

UPDATES

Edited August 31, 2009

This document only contains major revisions and not minor corrections such as spelling mistakes, typos, or small fluff revision.

PLAYER'S GUIDE

Added hyperlinks to Table of Contents

Races

Gave Caliban a racial bonus to Will defence. This is to bring them in-line with other races with single-defence stat boosts.

Added "Rage" keyword to caliban's racial power.

Added PHB2 and Eberron races to the guide.

Classes

Added PHB2 classes.

Revised or added fluff to existing descriptions.

Paragon Paths

Renamed Avenger Paragon Path (to Revenger). To avoid confusion with the class.

Reduced duration of Arcanist's *rebuke* and removed "save ends". The black arcanist dominate was just too long, especially for a burst.

Increased ongoing damage of Arcanist's *touched by darkness*.

Revised requirements of Knight of Shadow to allow multiclass paladins entry.

Corrected target of Knight of Shadow's *crashing charge*.

Extended duration of the effect of Knight of Shadow's *circling steel*.

Greatly reduced damage of Monster Hunter's *hunted* path feature.

Reduced damage of Monster Hunter's *favoured foe* but added "Reliable" keyword. Removed miss effect.

Reduced range of Pistoleer's *double charge* and corrected formatting for the second attack.

Revised the Revenger's *unwavering* path feature.

Clarified secondary attack for *absolute zero*.

Mist Pact

Changed *all* attacks to Constitution or Charisma.

Removed "save ends" from *binding mists*.

Changed the attack stat for *the flesh is weak*. It was poor design to have a Mist pact power using a different stat, especially for the only power of the level.

Corrected area of *writing mist*.

Feats

Added base bonus to *Belenus' Light* feat. It should be a viable option each encounter and not just when facing specific creatures.

Revised *Big Boned* feat. Higher weapon dice results in much higher damage with attacks that deal weapon damage multiple times over.

Removed typed bonus from *Improvisational Fighter*. Improvised weapons, while interesting for role-playing, will always be mechanically inferior, so allowing multiple feats to boost damage helps.

Revised *Monstrous Resilience* feat.

Reduced Hitpoints of the *Unstoppable* feat.

Added missing text to *Relentless* feat.

Completely reworked *Second Sight*. While I liked the old feat a brand-new mechanic was too much for a simple feat.

Revised *Vendetta*.

Added *Freakish Durability* feat.

Added new racial class feats.

Equipment

Removed variant cost for weapons of other materials.

Added comprehensive paragraph for damaging/repairing weapons.

Magic Items

Removed *holy water* (see DIVINE POWER instead).

Revised *zombie blood*.

Added *Ezra's blade*.

Corrected the duration of *Fraternal ring*.

Lifestyle

Added section to language rules to reflect backgrounds.

Added Patterna to languages.

Added divine domains and Religion section.

Rituals

Revised results of the Raise dead Heal check and modified rules. Increased DCs for the Heal check so it's not an automatic success for a 8th level character.

DM RULES

Fear and Horror

Added a paragraph on weapons and implements related to Fear and Horror checks: they do not apply their bonus so at higher tiers it becomes hard to successfully hit yourself and fail a check. Which makes sense as experienced heroes should be harder to frighten.

Revised hit effect from Horror and Counter Measures. Removed immobilize condition which simply made it more complicated and instead allowed Counter Measures to grant saving throws instead of an automatic success.

Completely revised Horror skill challenge to match current formatting of skill challenges. Added second example of a Horror skill challenge

Madness

Added penalty to regaining Sanity in horrifying environments.

Curses

No real changes, minor re-writing.

Power Checks

Heavy re-writing for clarity.

MONSTERS

Corrected numbers across the board, especially for solo and elite monsters

Reduced hit points for creatures that have "insubstantial" resistance

Reduced penalties for allergens