

PLAYER'S HANDBOOK

DRAGONBORN

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

HALF ELF

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

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

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

Knack for Success

Half-Elf Racial Utility

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

Encounter

Minor Action Close burst 5

Target: You or one ally in the burst

Effect: Choose one of the following.

- ◆ The target makes a saving throw.
- ◆ The target shifts up to 2 squares as a free action.
- ◆ The target gains a +2 power bonus to his or her next attack roll made before the end of his or her next turn.
- ◆ The target gains a +4 power bonus to his or her next skill check made before the end of his or her next turn.

TIEFLING

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

DIVINE CHALLENGE

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

Divine Challenge

Paladin Utility

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

At-Will (Special) ◆ **Divine, Radiant**

Minor Action Close burst 5

Target: One creature in the burst

Effect: You mark the target. The mark lasts until you use this power again. The mark also ends at the end of your turn if you didn't engage the target, meaning you neither attacked it during your turn nor are adjacent to it at the end of your turn.

Until the mark ends, the target takes radiant damage the first time each round when it targets any of your allies with an attack power that doesn't include you as a target. The damage equals 3 + your Charisma modifier.
Level 11: 6 + your Charisma modifier radiant damage
Level 21: 9 + your Charisma modifier radiant damage

Special: You can use this power only once per turn.

WRATH OF THE GODS

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

Effect: Until the end of the encounter, each target gains a power bonus to damage rolls equal to your Charisma modifier.

POWER

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

AMULET OF HEALTH

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

Property: You gain poison resistance equal to twice the amulet's enhancement bonus.

MAGIC ITEMS

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

BREW POTION

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

DISENCHANT MAGIC ITEM

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

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

ENCHANT MAGIC ITEM

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

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

FORGOTTEN REALMS PLAYER'S GUIDE

DROW

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

In addition, when creating a drow, you must now choose which power you gain: *cloud of darkness* or *darkfire*.

ADVENTURER'S VAULT

FLAME BRACERS

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

Property: When you score a critical hit, the target takes 1d6 extra fire damage.

Level 13: 1d10 extra fire damage.

Level 23: 2d6 extra fire damage.

Power (Daily): Minor Action. The next time you hit with an attack, the target takes 1d6 extra fire damage.

Level 13: 2d6 extra fire damage.

Level 23: 3d6 extra fire damage.

ENCHANTING ITEMS

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

D&D HEROES MINIATURES - SERIES 2

LEAF WALL

The Effect entry was revised.

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

PLAYER'S HANDBOOK 2

HALF-ORC

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

WILD SHAPE

Page 84: In the first paragraph, replace the third sentence with the following text.

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

PLAYER'S HANDBOOK 3

DIVINE CHALLENGE (HYBRID)

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

PRIMAL POWER

GOODBERRY

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

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

FEY CIRCLES

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

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

ADVENTURER'S VAULT 2

HERO'S ARMOR

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

Armor: Any

Power (Daily): Free Action. **Trigger:** You spend an action point. **Effect:** You forgo the bonus to all defenses granted by the armor's property. Instead, an ally within 5 squares of you can use his or her second wind as a free action.