

DUNGEONS & DRAGONS[®]

4TH EDITION RULES UPDATES

OCTOBER 5, 2010

This document provides updates to various DUNGEONS & DRAGONS[®] game products, including core rulebooks, game supplements, and accessory products, such as the Dungeon Master's Screen and Power Cards. The updated rules are presented in order of page number. Most updates describe the change and provide a brief explanation. Most updates also present the revised item in the format it appears in a book, allowing you to cut it out and replace it in your book if you wish.

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

For rule concerns that merit updates, go to our errata forums [here](#).

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

Next Update: In November, we will present changes to existing powers that are being updated in *Heroes of the Forgotten Kingdoms*[™].

MARTIAL POWER

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.

PLAYER'S HANDBOOK 2

CALL SPIRIT COMPANION

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

Requirement: Your spirit companion must not be present.

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.

Effect: Until the end of the encounter, each target gains a +2 bonus to skill checks made to aid another. When a target aids attack, aids defense, or successfully aids another, he or she grants a +3 bonus instead of a +2 bonus to the roll.

DRACONOMICON: METALLIC DRAGONS

GOBLIN CURSEPEWER

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

HP 34; Bloodied 17

MARTIAL POWER 2

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.

If you end your movement at least 3 squares away from your starting position, you can make a Stealth check to become hidden if you have any concealment or any cover, except for cover provided by intervening allies.

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.

Benefit: When you use the aid attack action, the target ally can roll twice and use either result on his or her next weapon attack. This effect replaces the normal +2 bonus to the attack roll. An ally can benefit from this feat only once per attack.

PLAYER'S HANDBOOK 3

EARTHFRIEND

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

Daily ♦ Primal

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 AMBUSER

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

Grasping Claws F Encounter

Trigger: The ambusher drops to 0 hit points.

Effect (Immediate Interrupt): The ambusher uses *claw*.

PLAYER'S HANDBOOK

RACES: TIEFLINGS

TAIL TRIP

Page 28: Add “11th level” as a prerequisite.

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

DEMONOMICON

WASTING PLAGUE

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

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

RUTTERKIN

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

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

SHAADEE

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

◀ **Withering Burst** (necrotic) ♦ **Encounter**

TOMB OF HORRORS

GRAY ANGELS

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

Hit: 3d6 + 5 necrotic damage, and the gray angel knocks the target prone.

DARK SUN CAMPAIGN GUIDE

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*.”

Powers: *brash strike* (fighter MP), *furious smash* (warlord PH), *preparatory shot* (rogue MP2), *fading strike* (ranger MP2)

KALIDNAY PAIRS PRACTICE [ARENA FIGHTING]

Page 111: In the feat's Powers entry, replace “*slash and sting*” with “*throw and stab*.”

Powers: *brash assault* (warlord MP), *deft strike* (rogue PH), *reaping strike* (fighter PH), *throw and stab* (ranger MP2)

AMULET OF PSYCHIC INTERFERENCE

Page 128: In the item's power, replace “Level 10 or 15” with “Level 15 or 20.”

Level 15 or 20: 15 psychic damage.

PSIONIC POWER

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).

INFLECT PAIN

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

Hit: 2d6 + Intelligence modifier psychic damage, and the target is slowed and takes ongoing 5 psychic damage (save ends both).

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.

Hit: 1d8 + Intelligence modifier psychic damage, and choose one ally. If the target ends its next turn within 3 squares of you or the chosen ally, it takes psychic damage equal to your Intelligence modifier.

DISCORPORATE RETALIATION

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

Hit: 3d6 + Intelligence, Wisdom, or Charisma modifier psychic damage.

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.

Prerequisite: 11th level, Elan Heritage, Flurry of Blows class feature

ANCHORING ARMOR

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

Augment 1: The creature is immobilized and cannot teleport (save ends both).

DRAGON

DRAGON 381

Inspiring Aid, page 29

Replace the feat's Benefit entry.

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