

DUNGEONS & DRAGONS®

4TH EDITION RULES UPDATES

May 6, 2010

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

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

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

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

Next Update: July 6, 2010

Also, special thanks to Wizards Community members Keithric and EasyT, who helped review this document.

FROM THE UPDATE TEAM

You might notice some changes to the way this round of updates is presented. As part of our continuing effort to make rules updates a living process that responds to the needs of the fans, we've split up the updates into several documents to improve accessibility. You'll now find a document (this one) detailing all the new updates, plus you'll also have access to archives of the updates for each book.

We know some of you feel as if the update process has become too aggressive. Rest assured, we hear your concerns. The next few months will see a continuation of the current roll-out schedule, but after September and the release of the Dungeons & Dragons Essentials line, we expect to pull back the process.

Many of the changes you'll see over the next couple of months will be reflected in the [Rules Compendium](#) and the [Dungeon & Dragons Essentials line](#). Also, if you're interested in learning more about the rules update process, you can check out the Design and Development article [here](#).

~Greg Bilsland
Editor

Player's Handbook

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.

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.

Solar Wrath

Page 74: In the Range entry, replace "burst 8" with "burst 3." In the Hit entry, replace "3d8" with "2d6." This update brings the power in line with level 11 encounter powers.

Solar Wrath

Radiant Servant Attack 11

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

Encounter ♦ **Divine, Implement, Radiant**

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 2d6 + Wisdom modifier radiant damage. If the target is either an undead creature or a demon, it is also stunned until the end of your next turn.

Dirty Fighting

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

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

Follow-Up Blow

Page 113: Replace the Effect entry with the following text: "Until the stance ends, when you hit with a melee attack, you can use a free action to make melee basic attack with your off-hand weapon. You can do this once per round, and the off-hand weapon attack takes a -2 penalty to its attack roll." This update limits the potency of this power in builds that make many attacks.

Follow-Up Blow

Ranger Attack 29

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

Daily ♦ **Martial, Stance, Weapon**

Minor Action Personal

Requirement: You must be wielding two melee weapons.

Effect: Until the stance ends, when you hit with a melee attack, you can use a free action to make 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.

Daggermaster's Action

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

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

Tendrils of Thuban

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

Tendrils of Thuban Warlock (Star) Attack 15

From the frozen emerald seas under the star Thuban, you call forth dozens of glimmering green tentacles. Reaching down from overhead, they seize your enemies, draining the heat from their bodies and holding them immobile.

Daily ♦ Arcane, Cold, Implement, Zone

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Constitution vs. Fortitude

Hit: 4d10 + Constitution modifier cold damage, and the target is immobilized (save ends).

Effect: The burst creates a zone of tendrils that lasts until the end of your next turn.

Sustain Minor: Make a Constitution vs. Fortitude attack against all targets within the zone. On a hit, the target takes 1d10 + Constitution modifier cold damage.

Evard’s Black Tentacles

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

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

Evard’s Black Tentacles Wizard Attack 19

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

Daily ♦ Arcane, Implement, Necrotic, Zone

Standard Action Area burst 3 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier necrotic damage, and the target is immobilized (save ends).

Effect: The burst creates a zone of difficult terrain that lasts until the end of your next turn. Whenever a creature enters the zone, you can use an opportunity action to make the attack against that creature.

Sustain Minor: The zone persists, and each creature within the zone takes 10 necrotic damage.

Maelstrom of Chaos

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

Maelstrom of Chaos Spellstorm Mage Attack 20

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

Daily ♦ Arcane, Force, Implement, Teleportation

Standard Action Close burst 5

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 3d8 + Intelligence modifier force damage, and you can teleport the target to a location of your choice within the burst.

Miss: Half damage, and no teleportation.

Acrobatics

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

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

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

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

Acrobatics

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

Hop Down

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

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

Climb

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

- Climb:** The check is usually part of a move action, but it can be part of any of your actions that involve the you moving.
- ◆ **Failure by 4 or Less:** If you were already climbing, you don't fall. If you were trying to start climbing, you fail to do so. Either way, you can't move any farther as part of the current action.
 - ◆ **Failure by 5 or More:** If you were already climbing, you fall but can try to catch hold (see below). If you were trying to start climbing, you fail to do so. Either way, you can't move any farther as part of the current action.

High Jump

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

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

Long Jump

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

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

- ◆ **Distance Jumped Horizontally:** Make an Athletics check and divide your check result by 10 (don't round the result). This is the number of squares you can leap across. You land in the square determined by your result. If you end up over a pit or a chasm, you fall and lose the rest of your action.
- ◆ **Distance Cleared Vertically:** The vertical distance you clear is equal to one-quarter of the distance you jumped horizontally. If you could not clear the vertical distance of an obstacle along the way, you hit the obstacle, fall prone, and lose the rest of your action.

Swim

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

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

- ◆ **Failure by 4 or Less:** You can't move any farther as part of your current action, but you tread water.
- ◆ **Failure by 5 or More:** You can't move any farther as part of your current action, and you sink 1 square.

Stealth

Page 188: In the first line of the shaded text of the revised Stealth entry (see earlier update to Stealth), replace “At the end of a move action” with “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.” In addition, delete the “Failure” bullet. This update clarifies that a character can use Stealth as part of a non-move action that includes movement, such as a standard action that lets a character attack and then move.

Stealth: 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.

Ferocious Rebuke

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

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

Fiery Rebuke

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

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

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 the creature’s 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 fourth bullet point in the prone condition with the following bullet point. This revision adds clarity to the prone condition and syncs it up with aerial combat.

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

Restrained

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

- ◆ You can’t move, unless you teleport. You can’t even be pulled, pushed, or slid.
- ◆ You take a -2 penalty to attack rolls.
- ◆ You grant combat advantage.

Slowed

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

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

Stunned

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

- ◆ You fall if you are flying, unless you can hover.

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.

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.

Aid Another

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

Aid Another

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

check modifier take the lead, while the other characters cooperate to provide assistance.

AID AN ALLY'S SKILL OR ABILITY CHECK

- ◆ **Action:** Standard action. When a creature takes this action, it chooses a target adjacent to it.
- ◆ **DC:** The creature makes a skill check or an ability check with a DC equal to 10 + one-half the creature's level.
- ◆ **Success:** The target gains a +2 bonus to the next check using the same skill or ability before the end of the assisting creature's next turn.
- ◆ **Failure:** The target takes a -1 penalty to the next check using the same skill or ability before the end of the assisting creature's next turn. This penalty represents the distraction or interference caused by the failed assistance.

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

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

Aid Attack

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

AID AN ALLY'S ATTACK

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

Aid Defense

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

AID AN ALLY'S DEFENSES

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

Charge

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

CHARGE A TARGET: STANDARD ACTION

- ◆ **Target:** When a creature takes this action, it chooses a target. Determine the distance between the creature and the target, even counting through squares of blocking terrain (*Dungeon Master's Guide*, page 60), and then follow these steps.
- ◆ **Move:** The creature moves up to its speed toward the target. Each square of movement must bring the creature closer to the target, and the creature must end the move at least 2 squares away from its starting position.
- ◆ **Attack:** The creature either makes a melee basic attack against the target or uses bull rush against it. The creature gains a +1 bonus to the attack roll.
- ◆ **No Further Actions:** The creature can't take any further actions during this turn, except free actions.

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

Monster Manual

Aura

Page 280: 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.

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.

Dungeon Master's Guide

Mounts

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

Mount and Rider

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

MOUNT AND RIDER

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

- ◆ **Space:** The rider and mount both occupy the mount's space. However, the origin squares of the rider's powers and other effects do not change to the mount's size. Whenever the rider uses an effect that has an origin square (such as a melee, a ranged, an area, or a close power), the rider first picks where that square is located in the mount's space, and the effect uses that origin square. For example, if a Medium rider uses a close burst attack power, the rider chooses a single square within the mount's space, and the burst emanates from that square. This rule means that if the burst targets each creature within it, rather than each enemy, it can hit the mount.
- ◆ **Targeting the Mount and Rider:** Even though the mount and rider occupy the same space, they are still separate creatures and are targeted separately. For example, an attack that targets only one creature can target either the mount or the rider, not both. In contrast, area and burst attacks can affect both mount and rider, since the two are in the same space.
- ◆ **Mount Benefits:** Many mounts offer special attacks or benefits they can use or grant to their riders. These abilities range from flat bonuses, such as an AC bonus to the rider, to special attacks that the mount can use. The *Monster Manual* details the benefits that many creatures grant if the rider meets a minimum level and has the Mounted Combat feat. If the rider doesn't meet a mount's prerequisites, he or she can ride it but doesn't gain the mount's special benefits.
- ◆ **Provoking Opportunity Attacks:** If the mount's movement provokes an opportunity attack, the attacker chooses to target either the mount or the rider, since the two of them move together. However, if the mount or the rider provokes an opportunity attack by using a ranged or an area power, the attacker must target whichever one of them provoked the opportunity attack.

- ◆ **Forced Movement:** If the mount is pulled, pushed, or slid, the rider moves with it. If the rider is pulled, pushed, or slid and the mount isn't, the rider can have the two of them move together. Otherwise, the rider is dismounted and falls prone in the destination space of the forced movement.
- ◆ **Teleportation:** If either the mount or the rider is teleported, the other does not teleport with it. If the mount is teleported without the rider, the rider is dismounted and falls prone.

Mounts in Combat

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

MOUNTS IN COMBAT

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

- ◆ **Mount (Move Action):** The rider mounts a creature adjacent to it and enters its space.
- ◆ **Dismount (Move Action):** The rider dismounts, moving from the mount's space to a square adjacent to it.
- ◆ **Initiative:** The mount and rider act on the rider's initiative count, even if the mount had a different initiative before the rider mounted it. The two continue to act on the same initiative count after the rider dismounts. A monster and its mount have separate turns, whereas an adventurer and his or her mount have a single turn.
- ◆ **Actions (Adventurers Only):** An adventurer and his or her mount have one combined set of actions: a standard action, a move action, and a minor action. The player chooses how the two creatures use the actions on the adventurer's turn. Most commonly, the mount takes a move action to walk or fly, and the adventurer takes a standard action to attack. The adventurer and the mount also share a single immediate action each round and a single opportunity action each turn. If the adventurer dismounts, the two still share one set of actions on that turn, but have separate sets of actions thereafter.
- ◆ **Mount Attacks:** The mount takes a -2 penalty to attack rolls unless the rider has the Mounted Combat feat. While not being ridden, a typical mount (such as a riding horse) rarely attacks on its own, unless it has been trained for battle, is defending itself, or feels unusually protective of its rider. Left to its own devices, a typical mount avoids combat.
- ◆ **Charging:** When the rider charges, the rider and mount move up to the mount's speed and then the rider makes the charge attack. When the mount charges, it follows the normal rules for a charge.

- ◆ **Squeezing:** When the mount squeezes, the rider is also considered to be squeezing.
- ◆ **Falling Prone:** If the mount falls prone, the rider is dismounted and falls prone in an unoccupied space of the rider's choice adjacent to the now-prone mount. However, if the mount is flying when it falls prone, it instead falls and the rider isn't dismounted unless the mount lands and falls prone itself.

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

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

The Fly Action

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

Flight

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

FLIGHT

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

- ◆ **Fly Speed:** To fly, a creature takes the walk, run, or charge action but uses its fly speed in place of its walking speed. A creature that has a fly speed can also shift and take other move actions, as appropriate, while flying.
- ◆ **Moving Up and Down:** While flying, a creature can move straight up, straight down, or diagonally up or down. There is no additional cost for moving up or down.
- ◆ **Falling Prone:** If a creature falls prone while it is flying, it falls. This means a flying creature falls when it becomes unconscious or suffers any other effect that knocks it prone. The creature isn't actually prone until it lands and takes falling damage.
- ◆ **Remaining in the Air:** A flying creature does not need to take any particular action to remain aloft; the creature is assumed to be flying as it fights, moves, and takes other actions. However, a flying

creature falls the instant it is stunned, unless it can hover.

- ◆ **Landing:** If a creature flies to a surface it can hold onto or rest on, the creature can land safely.
- ◆ **Terrain:** Terrain on the ground does not affect a flying creature if the terrain isn't tall enough to reach it. Because of this rule, flying creatures can easily bypass typical difficult terrain, such as a patch of ice on the ground. Aerial terrain can affect flying creatures.

Crashing

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

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

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

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

Special Flying Rules

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

while flying. See “Falling,” page 284 of the *Player’s Handbook*.

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

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

NOTE ABOUT CRASH

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

Forgotten Realms Campaign Guide

Goblin Totem

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

Goblin Totem

Level 2+

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

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

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Your attacks with this weapon against a creature larger than you have an item bonus to damage rolls equal to the weapon's enhancement bonus.

Forgotten Realms Player's Guide

Glamor Blade

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

Glamor Blade

Swordmage Attack 9

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

Daily ♦ Arcane, Conjuraton, 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.

Adventurer's Vault

Displacer Armor

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

Displacer Armor

Level 14+

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

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

Armor: Cloth, Leather, Hide

Enhancement: AC

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

Bloodiron Weapon

Page 65: In the weapon's updated property, replace "deal the extra critical hit damage to the target again at the start of your next turn" with "the target of the attack takes 1d10 damage per enhancement bonus of this weapon at the start of your next turn." This update clarifies that you gain only the magic weapon's extra critical dice on this damage and that it does not include any bonuses or damage from the high crit weapon property.

Bloodiron Weapon

Level 13+

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

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

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Property: When you score a critical hit with this weapon, the target of the attack takes 1d10 damage per enhancement bonus of this weapon at the start of your next turn.

Quickcourse 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.

Quickcourse Rod

Level 2+

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

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

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

Crown of Infernal Legacy

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

Crown of Infernal Legacy

Level 9+

This chain cowl empowers a tiefling's anger.

Lvl 9	4,200 gp	Lvl 19	105,000 gp
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Item Slot: Head

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

Level 19: The extra damage equals your Charisma modifier.

Sorrowsworn Ring

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

Sorrowsworn Ring

Level 25

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

Item Slot: Ring 625,000 gp

Property: Gain darkvision and a +4 item bonus to Intimidate checks.

Power (Daily): Free Action. Use this power when you reduce a creature to 0 or fewer hit points. You gain a number of temporary hit points equal to your healing surge value.

If you've reached at least one milestone today, this power can be used as an immediate interrupt when you would be reduced to 0 or fewer hit points. Gain a number of temporary hit points equal to your healing surge value.

Gem of Valor

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

the power of builds that focus on gaining numerous actions during a turn.

Gem of Valor

Level 20

This brilliant sapphire promises great rewards to the bold.

Other Consumable 5,000 gp

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

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

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

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

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

Martial Power

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.

War of Attrition

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

War of Attrition

Warlord Attack 7

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

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Until the start of your next turn, any ally who can see you gains a +1 power bonus to attack rolls and damage rolls with basic attacks and at-will powers.

Inspiring Presence: The bonus to damage rolls equals your Charisma modifier.

Quickening Order

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

Quickening Order

Warlord Utility 22

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

Daily ♦ **Martial**

Free Action **Close burst 10**

Trigger: You and your allies make initiative checks at the beginning of an encounter

Targets: You and each ally in burst

Effect: Each target gains a power bonus to the initiative check equal to your Intelligence modifier, and during each target’s first turn, he or she gains a power bonus to damage rolls equal to your Intelligence modifier.

Path of the Storm

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

Path of the Storm

Battlelord of Kord Attack 20

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

Daily ♦ **Martial**

Standard Action **Personal**

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

Smite of Devil’s Luck

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

Smite of Devil’s Luck

Infernal Strategist Attack 20

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

Daily ♦ **Martial, Reliable, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage. You gain an action point, which must be spent before the end of the encounter or it is lost.

Cunning Ambusher

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

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

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.

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.

Legendary Tactical Action

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

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

Manual of the Planes

Gauntlets of the Blood War

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

Hand Slot Items

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

HAND SLOT ITEMS

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

Gauntlets of the Blood War

Level 16+

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

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

Item Slot: Hands

Property: You gain a +3 item bonus to damage rolls against creatures that have the immortal origin.

Level 26: +5 item bonus.

Power (Daily): Free Action. Use this power when you hit a creature with the immortal origin. The creature takes ongoing 10 damage (save ends).

Level 26: Ongoing 15 damage (save ends).

Open Grave

Desecration

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

↔ **Dark Plague** (when first bloodied and again when the desecration is reduced to 0 hit points) ◆ **Necrotic**

Close burst 20; targets enemies; +24 vs. Fortitude; the target is weakened (save ends). In addition, the target loses a healing surge. *Miss:* The target is weakened until the end of its next turn. The target does not lose a healing surge.

Zombie Throng

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

HP 121; Bloodied 60

Player's Handbook 2

Kneel Before the Turathi

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

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

Arcane Power

Wail of Anguish

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

Wail of Anguish Bard Attack 9

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

Daily ♦ Arcane, Implement

Minor Action **Personal**

Effect: Until the end of your next turn, you can make the following attack.

Opportunity Action **Close burst 3**

Trigger: An enemy starts its turn within 3 squares of you

Target: The triggering enemy in burst

Attack: Charisma vs. Will

Hit: Charisma modifier damage, and the target cannot shift until the end of your next turn.

Sustain Minor: The effect persists.

Lightning Strike

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

Lightning Strike Sorcerer Attack 1

Lightning strikes your foe and then ricochets to another enemy.

At-Will ♦ Arcane, Implement, Lightning

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier lightning damage. An enemy of your choice other than the target and within 10 squares of the target takes lightning damage equal to your Dexterity modifier.

Level 21: 2d8 + Charisma modifier lightning damage.

Storm Magic: You can apply your Storm Power bonus either to the damage roll against the target or to the damage taken by the enemy within 10 squares of the target.

Earth Brute

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

Earth Brute Wizard Attack 13

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

Encounter ♦ Arcane, Conjuration, Implement

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier damage, and you slide the target 3 squares. You conjure a Medium earth brute in a square adjacent to the target after this movement. The earth brute occupies 1 square and lasts until the end of your next turn.

Whenever a creature starts its turn in or willingly enters a square adjacent to the earth brute, that creature takes 5 damage, and the earth brute pushes it 1 square.

Mirror Sphere

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

Mirror Sphere Wizard Attack 13

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

Encounter ♦ Arcane, Illusion, Implement, Psychic

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d10 + Intelligence modifier psychic damage. The first time the target makes an attack roll before the end of its next turn, it takes damage and is subject to all other effects of that attack as if it had hit itself. Any resistances and immunities of the target do not affect the damage it deals to itself in this way. It still attacks the original target normally.

Enlarge Spell

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

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

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

Infernal Clamor

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

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

Wrathful Magic

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

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

Ruthless Spellfury

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

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

Magic's Master

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

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

Monster Manual 2

Behir

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

↩ **Lightning Breath** (standard; recharge 6) ⚡ **Lightning**
Close blast 5; +17 vs. Reflex; 3d10 + 6 lightning damage and the target is dazed until the end of the target's next turn. *Miss:* Half damage.

Aura

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

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

Adventurer's Vault 2

Scale of the Serpent

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

Scale of the Serpent

Level 4+

Forged by fomorians from a strange green ore of the Feywild, this armor makes you as slippery as a snake.

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

Armor: Scale

Enhancement: AC

Property: You gain a +5 item bonus to checks to escape a grab.

Power (Daily): Immediate Interrupt. *Trigger:* An effect dazes, immobilizes, slows, or stuns you. *Effect:* You make a saving throw against the triggering effect. On a save, that effect ends.

Lightning Arrow

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

Lightning Arrow

Level 3+

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

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

Ammunition

Enhancement: Attack rolls and damage rolls

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

Frozen Tome

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

Frozen Tome

Level 18+

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

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

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 cold damage per plus

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

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

Gossamer Tome

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

Gossamer Tome

Level 8+

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

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

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

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

Mordenkainen's Tome

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

Mordenkainen's Tome

Level 13+

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

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

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 force damage per plus

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

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

Toxic Tome

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

Toxic Tome

Level 24+

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

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

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 poison damage per plus

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

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

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.

Champion's Symbol

Page 113: Replace the text in the Critical entry, with the following text "The target makes a melee

basic attack as a free action against an enemy of your choice. If no enemy is within range for the target to attack, the target is dazed until the end of your next turn." The dominated condition is too powerful, given the potential frequency of critical hits. This update simulates the effect without denying the creature its turn.

Champion's Symbol

Level 15+

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

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

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

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

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

Ring of the Radiant Storm

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

Ring of the Radiant Storm

Level 17

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

Item Slot: Ring 65,000 gp

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

Power (Daily): Free Action. *Trigger:* You attack an enemy with an encounter lightning or radiant power and miss every target. *Effect:* You regain the use of the power.
If you've reached at least one milestone today, a daily lightning or radiant power can trigger this power instead.

Blood of the Akarot

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

Blood of the Akarot

Item Set Power

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

At-Will ♦ Healing

Free Action **Ranged** sight

Trigger: You spend a healing surge

Target: One ally wearing a ring from this set

Effect: The target regains 10 hit points.

Special: Using this power does not provoke opportunity attacks.

Voice of the Akarot

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

Voice of the Akarot

Item Set Power

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

Daily (Special) ♦ Charm

Standard Action Close burst 5

Target: Each enemy in burst

Attack: +30 vs. Will

Hit: The target cannot attack (save ends).

Effect: Each ally wearing a ring from this set is dazed until the end of your next turn.

Special: This power can be used only once per day by you and your allies. Once any of you use it, the group does not regain the use of the power until the person who used it takes an extended rest.

Dungeon Master's Guide 2

Blast Cloud

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

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

Divine Power

Temple of Brilliance

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

Temple of Brilliance

Avenger Attack 15

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

Daily ♦ **Divine, Implement, Radiant, Zone**

Standard Action **Melee touch**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier radiant damage.

Miss: Half damage.

Effect: The attack creates a zone of radiant energy in a burst 2 centered on the target. The zone lasts until the end of your next turn. When the target moves, the zone moves with it, remaining centered on it. Any enemy other than the target that ends its turn within the zone is blinded until the end of its next turn.

Sustain Minor: The zone persists.

Threatening Strike

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

Threatening Strike

Avenger Attack 23

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

Encounter ♦ **Divine, Teleportation, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3[W] + Wisdom modifier damage, and you slide the target 2 squares. If the target moves willingly before the start of your next turn, you can use an opportunity action to teleport to a square adjacent to it and make a melee basic attack against it.

Censure of Retribution: Until the end of your next turn, you gain a bonus to your basic attacks’ damage rolls equal to your Intelligence modifier.

Slayer’s Ascendancy

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

Slayer’s Ascendancy

Relentless Slayer Attack 20

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

Daily ♦ **Divine, Stance, Weapon**

Standard Action **Melee weapon**

Target: One enemy

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage.

Miss: Half damage.

Effect: You assume the slayer’s stance. Until the stance ends, you can make a melee basic attack against your *oath of enmity* target once per round as a minor action.

Spirit of Healing

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

Spirit of Healing

Cleric Utility 6

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

Daily ♦ **Conjuration, Divine, Healing**

Minor Action **Ranged 10**

Effect: You conjure a spirit of healing in 1 square within range. The spirit lasts until the end of your next turn.

When an ally in the spirit’s square or adjacent to it hits an enemy, that ally regains hit points equal to your Wisdom modifier. As a move action, you can move the spirit 4 squares.

Sustain Minor: The spirit persists.

Compassionate Blessing

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

Compassionate Blessing (11th level): When you let an ally spend a healing surge to regain hit points using a healing power, you can choose to take 5 damage. If you do, one of the power’s targets regains 2d6 additional hit points, and you gain a +2 power bonus to all defenses until the end of your next turn.

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.

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

Daily ♦ Divine

Immediate Interrupt Personal

Trigger: An enemy within your line of sight takes a standard action, and you are trained in the skill related to that creature's origin

Effect: You take a standard action.

Defensive Healing Word

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

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

Healer's Implement

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

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

Infernal Blessing

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

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

Mark of the Infernal

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

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

Beatific Healer

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

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

Primal Power

Whirling Frenzy

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

Whirling Frenzy

Barbarian Attack 1

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

Encounter ♦ Primal, Weapon

Standard Action Close burst 1

Requirement: You must be wielding two melee weapons.

Target: Each creature in burst

Attack: Strength vs. AC (main weapon)

Whirling Slayer: The attack can target Reflex instead of AC.

Hit: 1[W] + 1[W] (off-hand weapon) + Strength modifier damage.

Miss: You take 1d6 damage, with no modifiers.

Rage of the Crimson Hurricane

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

Rage of the Crimson Hurricane

Barbarian Attack 5

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

Daily ♦ Primal, Rage, Weapon

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Effect: Each target takes ongoing 5 damage (save ends). You enter the rage of the crimson hurricane. Until the rage ends, the first time you hit an enemy with a primal melee power each turn, each enemy adjacent to you after the attack is resolved takes damage equal to your Strength modifier.

Blood-Spattered Fury

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

Blood-Spattered Fury

Ancestral Weapon Attack 11

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

Encounter ♦ Primal, Weapon

Standard Action Close burst 2

Target: Each enemy you can see in burst

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you mark the target until the end of your next turn. Until the mark ends, you and the target deal 1d10 extra damage against each other.

Primal Breath

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

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

Rites of Spirits’ Blood

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

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

Sudden Call

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

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

Primal Prison

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

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

Martial Power 2

Brawler Style

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

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

Brawler Style

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

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

Steel Challenge

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

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

Throw and Stab

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

Throw and Stab

Ranger Attack 1

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

At-Will ♦ **Martial, Weapon**

Standard Action **Ranged weapon**

Requirement: You must be wielding both a thrown weapon and a melee weapon.

Target: One creature

Attack: Strength vs. AC (thrown weapon)

Hit: 1[W] damage.

Level 21: 2[W] damage.

Effect: You move up to your speed and make a melee basic attack against a creature other than the target.

Hobble

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

Hobble

Rogue Attack 5

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

Daily ♦ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: You knock the target prone. The target can’t stand up (save ends).

Kiss of Death

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

Kiss of Death

Rogue Attack 29

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

Daily ♦ **Martial, Stance**

Minor Action **Personal**

Requirement: You must be wielding a light blade.

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

Insightful Presence

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

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

Intuitive Strike

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

Intuitive Strike

Warlord Attack 1

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

At-Will ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Will

Hit: 1[W] damage. Until the start of your next turn, any ally who attacks the target and has combat advantage against it gains a +2 power bonus to the attack roll.

Level 21: 2[W] damage.

Create a Target

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

Create a Target

Warlord Attack 1

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

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Intelligence modifier. Whenever a pull, a push, or a slide forces the target to move, one of your allies can make a basic attack against the target as an opportunity action (save ends).

Miss: Half damage, and you push the target 1 square.

Resourceful Triumph

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

Resourceful Triumph

Warlord Attack 27

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

Encounter ♦ **Healing, Martial, Weapon**

Immediate Reaction **Melee weapon**

Trigger: An enemy hits your ally

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is stunned until the end of its next turn.

Effect: The ally who was hit can spend a healing surge.

Black Hood Student

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

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

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

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

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

Steel Vanguard Captain

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

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

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

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

Armored Warlord

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

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

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

Brawler Guard

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

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

Explosive Leader

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

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

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

Warforged Superiority

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

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

Warpath Leader

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

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

Improved Battlefield Shift

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

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

Shift the Field

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

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

Sign of Challenge

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

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

Sign of Challenge Star-Favored Champion Feature

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

Daily ♦ Martial

Minor Action Close burst 5

Target: One nonminion creature in burst

Effect: Whenever you attack the target, you roll twice and use either result. Whenever you hit the target, each ally you can see gains a +2 bonus to attack rolls against any enemy other than the target until the end of your next turn. These benefits last until the end of the encounter.

Player's Handbook Races: Dragonborn

Dragon Aura

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

Dragon Aura

Ninefold Master Attack 11

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

Encounter ♦ Arcane, Implement; Varies

Standard Action Close burst 1

Target: Each creature in burst

Attack: Intelligence or Charisma vs. Fortitude

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

Concussive Breath

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

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

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

Player's Handbook 3

Wormhole Plunge

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

Wormhole Plunge

Ardent Attack 1

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

Daily ♦ Psionic, Teleportation, Weapon, Zone

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage.

Miss: Half damage.

Effect: You teleport the target a number of squares equal to your Wisdom modifier, and then one ally adjacent to the target can make a melee basic attack against it as a free action.

The attack creates a zone in the space that the target vacated. The zone lasts until the end of your next turn. Any creature that starts its turn within 3 squares of the zone is pulled 1 square toward it or into it. Once per round as a free action, you can teleport a creature within the zone 3 squares.

Revisions to March Update

Player's Handbook 2

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." The previous update should have specified that the power you gain is usable as an encounter power.

Player's Handbook

Knight of Glory, page 69: In the second sentence of the Effect entry, replace "the encounter" with "your next turn."

Knight of Glory Cleric Attack 19

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

Daily ♦ **Conjuration, Divine, Implement**
Standard Action **Ranged 10**

Effect: You conjure a ghostly knight that occupies 1 square within range, and the knight makes the following melee attack. It lasts until the end of your next turn. You can move the knight 5 squares as a move action.

Target: One creature adjacent to the ghostly knight
Attack: Wisdom vs. AC

Hit: 3d10 + Wisdom modifier damage.

Sustain Minor: The knight persists, and it repeats the attack.

Forgotten Realm's Player's Guide

Assassin Shadow, page 67: In the Attack entry, replace Strength with Intelligence. The sample power (see below) in March did not reflect the update.

Assassin Shadow Umbriri Attack 11

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

Encounter ♦ **Arcane, Conjuration, Shadow, Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage.

Effect: You conjure a shadowy manifestation of yourself.

This conjuration can appear in any square adjacent to the target. This creature can be used to set up a flanking position and can make opportunity attacks (as though you were making the attacks), but it can take no other actions. The manifestation disappears at the end of your next turn.