

DUNGEON MASTER'S GUIDE

BLOCKED VISION

Page 37: Replace the second and third paragraphs 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. Beyond the lowest character levels, surprise is rare without some attempt at stealth. Creatures that want to achieve surprise in heavy fog or similar conditions must make an effort to be quiet and stay out of sight, making Stealth checks.

LISTENING THROUGH A DOOR

Page 37: Replace this table with the table below. Easy and Hard DCs are defined on page 42.

Perception DC*	Sounds the PCs Hear
Monster's Stealth check +5	Monsters moving quietly around the room
5	Battle in progress, or agitated or dramatic conversation**
Easy +5	Normal conversation or ritual casting**
Easy +5	Doors opening or closing (and similar sounds)
Hard +5	Quiet conversation, whispers*
Hard +10	Battle preparations (weapons being drawn, and so on)

ACTIONS THE RULES DON'T COVER

Page 42: Replace the "Other Checks" paragraph with the following text.

Other Checks: If the action is related to a skill (Acrobatics and Athletics cover a lot of the stunts characters try in combat), use that check. If it is not an obvious skill or attack roll, use an ability check. Consult the Difficulty Class and Damage by Level table below, and set the DC according to whether you think the task should be easy, hard, or somewhere in between. A quick rule of thumb is to start with a DC of 5 (easy), 10 (moderate), or 15 (hard) and add one-half the character's level.

Page 42: Replace the second paragraph of the "Example" section with the following text.

This sort of action is exactly the kind of thinking you want to encourage, so you pick a moderate DC: The

table says DC 14. If she makes that check, she gets a hold on the chandelier and swings to the ogre.

DIFFICULTY CLASS AND DAMAGE BY LEVEL

Page 42: Replace the first four columns with the table with the following table. Also, below the table, remove both footnotes.

Difficulty Class (DC) Values			
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

MOUNTS

Page 46: In the shaded text, delete ", and no smaller than Large size" in the first bullet and delete the "Saddles" entry. These rules unnecessarily complicate and limit the mount rules.

MOUNT AND RIDER

Page 46: Replace the shaded text with the following text.

Mount and Rider

A mount and rider follow these rules while the rider is mounted.

- ◆ **Space:** The rider and mount both occupy the mount's space. However, the origin squares of the rider's powers and other effects do not change to the mount's size. Whenever the rider uses an effect that has an origin square (such as a melee, a ranged, an area, or a close power), the rider first picks where that square is located in the mount's space, and the effect uses that origin square. For example, if a Medium rider uses a close burst attack power, the rider chooses a single square within the mount's space, and the burst emanates from that square. This rule means that if the burst targets each creature within it, rather than each enemy, it can hit the mount.

- ◆ **Targeting the Mount and Rider:** Even though the mount and rider occupy the same space, they are still separate creatures and are targeted separately. For example, an attack that targets only one creature can target either the mount or the rider, not both. In contrast, area and burst attacks can affect both mount and rider, since the two are in the same space.
- ◆ **Mount Benefits:** Many mounts offer special attacks or benefits they can use or grant to their riders. These abilities range from flat bonuses, such as an AC bonus to the rider, to special attacks that the mount can use. The *Monster Manual* details the benefits that many creatures grant if the rider meets a minimum level and has the Mounted Combat feat. If the rider doesn't meet a mount's prerequisites, he or she can ride it but doesn't gain the mount's special benefits.
- ◆ **Provoking Opportunity Attacks:** If the mount's movement provokes an opportunity attack, the attacker chooses to target either the mount or the rider, since the two of them move together. However, if the mount or the rider provokes an opportunity attack by using a ranged or an area power, the attacker must target whichever one of them provoked the opportunity attack.
- ◆ **Forced Movement:** If the mount is pulled, pushed, or slid, the rider moves with it. If the rider is pulled, pushed, or slid and the mount isn't, the rider can have the two of them move together. Otherwise, the rider is dismounted and falls prone in the destination space of the forced movement.
- ◆ **Teleportation:** If either the mount or the rider is teleported, the other does not teleport with it. If the mount is teleported without the rider, the rider is dismounted and falls prone.

MOUNTS IN COMBAT

Page 46: Replace the shaded text with the following text.

Mounts in Combat

A mount and rider follow these rules while the rider is mounted.

- ◆ **Mount (Move Action):** The rider mounts a creature adjacent to it and enters its space.
- ◆ **Dismount (Move Action):** The rider dismounts, moving from the mount's space to a square adjacent to it.

- ◆ **Initiative:** The mount and rider act on the rider's initiative count, even if the mount had a different initiative before the rider mounted it. The two continue to act on the same initiative count after the rider dismounts. A monster and its mount have separate turns, whereas an adventurer and his or her mount have a single turn.
- ◆ **Actions (Adventurers Only):** An adventurer and his or her mount have one combined set of actions: a standard action, a move action, and a minor action. The player chooses how the two creatures use the actions on the adventurer's turn. Most commonly, the mount takes a move action to walk or fly, and the adventurer takes a standard action to attack. The adventurer and the mount also share a single immediate action each round and a single opportunity action each turn. If the adventurer dismounts, the two still share one set of actions on that turn, but have separate sets of actions thereafter.
- ◆ **Mount Attacks:** The mount takes a -2 penalty to attack rolls unless the rider has the Mounted Combat feat. While not being ridden, a typical mount (such as a riding horse) rarely attacks on its own, unless it has been trained for battle, is defending itself, or feels unusually protective of its rider. Left to its own devices, a typical mount avoids combat.
- ◆ **Charging:** When the rider charges, the rider and mount move up to the mount's speed and then the rider makes the charge attack. When the mount charges, it follows the normal rules for a charge.
- ◆ **Squeezing:** When the mount squeezes, the rider is also considered to be squeezing.
- ◆ **Falling Prone:** If the mount falls prone, the rider is dismounted and falls prone in an unoccupied space of the rider's choice adjacent to the now-prone mount. However, if the mount is flying when it falls prone, it instead falls and the rider isn't dismounted unless the mount lands and falls prone itself.
 - ✦ rider who is knocked prone can immediately make a saving throw. On a roll lower than 10, the rider is dismounted and falls prone in an unoccupied space of the rider's choice adjacent to the mount. On a roll of 10 or higher, the rider is neither dismounted nor knocked prone.
 - ✦ rider who voluntarily drops prone falls prone in an unoccupied space of the rider's choice adjacent to the mount.

THE FLY ACTION

Page 47: The following text replaces "The Fly Action" section. These rules clarify how flight works and remove "fly" as an action. The revisions also expunge "crash" in favor of "fall." See "Falling," page 284 of the *Player's Handbook*.

FLIGHT

Some creatures have the innate ability to fly, whereas others gain the ability through powers, magic items, and the like. The rules for flight in the DUNGEONS & DRAGONS game stress abstraction and simplicity over simulation. In real life, a flying creature's ability to turn, the speed it must maintain to stay aloft, and other factors put a strict limit on flight. In the game, flying creatures face far fewer limitations.

Flight

Flight follows the basic movement rules, with the following clarifications.

- ◆ **Fly Speed:** To fly, a creature takes the walk, run, or charge action but uses its fly speed in place of its walking speed. A creature that has a fly speed can also shift and take other move actions, as appropriate, while flying.
- ◆ **Moving Up and Down:** While flying, a creature can move straight up, straight down, or diagonally up or down. There is no additional cost for moving up or down.
- ◆ **Falling Prone:** If a creature falls prone while it is flying, it falls. This means a flying creature falls when it becomes unconscious or suffers any other effect that knocks it prone. The creature isn't actually prone until it lands and takes falling damage.
- ◆ **Remaining in the Air:** A flying creature does not need to take any particular action to remain aloft; the creature is assumed to be flying as it fights, moves, and takes other actions. However, a flying creature falls the instant it is stunned, unless it can hover.
- ◆ **Landing:** If a creature flies to a surface it can hold onto or rest on, the creature can land safely.
- ◆ **Terrain:** Terrain on the ground does not affect a flying creature if the terrain isn't tall enough to reach it. Because of this rule, flying creatures can easily bypass typical difficult terrain, such as a patch of ice on the ground. Aerial terrain can affect flying creatures.

CRASHING

Page 48: The following text replaces the shaded text in the "Crashing" section. These rules clarify how flight works. The revisions also expunge "crash" in favor of "fall." See "Falling," page 284 of the *Player's Handbook*.

- ◆ **Falling while Flying:** If a creature falls while it is flying, it descends the full distance of the fall but is likely to take less damage than a creature that can't fly. Subtract the creature's fly speed (in feet) from the distance of the fall, then figure out falling damage. If the difference is 0 or less, the creature lands without taking damage from the fall. For example, if a red dragon falls when it is 40 feet in the air, subtract its fly speed of 8 (8 squares = 40 feet) from its altitude. The difference is 0, so the dragon lands safely and is not prone.

☆☆ a creature is flying when it starts a high-altitude fall, it has one chance to halt the fall by making a DC 30 Athletics check as an immediate reaction, with a bonus to the check equal to the creature's fly speed. On a success, the creature falls 100 feet and then stops falling. On a failure, the creature falls as normal.

- ◆ **High-Altitude Falls:** Some encounters take place very high above the ground. In such an encounter, it is possible for a creature to spend more than one round falling to the ground. As a rule of thumb, a creature falls up to 500 feet during its first turn of falling. If it is still falling at the start of its turn, it can take actions on that turn as normal, then falls up to 500 feet at the end of the turn. If none of those actions expressly halts a fall, the creature falls up to 500 feet at the end of the turn. This sequence continues until the creature lands.

SPECIAL FLYING RULES

Page 48: In the Special Flying Rules section, replace the Altitude Limit entry and the Hover entry with the following entries. These rules clarify how flight works. The revisions expunge "crash" in favor of "fall" and remove the requirement that a creature be hovering in order to shift or take opportunity attacks while flying. See "Falling," page 284 of the *Player's Handbook*.

Altitude Limit: If a creature has a specified altitude limit, the creature falls at the end of its turn if it is flying higher than that limit. For example, a creature that has an altitude limit of 2 falls at the end of its turn if it is flying higher than 2 squares.

Hover: A creature that can hover, such as a beholder, can remain in the air even when it is stunned.

EXAMPLE DISEASES

Page 49-50: 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."

Endurance improve DC 15 + two-thirds mummy's level, maintain DC 10 + two-thirds mummy's level, worsen DC 9 + two-thirds mummy's level or lower

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

Endurance improve DC 20, maintain DC 15, worsen DC 14 or lower

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

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"

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"

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"

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

Page 61: In the table, change the DCs as follows:

Party 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

OBSCURED TERRAIN

Page 61-62: Replace the text in the shaded box with the following text.

Obscured Terrain

- ◆ *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

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. Remove the seventh paragraph. The following text replaces the section.

What level is the challenge? What is the challenge's complexity?

Choose a grade of complexity, from 1 to 5 (1 being simple, 5 being complex).

SKILL CHALLENGE COMPLEXITY

Complexity	Successes	Failures
1	4	3
2	6	3
3	8	3
4	10	3
5	12	3

Level and complexity determine how hard the challenge is for your characters to overcome. The skill challenge's level determines the DC of the skill checks involved, while the grade of complexity determines how many successes the characters need to overcome the challenge. The more complex a challenge, the more skill checks are required, and the greater number of successes needed to overcome it.

Set the complexity based on how significant you want the challenge to be. If you expect it to carry the same weight as a combat encounter, a complexity of 5 makes sense. A challenge of that complexity takes somewhere between 12 and 18 total checks to complete, and the characters should earn as much experience for succeeding as they would for a combat encounter of the same level (it's the same as taking on five monsters of the challenge's level). For quicker, less significant challenges, or for challenges that work as part of a combat encounter, set the complexity lower. (Figure that each complexity is the equivalent of that number of monsters of the challenge's level.)

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.

If you use easy DCs, reduce the level of the challenge by one. If you use hard DCs, increase the level of the challenge by two. You can also adjust the level of the challenge by reducing the number of failures needed to end the challenge. Cut the number of failures needed in half, and increase the level of the challenge by two. (You can also mix DCs in the same challenge, as described on page 74.)

STEP 3: SKILLS

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."

When a player participates in a skill challenge, let that player's character use any skill the player wants. As long as the player or you can come up with a way to let this secondary skill play a part in the challenge, go for it. If a player wants to use a skill you didn't identify as a primary skill in the challenge, however, then the DC for using that secondary skill is usually moderate or hard. The use of the skill might win the day in unexpected ways, but the risk is greater as well. In addition, a secondary skill can never be used by a single character more than once in a challenge.

RUNNING A SKILL CHALLENGE

Page 74: Remove the second and the third paragraphs so that the section reads as follows.

Begin by describing the situation and defining the challenge. Running the challenge itself is not all that different from running a combat encounter (see Chapter 3). You describe the environment, listen to the players' responses, let them make their skill checks, and narrate the results. The skill challenge

description outlines the skills that are useful for the challenge and the results of using them.

Sometimes, a player tells you, "I want to make a Diplomacy check to convince the duke that helping us is in his best interest." That's great—the player has told you what she's doing and what skill she's using to do it. Other times, a player will say, "I want to make a Diplomacy check." In such a case, prompt the player to give more information about how the character is using that skill. Sometimes, characters do the opposite: "I want to scare the duke into helping us." It's up to you, then, to decide which skill the character is using and call for the appropriate check.

You can also make use of the "DM's best friend" rule to reward particularly creative uses of skills (or penalize the opposite) by giving a character a +2 bonus or -2 penalty to the check. Then, depending on the success or failure of the check, describe the consequences, and go on to the next action.

GROUP SKILL CHECKS

Page 75: Add the following paragraph after the existing text.

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

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)."

Thinking players are engaged players. In skill challenges, players will come up with uses for skills that you didn't expect to play a role. Try not to say no. Instead, let them make a roll using the skill at an appropriate DC (usually moderate or hard), or make the skill good for only one success. This encourages players to think about the challenge in more depth and engages more players by making more skills useful.

THE NEGOTIATION

Page 76: On the Complexity line, replace "before 4 failures" with "before 3 failures."

Complexity: 3 (requires 8 successes before 3 failures).

EXAMPLE IN PLAY

Page 76-77: Remove the “Examples in Play” header and the paragraph that follows.

Remove “Round 1”

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

URBAN CHASE

Page 78: On the Complexity line, replace “before 6 failures” with “before 3 failures.”

Complexity: 5 (requires 12 successes before 3 failures).

THE INTERROGATION

Page 79: On the Complexity line, replace “before 2 failures” with “before 3 failures”

Complexity: 1 (requires 4 successes before 3 failures).

DISCOVERING SECRET LORE

Page 80: On the Complexity line, replace “before 4 failures” with “before 3 failures”

Complexity: 3 (requires 8 successes before 3 failures).

THE “GET A CLUE” CHECK

Page 81: In the second sentence of the sidebar, replace “leaning toward the hard DCs” with “using moderate DCs.”

One way to appease the frustrated player who thinks his high-Intelligence character should be able to solve puzzles he can't is to allow the player to roll Intelligence checks or various skill checks to help solve the puzzle. With a successful check (use the Difficulty Class and Damage by Level table, page 42, using moderate DCs), give the player a hint—a small part of the puzzle, one right move, or a clue toward a new way of thinking about the puzzle.

MAGIC CROSSBOW TURRET

Page 88: On the trap's Hit line, replace “2d8 + 3” with “1d8 + 3.” The trap was doing too much damage.

DOOMSPORE

Page 88: Replace “XP 350” with “XP 150” and “Upgrade to Elite (700 XP)” to “Upgrade to Elite (300 XP)”

PENDULUM SCYTHES

Page 88: In the third bullet of the Countermeasures section, replace “2 failures” with “3 failures.” This

change syncs up this trap with previous updates to skill challenges.

- ◆ A character can engage in a skill challenge to deactivate the control panel. DC 22 Thievery. Complexity 1 (4 successes before 3 failures). Success disables the trap. Failure causes 1d4 + 1 blades to attack each round.

FLAME JET

Page 90: In the second bullet of the Countermeasures section, replace “2 failures” with “3 failures.” This change syncs up this trap with previous updates to skill challenges.

- ◆ A character can engage in a skill challenge to deactivate the control panel. DC 28 Thievery. Complexity 1 (4 successes before 3 failures). Success disables the trap. Failure causes the control panel to explode (close blast 3, 3d8 + 4 damage to all creatures in blast) and the trap remains active.

SOUL GEM

Page 93: In the first bullet of the Countermeasures section, replace “2 failures” with “3 failures.” This change syncs up this trap with previous updates to skill challenges.

- ◆ A character can engage in a skill challenge to detach the soul gem from its socket and thereby disable it. DC 37 Thievery. Complexity 1 (4 successes before 3 failures). Success detaches the gem and disables the trap. Failure causes the gem to explode (close burst 8, 4d10 + 5 radiant damage and stunned (save ends) to all creatures in burst).

DIFFICULTY

Page 104: The following changes are necessary to sync up the “Difficulty” section on page 104 with the “Encounter Components” section on page 56.

In the second sentence of the second paragraph, replace “four levels above them” with “three levels above them.”

In the first sentence of the third paragraph, replace “two to three” with “one to two.”

In the first sentence of the fourth paragraph, replace “two to three” with “two to four,” and replace “five to seven” with “up to five.”

The majority of the encounters in an adventure should be moderate difficulty—challenging but not overwhelming, falling right about the party's level or one higher. Monsters in a standard encounter might range from three levels below the characters to about three levels above them. These encounters should make up the bulk of your adventure.

Easy encounters are one to two levels below the party, and might include monsters as many as four levels lower than the party. These encounters let the characters feel powerful. If you build an encounter using monsters that were a serious threat to the

characters six or seven levels ago, you'll remind them of how much they've grown in power and capabilities since the last time they fought those monsters. You might include an easy encounter about once per character level—don't overdo it.

Hard encounters are two to four levels above the party, and can include monsters that are up to five levels above the characters. These encounters really test the characters' resources, and might force them to take an extended rest at the end. They also bring a greater feeling of accomplishment, though, so make sure to include about one such encounter per character level. However, be careful of using high-level soldiers and brutes in these encounters. Soldier monsters get really hard to hit when they're five levels above the party, and brutes can do too much damage at that level.

THE INVULNERABLE COAT OF ARND

Page 170: Add the "Healing" keyword to the item's encounter power.

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 in the table to the right, choose a column 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.

CREATING NEW ELITES

Page 185: Remove "plus twice its Constitution score" from Adjust Hit Points.

2. Adjust Hit Points. An elite monster has hit points equal to twice the hit points of the standard monster.

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 + 3	Level + 3	Level + 3	Level + 3*

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

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

WARLORD NPC

Page 188: On the Weapon Proficiency line, replace "military ranged" with "simple ranged."

BARSTOMUN STRONGBEARD

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.