

Core Rulebooks

Updated 1/09

Update version 4

Player's Handbook®

Retraining [Revision]

Player's Handbook, page 28

In the fourth sentence of the feat section, replace "heroic tier feats" with "heroic tier feats and paragon tier feats."

Dilettante [Revision]

Player's Handbook, page 42

Replace "an at-will power" with "a 1st-level at-will attack power."

Bonus At-Will Power [Revision]

Player's Handbook, page 46

Replace "at-will power" with "1st-level at-will attack power."

Keywords [Revision]

Player's Handbook, page 55

Replace the second and third sentences of the fourth paragraph with the following: "Also, resistance doesn't reduce damage unless the target has resistance to each type of damage from the attack, and then only the weakest of the resistances applies. For example, a character who has resist 10 lightning and resist 5 thunder who takes 15 lightning and thunder damage takes 10 damage because the resistance value to the combined damage types is limited by the lesser of the two resistances."

Reliable [Revision]

Player's Handbook, page 55

Replace text with "Reliable: If you don't hit when using a reliable power, you don't expend the use of that power."

Accessories [Revision]

Player's Handbook, page 55

Replace "If you have a proficiency bonus to attack rolls and damage rolls from your weapon" with "If you have a proficiency bonus to attack rolls from your weapon."

Target [Addition]

Player's Handbook, page 57

Add the following sentences to the end of the first paragraph: "Some powers include objects as targets. At the DM's discretion, a power that targets a creature can also target an object, whether or not the power lists an object as a potential target."

Conjunctions [Revision]

Player's Handbook, page 59

Replace the second paragraph with "Unless a power description says otherwise, a conjunction cannot be attacked or physically affected, and a conjunction does not occupy any squares."

Guardian of Faith [Addition/Revision]

Player's Handbook, page 64

Add "Creatures can move through the space occupied by the guardian" to the power's effect.

Replace "Any creature" in the fourth sentence of the Effect line with "Any enemy."

Punishing Strike [Revision]

Player's Handbook, page 71

On the Attack line, replace "Strength + 2" with "Strength + 4".

Solar Wrath [Addition]

Player's Handbook, page 74

Add the "Implement" keyword.

Battle Cry [Revision]

Player's Handbook, page 74

Replace the "Implement" keyword with the "Weapon" keyword.

Combat Challenge [Revision]

Player's Handbook, page 76

In the second paragraph, replace "a marked enemy that is adjacent to you shifts or makes an attack" with "an enemy marked by you is adjacent to you and shifts or makes an attack."

Cleave [Revision]

Player's Handbook, page 77

On the Hit line, replace "an enemy adjacent to you" with "an enemy adjacent to you other than the target."

Dance of Steel [Revision]

Player's Handbook, page 79

On the Weapon line, replace "slowed" with "immobilized".

Come and Get It [Revision]

Player's Handbook, page 80

Replace the Effect line with the following:

Effect: You pull each target 2 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.

Stalwart Guard [Addition/Deletion/Revision]

Player's Handbook, page 81

Add the "Stance" keyword

Replace "Close burst 1" with "Personal".

Remove the Target line.

Replace the Effect line with the following:

Effect: Any ally gains a +1 shield bonus to AC while adjacent to you. If you are using a shield, the bonus increases to +2 and applies to Reflex defense as well.

Devastation's Wake [Revision/Deletion]

Player's Handbook, page 84

Replace the Effect line with the following:

Effect: Until the start of your next turn, you can make a secondary attack as a free action against any enemy that starts its turn adjacent to you.

Remove the Secondary Target line.

No Surrender [Revision]

Player's Handbook, page 84

Replace the action type "Immediate Reaction" with "No Action."

Warrior's Urging [Deletion/Revision]

Player's Handbook, page 85

Remove the "Charm" keyword.

Replace the Effect line with the following:

Effect: You pull each target 3 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.

Steel Grace [Revision]

Player's Handbook, page 88

Replace "Containing Strike or Reaping Strike" with "*cleave, reaping strike, sure strike, or tide of iron.*"

Hallowed Circle [Revision]

Player's Handbook, page 93

Replace the Effect line with the following:

Effect: The burst creates a zone of bright light that lasts until the end of the encounter. You and your allies gain a +1 power bonus to all defenses while within the zone.

Thunder Smite [Revision]

Player's Handbook, page 94

Replace the parenthetical on the Attack line with the following:

If the target is marked by you, the attack can score a critical hit on a roll of 19–20.

Hand of the Gods [Revision]

Player's Handbook, page 97

Replace "Minor Action" with "Standard Action".

Exalted Retribution [Deletion]

Player's Handbook, page 98

On the Effect line, remove "Until the end of the encounter".

Certain Justice [Revision]

Player's Handbook, page 100

On the Hit line, replace the second sentence with the following:

If the target is marked by you, it is also weakened and dazed until it is not marked by you.

Hunter's Quarry [Revision/Addition]**Player's Handbook, page 104**

In the first paragraph, replace "enemy nearest to you" with "nearest enemy to you that you can see."

Replace the first and second sentences of the second paragraph with the following: "Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level."

Add the following sentence at the end of the second paragraph: "If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn."

Shadow Wasp Strike [Revision]**Player's Handbook, page 107**

Replace both instances of "AC" with "Reflex".

Blade Cascade [Revision]**Player's Handbook, page 109**

On the Attack line, replace the second sentence with "Alternate main and off-hand weapon attacks until you miss or until you make five attacks."

Blade Ward [Revision]**Player's Handbook, page 112**

On the Hit line, replace "[W]" with "2[W]."

Sneak Attack [Revision]**Player's Handbook, page 117**

Replace the first sentence with the following: "Once per round, when you have combat advantage against an enemy and hit that enemy with an attack that uses a crossbow, a light blade, or a sling, the attack deals extra damage. If you have dealt Sneak Attack damage since the start of your turn, you cannot deal it again until the start of your next turn."

Shadow Stride [Revision]**Player's Handbook, page 122**

Replace the Effect line with the following:

Effect: You must be hidden to use this power. You can move your speed and must end your movement in a space where you can remain hidden. Then make a Stealth check with no penalty for moving. If the check succeeds, you remain hidden during the movement, even if you have no cover or concealment during it.

Ghost on the Wind [Revision]**Player's Handbook, page 125**

On the Hit line, replace "move into any square" with "shift into any square".

Instant Escape [Revision]**Player's Handbook, page 127**

Replace "Immediate Interrupt" with "Immediate Reaction."

Warlock's Curse [Revision/Addition]

Player's Handbook, page 131

Replace the third sentence of the first paragraph with the following: "If you hit a cursed enemy with an attack, you deal extra damage."

Add the following clause to the end of the last sentence of the first paragraph: "so if you have dealt Warlock's Curse damage since the start of your turn, you cannot deal it again until the start of your next turn."

Frigid Darkness [Revision/Addition]

Player's Handbook, page 133

On the Hit line, replace "all of your enemies" with "you and your allies."

On the Star Pact line, add "until the end of your next turn" to the end of the sentence.

Thirsting Maw [Addition]

Player's Handbook, page 137

Add the "Healing" keyword.

Banish to the Void [Revision]

Player's Handbook, page 139

On the Hit line, replace "The target attacks the nearest target on its next turn" with "The target makes a melee basic attack against the nearest creature on its next turn."

Hurl Through Hell [Addition]

Player's Handbook, page 140

On the Hit line, add "(save ends)" after "stunned."

Whispers of the Fey [Revision/Addition]

Player's Handbook, page 141

Replace "Utility 20" with "Attack 20."

Collect Life Spark [Addition]

Player's Handbook, page 142

On the Fey line, add "until the end of your next turn" to the end of the sentence.

Make Them Bleed [Addition]

Player's Handbook, page 149

Add "Melee weapon" as the power's range.

Chimera Battlestrike [Revision]

Player's Handbook, page 152

Replace "Minor Action" with "Standard Action."

Trained Skills [Revision]

Player's Handbook, page 156

Replace "Nature (Int)" with "Nature (Wis)."

Flaming Sphere [Revision]

Player's Handbook, page 160

Move the Effect line above the Target line and replace the text with the following:

Effect: You conjure a Medium flaming sphere that occupies a square within range, and the sphere attacks. Any creature that starts its turn adjacent to the sphere takes 1d4 + Intelligence modifier fire damage. As a move action, you can move the sphere 6 squares.

Jump [Revision]

Player's Handbook, page 161

Replace the Effect line with the following:

Effect: The target makes an Athletics check as a free action to jump with a +10 power bonus. The target can move as many squares as the check allows and is considered to have a running start.

Dispel Magic [Addition]

Player's Handbook, page 162

Add the "Implement" keyword.

Wall of Fog [Revision]

Player's Handbook, page 162

On the Effect line, replace the fourth sentence with "The fog's area is heavily obscured and blocks line of sight."

Wall of Ice [Revision]

Player's Handbook, page 165

Replace "As a standard action, a creature can attack one square of the wall" with "A creature can attack the wall."

Cloudkill [Deletion/Revision]

Player's Handbook, page 166

Add "Attack: Intelligence vs. Fortitude" above the Hit line.

Level of Knowledge [Revision]

Player's Handbook, page 180

In the table, replace "15" with "10" in the Common entry.

In the table, replace "+10" with "+5" in the Paragon tier entry.

In the table, replace "+15" with "+10" in the Epic tier entry.

Bluff [Revision]

Player's Handbook, page 183

In the shaded box, replace the text under "Create a Diversion" with the following: "Once per combat encounter, you can create a diversion to hide. As a standard action, make a Bluff check opposed by the passive Insight check of any enemy that can see you. If you succeed, make a Stealth check opposed by the passive Perception check of any enemy present. If the Stealth check succeeds against an enemy, you are hidden from that enemy until the end of your turn or until you attack."

Endurance [Revision]

Player's Handbook, page 185

In the table, replace "Ignore Hunger: 10 + 2 per day" with "Ignore Hunger (after 3 weeks): 20 + 5 per day."

In the table, replace "Ignore Thirst: 10 + 4 per day" with "Ignore Thirst (after 3 days): 20 + 5 per day."

In the table, replace "Hold breath (each round after 5): 10 + 1 per round" with "Hold breath (each round after 3 minutes): 20 + 5 per round."

Add to table "Hold breath (maintain in a round you take damage): 20"

Insight [Revision]

Player's Handbook, page 185

In the table, replace "10 + creature's level" with "10 + one-half the creature's level."

In the table, replace "25 + effect's level" with "25 + one-half the effect's level."

In the table, replace "15 + effect's level" with "15 + one-half the effect's level."

Perception [Revision]

Player's Handbook, page 186

In the Perception section of the shaded text, replace "standard action" with "minor action" in the third sentence.

Stealth [Revision]

Player's Handbook, page 188

Replace all text after the first paragraph with the following:

Stealth: At the end of a move action.

- ◆ **Opposed Check:** Stealth vs. passive Perception. If multiple enemies are present, your Stealth check is opposed by each enemy's passive Perception check. If you move more than 2 squares during the move action, you take a –5 penalty to the Stealth check. If you run, the penalty is –10.
- ◆ **Becoming Hidden:** You can make a Stealth check against an enemy only if you have superior cover or total concealment against the enemy or if you're outside the enemy's line of sight. Outside combat, the DM can allow you to make a Stealth check against a distracted enemy, even if you don't have superior cover or total concealment and aren't outside the enemy's line of sight. The distracted enemy might be focused on something in a different direction, allowing you to sneak up.
- ◆ **Success:** You are hidden, which means you are silent and invisible to the enemy (see "Concealment" and "Targeting What You Can't See," page 281).
- ◆ **Failure:** You can try again at the end of another move action.
- ◆ **Remaining Hidden:** You remain hidden as long as you meet these requirements.
 - Keep Out of Sight:* If you no longer have any cover or concealment against an enemy, you don't remain hidden from that enemy. You don't need superior cover, total concealment, or to stay outside line of sight, but you do need some degree of cover or concealment to remain hidden. You can't use another creature as cover to remain hidden.
 - Keep Quiet:* If you speak louder than a whisper or otherwise draw attention to yourself, you don't remain hidden from any enemy that can hear you.
 - Keep Still:* If you move more than 2 squares during an action, you must make a new Stealth check with a –5 penalty. If you run, the penalty is –10. If any enemy's passive Perception check beats your check result, you don't remain hidden from that enemy.
 - Don't Attack:* If you attack, you don't remain hidden.
- ◆ **Not Remaining Hidden:** If you take an action that causes you not to remain hidden, you retain the benefits of being hidden until you resolve the action. You can't become hidden again as part of that same action.
- ◆ **Enemy Activity:** An enemy can try to find you on its turn. If an enemy makes an active Perception check and beats your Stealth check result (don't make a new check), you don't remain hidden from that enemy. Also, if an enemy tries to enter your space, you don't remain hidden from that enemy.

Thievery [Revision]

Player's Handbook, page 189

Under Pick Pocket, replace "DC 20 + your target's level" with "DC 20 + one-half your target's level."

Alertness [Revision]**Player's Handbook, page 193**

Replace the first sentence of the benefit section with "You don't grant enemies combat advantage from being surprised."

Shield Push [Revision]**Player's Handbook, page 200**

Replace the text in the special section with "You must be using a shield to benefit from this feat."

Warrior of the Wild [Addition]**Player's Handbook, page 208**

Add the following sentence to the end of the second paragraph of the benefit section: "The target you designate as your quarry remains your quarry until the end of your next turn."

Adventuring Gear [Addition]**Player's Handbook, page 222**

In the Adventuring Gear table, add the following text after Lantern:

Oil (1 pint)	1 sp	1 lb.
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Delver's Armor [Revision]**Player's Handbook, page 229**

Replace "Free Action" with "No Action."

Prone [Addition]**Player's Handbook, page 277**

Add "You can't move from your space, although you can teleport, crawl, or be forced to move by a pull, a push, or a slide."

Surprised [Deletion]**Player's Handbook, page 277**

Remove "other than free actions."

Targeting What You Can't See [Revision]**Player's Handbook, page 281**

Replace the "Invisible Creature Uses Stealth" and "Make a Perception Check" paragraphs with the following:

Invisible Creatures and Stealth: If an invisible creature is hidden from you ("Stealth," page 188), you can neither hear nor see it, and you have to guess what space it occupies. If an invisible creature is not hidden from you, you can hear it or sense some other sign of its presence and therefore know what space it occupies, although you still can't see it.

Make a Perception Check: On your turn, you can make a Perception check as a minor action (page 186) to try to determine the location of an invisible creature that is hidden from you.

Death Saving Throw [Deletion]**Player's Handbook, page 295**

Remove "expressed as a negative number" in the last sentence.

Brew Potion [Revision]**Player's Handbook, page 301**

Change the ritual's level from 5 to 1.

In the table, move Brew Potion to a position below Animal Messenger and change its level to "1".

Monster Manual®

Effect [Revision]

Monster Manual, page 7

Replace the second sentence of the third paragraph with the following: “Resistance doesn’t reduce damage unless the target has resistance to each type of damage from the attack, and then only the weakest of the resistances applies.”

Angel of Battle [Revision]

Monster Manual, page 14

Replace “HP 296” with “HP 148” and “Bloodied 148” with “Bloodied 74.”

Cave Bear [Revision]

Monster Manual, page 29

Replace the claw damage: “1d8 + 5 damage” with “2d8 + 5 damage.”

Replace the *cave bear frenzy* damage: “1d8 + 5 damage” with “2d8 + 5 damage.”

Eye of Flame [Revision]

Monster Manual, page 32

Replace “HP 240” with “HP 204.”

Feymire Crocodile [Revision]

Monster Manual, page 45

In *swallow*, replace “restrained” with “dazed and restrained”.

Replace the second sentence with “The only attacks the swallowed target can make are basic attacks.”

Evistro [Revision]

Monster Manual, page 54

Replace the claws damage: “1d8 + 5 damage” with “1d12 + 5 damage.”

Mezzodemon [Revision]

Monster Manual, page 58

Replace “Large” with “Medium” on the second line of the statistics block.

Imp [Addition]

Monster Manual, page 63

Add “Reach 0” to both of the creature’s attacks.

Ancient Blue Dragon [Revision]

Monster Manual, page 79

In the dragon’s *wingclap* attack, replace “This attack does not provoke opportunity attacks” with “This movement does not provoke opportunity attacks”.

Pseudodragon [Revision]

Monster Manual, page 91

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

Drow Warrior [Revision]**Monster Manual, page 94**

Replace the rapier attack's "(X2)" with "and the drow warrior makes a secondary attack against the same target. *Secondary Attack*: +13 vs. Fortitude; see *drow poison* for the effect."

Efreet Cinderlord [Deletion]**Monster Manual, page 98**

In the efreet's *fan the flames* attack, delete "Area burst 2 centered on target;".

Efreet Karadjin [Revision]**Monster Manual, page 100**

Replace the attack bonus of *scimitar of horrendous flame*: "+27" with "+35."

Ettercap Fang Guard [Revision]**Monster Manual, page 107**

In the ettercap's *web reaper* ability, replace "restrained and immobilized" with "restrained or immobilized".

Death Giant [Revision]**Monster Manual, page 120**

Replace the greataxe damage: "2d6 + 9 damage" with "4d6 + 9 damage."

Hill Giant [Revision]**Monster Manual, page 121**

Replace the greatclub damage: "1d10 + 5 damage" with "2d10 + 7 damage."

Githyanki Warrior [Deletion]**Monster Manual, page 128**

In the githyanki's *telekinetic grasp* attack, delete "sustain minor;".

Githzerai Mindmage [Revision]**Monster Manual, page 131**

In the githzerai's *accurate mind* ability, replace "total cover" with "superior cover".

Gnome Arcanist [Deletion]**Monster Manual, page 134**

In *aura of illusion*, delete "and can hide in the aura".

Goblin Underboss [Addition]**Monster Manual, page 138**

Add "Saving Throws +2"

Add "Actions Points 1"

Night Hag [Revision]**Monster Manual, page 151**

In the night hag's statistics block, replace "no save" in the *wave of sleep* power with "save ends".

Kobold [Addition]**Monster Manual, page 167–169**

In the second line of all the kobold statistics blocks, add the reptile keyword.

Filth Fever [Revision]**Monster Manual, page 180**

Replace Endurance stable DC 16, improve 21" with "Endurance improve DC 16, maintain DC 11, worsen DC 10 or lower".

Moon Frenzy [Revision]**Monster Manual, page 181**

Replace "Endurance stable DC 20, improve 24" with "Endurance improve DC 19, maintain DC 14, worsen DC 13 or lower".

Mind Flayers [Addition]**Monster Manual, page 188**

In the third line of both mind flayer statistics blocks, add "darkvision" after the Perception bonus.

Mummy Rot (Mummy Guardian) [Revision]**Monster Manual, page 192**

Replace "Endurance stable DC 20, improve 24" with "Endurance improve DC 20, maintain DC 15, worsen DC 14 or lower".

Mummy Rot (Mummy Lord) [Revision]**Monster Manual, page 192**

Replace "Endurance stable DC 22, improve 26" with "Endurance improve DC 23, maintain DC 18, worsen DC 17 or lower".

Mummy Rot (Giant Mummy) [Revision]**Monster Manual, page 192**

Replace "Endurance stable DC 33, improve 37" with "Endurance improve DC 29, maintain DC 24, worsen DC 23 or lower".

Ogre Savage [Revision]**Monster Manual, page 199**

Replace the greatclub damage: "1d10 + 5 damage" with "2d10 + 5 damage."

Oni Night Haunter [Revision/Addition]**Monster Manual, page 200**

Replace "(no save)" in *hypnotic breath* with "(save ends)".

Gelatinous Cube [Revision/Addition]**Monster Manual, page 202**

Replace the slam damage: "1d6 + 2 damage" with "2d6 + 2 damage."

Add the melee attack symbol to *engulf*.

Aspect of Orcus [Revision]**Monster Manual, page 208**

Replace *skull mace* damage: "1d10 + 10 damage" with "2d10 + 5 damage."

Filth Fever [Revision]**Monster Manual, page 211**

Replace "Endurance stable DC 16, improve 21" with "Endurance improve DC 16, maintain DC 11, worsen DC 10 or lower".

Purple Worm [Revision]**Monster Manual, page 214**

Replace the *swallow* attack text with the following:

The purple worm tries to swallow a bloodied Medium or smaller creature it is grabbing: +21 vs. Fortitude; the target is swallowed. The swallowed target is inside the purple worm and is dazed and restrained until it is no longer swallowed. The swallowed target has line of sight and line of effect only to the purple worm, and no creature has line of sight or line of effect to the swallowed target. The only attacks the swallowed target can make are basic attacks. At the start of each of the purple worm's turns, the swallowed target takes 10 damage plus 10 acid damage. When the purple worm dies, the target is no longer swallowed and can escape as a move action, appearing in the purple worm's former space.

Elder Purple Worm [Revision]
Monster Manual, page 214

Replace the *swallow* attack text with the following:

The elder purple worm tries to swallow a bloodied Large or smaller creature it is grabbing: +29 vs. Fortitude; the target is swallowed. The swallowed target is inside the elder purple worm and is dazed and restrained until it is no longer swallowed. The swallowed target has line of sight and line of effect only to the elder purple worm, and no creature has line of sight or line of effect to the swallowed target. The only attacks the swallowed target can make are basic attacks. At the start of each of the elder purple worm's turns, the swallowed target takes 20 damage plus 20 acid damage. When the elder purple worm dies, the target is no longer swallowed and can escape as a move action, appearing in the elder purple worm's former space.

Filth Fever [Revision]
Monster Manual, page 219

Replace "Endurance stable DC 16, improve 21" with "Endurance improve DC 16, maintain DC 11, worsen DC 10 or lower".

Shadar-kai Gloomblade [Revision]
Monster Manual, page 230

In *veil of shadows*, replace the first sentence with "The shadar-kai gloomblade turns invisible until the end of his turn and moves his speed."

Replace "shadowmail" in the Equipment line with "chainmail."

Shadar-kai Warrior [Revision]
Monster Manual, page 231

Replace "shadowmail" in the Equipment line with "chainmail."

Chaos Plague [Revision]
Monster Manual, page 239

Replace "Endurance stable DC 26, improve 31" with "Endurance improve DC 25, maintain DC 20, worsen DC 19 or lower".

Shadowraven Swarm [Revision]
Monster Manual, page 243

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

"Initiative +20 **Senses** Perception +14; darkvision

Troglodyte Warrior [Revision]
Monster Manual, page 252

Replace "Large" with "Medium" on the second line of the statistics block.

Yuan-Ti Malison Sharp-Eye Tactics [Revision]
Monster Manual, page 269

Replace the second sentence with "Its *chameleon defense* helps it remain hidden during an encounter."

Aura [Deletion]
Monster Manual, page 280

Remove "and effects imposed by an aura last until the end of the affected creatures' next turn unless otherwise stated."

Dungeon Master's Guide®

Blocked Vision [Revision] Dungeon Master's Guide, page 37

Replace the second paragraph with the following text:

Blocked vision provides an opportunity for characters or creatures to make Stealth checks to try to become hidden. Simply being out of sight doesn't make a character or a creature hidden.

Actions the Rules Don't Cover [Revision/Deletion] Dungeon Master's Guide, page 42

In the fourth sentence of the Other Checks section, replace "10 (easy), 15 (moderate), or 20 (hard)" with "5 (easy), 10 (moderate), or 15 (hard)."

In the first sentence of the second paragraph of the Example section, replace "an easy DC" with "a moderate DC" and replace "DC 15" with "DC 14." Also, remove ", but it's a skill check, so make it DC 20" from the same sentence.

Difficulty Class and Damage By Level [Revision/Deletion] Dungeon Master's Guide, page 42

In the table, change the Difficulty Class (DC) Values section as follows:

Level	Easy	Moderate	Hard
1st–3rd	5	10	15
4th–6th	7	12	17
7th–9th	8	14	19
10th–12th	10	16	21
13th–15th	11	18	23
16th–18th	13	20	25
19th–21st	14	22	27
22nd–24th	16	24	29
25th–27th	17	26	31
28th–30th	19	28	33

Also, below the table, remove both footnotes.

Mount and Rider [Addition] Dungeon Master's Guide, page 46

In the "Opportunity Attacks" paragraph, change "If you provoke an opportunity attack by making a ranged attack . . ." to "If you provoke an opportunity attack by making a ranged or an area attack . . ."

Example Diseases [Revision]
Dungeon Master's Guide, page 49–50

Under Blinding Sickness, replace the Endurance line with “**Endurance** improve DC 20, maintain DC 15, worsen DC 14 or lower.”

Under Mummy Rot, replace the Endurance line with “**Endurance** improve DC 15 + two-thirds mummy's level, maintain DC 10 + two-thirds mummy's level, worsen DC 9 + two-third's mummy's level or lower.”

Under Cackle Fever, replace the Endurance line with “**Endurance** improve DC 22, maintain DC 17, worsen DC 16 or lower”

Under Shakes, replace the Endurance line with “**Endurance** improve DC 23, maintain DC 18, worsen DC 17 or lower”

Under Mindfire, replace the Endurance line with “**Endurance** improve DC 25, maintain DC 20, worsen DC 19 or lower”

Under Hellfever, replace the Endurance line with “**Endurance** improve DC 28, maintain DC 23, worsen DC 22 or lower”

Under Slimy Doom, replace the Endurance line with “**Endurance** improve DC 30, maintain DC 25, worsen DC 24 or lower”

Skill Check Difficulty Class [Revision]
Dungeon Master's Guide, page 61

In the table, change the DCs as follows:

1st–3rd	5	10	15
4th–6th	7	12	17
7th–9th	8	14	19
10th–12th	10	16	21
13th–15th	11	18	23
16th–18th	13	20	25
19th–21st	14	22	27
22nd–24th	16	24	29
25th–27th	17	26	31
28th–30th	19	28	33

Obscured Terrain [Revision] **Dungeon Master's Guide, page 61–62**

Replace the text in the shaded box with the following text:

- ◆ **Lightly Obscured:** Squares of dim light, foliage, fog, smoke, heavy falling snow, or rain are lightly obscured.

Concealment: A target in a lightly obscured space has concealment.

- ◆ **Heavily Obscured:** Squares of heavy foliage, heavy fog, or heavy smoke are heavily obscured.

Concealment: A target in a heavily obscured space but adjacent to you has concealment.

Total Concealment: A target in a heavily obscured space and not adjacent to you has total concealment.

- ◆ **Totally Obscured:** Squares of darkness are totally obscured.

Total Concealment: A target in a totally obscured space has total concealment.

Step 2: Level and Complexity [Revision/Deletion] **Dungeon Master's Guide, page 72–73**

In the table, replace all values in the Failures column with “3”

In the second sentence of the third paragraph, remove “, and how many failures end the challenge.”

Replace the sixth paragraph of the section, which begins “Set a level...,” with the following text: “For an easier or a harder challenge, use DCs from the row that corresponds to a lower or a higher level, and assign the challenge’s level as the midpoint of that level range. For example, if designing an easier challenge for an 8th-level party, you could use the DCs from the “Level 4–6” row. That would adjust the challenge’s level to 5th.”

Remove the seventh paragraph.

Step 3: Skills [Revision] **Dungeon Master's Guide, page 73**

In the first sentence of the fourth paragraph, replace “When a player’s turn comes up in a skill challenge” with “When a player participates in a skill challenge.”

In the third sentence of the fourth paragraph, replace “then the DC for using that secondary skill is hard” with “then the DC for using that secondary skill is usually moderate or hard.”

Running a Skill Challenge [Deletion] **Dungeon Master's Guide, page 74**

Remove the second and the third paragraphs.

Group Skill Checks [Addition]
Dungeon Master's Guide, page 75

Add the following paragraph after the existing paragraph:

"On checks that aren't described as group checks, consider limiting the number of characters who can assist another character's skill check to one or two. The goal of a skill challenge isn't for the entire party to line up behind one expert but for the entire group to contribute in different and meaningful ways."

Reward Clever Ideas [Revision]
Dungeon Master's Guide, page 75

In the fourth sentence of the first paragraph, replace "let them make a roll using the skill but at a hard DC" with "let them make a roll using the skill at an appropriate DC (usually moderate or hard)."

The Negotiation [Revision]
Dungeon Master's Guide, page 76

On the Complexity line, replace "before 4 failures" with "before 3 failures."

Example in Play [Deletion]
Dungeon Master's Guide, page 76–77

Remove the header and the first paragraph.

Remove "Round 1"

Remove the last paragraph, which begins, "At the end of the round...."

Urban Chase [Revision]
Dungeon Master's Guide, page 78

On the Complexity line, replace "before 6 failures" with "before 3 failures."

The Interrogation [Revision]
Dungeon Master's Guide, page 79

On the Complexity line, replace "before 2 failures" with "before 3 failures"

Discovering Secret Lore [Revision]
Dungeon Master's Guide, page 80

On the Complexity line, replace "before 4 failures" with "before 3 failures"

The "Get a Clue" Check [Revision]
Dungeon Master's Guide, page 81

In the second sentence of the sidebar, replace "leaning toward the hard DCs" with "using moderate DCs."

Doomspore [Revision]
Dungeon Master's Guide, page 88

Replace "XP 350" with "XP 150" and "Upgrade to Elite (700 XP)" to "Upgrade to Elite (300 XP)"

The Invulnerable Coat of Arnd [Addition]

Dungeon Master's Guide, page 170

Add the "Healing" keyword to the item's encounter power.

Creating New Elites [Deletion]

Dungeon Master's Guide, page 185

Remove "plus twice its Constitution score" from Adjust Hit Points.

Warlord NPC [Revision]

Dungeon Master's Guide, page 188

On the Weapon Proficiency line, replace "military ranged" with "simple ranged."

Barstomun Strongbeard [Revision]

Dungeon Master's Guide, page 200

Replace the *dodge and throw* attack power with the following text:

Dodge and Throw (immediate reaction, when an enemy misses Barstomun with a melee attack; encounter)

+7 vs. Fortitude; slide the target 1 square and knock it prone.

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