



DUNGEONS & DRAGONS® 4TH EDITION RULES UPDATES

JULY 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: October 5, 2010

PLAYER'S HANDBOOK

BLESS

Page 64: In the power's Action Type entry, replace "Standard" with "Minor." This update changes the action type to better reflect the game's action economy.

Daily ♦ Divine
Minor Action **Close burst 20**
Targets: You and each ally in burst

SHIELD OF FAITH

Page 64: In the power's Action Type entry, replace "Standard" with "Minor." This update changes the action type to better reflect the game's action economy.

Daily ♦ Divine
Minor Action **Close burst 5**
Targets: You and each ally in burst

PURIFY

Page 70: In the power's Action Type entry, replace "Standard" with "Minor." This update changes the action type to better reflect the game's action economy.

Daily ♦ Divine
Minor Action **Close burst 5**
Targets: You and each ally in burst

CRESCENDO SWORD

Page 88: In the Effect entry, add "attack" before each instance of "power." This update prevents this power from being used in conjunction with powers like *rejuvenate mind* or *epic trickster* to create a recursive combination.

Crescendo Sword **Swordmaster Attack 20**

With a tremendous roar, you swing your blade over your head and make lunging strikes at all nearby enemies. At the end of the flurry, you regain some of your power.

Daily ♦ Martial, Weapon
Standard Action **Close burst 1**
Requirement: You must be wielding a light blade or a heavy blade (not a polearm).
Target: Each enemy in burst you can see
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.

Effect: If you hit at least one of your enemies, you regain one daily attack power you have already used. If you miss all enemies, you regain one encounter attack power you have already used.

TUMBLE

Page 119: In the power's Effect entry, replace "a number of squares equal to one-half" with "up to." This update reflects an effort to improve the rogue's mobility so that it can more reliably gain combat advantage and fulfill its role as striker.

Tumble **Rogue Utility 2**

You tumble out of harm's way, dodging the opportunistic attacks of your enemies.

Encounter ♦ Martial
Move Action **Personal**
Prerequisite: You must be trained in Acrobatics.
Effect: You can shift up to your speed.

SLASHING WAKE

Page 141: Replace "When" with "Once per turn, when." This update revises the feature to prevent misuse with features that allow multiple teleports during a turn.

Slashing Wake (11th level): Once per turn, when you leave a square by teleporting, enemies adjacent to that square take damage equal to your Intelligence modifier.

LEAD THE ATTACK

Page 146: In the first sentence of the Hit entry and Miss entry, replace "the encounter" with "your next turn." Also, add "Half damage" at the start of the Miss entry. By upper heroic or low paragon tier, this power's bonus to attack rolls is too high to last for an entire encounter, especially in an encounter involving a solo.

Lead the Attack **Warlord Attack 1**

Under your direction, arrows hit their marks and blades drive home.

Daily ♦ Martial, Weapon
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage. Until the end of your next turn, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligence modifier.
Miss: Half damage. Until the end of your next turn, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.

MAGIC MISSILE

Page 159: Replace the Attack, Hit, and Special entries with the Effect and Special entries in the power below. This update reflects an effort to restore the power to its classical form.

Magic Missile

Wizard Attack 1

You launch a silvery bolt of force at an enemy.

At-Will ♦ Arcane, Force, Implement

Standard Action Ranged 20

Target: One creature

Effect: 2 + Intelligence modifier force damage.

Level 11: 3 + Intelligence modifier force damage.

Level 21: 5 + Intelligence modifier force damage.

Special: If the implement used with this power has an enhancement bonus, add that bonus to the damage. In addition, you can use this power as a ranged basic attack.

DISPEL MAGIC

Page 162: In the power's Usage entry, replace "Daily" with "Encounter." This revision allows this power to compete with wizard utilities of the same level, making it a more viable choice.

Dispel Magic

Wizard Utility 6

You unleash a ray of crackling arcane energy that destroys a magical effect created by an opponent.

Encounter ♦ Arcane, Implement

Standard Action Ranged 10

Target: One conjuration or zone

Attack: Intelligence vs. the Will defense of the creator of the conjuration or the zone

Hit: The conjuration or the zone is destroyed. All its effects end, including those that normally last until a target saves.

LEGION'S HOLD

Page 168: In the Hit entry, replace "stunned (save ends)" with "dazed and immobilized (save ends both)." In the Miss entry, replace "dazed" with "immobilized." This update curbs the power's strength to better reflect the size of the burst.

Legion's Hold

Wizard Attack 29

Your eyes darken, becoming black orbs as you command your enemies to stop in their tracks.

Daily ♦ Arcane, Charm, Implement, Psychic

Standard Action Close burst 20

Target: Each enemy in burst

Attack: Intelligence vs. Will

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

Miss: Half damage, and the target is immobilized (save ends).

FREE ACTIONS

Page 267: Replace the "Free Actions" bullet in the "The Main Action Types" section with the following text. This update limits the power of builds that capitalize on recursive attack power combinations.

- ♦ **Free Action:** Free actions take almost no time or effort. You can take as many free actions as you want during your or another combatant's turn. There is an exception to that rule: A creature can take a free action to use an attack power only once per turn. Creatures don't normally have attack powers that can be used as free actions, but some powers and other effects grant the ability to use an attack power (usually a basic attack) as a free action. For example, a character might have two different abilities that let him or her make a melee basic attack as a free action when their respective triggers occur. If both abilities are triggered on the same turn, the character can make only one of the melee basic attacks during that turn.

In certain circumstances, the DM might decide to limit the use of free actions further. For instance, if an adventurer has already used free actions during a particular turn to talk, drop things, and use a class feature, the DM might rule that the adventurer can use no more free actions during that turn.

DUNGEON MASTER'S GUIDE

SETTING DAMAGE

Page 184 - 185: In *Monster Manual 3* and other upcoming books, we have changed the way we calculate damage for monsters, traps, and other hazards. When using the new damage numbers, choose a column on the Damage by Level table based on the characters' level and the severity of the effect. Use the first column for an effect that hurts one creature at a time, and the second column for an effect that harms multiple creatures.

For brutes, the damage should be 25 percent higher. For limited damage, such as damage from encounter powers or recharge powers, increase the value by 25 to 50 percent.

Monster accuracy also underwent some changes. The table below reflects the new numbers.

DAMAGE BY LEVEL

Character Level	Single Target	Two or More Targets
1	1d8 + 4	1d6 + 3
2	1d8 + 5	1d6 + 4
3	1d8 + 6	1d6 + 5
4	2d6 + 5	1d8 + 5
5	2d6 + 6	1d8 + 6
6	2d6 + 7	1d8 + 6
7	2d8 + 6	2d6 + 4
8	2d8 + 7	2d6 + 5
9	2d8 + 8	2d6 + 6
10	2d8 + 9	2d6 + 6
11	3d6 + 9	2d6 + 7
12	3d6 + 10	2d8 + 6
13	3d6 + 11	2d8 + 7
14	3d6 + 12	2d8 + 7
15	3d6 + 13	2d8 + 8
16	3d8 + 11	3d6 + 8
17	3d8 + 12	3d6 + 9
18	3d8 + 13	3d6 + 9
19	3d8 + 14	3d6 + 10
20	3d8 + 15	3d6 + 11
21	4d6 + 15	3d8 + 9
22	4d6 + 16	3d8 + 9
23	4d6 + 17	3d8 + 10
24	4d6 + 18	3d8 + 11
25	4d6 + 19	3d8 + 12
26	4d8 + 16	4d6 + 11
27	4d8 + 17	4d6 + 12
28	4d8 + 18	4d6 + 13
29	4d8 + 19	4d6 + 14
30	4d8 + 20	4d6 + 15

MONSTER STATISTICS BY ROLE

	Skirmisher	Brute	Soldier	Lurker	Controller	Artillery
Initiative bonus	+2	-2	+4	-	-	-
Hit points	8 + Con + (level × 8)	10 + Con + (level × 10)	8 + Con + (level × 8)	6 + Con + (level × 6)	8 + Con + (level × 8)	6 + Con + (level × 6)
AC	Level + 14	Level + 12	Level + 16	Level + 14	Level + 14	Level + 12
Other defenses	Level + 12	Level + 12	Level + 12	Level + 12	Level + 12	Level + 12
Attack vs. AC	Level + 5	Level + 5	Level + 5	Level + 5	Level + 5	Level + 5*
Attack vs. other defenses	Level + 3	Level + 3	Level + 5	Level + 3	Level + 3	Level + 3*

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

ADVENTURER'S VAULT

SUBTLE WEAPON

Page 79: Replace the item's Property entry with "Whenever you make a damage roll with this weapon against an enemy granting combat advantage to you, you gain an item bonus to the damage roll against that enemy. The item bonus equals this weapon's enhancement bonus." This update reflects the weapon's original intent and brings it in line with other items' damage bonuses.

Subtle Weapon

Level 3+

Plain and simple, this weapon works best when you already have an edge on your foe.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Whenever you make a damage roll with this weapon against an enemy granting combat advantage to you, you gain an item bonus to the damage roll against that enemy. The item bonus equals this weapon's enhancement bonus.

STAFF OF MISSILE MASTERY

Page 106: Replace the Property entry with the following text: "When you use *magic missile* with this implement, you gain an item bonus to the damage equal to the staff's enhancement bonus." This update syncs up this item with the new *magic missile* text.

Staff of Missile Mastery

Level 2+

This dark wooden staff empowers a wizard's most basic attack.

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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 damage per plus when using *magic missile*.

Property: When you use *magic missile* with this implement, you gain an item bonus to the damage equal to the staff's enhancement bonus.

Power (Daily): Free Action. Use this power when you cast *magic missile*. Target one or two creatures with the attack. No target can be more than 5 squares from any other target.

Level 17, 22, or 27: Target one, two, or three creatures with the attack.

MASTER'S WAND OF MAGIC MISSILE

Page 110: In the Property entry, replace "hit" with "damage." This update syncs up this item with the new *magic missile* text.

Master's Wand of Magic Missile

Level 3+

Your magic missiles impact a foe with the force of a bull rush.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Any target you damage with the *magic missile* power is pushed 1 square.

Power (Encounter ♦ Arcane, Force, Implement): Standard Action. As the wizard's *magic missile* power (PH 159).

GLOVES OF THE HEALER

Page 135: In the Property entry, replace "that has the healing keyword" with "that lets one or more creatures spend a healing surge to regain hit points." This change limits the potency of surgeless healing, such as with *astral seal*.

Gloves of the Healer

Level 12+

Your healing is enhanced by this elegant handwear.

Lvl 12	13,000 gp	Lvl 22	325,000 gp
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Item Slot: Hands

Property: When you use a power that lets one or more creatures spend a healing surge to regain hit points, one target regains an extra 1d6 hit points.

Level 22: 2d6 hit points.

Power (Daily ♦ Healing): Standard Action. Spend a healing surge. An adjacent ally regains hit points equal to the value of the healing surge you lost.

MARTIAL POWER

ERUPTION OF STEEL

Page 58: In the Primary Attack entry, delete “, two attacks.” In the Hit entry, add “(main weapon) + 2[W] (off-hand weapon)” after “2[W].” Also in the Hit entry and Miss entry, delete “per attack.” This update brings the power’s damage in line with other powers of the same level.

Eruption of Steel *Avalanche Hurler Attack 20*

After attacking with each of your weapons, you pause just long enough to find new targets for your furious assault.

Daily ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding two melee weapons.

Primary Target: One creature

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

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

Miss: Half damage.

Effect: Make a secondary attack.

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

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

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

Miss: Half damage.

ROUNABOUT CHARGE

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

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

RENDING TEMPEST

Page 148: Replace the feat’s Benefit entry with the text below. The feat’s former text was confusing, requiring a user to attack with two weapons simultaneously to trigger the benefit. This change reflects the feat’s intent.

Benefit: During your turn, when you hit a target with a melee attack using a power that requires the use of two weapons, the target takes 1[W] extra damage (off-hand weapon) when you hit it with any other melee attacks until the end of that turn.

PLAYER'S HANDBOOK 2

INCREASING THE TEMPO

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

Increasing the Tempo

Bard Attack 19

Your ally attacks with incredible speed, becoming a blur of motion.

Daily ♦ Arcane

Standard Action Ranged 10

Target: One ally

Effect: The target makes four basic attacks as a free action. No more than two of the attacks can be against a single target.

IMPROVED ARMOR OF FAITH

Page 185: In addition to the previous update to Improved Armor of Faith, delete the last sentence in the Benefit entry. This bonus is untyped and stacks with other bonuses, so it should not scale because it gives the avenger an AC that is higher than intended for strikers in the paragon and the epic tier.

Prerequisite: Avenger, Armor of Faith class feature

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

ARCANE POWER

SERENE WILL

Page 23: At the end of the first sentence of the feature, add “and must use the second result.” This update prevents a character from rerolling the attack over and over again.

Serene Will (16th level): If you miss with an attack roll for an attack that targets Will, you can reroll the attack roll and must use the second result. If this attack does not deal damage, you gain a +2 power bonus to the reroll.

WIZARD’S ESCAPE

Page 105: In the power’s Usage entry, replace “Encounter” with “Daily.” This update changes the usage to reflect the versatility and potency of this utility power.

Wizard’s Escape

Wizard Utility 6

With a flash, you are gone.

Daily ♦ Arcane, Teleportation
Immediate Interrupt Personal

Trigger: An enemy hits you with a melee attack

Effect: You teleport 5 squares to a space that is not adjacent to an enemy.

FAMILIAR MODES

Page 137: At the end of the first paragraph in the Passive Mode entry, add “If your familiar is not in your space when you switch it to passive mode, it appears in your space.” This update clarifies what happens when you switch your familiar from active mode to passive mode while it is not in your space.

- ♦ **Passive:** A passive familiar is on your person, perching on your shoulder or hiding in your pocket. In this mode, it shares your space. If your familiar is not in your space when you switch it to passive mode, it appears in your space.

No Targeting: A passive familiar can’t be targeted by any effect.

No Damage: A passive familiar cannot be damaged by any effect.

EBERRON PLAYER'S GUIDE

STATIC SHOCK

Page 47: In the Range entry, delete “or Ranged.” This update clarifies the power’s range and allows it to be used more effectively in melee combat.

Static Shock

Artificer Attack 1

You imbue your opponent with a crackling arcane charge, hindering the potency of its next attack.

At-Will ♦ Arcane, Implement, Lightning

Standard Action **Melee 5**

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier lightning damage. The next attack the target makes before the end of your next turn takes a penalty to the damage roll equal your Constitution modifier.

Level 21: 2d8 + Intelligence modifier lightning damage.

ADVENTURER'S VAULT 2

HEALER'S ARMOR

Page 9: In the Property entry, add “that lets a creature spend a healing surge to regain hit points” after “healing power.” This change limits the potency of surgeless healing, such as with *astral seal*.

Healer's Armor

Level 5+

This sturdy armor enhances your ability to heal your allies.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Armor: Hide, chain

Enhancement: AC

Property: When you use a healing power that lets a creature spend a healing surge to regain hit points, the target regains additional hit points equal to the armor's enhancement bonus.

SYMBOL OF DIVINE LIGHT

Page 29: Replace the Property entry with the following text: “The damage rolls of radiant powers you use through this implement gain an item bonus equal to the implement's enhancement bonus against creatures that have radiant vulnerability.” This update prevents multiple *symbols of divine light* from stacking adversely.

Symbol of Divine Light

Level 17+

The fierce radiance of this symbol is the bane of foul creatures that can't bear sunlight.

Lvl 17	+4	65,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 22	+5	325,000 gp			

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Property: The damage rolls of radiant powers you use through this implement gain an item bonus equal to the implement's enhancement bonus against creatures that have radiant vulnerability.

DIVINE POWER

ASTRAL FLOOD

Page 45: In the power's Radiant entry in the Hit entry, add "until the end of your next turn" to the end of the sentence. The effect lacked a duration.

Astral Flood

Astral Savant Attack 11

A wave of raw energy drawn from the Astral Sea flows through you and lashes out at your enemies.

Encounter ♦ **Divine, Implement; Cold or Radiant**

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier cold or radiant damage (choose one for all targets). The attack has an additional effect based on the damage type.

- ♦ **Cold:** The target takes a -2 penalty to attack rolls until the end of your next turn.
- ♦ **Radiant:** The target cannot see creatures more than 5 squares away from it until the end of your next turn.

PLANE BELOW

CRYSTAL OF EBON FLAME

Page 44-45: In the artifact's first power, delete the Implement keyword. It is unnecessary. Also, replace "Immediate Reaction" with "Free Action." This change increases the power's usability, because as an immediate action, the power is not usable during a character's turn, when the trigger is most likely to occur.

Power (Encounter ♦ Healing): Free Action. *Trigger:* You reduce a creature within 10 squares of you to 0 hit points. *Effect:* You can spend a healing surge or make a saving throw against each effect on you that a save can end. The triggering creature is utterly destroyed. It crumbles to dust and cannot be restored to life with the Raise Dead ritual. (Epic destiny powers that allow a return from death, or other magic of similar potency, still function.)

MARTIAL POWER 2

CRUSHING FOOT

Page 11: In the Hit entry, add “on its turn” after “cannot move.” This update clarifies the duration of the target’s inability to move after you hit it each time.

Crushing Foot Fighter Attack 5

You grab your foe and smash it to the ground. You then place your foot on its neck to keep the creature down.

Daily ♦ **Invigorating, Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage. Until the end of the encounter, the target cannot move on its turn if it was grabbed by you at the start of its turn.

Miss: 1[W] + Strength modifier damage.

Effect: You knock the target prone.

DERVISH’S CHALLENGE

Page 11: In the Action Type entry, replace “Minor” with “Standard.” Replace the range with “Melee weapon.” The action type and range were incorrect.

Dervish’s Challenge Fighter Attack 5

You hold your weapons close to your body, prepared to strike out when an enemy leaves you an opening.

Daily ♦ **Martial, Stance, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Strength vs. AC (main weapon)

Hit: 3[W] + Strength modifier damage.

Effect: Until the stance ends, whenever you are wielding two weapons and make a melee basic attack against a creature as an immediate action or an opportunity action, you can make a melee basic attack with your off-hand weapon against that creature as a free action.

SNARLING WOLF STANCE

Page 36: In the first sentence of the Effect entry, replace “opportunity action” with “immediate reaction.” As an opportunity action, this power lets you attack and then shift out of range, potentially negating the triggering attack.

Snarling Wolf Stance Ranger Attack 5

Like an animal backed into a corner, you become deadlier in your desperation.

Daily ♦ **Martial, Stance**

Minor Action Personal

Effect: Until the stance ends, whenever an enemy hits or misses you with a close or a melee attack, you can make a melee basic attack against it as an immediate reaction.

You can then shift 3 squares but must not end the shift adjacent to any enemy.

VERSATILE ROGUE

Page 145: In the Prerequisite entry, add “Rogue Tactics class feature” after “rogue.” This update changes the feat to reflect the original intent. The feat is not intended to give multiclassing characters access to Rogue Tactics.

Prerequisite: 21st level, human, rogue, Rogue Tactics class feature

Benefit: You gain one additional option from Rogue Tactics.

PLAYER'S HANDBOOK 3

EMPOWERED ARSENAL

Page 27: In the fourth sentence of the Effect entry, add “power” before “bonus to damage rolls.” The bonus should have been typed to prevent it from stacking with similar bonuses.

Empowered Arsenal Ardent Attack 5

Violet energy shimmers around you, lending psionic power to your allies' attacks.

Daily ♦ **Psionic, Weapon, Zone**

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage.

Effect: The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, your allies gain a power bonus to damage rolls equal to your Constitution modifier, and their melee attacks ignore the insubstantial quality.

Sustain Minor: The zone persists.

FORWARD-THINKING CUT

Page 28: In the Augment 1 section, replace the Effect entry with the following text: “You can shift 1 square and then charge, using this power in place of the charge’s melee basic attack.” The Special entry in the power prevented a character from using the power when augmented with 1 psionic point. This update changes the power to reflect the intent.

Forward-Thinking Cut Ardent Attack 7

You fling yourself at your enemy, and your allies attack more mightily in response.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and each ally adjacent to you gains a +1 power bonus to attack rolls until the start of your next turn.

Special: When charging, you can use this power unaugmented in place of a melee basic attack.

Augment 1

Effect: You can shift 1 square and then charge, using this power in place of the charge’s melee basic attack.

Augment 2

Effect: One or two allies you can see can each charge creatures other than the target as a free action, with a power bonus to their damage rolls equal to your Constitution modifier.

MINDLINK STRIKE

Page 29: In the Augment 2 section, between the Target entry and the Hit entry, add “**Attack:** Charisma vs. AC.” The attack lacked the entry.

Mindlink Strike Ardent Attack 7

Linking minds with an ally, you coordinate your efforts to confound your foe.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action **Melee 1**

Target: One creature

Effect: One ally adjacent to you can make a melee basic attack against the target as an opportunity action. On a hit, you and the ally can each shift as a free action.

Augment 1

Effect: As above, and the ally gains a +3 power bonus to the damage roll if he or she is marking the target.

Augment 2

Close burst 1

Target: Each enemy you can see in burst

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and one ally adjacent to the target can make a melee basic attack against it as an opportunity action.

UNCHECKED AGGRESSION

Page 31: In the third sentence of the Effect entry, add “power” before “bonus to damage rolls.” In addition, add the following entry after the Effect entry: “**Sustain Minor:** The zone persists.” The Sustain entry was missing from the effect, and the bonus should have been typed to prevent it from stacking with similar bonuses.

Unchecked Aggression Ardent Attack 15

Your anger bleeds out from you, unnerving your enemies and strengthening your allies.

Daily **Psionic, Weapon, Zone**

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage.

Effect: The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. While within the zone, allies gain a power bonus to damage rolls equal to your Constitution modifier, and enemies grant combat advantage.

Sustain Minor: The zone persists.

BLURRED STEP

Page 44: In the Action Type entry, replace “Opportunity Action” with “Free Action (Special).” At the bottom of the power, add the following line: “**Special:** You can use this power only once per turn.” This change updates the power to reflect the original intent: A battlemind should be able to shift after the triggering enemy shifts. A battlemind should not be shifting as an opportunity action, which precedes the triggering enemy’s shift.

Blurred Step Battlemind Feature

You bend reality with the power of your mind, flashing across the space between you and your enemy.

At-Will ♦ Psionic

Free Action (Special) Personal

Trigger: An adjacent enemy marked by you shifts

Effect: You shift 1 square.

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

OVERWHELMING LUNGE

Page 51: In the Attack entry, delete “granted by other enemies.” This text has no effect, because melee attacks already ignore creatures as cover.

Overwhelming Lunge Battlemind Attack 13

You lunge forward to attack your enemy, your reach magically extended.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action Melee weapon + 1 reach

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage.

Augment 1

Attack: As above, and you ignore the -2 penalty for attacking an enemy that has cover.

Augment 4

Hit: 2[W] + Constitution modifier damage. You slide each creature adjacent to the target 1 square and then slide the target 2 squares.

HARMONIOUS THUNDER

Page 66: In the Effect entry, replace “When one of the targets takes damage” with “The first time either one of the targets takes damage during a turn.” This update prevents the damage between the two targets from being recursive.

Harmonious Thunder Monk Attack 1

You punch one foe, then spin and deliver a kick to another. Thunder rumbles in the distance, rolls closer, and explodes between your two foes.

Daily ♦ **Implement, Psionic, Thunder**

Standard Action Melee touch

Target: One or two creatures

Attack: Dexterity vs. Fortitude

Hit: 3d6 + Dexterity modifier thunder damage.

Miss: Half damage.

Effect: The first time either one of the targets takes damage during a turn, the other target takes thunder damage equal to your Strength modifier. This effect lasts until the end of the encounter or until one of the targets drops to 0 hit points.

SPINNING LEOPARD MANEUVER

Page 66: In the Hit entry, replace “3d8” with “2d6.” This update brings this power’s damage in line with other powers of the same level.

Spinning Leopard Maneuver Monk Attack 1

Maintaining perfect balance, you weave a deadly path through the fray, dealing kicks and punches to each foe you pass.

Daily ♦ **Implement, Psionic**

Standard Action Melee 1

Effect: You shift your speed and can make the following attack once against each enemy that you move adjacent to during the shift.

Target: One enemy

Attack: Dexterity vs. Reflex

Hit: 2d6 + Dexterity modifier damage.

Miss: Half damage.

KINETIC TRAWL

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

Kinetic Trawl Psion Attack 1

You catch your foe in a net of constricting force and draw the foe toward you.

At-Will ♦ **Augmentable, Force, Implement, Psionic**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier force damage, and you pull the target 1 square.

Special: You can use this power unaugmented as a ranged basic attack.

Augment 1

Hit: 1d10 + Intelligence modifier force damage, and you pull the target a number of squares equal to your Wisdom modifier.

Augment 2

Hit: 2d10 + Intelligence modifier force damage, and you pull the target a number of squares equal to your Wisdom modifier.

SPACE VORTEX

Page 91: Replace “that you can see” with “within 10 squares of you” at the end of the last sentence of the Hit entry in the Augment 6 section. This update prevents a character from teleporting the target to a distant location, such as a mountain top.

Space Vortex Psion Attack 23

You tear a momentary vortex in space above your foe and hurl the foe through it.

At-Will ♦ **Augmentable, Force, Implement, Psionic, Teleportation**

Standard Action Ranged 5

Target: One creature

Attack: Intelligence vs. Reflex

Hit: Intelligence modifier force damage, and you teleport the target to a square within 5 squares of you.

Augment 2

Hit: 1d12 + Intelligence modifier force damage, and you teleport the target to a square within 5 squares of you.

Augment 6

Hit: 2d12 + Intelligence modifier force damage, and the target is removed from play. At the end of your next turn, the target reappears in an unoccupied space of your choice within 10 squares of you.

FEYMIRE TRAP

Page 124: In the power's Hit entry, add a "+" between "2d6" and "Wisdom modifier." This update revises the Hit entry to clarify the power's damage.

Feymire Trap Seeker Attack 13

Your attack causes your enemy to fall through a fold in space and appear elsewhere, hindered by primal spirits.

Encounter ♦ **Primal, Teleportation, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + 2d6 + Wisdom modifier damage. You teleport the target 3 squares, and it is slowed until the end of its next turn.

REJUVENATE MIND

Page 157: At the end of the Effect entry, add "Once you use this power, you cannot recover it except by taking an extended rest." This change syncs this power's language up with *epic trick* and prevents it from being used in recursive combinations, such as with the *crescendo sword* power.

Rejuvenate Mind Godmind Utility 26

Light emanates from you as you reach into the collective unconscious and touch a font of mental power.

Daily ♦ **Psionic**

Minor Action **Personal**

Effect: You regain either all your power points or the use of all your daily powers, except this one. You also gain a number of temporary hit points equal to your highest ability score. Once you use this power, you cannot recover it except by taking an extended rest.

INSIGHTFUL RIPOSTE

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

Insightful Riposte Insight Utility 16

You predict how the enemy will react to your strike and account for it.

Encounter

Free Action **Personal**

Trigger: You miss with an attack

Effect: You gain a +3 power bonus to the attack roll.

SPOT WEAKNESS

Page 173: Replace "damage rolls" with "your next damage roll." Also, delete "when you hit it." This update ensures that the power is not providing too great of a benefit to attack powers that make multiple attacks against the same target.

Spot Weakness Perception Utility 10

You pinpoint a weakness and direct your next attack toward it.

Encounter

Minor Action **Ranged sight**

Target: One creature

Effect: Until the end of your next turn, you gain a +4 power bonus to your next damage roll against the target.

EXCHANGE POWER

Page 180: Replace "transfer 1 power point of yours to that ally" with "lose 1 power point to allow that ally to regain 1 power point." The former text allowed characters to exceed their maximum number of psionic points, which was not the intent.

Prerequisite: Psion, *send thoughts* power

Benefit: When you use *send thoughts* to deliver a message to an ally who has power points, you can lose 1 power point to allow that ally to regain 1 power point.

PRIMAL EYE

Page 188: In the Benefit entry, replace "Intelligence" with "Strength." The seeker's secondary ability scores are Dexterity and Strength, so this feat should match them.

Prerequisite: 11th level, seeker

Benefit: You add your Dexterity or Strength modifier to damage rolls when you make ranged basic attacks.

PSYCHOKINETIC WEAPON

Page 202: In the item's power, add the following sentence after the first sentence of the power: "If the weapon doesn't have a range specified, its range is 5/10 for this attack." The power's previous text did not define the range of the weapon.

Psychokinetic Weapon Level 2+

A single thought sends this weapon leaping from your hand to strike a distant foe.

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 melee

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Encounter ♦ Augmentable): Standard Action.

Make a ranged basic attack using this weapon, even if it doesn't have the light thrown or the heavy thrown property. If the weapon doesn't have a range specified, its range is 5/10 for this attack. The weapon returns to your hand after the attack.

Augment 2: The attack deals 1[W] extra damage.

KI FOCUSES

Page 203: In the second sentence of the second paragraph, delete “or if you die.” In addition, at the end of the third paragraph, add “or you are dead.” This section describes how if a monk dies, he or she loses ki focus attunement. This rule means that a monk that has an epic destiny or some other ability to return to life during combat comes back without an enhancement bonus. This change ensures that the monk is still effective in battle after returning to life.

When you attune yourself to a ki focus, you draw on magic within it to shape your ki. This attunement is temporary, fading away if you attune yourself to a different ki focus. The ki focus that you’re attuned to occupies your ki focus item slot.

To attune yourself to a ki focus, you must have the item on your person during a short or an extended rest. Whenever you take a rest, you can attune yourself to a ki focus in your possession, but you can be attuned to only one ki focus at a time. Also, only one creature at a time can be attuned to a particular ki focus. Once you attune yourself to a ki focus, no one else can attune to it until you are no longer attuned to it or you are dead.

AVERSION STAFF

Page 210: In the Property entry, add “item” between “+2” and “bonus.” This update brings the item’s property in line with other items’ damage bonuses

Aversion Staff

Level 2+

While you wield this staff, any foe afflicted by your powers is reluctant to attack you.

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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1 d8 damage per plus

Property: You gain a +2 item bonus to all defenses against attacks from enemies that are subject to effects caused by you.

PLAYER'S HANDBOOK RACES: TIEFLINGS

PSYCHIC CORRUPTION OF MALBOLGE

Page 26: Replace the Benefit entry with the text below. This change brings this feat in line with other feats that provide additional damage.

Benefit: After you hit an enemy with an augmented psionic power, that enemy gains vulnerability to the fire and the psychic damage of your powers until the end of your next turn. The vulnerability equals 2 and increases to 4 at 11th level and 6 at 21st level.

HELLFIRE OF MEPHISTOPHELES

Page 27: In the Benefit entry, delete the second sentence. This change removes this feat's ability to assign vulnerabilities and limits a character's ability to capitalize on that vulnerability to deal exorbitant damage.

Benefit: Each time you hit an enemy that has fire resistance, after resolving the attack, reduce the value of the resistance by 5 until the end of the encounter.

HELLFIRE TELEPORT

Page 28: In the Benefit entry, replace "When" with "Once per turn, when." This update revises the feature to prevent misuse with features that allow multiple teleports during a turn.

Benefit: Once per turn, when you teleport, you deal 5 + your Charisma or Intelligence modifier fire damage to each enemy in or adjacent to the square you leave.

HELL'S BURNING MARK

Page 28: Replace the Benefit entry with the following text: "While a creature is marked by you, it has vulnerable 5 fire against your attack powers." This change keeps the feat from making a creature vulnerable to all fire attacks, thereby limiting the potential additional damage the creature takes.

Benefit: While a creature is marked by you, it has vulnerable 5 fire against your attack powers."

DRAGON AND DUNGEON MAGAZINE

DRAGON 366

Twofold Pact, page 20

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

DRAGON 374

White Lotus Master Riposte, page 21

Replace the feat’s Benefit entry with the following text: “If you hit an enemy with an arcane at-will attack power and the enemy then attacks you before the start of your next turn, you can use an immediate reaction to repeat the at-will attack against that enemy alone, but only if the enemy is not marked by you.” This change prevents a Catch-22 with swordmage marking. It also allows a character to target only the attacker if he or she uses a close or area at-will arcane power. In other words, even if other creatures are in the area of effect of a close or an area attack, the power targets only the triggering enemy.

Winter Winds, page 64

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

DRAGON 376

Windrise Ports Regional Benefit, page 48

In the background’s text, replace the first sentence with the following text: “You add one additional skill to your list of class skills when you select this background.” This change brings the background in line with other backgrounds and helps limit excessive multiclassing.

DRAGON 382

More Toys for Assassins, page 31: In the second sentence of the second paragraph, delete “or if you die.” In addition, at the end of the third paragraph, add “or you are dead.” This section describes how if an assassin dies, he or she loses ki focus attunement. This rule means that an assassin that has an epic destiny or some other ability to return to life during combat comes back without an enhancement bonus. This change ensures that the assassin is still effective in battle after returning to life.

REVISIONS TO MAY UPDATE

LONG JUMP

Page 182-183: In the “Distance Jumped Horizontally” section of the Long Jump entry, the text incorrectly directs a player “don’t round the result.” Instead, it should have said, “round down.”

STEALTH

Page 188: The example text in May’s Rules Update was incorrect. It should have read as follows.

Stealth: The check is usually at the end of a move action, but it can be at the end of any of the creature’s actions that involve the creature moving.

DOMINATED

Page 277: In the second sentence of the revised text, replace “the creature’s” with “your.” The previous rules update failed to revise this part of the entry.

- ◆ You can’t take actions. Instead, the dominator chooses a single action for you to take on your turn: a standard, a move, a minor, or a free action. The only powers and other game features that the dominator can make you use are ones that can be used at will, such as at-will powers. For example, anything that is limited to being used only once per encounter or once per day does not qualify.
- ◆ You grant combat advantage.
- ◆ You can’t flank.

PRONE

Page 277: Replace the bullet point that reads “You’re lying on the ground. (If you’re flying, you safely descend a distance equal to your fly speed. If you don’t reach the ground, you fall.)” with the following bullet point. The previous update referred to the fourth bullet, which assumed a reader was using the deluxe edition of the *Player’s Handbook*.

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