

PLAYER'S HANDBOOK

DWARF

Page 36: When adding up your ability score bonuses, you now gain a +2 bonus to Constitution and your choice of Strength or Wisdom.

ELADRIN

Page 38: When adding up your ability score bonuses, you now gain a +2 bonus to Intelligence and your choice of Dexterity or Charisma.

ELF

Page 40: When adding up your ability score bonuses, you now gain a +2 bonus to Dexterity and your choice of Wisdom or Intelligence.

HALFLING

Page 44: When adding up your ability score bonuses, you now gain a +2 bonus to Dexterity and your choice of Constitution or Charisma.

HUMAN

Page 46: When playing a human, you can now choose between taking a bonus at-will attack power from your class or gaining the *heroic effort* racial power.

Heroic Effort

Human Racial Utility

Your grim focus and unbridled energy means that failure is not an option.

Encounter

No Action

Personal

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

DIVINE ARMOR

Page 68: The healing keyword was removed. The bonus to AC now affects all targets instead of only the power's user.

Daily ♦ Divine

Effect: Each target gains both a +2 power bonus to AC and resist 5 to all damage until the end of the encounter.

SNEAK ATTACK

Page 117: The feature now lets you deal extra damage once per turn instead of once per round.

When you make an attack with a light blade, a hand crossbow, a shortbow, or a sling and hit an enemy granting combat advantage to you, that enemy takes extra damage based on your level. You can deal this extra damage only once per turn.

NIMBLE CLIMB

Page 120: The power now grants a bonus to speed while climbing instead of allowing you to move at full speed while climbing.

Effect: You make an Athletics check to climb. If the check succeeds, you gain a +4 power bonus to your speed while climbing during this move.

SHADOW STRIDE

Page 122: A Requirement entry was added, removing the requirement from the former Effect entry. The Effect entry now directs you to make a Stealth check before moving.

Requirement: You must be hidden.

Effect: Make a Stealth check and then move up to your speed to a square where you have cover or concealment. You take no penalty to the check if you move more than 2 squares. Unless the check fails to beat an enemy's passive Perception, you remain hidden during the move, even if you have no cover or concealment during it.

PRESTIDIGITATION

Page 159: Remove the first bullet in the power. The power no longer grants the ability to move up to 1 pound of material.

BURNING HANDS

Page 159: The power now deals half damage on a miss.

Miss: Half damage.

SLEEP

Page 160: The sleep keyword was removed. The charm keyword was added.

Daily ♦ Arcane, Charm, Implement

SHOCK SPHERE

Page 161: The power now deals half damage on a miss.

Miss: Half damage.

FIREBALL

Page 161: The power's damage was increased to 4d6 + Intelligence modifier.

Hit: 4d6 + Intelligence modifier fire damage.

LIGHTNING BOLT

Page 162: The power's Target entry was revised, and its Effect entry and secondary attacks were removed. The power now deals half damage on a miss.

Target: One, two, or three creatures

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage.

Miss: Half damage.

DISINTEGRATE

Page 166: The damage of the Hit and Miss entries was reduced by 1d10.

Hit: 4d10 + Intelligence modifier damage, and ongoing 10 damage (save ends).

Aftereffect: Ongoing 5 damage (save ends).

Miss: 2d10 + Intelligence modifier damage, and ongoing 5 damage (save ends).

CHAIN LIGHTNING

Page 167: Each attack now deals half damage on a miss. The secondary attack now targets one or two creatures instead of just two creatures.

Hit: 4d6 + Intelligence modifier lightning damage.

Miss: Half damage.

Effect: Make the secondary attack.

Secondary Attack

Secondary Target: One or two creatures within 5 squares of the primary target

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage.

Miss: Half damage.

Effect: Make the tertiary attack.

Tertiary Attack

Tertiary Target: Each enemy within 20 squares of you that was not a primary or a secondary target

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier lightning damage.

Miss: Half damage.

CONFUSION

Page 168: An Effect entry was added. The entry includes text formerly in the Hit entry. The power's effect was also altered.

Hit: 3d10 + Intelligence modifier psychic damage.

Effect: At the start of the target's next turn, you can use a free action to slide it a number of squares equal to its speed. It then makes a basic attack against a creature of your choice as a free action.

ALERTNESS

Page 193: The feat's Benefit entry was revised so you can't be surprised instead of preventing you from granting combat advantage for being surprised.

Benefit: You cannot be surprised.

TWO-WEAPON FIGHTING

Page 201: The feat now grants a bonus to damage rolls with both your main weapon and your off-hand weapon.

Benefit: While wielding a melee weapon in each hand, you gain a +1 bonus to the damage rolls of weapon attacks that you make with a melee weapon.

WEAPON FOCUS

Page 201: The feat's Benefit entry was revised. The feat no longer benefits characters using a staff as an implement.

Benefit: Choose a weapon group, such as spear or heavy blade. You gain a +1 feat bonus to the damage rolls of weapon attacks that you make with a weapon from that group. This bonus increases to +2 at 11th level and +3 at 21st level.

GREAT FORTITUDE

Page 203: The feat no longer has paragon tier (11th level) as prerequisite. The feat now scales with level.

Benefit: You gain a +2 feat bonus to Fortitude. This bonus increases to +3 at 11th level and +4 at 21st level.

IRON WILL

Page 203: The feat no longer has paragon tier (11th level) as prerequisite. The feat now scales with level.

Benefit: You gain a +2 feat bonus to Will. This bonus increases to +3 at 11th level and +4 at 21st level.

LIGHTNING REFLEXES

Page 204: The feat no longer has paragon tier (11th level) as prerequisite. The feat now scales with level.

Benefit: You gain a +2 feat bonus to Reflex. This bonus increases to +3 at 11th level and +4 at 21st level.

RAPIER

Page 218: The weapon is no longer a superior military weapon. It is instead a military melee weapon.

SHIELD OF DEFLECTION

Page 245: The shield now grants resist 2 to ranged and area attacks at level 2, resist 5 at level 12, and resist 10 at level 22. This replaces older text of 5 and 10.

Property: You gain resist 2 to all damage from ranged attacks and area attacks.

Level 12: Resist 5 to all damage from ranged attacks and area attacks.

Level 22: Resist 10 to all damage from ranged attacks and area attacks.

IMPLEMENTS

You now require only proficiency with an implement in order to use it with an implement power. You are considered proficient with the implements listed in your class's Class Traits section. Similarly, if a multi-class feat allows you to use an implement with a certain class's powers, you are considered proficient with that implement. For example, the following feats would let you use their respective implements with any powers, rather than just those powers related to a given class.

Initiate of the Faith
Pact Initiate
Soldier of Faith
Arcane Implement Proficiency
Assassin's Challenge
Cursed Shadow
Deific Instrument
Bardic Ritualist
Heart of the Blade
Learned Spellcaster
Soul of Sorcery
Student of Malediction
Divine Healer
Divine Secretkeeper
Hero of Faith
Soldier of Virtue
Shadow Initiate (ki focus only)
Student of Artifice
Blade Initiate
Arcane Initiate
Acolyte of Divine Secrets
Arcane Prodigy
Bardic Dilettante
Disciple of Divine Wrath
Initiate of the Old Faith
Spirit Talker
Acolyte of the Veil (ki focus only)
Disciplined Talent
Monastic Disciple (ki focus only)

This guideline does not apply to feats that allow a character to use a weapon as an implement. The rule applies only to implements. Examples of feats to which this rule doesn't apply include the following.

Eladrin Sword Wizardry
Crossbow Caster
Moonbow Dedicate
Bow Caster
Hell's Implement

ITEM RARITY

Older items, until stated otherwise, have the Uncommon rarity. The exceptions are the following items, which are common. Some of these items appear in *Heroes of the Fallen Lands* and *Heroes of the Forgotten Kingdoms*. Some come from other sources and are intended to supply players with more common items.

Black Iron Armor
Magic Armor
Sylvan Armor
Veteran's Armor
Defensive Weapon
Magic Weapon
Vicious Weapon
Magic Orb
Magic Staff
Utility Staff
Defensive Staff
Magic Wand
Magic Tome
Magic Rod
Rod of Dark Reward
Rod of Hope Triumphant
Magic Holy Symbol
Symbol of the Holy Nimbus
Symbol of Vigor
Magic Totem
Autumn Harvest Totem
Pure Spirit Totem
Bracers of Might Striking
Bracelet of the Radiant Storm
Shield of the Barrier Sentinels
Shield of Deflection
Boots of Striding
Boots of Stealth
Boots of Surging Speed
Boots of Quickness
Parry Gauntlets
Gloves of Grace
Gloves of Agility
Diadem of Acuity
Goggles of Night
Helm of Battle
Circlet of Indomitability
Headband of Perception
Amulet of Protection
Elven Cloak
Safewing Amulet
Collar of Recovery
Belt of Vigor
Belt of Vim
Girdle of the Oxen
Belt of Blood
Potion of Healing
Potion of Life
Potion of Recovery
Potion of Vitality

MARTIAL POWER

BOLSTERING STRIDE

Page 70: The power now lets you move speed + 2 instead of just your speed.

Effect: You move up to your speed + 2 squares, ending in a square adjacent to an ally. You then gain temporary hit points equal to 2d8 + your Constitution modifier.

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MELEE TRAINING

Page 187: The feat no longer adds your chosen ability modifier to melee basic attack damage. Instead, it adds only half the chosen ability score modifier.

Benefit: Choose an ability other than Strength. When you make a melee basic attack using a weapon with which you have proficiency, you can use the chosen ability instead of Strength for the attack roll. In addition, you can use half of that ability's modifier, instead of your Strength modifier, for the damage roll.

ARCANE POWER

PHANTOM CHASM

Page 103: The power's range was reduced from 20 squares to 10 squares. The power now creates a zone. The power now deals half damage on a miss and also knocks the target prone on a miss instead of immobilizing.

Standard Action Area burst 1 within 10 squares

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 2d6 + Intelligence modifier psychic damage, and the target falls prone. The target is immobilized until the end of its next turn.

Miss: Half damage, and the target falls prone.

Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone falls prone.

MAZE OF MIRRORS

Page 104: The power now has an effect on a miss and the attack penalty is limited to -4.

Hit: The target is immobilized and takes a -4 penalty to attack rolls until the end of your next turn.

Miss: The target is slowed until the end of your next turn.

VISIONS OF AVARICE

Page 105: The entire power was revised.

Visions of Avarice

Wizard Attack 5

The illusion of a fabulous treasure appears out of thin air. Your enemies throw aside caution to seize it.

Daily ♦ Arcane, Illusion, Implement, Zone

Standard Action Area burst 5 within 10 squares

Effect: The burst creates a zone in its origin square. The zone lasts until the end of your next turn. You then make the primary attack.

Primary Target: Each enemy in the burst

Primary Attack: Intelligence vs. Will

Hit: You pull the primary target up to 4 squares toward the zone. If the primary target is then in the zone or adjacent to it, the primary target is immobilized (save ends).

Sustain Minor: The zone persists until the end of your next turn, and you make the secondary attack.

Secondary Attack

Close burst 5 centered on the zone

Secondary Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: You pull the secondary target up to 4 squares toward the zone.

MASS RESISTANCE

Page 107: The amount of resistance is longer based on half level.

Effect: Choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Until the end of the encounter, each target gains resistance to that damage type equal to 5 + your Intelligence modifier.

MIRROR SPHERE

Page 108: The power now has an effect on a miss.

Miss: The next time the target makes an attack before the end of its next turn, that attack automatically deals half damage to the target, in addition to whatever damage is dealt to the attack's intended targets. The target's resistances and immunities do not apply to this damage.

PHANTOM MASK

Page 109: The Insight check now has a base DC of 15 instead of 20.

Effect: Until the end of the encounter, each target assumes the appearance of a humanoid creature of his or her size, even the appearance of a specific individual you have seen. You can choose a different disguise for each target. A creature can perceive a target's true form by succeeding on an Insight check (DC 15 + one-half your level + your Intelligence modifier).

PHANTASMAL HORROR

Page 110: The power now has an effect on a miss. The bonus to damage rolls is now static.

Hit: The target is stunned until the end of your next turn.

While the target is stunned by this power, you gain a +4 power bonus to damage rolls against it.

Miss: The target is dazed until the end of your next turn.

DECEPTIVE SHADOWS

Page 112: The damage type was changed to psychic and the psychic keyword was added. The damage dice were changed to d8s. An Effect entry was added. The entry includes the effect formerly in Hit entry.

Hit: 3d8 + Intelligence modifier psychic damage.

Effect: Until the end of your next turn, each target cannot see any creatures that are not adjacent to it.

PHANTOM REALITY

Page 114: An Effect entry was added, and the effect was changed. The duration of the effect is now until the end of the encounter.

Hit: The target is subjected to a phantom reality until the end of the encounter.

Miss: The target is subjected to a phantom reality until the end of its next turn.

Effect: While the target is subjected to the phantom reality, it must make a saving throw whenever it uses an attack power. If the saving throw fails, you can either force the target to attack one creature instead of another or change the location of the attack power's area of effect, if any. Either change must be valid for the power, and you cannot force the target to attack itself. In addition, whenever the target ends a move, you can slide it up to 4 squares as a free action.

SEQUESTERING FORCE

Page 114: An Effect entry was added. The entry includes text formerly in Hit entry.

Hit: 4d6 + Intelligence modifier force damage.

Effect: The burst creates a zone that lasts until the end of your next turn. No creature can leave the zone by any means, including forced movement and teleportation.

DIVINE POWER

HEAL

Page 40: The power now targets you or one ally instead of just one ally.

Target: You or one ally

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CHARM OF MISPLACED WRATH

Page 66: The power's Hit entry was replaced with a new Hit entry and an Effect entry.

Hit: You slide the target up to 3 squares. The target is then dazed until the end of your next turn.

Effect: The target makes a basic attack against a creature of your choice as a free action. The basic attack gains a +2 power bonus to the damage roll.

SPECTRAL IMAGE

Page 66: Perception was removed as a way to see through the illusion.

Effect: The illusion of a creature or an object up to Medium size appears in an unoccupied square within range. It can make sounds and can move within its square, but it cannot leave it. Each of its defenses is 10. The illusion lasts until the end of the encounter, until an attack hits it, or until a creature touches it or moves through it.

An Insight check (DC 15 + one-half your level + your Intelligence modifier) allows a creature to determine that the image is an illusion.

CHARM OF THE DEFENDER

Page 66: The power now slides the target on a miss. The target is no longer limited to making one attack.

Hit: You slide the target up to 3 squares, and it is immobilized until the end of your next turn. Also until the end of your next turn, when an enemy starts its turn adjacent to the target, the target makes a melee basic attack against that enemy as a free action. The target gains a power bonus to the attack roll and the damage roll equal to your implement's enhancement bonus.

Miss: You slide the target up to 3 squares.