You cannot use more than one solitaire in an encounter.
**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.

<table>
<thead>
<tr>
<th>Gem of Valor</th>
<th>Level 20</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>This brilliant sapphire promises great rewards to the bold.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Other Consumable</strong></td>
<td>5,000 gp</td>
</tr>
<tr>
<td><strong>Power (Consumable):</strong></td>
<td>Free Action. Use this power when you spend an action point. Roll 1d20 to determine the result, adding 1 to the result for each milestone you've reached today. Regardless of the result, using the gem consumes it and turns it to dust.</td>
</tr>
<tr>
<td>1-9: Gain a +1 power bonus to all defenses until the end of your next turn.</td>
<td></td>
</tr>
<tr>
<td>10-19: Gain a +1 power bonus to all attack rolls until the end of your next turn.</td>
<td></td>
</tr>
<tr>
<td><strong>Special:</strong> Using this item counts as a use of a magic item daily power.</td>
<td></td>
</tr>
</tbody>
</table>

**Reagents**

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

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

**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.
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.

MORDENKAINE'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.

**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.” This update prevents a character from carrying around items from multiple sets to gain an inordinate number of benefits.

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

**Bracers of Zeal**

Page 103: Remove +2, +3, +4, +5 and +6 from the upper part of the stat block. In addition, delete the level 14 and 24 entries at the top and replace “Level 19 or 24” with “Level 19” in the power. The item is an arm slot item and should not have enhancement bonuses.

**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.
**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.

**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.

**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.

**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.

**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.

**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.
**Transcendent Dance**

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

**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.”

**Grease**

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

**Phantasmal Terrain**

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

**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.

**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.

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**Visions of Avarice**

*The illusion of a fabulous treasure appears out of thin air. Your enemies throw aside caution to seize it.*

**Daily ✦ Arcane, Illusion, Implement, Zone**

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

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

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**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.

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**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.

**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.

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**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 two 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.
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**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.”
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

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 280; Bloodied 140.
**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”.
**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.
**Divine Power**

**Day’s First Light**
**Page 7:** Add “Target: One creature” above the Attack line. The power had no Attack line.

**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.

**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.

**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.

**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.

**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.

**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 abuse the former text to let them gain a healing surge every time they “select” the feat. Thus, when a character retrain 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.
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.”
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.
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.”

**DRAGON 365**

*Armbow*, page 34

Change rarity to Common.

*Delver’s Light*, page 35

Change rarity to Common.

*Cannith Goggles*, p. 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*, p. 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*, p. 24: Add the implement keyword.

*Dragonborn Zeal*, page 28

Replace “Immediate Reaction” with “Immediate Interrupt”.

*Homing Weapon*, p. 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*, p. 55: Change its rarity to common.

*Relentless Weapon*, p. 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*, p. 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*, p. 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*, p. 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.”

*Flask of the Dragon’s Breath*, p. 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*, p. 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*, p. 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)*, p. 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*, p. 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.
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.

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**Sacrifice to Caiphon, page 20**

In the first sentence of the Benefit line, add “warlock” before “encounter power”.

**Student of the Athanaeum, page 20**

In the Benefit line, add “warlock” before “daily power”.

**Twofold Pact, page 20**

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

**Caiphon’s Guidance, Page 24**

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

**Starborn, page 25**

In the first sentence of the destiny feature, replace “radiant fire damage” with “radiant damage and fire damage”.

**Starburst, page 25**

Replace “radiant fire damage” with “radiant and fire damage”.

**Dragon 367**

**Alluring Lights, page 41**

In the Hit line, replace “dazed” with “immobilized”.

**Claw Fighter, page 54**

Replace the last sentence in the feat’s Benefit section with the following: “You can enchant and disenchant your claws. When you disenchant your claws, they do not turn to dust.” The former text prevented the claws from scaling, thereby rendering them useless at higher levels.

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**Icy Sweep, page 57**

On the Hit line, the slide should read “and you slide the target 3 squares to a square adjacent to you.” This change prevents a player from using the power to slide an enemy throughout the battlefield.

**Dragon 368**

**Flickering Shroud, Page 38**

In the Benefit entry, delete “saving throws.” The text is incorrect.

**Claw Fighter, Page 54**

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

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

**Staff Fighting, page 58**

In the feat’s Benefit section, replace the second line with the following: “As a double weapon, both ends of the weapon deal 1d8 damage. The primary end gains the defensive and stout properties, and the secondary end gains the off-hand property.” This change revises this feat to work with the new double weapon rules.

**Binding Style, page 59**

In the dual strike entry, add “secondary” in front of “target.” This change is necessary to make this benefit make sense with revised dual strike language.

**Deft Hurler Style, page 60**

In the cleave entry, add “against one creature other than the target of your cleave” to the end of the first sentence. The goal of this feat was to distribute damage, but the previous text allows a character to make the attack against the target of the cleave, thus focusing damage.
Starlight Duelist Style, page 61
In the dual strike entry, replace “the target” with “either target.” This change is necessary to make this benefit make sense with revised dual strike language.

Weapon Mastery Feats, page 65-66
Replace the second and third paragraphs with the following: “Weapon mastery feats are multiclass feats based around a single weapon. Each initial multiclass feat—such as Bola Training—is considered a class-specific multiclass feat, with the named weapon acting as the specific class. As with other class-specific multiclass feats, once you take one, you can’t take one for a different class (or weapon, or style) unless another rule allows you to do so.”

Bola Training, page 66
In the brackets after “Multiclass,” add “Bola”.

Net Training, page 66
In the brackets after “Multiclass,” add “Net”.

Whip Training, page 67
In the brackets after “Multiclass,” add “Whip”.

Dragon 369
Caging Glaive, page 54
The Effect line should read “Before the attack, slide the target 3 squares to a square adjacent to you.” This change prevents a player from using the power to slide an enemy throughout the battlefield.

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

Dragon 372
Spiked Chain Training, page 11
In the brackets after “Multiclass,” add “Spiked Chain”.

In the feat’s Benefit section, replace the second two lines with the following: “You can treat the spiked chain as a double weapon. As a double weapon, each end of the spiked chain is a light blade and deals 2d4 damage. The primary end gains the stout property, and the secondary end gains the off-hand property.” This change revises this feat to work with the new double weapon rules.

Doomcaller’s Promise, page 14
On the Hit line and Miss line, delete “and the target suffers the effects of the Rattling keyword until the end of the encounter.”

Grasp of the Grave, page 24
In the second sentence of the Effect line, remove “and is dazed until the end of your next turn.” The previous power’s effect was overpowered.

Immortal Curse, page 43
Replace the feature’s Effect text with the following: Once per round, when you score a critical hit against the target of your immortal curse, you gain an extra standard action. You must use the standard action to attack the target of your immortal curse, and you must use the action before the end of your next turn.

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

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

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.

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.

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.

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 Assassins, 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, p. 41: Add the implement keyword.

**Dragon 388**

Untouchable Shade feat, p. 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.”

**Dragon 393**

Call Celestial Steed, p. 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.

<table>
<thead>
<tr>
<th>Command Undead</th>
<th>Feature Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>You compel an undead creature to become your slave for a time.</td>
<td>Feature Attack</td>
</tr>
</tbody>
</table>

**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, “If 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.

**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.

**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.
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.

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

Actions the Rules Don’t Cover

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

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

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

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

Difficulty Class and Damage By Level

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

<table>
<thead>
<tr>
<th>Difficulty Class (DC) Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level</td>
</tr>
<tr>
<td>----------------------</td>
</tr>
<tr>
<td>1st-3rd</td>
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<td>4th-6th</td>
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<td>7th-9th</td>
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<td>22nd-24th</td>
</tr>
<tr>
<td>25th-27th</td>
</tr>
<tr>
<td>28th-30th</td>
</tr>
</tbody>
</table>

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.
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.

**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.

**Proving 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.

**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.

- 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.
- 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.

✦ 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:

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

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

<table>
<thead>
<tr>
<th>Complexity</th>
<th>Successes</th>
<th>Failures</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>8</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>10</td>
<td>3</td>
</tr>
<tr>
<td>5</td>
<td>12</td>
<td>3</td>
</tr>
</tbody>
</table>

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.

**MONSTER STATISTICS BY ROLE**

<table>
<thead>
<tr>
<th>Initiative bonus</th>
<th>Skirmisher</th>
<th>Brute</th>
<th>Soldier</th>
<th>Lurker</th>
<th>Controller</th>
<th>Artillery</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>+2</td>
<td>–</td>
<td>+2</td>
<td>+4</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Hit points</td>
<td>8 + Con</td>
<td>10 + Con</td>
<td>8 + Con</td>
<td>6 + Con</td>
<td>8 + Con</td>
<td>6 + Con</td>
</tr>
<tr>
<td></td>
<td>+ (level × 8)</td>
<td>+ (level × 10)</td>
<td>+ (level × 8)</td>
<td>+ (level × 6)</td>
<td>+ (level × 8)</td>
<td>+ (level × 6)</td>
</tr>
<tr>
<td>AC</td>
<td>Level + 14</td>
<td>Level + 12</td>
<td>Level + 16</td>
<td>Level + 14</td>
<td>Level + 14</td>
<td>Level + 12</td>
</tr>
<tr>
<td>Other defenses</td>
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<td>Level + 12</td>
<td>Level + 12</td>
<td>Level + 12</td>
<td>Level + 12</td>
<td>Level + 12</td>
</tr>
<tr>
<td>Attack vs. AC</td>
<td>Level + 5</td>
<td>Level + 5</td>
<td>Level + 5</td>
<td>Level + 5</td>
<td>Level + 5</td>
<td>Level + 5</td>
</tr>
<tr>
<td>Attack vs. other defenses</td>
<td>Level +3</td>
<td>Level + 3</td>
<td>Level + 3</td>
<td>Level + 3</td>
<td>Level + 3</td>
<td>Level + 3</td>
</tr>
</tbody>
</table>

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

**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.
**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.

---

**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.

---

**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.
**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**

<table>
<thead>
<tr>
<th>Level</th>
<th>Gold Piece Value</th>
<th>Common</th>
<th>Sale Price (gp) Uncommon</th>
<th>Rare</th>
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<td>72</td>
<td>180</td>
<td>360</td>
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<tr>
<td>2</td>
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<td>520</td>
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<td>3</td>
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<td>840</td>
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<td>4,200</td>
<td>10,500</td>
<td>21,000</td>
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<td>5,000</td>
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<td>25,000</td>
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<td>85,000</td>
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<td>325,000</td>
<td>812,500</td>
<td>1,625,000</td>
</tr>
<tr>
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<td>1,062,500</td>
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<td>3,125,000</td>
<td>625,000</td>
<td>1,562,500</td>
<td>3,125,000</td>
</tr>
</tbody>
</table>
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.”
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.

<table>
<thead>
<tr>
<th>Power</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rapier (standard; at-will)</td>
<td>Weapon</td>
<td>+13 vs. AC; 1d8 + 7 damage.</td>
</tr>
<tr>
<td>Storm Strike (standard; at-will)</td>
<td>Implement, Lightning</td>
<td>Ranged 5; +11 vs. Fortitude; 1d8 + 7 lightning damage, and the cultist slides the target 1 square.</td>
</tr>
</tbody>
</table>
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.

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.

Add “until the end of the encounter” to the end of the first sentence. The power lacked a duration.

Beneath the Hit line, add “Miss: Half damage, and the target is slowed (save ends).” The power was supposed to have miss effect.

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.

This power should be a daily power. The power was intended to be a daily power. It is too powerful as an encounter power.

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.

This power should be a daily power. 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.

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.

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.

---

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof.</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Double scimitar</td>
<td>+2</td>
<td>1d6</td>
<td>—</td>
<td>40 gp</td>
<td>15 lb.</td>
<td>Heavy blade</td>
<td>Defensive, high crit, stout</td>
</tr>
<tr>
<td>— Secondary end</td>
<td>+2</td>
<td>1d6</td>
<td>—</td>
<td></td>
<td></td>
<td>Heavy blade</td>
<td>High crit, off-hand</td>
</tr>
<tr>
<td>Zulaat</td>
<td>+2</td>
<td>2d4</td>
<td>—</td>
<td>30 gp</td>
<td>12 lb.</td>
<td>Heavy blade</td>
<td>Defensive, stout</td>
</tr>
<tr>
<td>— Secondary end</td>
<td>+2</td>
<td>2d4</td>
<td></td>
<td></td>
<td></td>
<td>Heavy blade</td>
<td>Off-hand</td>
</tr>
</tbody>
</table>

---

**Double Weapons**

**Page 95:** This sidebar helps explain double weapons.

**Double Weapons**

Double weapons share the following traits:

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

**Component Traits**

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

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SANCOSUG

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.

<table>
<thead>
<tr>
<th>Level</th>
<th>Enhancement</th>
<th>Value 1</th>
<th>Value 2</th>
<th>Value 3</th>
<th>Value 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>+1</td>
<td>520 gp</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>+2</td>
<td>2,600 gp</td>
<td></td>
<td></td>
<td></td>
</tr>
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<td>12</td>
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</tr>
<tr>
<td>17</td>
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</tr>
<tr>
<td>27</td>
<td>+6</td>
<td></td>
<td></td>
<td></td>
<td>1,625,000 gp</td>
</tr>
</tbody>
</table>

**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.”
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.

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
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
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.”
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.

<table>
<thead>
<tr>
<th>Power Strike</th>
<th>Fighter Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>By pushing yourself beyond your normal limits, you unleash your full wrath against a foe.</strong></td>
<td></td>
</tr>
</tbody>
</table>

**Encounter + Martial, Weapon**

**No Action**

**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.”

SHIELD OF DEFLECTION
Page 349: Add “Prerequisite: Any” above the “Item Slot: Arms” line.
Heroes of the Forgotten Kingdoms

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.

<table>
<thead>
<tr>
<th>Power Strike</th>
<th>Ranger Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>By pushing yourself beyond your normal limits, you unleash your full wrath against a foe.</strong></td>
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</tr>
<tr>
<td><strong>Encounter ✦ Martial, Weapon</strong></td>
<td></td>
</tr>
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</tr>
<tr>
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</tr>
<tr>
<td><strong>Level 27:</strong> 3[W] extra damage.</td>
<td></td>
</tr>
</tbody>
</table>

Resolute Scout

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

<table>
<thead>
<tr>
<th>Lvl</th>
<th>Name</th>
<th>Price (gp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>Rod of Time Distortion</td>
<td>+1 680</td>
</tr>
<tr>
<td>8</td>
<td>Rod of Time Distortion</td>
<td>+2 3,400</td>
</tr>
<tr>
<td>13</td>
<td>Rod of Time Distortion</td>
<td>+3 17,000</td>
</tr>
<tr>
<td>18</td>
<td>Rod of Time Distortion</td>
<td>+4 85,000</td>
</tr>
<tr>
<td>23</td>
<td>Rod of Time Distortion</td>
<td>+5 425,000</td>
</tr>
<tr>
<td>28</td>
<td>Rod of Time Distortion</td>
<td>+6 2,125,000</td>
</tr>
</tbody>
</table>

**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.

---

**Gauntlets of the Blood War**

**Level 16+**

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

<table>
<thead>
<tr>
<th>Lvl</th>
<th>Name</th>
<th>Price (gp)</th>
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<tbody>
<tr>
<td>16</td>
<td>Gauntlets of the blood war</td>
<td>45,000</td>
</tr>
<tr>
<td>26</td>
<td>Gauntlets of the blood war</td>
<td>1,125,000</td>
</tr>
</tbody>
</table>

**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).

---

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**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

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.”

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

Like liquid metal, you flow wherever the gravity of battle carries you.

Daily + Martial, Stance
Minor Action Personal
Effect: Until the stance ends, you can shift half your speed (or your speed if you aren’t wearing heavy armor) and make a melee basic attack as a standard action. If you have combat advantage against the target of the attack and hit, the attack deals extra damage equal to your Wisdom modifier.

Unfailing Resources

Page 25: In the second paragraph of the path feature, replace “free action” with “minor action.” This change helps mitigate the power of this path feature by preventing it from being used when it is not your turn.

Unfailing Resources (11th level): Your maximum hit point value increases by 10.

As a minor action, you can take 10 damage to save automatically against an effect that a save can end. You must have at least 10 hit points to use this ability, and you can’t reduce this damage by any means.

Line-Breaker Assault

Page 25: On the Hit line, add “3 squares” between “target” and “to.” This change prevents a player from using the power to slide an enemy throughout the battlefield.
**Line-Breaker Assault**

*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.

**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.

**Daily ✦ Martial, Weapon**

**Standard Action** Melee or Ranged weapon

**Requirement:** You must be wielding two melee weapons.

**Primary Target:** One creature

**Primary Attack:** Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged)

**Hit:** 2[W] (main weapon) + 2[W] (off-hand weapon) + Strength modifier + Dexterity modifier damage.

**Miss:** Half damage.

**Effect:** Make a secondary attack.

**Secondary Targets:** One or two creatures other than the primary target

**Secondary Attack:** Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), one attack per target

**Hit:** 1[W] + Strength modifier + Dexterity modifier damage.

**Miss:** Half damage.

---

**Feral Diversion**

Page 61: In the Hit line, replace “Strength modifier” with “beast’s Strength modifier” and “Dexterity modifier” with “beast’s Dexterity modifier.”

---

**Twin-Soul Strike**

Page 61: In the second Hit line, replace “Strength modifier” with “beast’s Strength modifier” and “Dexterity modifier” with “beast’s Dexterity modifier.”

---

**Ride the Giant Down**

Page 62: In the last sentence of the Effect line, add “1 square” between “you” and “to.” This change prevents a monster from using the power to slide an enemy throughout the battlefield.

---

**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.

---

**Bleed Away**

Page 66: In the Effect line, add “(save ends)” after “ongoing 10 damage.”

---

**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

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.

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

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.

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

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

**Dwarf Stoneblood**  
Page 133: Replace the Benefit line with the following: “Benefit: You gain a +2 feat bonus to the number of temporary hit points you gain from using an invigorating power. The bonus increases to 4 at 11th level and 6 at 21st level.” This update revises the previous Benefit line to work with revised Battlerager Vigor class feature.

**Prerequisites:** Dwarf, fighter, Battlerager Vigor class feature

**Benefit:** You gain a +2 feat bonus to the number of temporary hit points you gain from using an invigorating power. The bonus increases to 4 at 11th level and 6 at 21st level.

**Improved Vigor**  
Page 136: Replace the Benefit line with the following: “Benefit: You gain a +1 feat bonus to the number of temporary hit points you gain from using an invigorating power. The bonus increases to 2 at 11th level and 3 at 21st level.” This update revises the previous Benefit line to work with revised Battlerager Vigor class feature.

**Prerequisites:** Fighter, trained in Endurance

**Benefit:** You gain a +1 feat bonus to the number of temporary hit points you gain from using an invigorating power. The bonus increases to 2 at 11th level and 3 at 21st level.

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

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

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

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

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

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

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

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

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

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

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

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

**Marked Scourge**

**Page 144:** Replace the text on the Benefit line with the following: “Once per round, you can add your Wisdom modifier to your damage roll against an enemy marked by you.”

**Reckless Attacker**

**Page 144:** Replace the first sentence of the Benefit entry with the following: “The first time you score a critical hit with a fighter attack power on your turn, you can make a melee basic attack as a free action.” Due to multiattack powers, this feat allows a character to deal a disproportionate amount of damage. This change helps balance the damage output.

*Benefit:* The first time you score a critical hit with a fighter attack power on your turn, you can make a melee basic attack as a free action. If you do so, you take a –2 penalty to AC until the end of your next turn.

**Roundabout Charge**

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

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

**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.

*Benefit:* When you use the aid another, aid attack, or aid defense action, you can target up to two allies with that action.

**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.
**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.

**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.
**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.”

**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 3/6/9)
> Close burst 1; targets enemies; +10 vs. AC; 2d8 + 5 damage.

**Eye of Flame**

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

**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 45:* 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.

**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; recharge when the imp uses vanish)
> +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.”

<table>
<thead>
<tr>
<th>Wingclap (move; recharge ⚄ ⚄) ✦ Thunder</th>
</tr>
</thead>
<tbody>
<tr>
<td>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.</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>Swarm of Teeth (standard; at-will)</th>
</tr>
</thead>
<tbody>
<tr>
<td>+8 vs. AC; 1d6 + 2 damage, or 2d6 + 2 damage against a prone target.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Pull Down (minor 1/round; at-will)</th>
</tr>
</thead>
<tbody>
<tr>
<td>+3 vs. Fortitude; the target is knocked prone.</td>
</tr>
</tbody>
</table>

PSUEDODRAGON

Page 91: Replace “Tiny” with “Small” for the creature’s size.

<table>
<thead>
<tr>
<th>Pseudodragon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small natural beast (reptile)</td>
</tr>
<tr>
<td>XP 150</td>
</tr>
</tbody>
</table>

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.”

<table>
<thead>
<tr>
<th>Rapier (standard; at-will) ✦ Poison, Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>+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.</td>
</tr>
</tbody>
</table>

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.”

<table>
<thead>
<tr>
<th>Sheets of Flame (standard; recharge ⚄ ⚄ ⚄) ✦ Fire</th>
</tr>
</thead>
<tbody>
<tr>
<td>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.</td>
</tr>
</tbody>
</table>

EFREET KARADJIN

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

<table>
<thead>
<tr>
<th>Scimitar of Horrendous Flame (standard; at-will) ✦ Fire, Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>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.</td>
</tr>
</tbody>
</table>

ETTERCAP FANG GUARD

Page 107: In the ettercap’s web reaper ability, replace “restrained and immobilized” with “restrained or immobilized.”

<table>
<thead>
<tr>
<th>Web Reaper</th>
</tr>
</thead>
<tbody>
<tr>
<td>The ettercap fang guard gains a +2 bonus to attack rolls and deals an extra 2 damage against restrained or immobilized creatures.</td>
</tr>
</tbody>
</table>

DEATH GIANT

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

<table>
<thead>
<tr>
<th>Greataxe (standard; at-will) ✦ Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reach 2; +25 vs. AC; 4d6 + 9 damage (crit 12d6 + 33).</td>
</tr>
</tbody>
</table>

HILL GIANT

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

<table>
<thead>
<tr>
<th>Greatclub (standard; at-will) ✦ Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reach 2; +15 vs. AC; 2d10 + 7 damage.</td>
</tr>
</tbody>
</table>

GITHYANKI WARRIOR

Page 128: In the githyanki’s telekinetic grasp attack, delete “sustain minor;.”

<table>
<thead>
<tr>
<th>Telekinetic Grasp (standard; encounter)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ranged 5; Medium or smaller target; +15 vs. Fortitude; the target is immobilized (save ends).</td>
</tr>
</tbody>
</table>
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) Psych, 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.”

<table>
<thead>
<tr>
<th>Skull Mace (standard; at-will) ✦ Necrotic, Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reach 2; +27 vs. AC; 2d10 + 5 damage, and the target is weakened (save ends).</td>
</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>✦ Swallow (standard; at-will)</th>
</tr>
</thead>
<tbody>
<tr>
<td>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.</td>
</tr>
</tbody>
</table>

Elder Purple Worm

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

<table>
<thead>
<tr>
<th>✦ Swallow (standard; at-will)</th>
</tr>
</thead>
<tbody>
<tr>
<td>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.</td>
</tr>
</tbody>
</table>

Filth Fever

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

Shadar-kai Chainfighter

Page 230: 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.”

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.”

Shadar-kai Warrior

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

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.

<table>
<thead>
<tr>
<th>✦ Reactive Sting (immediate interrupt, when an enemy grabbed by the scorpion escapes; at-will)</th>
</tr>
</thead>
<tbody>
<tr>
<td>The stormclaw scorpion makes a sting attack against the enemy.</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>✦ Reactive Sting (immediate interrupt, when an enemy grabbed by the scorpion escapes; at-will)</th>
</tr>
</thead>
<tbody>
<tr>
<td>The hellstinger scorpion makes a hellish sting attack against the enemy.</td>
</tr>
</tbody>
</table>

Shadowraven Swarm

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

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

<table>
<thead>
<tr>
<th>▲ Combined Attack (while mounted by a friendly rider of 10th level or higher; encounter) ▴ Mount, Poison</th>
</tr>
</thead>
<tbody>
<tr>
<td>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).</td>
</tr>
</tbody>
</table>

**Troglodyte Warrior**

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

<table>
<thead>
<tr>
<th>Medium natural humanoid (reptile)</th>
<th>XP 175</th>
</tr>
</thead>
</table>

**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.*

<table>
<thead>
<tr>
<th>▲ Grasping Coils (minor 1/round; at-will)</th>
</tr>
</thead>
<tbody>
<tr>
<td>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.</td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+20</th>
</tr>
</thead>
<tbody>
<tr>
<td>Senses</td>
<td>Perception +22; blindsight 10</td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>✦ Death Burst (when the angel of light drops to 0 hit points) ✦ Radiant</th>
</tr>
</thead>
<tbody>
<tr>
<td>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.</td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>Combat Superiority</th>
</tr>
</thead>
<tbody>
<tr>
<td>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 archon’s next turn.</td>
</tr>
</tbody>
</table>

**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*.

<table>
<thead>
<tr>
<th>✦ Devour (standard; recharges when no creature is affected by this power)</th>
</tr>
</thead>
<tbody>
<tr>
<td>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.</td>
</tr>
</tbody>
</table>

**Behir Stormsteed**  
*Page 23:* In the second line of the statistics block, add “(mount)” after “Huge natural magical beast.” Keyword was missing.

<table>
<thead>
<tr>
<th>Behir Stormsteed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Huge natural magical beast (mount)</td>
</tr>
<tr>
<td>Level 24 Soldier</td>
</tr>
<tr>
<td>XP 6,050</td>
</tr>
</tbody>
</table>

**Primordial Colossus**  
*Page 37:* Replace the close attack icon for *colossal slam* with a normal close attack icon. The icon is an error.

<table>
<thead>
<tr>
<th>✦ Colossal Slam (standard; at-will) ✦ Acid, Cold, Fire, Lightning, Thunder</th>
</tr>
</thead>
<tbody>
<tr>
<td>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.</td>
</tr>
</tbody>
</table>

**Drakkoths**  
*Page 90-91:* In the size entry of all three drakkoths, replace “Medium” with “Large.” These creatures were intended to be Large size.

<table>
<thead>
<tr>
<th>Drakkoth Ambusher</th>
</tr>
</thead>
<tbody>
<tr>
<td>Large natural humanoid (reptile)</td>
</tr>
<tr>
<td>Level 13 Skirmisher</td>
</tr>
<tr>
<td>XP 800</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Drakkoth Rager</th>
</tr>
</thead>
<tbody>
<tr>
<td>Large natural humanoid (reptile)</td>
</tr>
<tr>
<td>Level 15 Elite Brute</td>
</tr>
<tr>
<td>XP 2,400</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Drakkoth Venomshot</th>
</tr>
</thead>
<tbody>
<tr>
<td>Large natural humanoid (reptile)</td>
</tr>
<tr>
<td>Level 16 Artillery</td>
</tr>
<tr>
<td>XP 1,400</td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>✦ Lightning Breath (standard; recharge (1)) ✦ Lightning</th>
</tr>
</thead>
<tbody>
<tr>
<td>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.</td>
</tr>
</tbody>
</table>

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.
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.

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 incorrect because whirling bladestorm is not a recharge power.

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.

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.
MONSTER MANUAL 3

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.”

<table>
<thead>
<tr>
<th>Grasping Claws ✦ Encounter</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Trigger:</strong> The ambusher drops to 0 hit points.</td>
</tr>
<tr>
<td><strong>Effect (Immediate Interrupt):</strong> The ambusher uses claw.</td>
</tr>
</tbody>
</table>
**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.

**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 286: This creature's speed is 0.

**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.”
**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.

**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.

**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.

**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.

**Zombie Plague**

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.

The target is cured. The target regains only half the normal number of hit points from healing effects.

**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.

**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.

**Paralyth**

Page 184: In the pain lash power, replace “2d6” with “1d6.” The creature’s damage output is too high.

**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.
**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.

**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.

**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.

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

**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.

**Holy Wrath**

Page 69: This power now deals 2d10 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.

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### 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 + Conjunction, 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.

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**Purifying Fire**

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

**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.

**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.

**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.

<table>
<thead>
<tr>
<th>Warrior’s Urging</th>
<th>Fighter Attack 23</th>
</tr>
</thead>
<tbody>
<tr>
<td>You call your opponents toward you and strike out with lashing blows.</td>
<td></td>
</tr>
<tr>
<td><strong>Encounter + Martial, Weapon</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Standard Action</strong> Close burst 4</td>
<td></td>
</tr>
<tr>
<td><strong>Target:</strong> Each enemy you can see in the burst</td>
<td></td>
</tr>
<tr>
<td><strong>Attack:</strong> Strength vs. Will</td>
<td></td>
</tr>
<tr>
<td><strong>Hit:</strong> 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.</td>
<td></td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>Force the Battle</th>
<th>Fighter Attack 29</th>
</tr>
</thead>
<tbody>
<tr>
<td>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.</td>
<td></td>
</tr>
<tr>
<td><strong>Daily + Martial, Stance, Weapon</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Minor Action</strong> Personal</td>
<td></td>
</tr>
<tr>
<td><strong>Effect:</strong> 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.</td>
<td></td>
</tr>
</tbody>
</table>

**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.

**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.

<table>
<thead>
<tr>
<th>Lion of Battle</th>
<th>Pit Fighter Attack 20</th>
</tr>
</thead>
<tbody>
<tr>
<td>You skewer yet another unworthy foe and let loose a tumultuous roar, shaking your weapon in triumph.</td>
<td></td>
</tr>
<tr>
<td><strong>Daily + Martial, Weapon</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Standard Action</strong> Melee weapon</td>
<td></td>
</tr>
<tr>
<td><strong>Primary Target:</strong> One creature</td>
<td></td>
</tr>
<tr>
<td><strong>Attack:</strong> Strength vs. AC</td>
<td></td>
</tr>
<tr>
<td><strong>Hit:</strong> 4[W] + Strength modifier damage, or 6[W] + Strength modifier damage if the target was bloodied before the attack.</td>
<td></td>
</tr>
<tr>
<td><strong>Miss:</strong> Half damage.</td>
<td></td>
</tr>
<tr>
<td><strong>Effect:</strong> If the attack reduces the target to 0 hit points, you can make the secondary attack.</td>
<td></td>
</tr>
<tr>
<td><strong>Secondary Attack</strong> (Fear, Martial, Weapon) Close burst 5</td>
<td></td>
</tr>
<tr>
<td><strong>Secondary Target:</strong> Each enemy in the burst</td>
<td></td>
</tr>
<tr>
<td><strong>Attack:</strong> Strength vs. Will</td>
<td></td>
</tr>
<tr>
<td><strong>Hit:</strong> The secondary target must take a free action to move up to its speed to a square as far from you as possible.</td>
<td></td>
</tr>
</tbody>
</table>

**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**

<table>
<thead>
<tr>
<th>Divine Challenge</th>
<th>Paladin Utility</th>
</tr>
</thead>
<tbody>
<tr>
<td>You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.</td>
<td></td>
</tr>
</tbody>
</table>

**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 $3 + \text{your Charisma modifier}$.  

**Level 11:** $6 + \text{your Charisma modifier} \text{radiant damage}$  

**Level 21:** $9 + \text{your Charisma modifier} \text{radiant damage}$

**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.”

**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 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.

**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.

**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.

**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.

**Ghost on the Wind**

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

**Instant Escape**

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

**Daggermaster’s Action**

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

**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.

**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.”
**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.
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.

This power now has a Miss entry.

"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.

This power’s damage has been increased.

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.

This power now deals damage.

Clarifies that the initial hit starts the damage increase.

On the Hit line, add “(save ends)” after “stunned.” This power’s damage has been reduced, and the teleportation keyword has been cut.

No longer counts against once per turn Warlock’s Curse damage limit.

This power now uses Charisma or Constitution.

This power now uses Charisma or Constitution.

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

Now deals extra damage instead of increasing die category.
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
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: In the second sentence of the second paragraph, replace “saving throws” with “next saving throw.” This saving throw limitation is part of a larger effort to mitigate the use of saving throw penalties to lock down enemies for the duration of an encounter.

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

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.

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.

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

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.”

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

**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.

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

**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. 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.

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

**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.

**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.

**Archmage**

Page 173–174: In the second sentence of the Arch-spell 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.

<table>
<thead>
<tr>
<th>Level of Knowledge</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Common</td>
<td>10</td>
</tr>
<tr>
<td>Expert</td>
<td>20</td>
</tr>
<tr>
<td>Master</td>
<td>25</td>
</tr>
<tr>
<td>Paragon tier</td>
<td>+5</td>
</tr>
<tr>
<td>Epic tier</td>
<td>+10</td>
</tr>
</tbody>
</table>

**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 can 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.

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

**Insight**

Page 185: Replace the table with the following table.

<table>
<thead>
<tr>
<th>Task</th>
<th>Insight DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sense motives, attitudes</td>
<td>10 + one-half creature’s level</td>
</tr>
<tr>
<td>Sense outside influence</td>
<td>25 + one-half effect’s level</td>
</tr>
<tr>
<td>Recognize effect as illusory</td>
<td>15 + one-half effect’s level</td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>Avandra’s Rescue</th>
<th>Feat Utility</th>
</tr>
</thead>
<tbody>
<tr>
<td>Avandra smiles upon you and helps you rescue a friend in need.</td>
<td></td>
</tr>
<tr>
<td>Encounter + Channel Divinity, Divine</td>
<td></td>
</tr>
<tr>
<td>Move Action Melee 1</td>
<td></td>
</tr>
<tr>
<td>Target: One ally who is the same size as you</td>
<td></td>
</tr>
<tr>
<td>Effect: You and the target each shift 1 square, swapping positions.</td>
<td></td>
</tr>
<tr>
<td>Special: You can use only one channel divinity power per encounter.</td>
<td></td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>Pelor’s Radiance</th>
<th>Feat Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>When undead creatures abound, Pelor’s radiance shines to aid the faithful.</td>
<td></td>
</tr>
<tr>
<td>Encounter + Channel Divinity, Divine, Implement, Radiant</td>
<td></td>
</tr>
<tr>
<td>Standard Action Close burst 1</td>
<td></td>
</tr>
<tr>
<td>Target: Each undead creature in the burst</td>
<td></td>
</tr>
<tr>
<td>Attack: Wisdom vs. Will</td>
<td></td>
</tr>
<tr>
<td>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.</td>
<td></td>
</tr>
<tr>
<td>Special: You can use only one channel divinity power per encounter.</td>
<td></td>
</tr>
</tbody>
</table>

**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.

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.

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lantern</td>
<td>7 gp</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Oil (1 pint)</td>
<td>1 sp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Ritual book</td>
<td>50 gp</td>
<td>3 lb.</td>
</tr>
<tr>
<td>Ritual components</td>
<td>Varies</td>
<td>—</td>
</tr>
<tr>
<td>Rope, silk (50 ft.)</td>
<td>10 gp</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Spellbook</td>
<td>50 gp</td>
<td>3 lb.</td>
</tr>
<tr>
<td>Tent</td>
<td>10 gp</td>
<td>20 lb.</td>
</tr>
<tr>
<td>Thieves’ tools</td>
<td>20 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Torch</td>
<td>1 sp</td>
<td>1 lb.</td>
</tr>
</tbody>
</table>

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.
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.

Againt 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.

Againt 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 Restained: 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 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.

“...destroy 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.”
**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.”

**Oath of Consuming Light**

You place a burning mark of divine radiance on your foe as you swear an oath to destroy this creature. With every wound you inﬂict on the creature, the burning mark erupts in searing light.

**Daily + Divine, Implement, Radiant**

**Target:** One creature

**Attack:** Wisdom vs. Reflex

**Hit:** 2d10 + Wisdom modiﬁer radiant damage. Whenever you hit the target with a divine power, the target takes 1d6 extra radiant damage (save ends).

**Aftereffect:** Whenever you hit the target with a divine power, the target takes 1d4 extra radiant damage (save ends).

**Miss:** Half damage. Whenever you hit the target with a divine power, the target takes 1d4 extra radiant damage (save ends).

**Twin Step**

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

**Twin Step**

You appear next to a foe, launch a devastating assault, and then disappear beyond its reach.

**Encounter + Divine, Teleportation**

**Move Action**

**Personal**

**Effect:** You teleport 8 squares. As the last action of your turn, you can teleport 8 squares as a free action.

**Rage Strike**

**Page 50:** Between 19th level and 25th level, add the following: “20th level 7[W] + Strength modiﬁer.” Some paragon paths provide rage powers, so this change allows a barbarian to swap those powers when using rage strike.

**Rage Strike**

**Barbarian Feature**

You channel your primal rage into a devastating attack.

**Daily (Special) + Primal, Weapon**

**Standard Action**

**Melee weapon**

**Requirement:** You must be raging and have at least one unused barbarian rage power.

**Target:** One creature

**Attack:** Strength vs. AC. To make this attack, you expend an unused barbarian rage power.

**Hit:** You deal damage based on the level of the rage power you expend:

- 1st level: 3[W] + Strength modiﬁer
- 5th level: 4[W] + Strength modiﬁer
- 9th level: 5[W] + Strength modiﬁer
- 15th level: 6[W] + Strength modiﬁer
- 19th level: 7[W] + Strength modiﬁer
- 20th level: 7[W] + Strength modiﬁer
- 25th level: 8[W] + Strength modiﬁer
- 29th level: 9[W] + Strength modiﬁer

**Miss:** Half damage.

**Special:** You can use this power twice per day.

**Devastating Strike**

**Page 50:** On the Requirement line, replace “a two-handed weapon” with “a melee weapon in two hands.” This change allows Small characters to use this power by wielding versatile weapons.
**Devastating Strike**
Barbarian Attack 1

You strike with awesome power, more concerned with offensive strength than defensive posturing.

**At-Will + Primal, Weapon**

**Standard Action** Melee weapon

**Requirement:** You must be wielding a melee weapon in two hands.

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 1[W] + 1d8 + Strength modifier damage.
  - Level 11: 1[W] + 2d8 + Strength modifier damage.
  - Level 21: 2[W] + 3d8 + Strength modifier damage.

**Effect:** Until the start of your next turn, any attacker gains a +2 bonus to attack rolls against you. If you are raging, attackers do not gain this bonus.

**Howling Strike**

Page 50: On the Requirement line, replace “a two-handed weapon” with “a melee weapon in two hands.” This change allows Small characters to use this power by wielding versatile weapons.

**Howling Strike**
Barbarian Attack 1

With a blood-freezing scream, you throw yourself into the fray.

**At-Will + Primal, Weapon**

**Standard Action** Melee weapon

**Requirement:** You must be wielding a melee weapon in two hands.

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 1[W] + 1d6 + Strength modifier damage.
  - Level 11: 1[W] + 2d6 + Strength modifier damage.
  - Level 21: 2[W] + 3d6 + Strength modifier damage.

**Special:** When charging, you can use this power in place of a melee basic attack. If you are raging, you can move 2 extra squares as part of the charge.

**Recuperating Strike**

Page 51: On the Requirement line, replace “a two-handed weapon” with “a melee weapon in two hands.” This change allows Small characters to use this power by wielding versatile weapons.

**Recuperating Strike**
Barbarian Attack 1

Nothing restores your will to fight more than slamming your weapon into a foe. Each crushing swing gives you more will to press on.

**At-Will + Primal, Weapon**

**Standard Action** Melee weapon

**Requirement:** You must be wielding a melee weapon in two hands.

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage, and you gain temporary hit points equal to your Constitution modifier. If you are raging, the number of temporary hit points you gain equals 5 + your Constitution modifier.
  - Level 11: 1[W] + 1d6 + Strength modifier damage.
  - Level 21: 2[W] + 2d6 + Strength modifier damage.

**Storm of Blades**

Page 56: Delete the last two sentences of the Hit line. Add the following text at the end of the Attack line: “Repeat the attack until you miss or until you make three attacks. As soon as an attack misses, this power ends.”

**Storm of Blades**
Barbarian Attack 13

You lift your weapon again and again, each blow’s impact fueling the next swing.

**Encounter + Primal, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage.

**Hurricane of Blades**

Page 60: On the hit line, replace “1[W]” with “2[W].” On the Effect line, replace “five more times” with “three more times.” This change helps balance the damage output of this power.

**Hurricane of Blades**
Barbarian Attack 27

You become a tempest of steel, ripping through your foes in a horrific display of carnage.

**Encounter + Primal, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage.

**Song of Storms**

Page 73: On the Hit line, delete the second sentence and add a line below the Hit line that reads “Effect: If the attack hits at least once, each ally in the blast deals 1d6 extra lightning damage whenever he or she hits before the end of your next turn.” The power’s former wording meant that allies would be dealing 1d6 extra damage per enemy that was hit, which was not the intent.

**Song of Storms**
Bard Attack 13

With a sonorous hum, you summon lightning, blasting your foes with it and imbuing your allies’ attacks with its power.

**Encounter + Arcane, Implement, Lightning**

**Standard Action** Close blast 5

**Target:** Each enemy in blast

**Attack:** Charisma vs. Reflex

**Hit:** 2d6 + Charisma modifier lightning damage.

**Effect:** If the attack hits at least once, each ally in the blast deals 1d6 extra lightning damage whenever he or she hits before the end of your next turn.
**Increasing the Tempo**

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

**Page 92:** Delete the “Healing” keyword.

**Primal Bear**

**Page 92:** Delete the “Healing” keyword.

**Wild Shape**

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

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

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.

**Page 117:** On the Effect line, replace the last sentence: “The burst creates a zone of warding thunder that lasts until the end of your next turn. Choose an ally when the zone is created. If any enemy attacks that ally, the ward erupts in thunder again.” with the following text. This change prevents the attack from being recursive.

If any enemy attacks that ally, you can make the following attack against each enemy within the zone as a free action: 

**Attack:** Wisdom vs. Fortitude  
**Hit:** 5d6 + Wisdom modifier thunder damage.

**Warding Thunder**

**Blood Debt**

**Page 110:** On the Hit line, add “modifier” between “Wisdom” and “radiant.”

**Invoker Attack 17**

Each wound your foe deals adds to its mounting debt of blood and invites your allies’ retribution.

**Encounter + Divine, Implement, Radiant**  
**Standard Action**  
**Ranged 10**  
**Target:** One creature  
**Attack:** Wisdom vs. Will  
**Hit:** 3d10 + Wisdom modifier radiant damage. Until the end of your next turn, each creature that the target attacks gains a +2 bonus to its next attack roll against the target.  
**Covenant of Wrath:** The bonus to the attack roll equals 1 + your Constitution modifier.

**Blood Debt**

**Minor:** The zone persists.

**Primal Bear**

**Druid Attack 19**

You transform into a dire bear, grabbing your foes and squeezing the life from their bodies.

**Daily + Beast Form, Implement, Primal**  
**Standard Action**  
**Melee touch**  
**Target:** One creature  
**Attack:** Wisdom vs. Fortitude  
**Hit:** 3d10 + Wisdom modifier damage, and you grab the target. Until the grab ends, the target takes 10 damage at the start of your turn.  
**Miss:** Half damage, and you grab the target.  
**Effect:** Until the end of the encounter, while you are in beast form, you gain a +2 bonus to AC and Fortitude.

**Warding Thunder**

**Hammer of Vengeance Attack 20**

You surround yourself and your allies with a ward of thunder, which batter’s your enemies. One of your allies carries your mark of protection, so if your foes attack that ally, the ward erupts in thunder again.

**Daily + Divine, Implement, Thunder, Zone**  
**Standard Action**  
**Area burst 2 within 10 squares**  
**Target:** Each enemy in burst  
**Attack:** Wisdom vs. Fortitude  
**Hit:** 5d6 + Wisdom modifier thunder damage.  
**Effect:** The burst creates a zone of warding thunder that lasts until the end of your next turn. Choose an ally when the zone is created. If any enemy attacks that ally, you can make the following attack against each enemy within the zone as a free action:  
**Attack:** Wisdom vs. Fortitude  
**Hit:** 5d6 + Wisdom modifier thunder damage.  
**Sustain Minor:** The zone persists.
CALL SPIRIT COMPANION

Page 120: 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 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.” Current text doesn’t take into account attacks that target multiple creatures, meaning a character that misses with one attack out of five on an area burst power does not expend it.

SPIRIT OF ELDER WISDOM

A spirit elder clad in robes and bearing a staff appears next to your foe. Lightning arcs from the spirit’s hands to shock that foe. The spirit lends counsel to your allies, ensuring that their efforts are not wasted.

Encounter + Implement, Lightning, Primal
Standard Action Ranged 10
Target: One creature
Attack: Wisdom vs. Will
Hit: 3d8 + Wisdom modifier lightning damage, and the target is dazed until the end of your next turn. Any ally adjacent to your spirit companion who doesn’t hit with an encounter attack power before the end of your next turn does not expend the use of that power.

Chains of Fire

Page 143: Add the Teleportation keyword. In the second sentence of the Hit line, replace “slide” with “teleport.” The power didn’t specify how far you can slide the target. Instead of allowing a character to slide the target an inordinate distance, the power is being changed to teleportation to emulate the effect.

Chains of Fire

Fiery serpents wrap around your foes and drag them together, holding them close.

Encounter + Arcane, Fire, Implement, Teleportation
Standard Action Ranged 10
Target: One or two creatures
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier fire damage. If you hit two targets with this power, you teleport one of them to a space that must be adjacent to the other, and until the end of your next turn, the two targets take 1d10 fire damage the first time they are more than 3 squares apart.

FORM OF THE FRENZIED WOLVERINE

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

Form of the Frenzied Wolverine

You strike wounded foes with particular ferocity. When the time is right, you make a brutal attack against your chosen foe, opening a bleeding wound.

Daily + Polymorph, Primal
Minor Action Personal
Effect: You assume the guardian form of the frenzied wolverine until the end of the encounter. While you are in this form, you gain a +2 bonus to attack rolls against any enemy that is bloodied or taking ongoing damage. In addition, you can use your second wind as a minor action. Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and ongoing 5 damage (save ends).
Miss: Half damage, and ongoing 2 damage (save ends).

LOREEKEEPER’S CUNNING

Page 173: In the second paragraph of the destiny feature, add “non-Creation” before the first occurrence of “ritual.” This change keeps the ring from adversely affecting the game’s economy.

Lorekeeper’s Cunning (24th level): When you are making a skill check for any ritual, you can roll twice and use either result.

You can double the time it takes to perform a non-Creation ritual to reduce the component cost of that ritual by half.

In addition, whenever you score a critical hit against a creature whose origin is within the purview of one of your trained skills, you gain a +2 bonus to attack rolls against that creature until the end of your next turn.

GUARANTEED RETRIBUTION

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

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

IMPLEMENT EXPERTISE

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

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

**Improved Armor of Faith**
**Page 185:** In the Prerequisite line, change “armor of faith power” to “Armor of Faith class feature.”

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

Also, replace the first sentence with the following: “While you are wearing cloth armor or no armor and aren’t using a shield, you gain a +1 bonus to AC.” This change syncs the feat up with the revised Armor of Faith text.

**Prerequisite:** Avenger, Armor of Faith class feature

**Benefit:** While you are wearing cloth armor or no armor and aren’t using a shield, you gain a +1 bonus to AC.

**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.” This change revises an earlier update and provides a more elegant solution to problems with stacking bonuses. This revision allows feats that offer small bonuses to provide untyped bonuses (Guaranteed Retribution, for example), and it means that feats like Draconic Spellcaster can provide greater benefit to players that design their characters toward specific builds. Note that this update intentionally makes certain feats (which will not be updated) obsolete.

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

**Agile Opportunist**
**Page 190:** On the Benefit line, replace “opportunity action” with “immediate reaction.” This change is necessary to prevent characters from making an inordinate number of basic attacks.

**Benefit:** When you are pulled, pushed, or slid into a square adjacent to an enemy, you can use an immediate reaction to make a melee basic attack against that enemy.

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

**Flute of the Dancing Satyr**
**Page 210:** In the item’s power, replace “Encounter” with “Daily.” This item is very powerful at higher levels when multiple copies can be easily purchased. The encounter usage allows multiple characters to possess and use the item during combat.

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**Flute of the Dancing Satyr**
**Level 6**

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

**Wondrous Item**
**1,800 gp**

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

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

**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.

**Eagle’s Aim**
Page 122: This power is now at-will.

**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.

**Earthfriend**
Page 125: Replace “Encounter” with “Daily.”

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

**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.

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
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.

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

Encounter + Arcane, Implement; Varies

Standard Action Close burst 1

Target: Each creature in burst

Attack: Intelligence or Charisma vs. Fortitude

Hit: 3d6 + Intelligence or Charisma modifier damage, and you push the target 1 square. The damage is the same type as any type you can deal with your dragon breath.

CONCUSSIVE BREATH

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

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

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

BLOODLETTING WEAPON

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

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.

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.
Replacing 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**
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**
Add “11th level” as a prerequisite.

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

**Hellfire Teleport**
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**
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

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.

**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.

**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.

**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.

**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 bandwith to adjudicate the effect instead of requiring a specific duration on the unconscious condition.

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

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

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

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.

Lashing Rain
Page 62: In this power’s Effect entry, change “Whenever” to “Once per turn, when”.

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**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.

**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*.

**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**

**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 1d8 + Intelligence modifier lightning damage, and the target falls prone.

**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.

**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**

**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: Delete “next” from the augment 2 Hit entry.

**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.
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