

# ADVENTURER'S VAULT

## WEAPONS

**Page 8:** Add the following property. This change allows wielders of certain double weapons to benefit from select feats and features.

*Stout:* A weapon that has the stout property can be treated as a two-handed weapon.

## MOUNTS TABLE

**Page 11:** In the "Horse, Riding" entry, replace "8" with "10" and in the "Horse, Warhorse" entry, replace "200" with "680."

### MOUNTS

Mount	Price (gp)	Speed <sup>1</sup>	Per Hour <sup>1</sup>	Per Day <sup>1</sup>	Normal (lb.)	Heavy (lb.)	Push/Drag (lb.)
Blade spider <sup>MM</sup>	13,000	6	3 miles	30 miles	250	500	1,250
Camel	75	9	4-1/2 miles	45 miles	237	475	1,187
Dire boar <sup>MM</sup>	1,800	8	4 miles	40 miles	237	475	1,187
Elephant	3,400	8	4 miles	40 miles	312	625	1,562
Giant ant	1,800	9	4-1/2 miles	45 miles	237	475	1,187
Giant lizard, draft	200	7	3-1/2 miles	35 miles	237	475	1,187
Giant lizard, riding	1,800	9	4-1/2 miles	45 miles	250	500	1,250
Griffon <sup>MM</sup>	9,000	fly 10	5 miles	50 miles	250	500	1,250
Griffon, rimefire <sup>MM</sup>	525,000	fly 10	5 miles	50 miles	300	600	1,500
Hippogriff <sup>MM</sup>	4,200	fly 10	5 miles	50 miles	237	475	1,187
Hippogriff dreadmount <sup>MM</sup>	4,200	fly 10	5 miles	50 miles	262	525	1,312
Horse, celestial charger <sup>MM</sup>	13,000	8	4 miles	40 miles	287	575	1,437
Horse, riding <sup>MM</sup>	75	10	4 miles	40 miles	237	475	1,187
Horse, sea	1,800	swim 10	5 miles	50 miles	225	450	1,125
Horse, skeletal	17,000	10	5 miles	50 miles	250	500	1,250
Horse, warhorse <sup>MM</sup>	680	8	4 miles	40 miles	262	525	1,312
Manticore <sup>MM</sup>	45,000	fly 8	4 miles	40 miles	262	525	1,312
Nightmare <sup>MM</sup>	25,000	fly 10	5 miles	50 miles	287	575	1,437
Rage drake <sup>MM</sup>	2,600	8	4 miles	40 miles	237	475	1,187
Rhinoceros	2,600	6	3 miles	30 miles	262	525	1,312
Shark, dire	21,000	swim 11	5-1/2 miles	55 miles	210	420	1,050
Shark, riding	3,400	swim 11	5-1/2 miles	55 miles	190	380	950
Trihorn behemoth	21,000	6	3 miles	30 miles	325	650	1,625
Wolf, dire <sup>MM</sup>	1,000	8	4 miles	40 miles	237	475	1,187
Wyvern <sup>MM</sup>	21,000	fly 8	4 miles	40 miles	300	600	1,500

<sup>MM</sup> This monster's statistics can be found in the *Monster Manual*.

<sup>1</sup> A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

### Double Weapons

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Double axe	+2	1d10	–	40 gp	15 lb.	Axe	Stout
–Secondary end	+2	1d10				Axe	Off-hand
Double flail	+2	1d8	–	30 gp	11 lb.	Flail	Defensive, stout
–Secondary end	+2	1d8				Flail	Off-hand
Double sword	+3	1d6	–	40 gp	9 lb.	Light blade	Defensive, off-hand
–Secondary end	+3	1d6				Light blade	Off-hand
Urgrosh	+2	1d12	–	10 gp	8 lb.	Axe	Defensive, stout
–Secondary end	+2	1d6				Spear	Off-hand

## DOUBLE WEAPONS

**Page 9:** Replace the Double Weapons table with the table below. These changes clarify that certain weapon properties are intended to apply only to specific ends of weapons. The changes also expand the description of two-handed weapons and bring them in line with attack and damage expectations.

## URGOSH

**Page 10:** In the weapon's description, replace "d8" with "d6." This revision syncs up the description with previous updates to double weapons.

**Urgrosh:** Originally of dwarven make, this weapon has a heavy axe head at one end (dealing d12 damage) and a sharp spear point at the base of the haft (dealing d6 damage).

## DOUBLE WEAPONS

**Page 10:** Replace the Double Weapons sidebar with the following sidebar.

### DOUBLE WEAPONS

Double weapons share the following traits.

- ◆ You must wield a double weapon in two hands to use it.
- ◆ A Small character cannot wield a double weapon unless the weapon has the small property.
- ◆ Wielding a double weapon is like wielding a weapon in each hand. In the table, the first line of the double weapon's entry describes the end of the weapon wielded in your main hand. The indented line describes the weapon's other end, wielded in your off-hand. The two ends of a double weapon can have different proficiency bonuses, damage, properties, and weapon groups. The weight and price entries represent the total for the weapon, rather than only one side.
- ◆ When adding an enchantment that requires a particular weapon type, at least one end of the weapon must match the requirement. For example, an urgrosh could gain the vorpal enchantment, even though only one end meets the requirement of "heavy blade or axe."
- ◆ An enchanted double weapon gains all benefits of the enchantment on each end (even if one end would not normally qualify for the enchantment). This does not increase the frequency of use of any power possessed by the item; if you wield a double weapon with a daily power you can still only activate that power once per day.

## GIANT LIZARD, RIDING

**Page 12:** Replace "at-will" with "encounter" in the *combined attack* power. This change brings the power in line with our damage expectations.

## STOP

**Page 17:** Replace the movement paragraph of the stop action text with the following text. This change prevents a character from using the stop action to accelerate.

## Stop

- ◆ Action: Move
- ◆ Movement: The vehicle stops and remains in its current position.
- ◆ Direction: The vehicle's heading marker remains in place. If and when the vehicle moves again, it must initially move in this direction.

## BLASTPATCH

**Page 26:** In the item's power under the firepatch and shockpatch entry, delete ", and the target is immobilized until the beginning of its next turn." This change equalizes the patches and brings them within damage and condition output expectations.

## ADDERGREASE ARMOR

**Page 39:** In the item's power, replace "or 29" with "or 28."

## ARMOR OF DURABILITY

**Page 40:** The granted bonus to surge value is now an item bonus.

## BONEGRIM ARMOR

**Page 42:** In the item's property, replace "Level 18" with "Level 19," replace "Level 23" with "Level 24," and replace "Level 28" with "Level 29."

## DISPLACER ARMOR

**Page 44:** In the last sentence of the item's power, replace "end of the encounter" with "end of your next turn." This update limits the potency of this armor on defenders and melee characters, who would effectively gain a high, untyped defense bonus for the duration of an encounter.

## FLICKERSIGHT ARMOR

**Page 45:** In the item's power, add "or 27" after "Level 22."

## LAUGHING DEATH ARMOR

**Page 47:** In the item's property, replace "Level 13 or 18" with "Level 14 or 19," and replace "Level 23 or 28" with "Level 24 or 29."

In the item's power, replace "Encounter" with "Daily."

## ROBE OF BLOODWALKING

**Page 49:** Remove the Healing keyword from the item's power.

## ROBE OF CONTINGENCY

**Page 49:** Add the Healing keyword to the item's power.

## ROBE OF DEFYING STORMS

**Page 49:** In the item's property, replace "Level 25 or 30" with "Level 24 or 29."

## SHARED SUFFERING ARMOR

**Page 51:** At the end of the second sentence of the power, add "(save ends)."

## SKELETAL ARMOR

**Page 52:** In the item's property, replace "Level 23 or 28" with "Level 24 or 29."

## SPIRITLINK ARMOR

**Page 53:** In the item's property, replace "Level 24" with "Level 25," and replace "Level 29" with "Level 30."

## STALKER'S ARMOR

**Page 53:** Replace the item's property. This change prevents the property from being recursive.

## VETERAN'S ARMOR

**Page 55:** Remove the item's power.

## WHITEFLAME ARMOR

**Page 55:** In the item's property, replace "Level 14 or 19" with "Level 13 or 18," and replace "Level 24 or 29" with "Level 23 or 28."

## BLOODCLAW WEAPON

**Page 65:** In the item's power, replace "at-will" with "encounter," replace "before making a melee attack on your turn" with "when you hit with this weapon," and delete "If you hit" in the last sentence. This change brings this item in line with damage output expectations.

## BLOODIRON WEAPON

**Page 65:** In the weapon's updated property, replace "deal the extra critical hit damage to the target again at the start of your next turn" with "the target of the attack takes 1d10 damage per enhancement bonus of this weapon at the start of your next turn." This update clarifies that you gain only the magic weapon's extra critical dice on this damage and that it does not include any bonuses or damage from the high crit weapon property.

## CUNNING WEAPON

**Page 67:** Replace the first sentence of the item's property with the following text: "When your attack with this weapon delivers an effect that a save can end, the target of the effect takes a -2 penalty to the first saving throw it makes against the effect." This saving throw limitation is part of a larger effort to mitigate the use of saving throw penalties to lock down enemies for the duration of an encounter.

## DEATHSTALKER WEAPON

**Page 67:** In the item's power, replace "Level 12 or 17" with "Level 14 or 19," and replace "Level 22 or 27" with "Level 24 or 29."

## GRASPING WEAPON

**Page 70:** In the item's power, add "1 square" after "Pull the target." This revision limits the potency and oddity of putting this enchantment on spears that are heavy thrown weapons.

## JAGGED WEAPON

**Page 71:** On the Critical line, add "(save ends)" after "Ongoing 10 damage" and "Ongoing 20 damage."

## MAGE'S WEAPON

**Page 72:** In the item's power, replace both instances of "encounter power" with "encounter attack power." This change keeps hybrid classes from swapping encounter utility powers for encounter attack powers.

## PACT HAMMER

**Page 74:** Remove the second property.

## RECKLESS WEAPON

**Page 76:** In the item's power, replace "at-will" with "encounter." This change ensures that characters making multiple attacks using this weapon are not exceeding damage expectations.

## 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.

## SWIFTSHOT WEAPON

**Page 79:** In the item's power, replace "Encounter" with "Daily."

## TIGERCLAW GAUNTLETS

**Page 80:** In the item's power, replace "Encounter" with "Daily."

## VENGEFUL WEAPON

**Page 81:** In the second sentence of the item's power, add "with this weapon" after "on damage rolls." This change prevents the power from being used for a primary attack while the weapon is being wielded as an offhand, thus preventing abuse of the power.

## SYMBOL OF MORTALITY

**Page 89:** In the Level 24 or 29 line, replace "2d4" with "3d4" and "2d8" with "3d8."

## SYMBOL OF THE WARPRIEST

**Page 90:** In the item's property, replace "Each time you hit" with "Once per round when you hit."

## ORB OF IMPENETRABLE ESCAPE

**Page 94:** Replace "Critical: +1d6 damage per plus" with "Critical: None."

## ORB OF MENTAL DOMINION

**Page 95:** Replace "Critical: +1d6 psychic damage per plus" with "Critical: None."

## ORB OF ULTIMATE IMPOSITION

**Page 96:** Replace the item's power. This change helps mitigate stacking of penalties to saving throws on a creature.

## QUICKCURSE ROD

**Page 99:** In the item's updated power, replace "Place your Warlock's Curse on any target in sight" with the following text: "*Trigger:* You hit a creature with a power using this rod. *Effect:* You place your Warlock's Curse on a different creature you can see." This change ensures that low-level versions of the item aren't used with Quickdraw or a similar feat to curse every enemy on the battlefield. Also, as a note of clarity, because the user is not using the Warlock's Curse class feature for the curse, it does not count toward the normal restriction of one curse per round.

## ROD OF FEYTHORNS

**Page 100:** In the item's property, replace "Level 18 or 23" with "Level 17 or 22," and replace "Level 28" with "Level 27."

## ROD OF THE INFERNAL

**Page 101:** In the item's power, replace "Encounter" with "Daily."

## EARTHROOT STAFF

**Page 104:** Replace the item's property with the following text. This change helps mitigate stacking of penalties to saving throws on a creature.

## MNEMONIC STAFF

**Page 104:** In the item's power, add "and you can only swap a utility power for another utility power or a daily power for another daily power" to the last sentence." This change prevents a character from using the staff to swap utility powers for attack powers.

## 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 RUIN

**Page 107:** Replace the item's property with the following text: "Whenever you make an attack using this staff, you gain an item bonus to the attack's damage rolls equal to the staff's enhancement bonus." This change clarifies that the staff's property isn't intended to work with the Dual Implement Spellcaster feat.

## 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.

## BATTLEFORGED SHIELD

**Page 114:** In the Level 14 line, replace "2d8 hit points" with "Additional hit points equal to healing surge value + 2d8."

In the Level 24 line, replace "3d8 hit points" with "Additional hit points equal to healing surge value + 3d8."

## FLAME BRACERS

**Page 117:** The bracers' property no longer requires the attack to be a melee attack, and the bracers' power no longer requires the attack to be a weapon attack or that you must make the attack before the end of your next round.

## MANTICORE SHIELD

**Page 118:** In the item's power text, replace "Dexterity" with "Strength."

## STORM SHIELD

**Page 121:** In the item's property on the Level 28 line, replace "Resist 10 lightning and resist 10 thunder" with "Resist 15 lightning and resist 15 thunder." This change corrects a typo.

## IMPENETRABLE BARDING

**Page 123:** Replace the item's property. This change allows the barding to scale appropriately to monster damage.

## BOOTS OF EAGERNESS

**Page 126:** In the power, replace "Free Action" with "Minor Action." In addition, replace "an additional" with "a" in the power's text. The item is intended to grant a move action, not a minor action. Some attack powers require only minor actions to use. This revision limits characters from using this item to acquire extra minor actions that can be used to make numerous attacks during a turn.

## GIANT GLOVES

**Page 133:** In the item's power, replace "Encounter" with "Daily."

## GLOVES OF ELDRITCH ADMIXTURE

**Page 134:** In the item's power, replace "At-Will" with "Encounter."

## GLOVES OF STORING

**Page 134:** This item's property has been reformatted into two at-will powers using a minor action each.

## 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*."

## VAMPIRIC GAUNTLETS

**Page 137:** In the item's power, replace "Encounter" with "Daily."

## COIF OF MINDIRON

**Page 140:** In the item's power text, remove "Standard Action."

## CROWN OF INFERNAL LEGACY

**Page 140:** Replace the item with the following item. This update syncs up this text with the revision to *infernal wrath*.

## PHRENIC CROWN

**Page 144:** Replace the item's property. This change helps mitigate stacking of penalties to saving throws on a creature.

## TELEPATHY CIRCLET

**Page 145:** In the item's price, replace "25,000" with "625,000."

## ABYSSAL ADORNMENT

**Page 148:** In the item's power, replace "Level 24 or 29" with "Level 23 or 28."

## AMULET OF THE UNBROKEN

**Page 149:** Add a +6 enhancement bonus to the item. This change corrects a typo.

## CHOKER OF ELOQUENCE

**Page 150:** In the item's cost/level entry, add 1 to each of the listed enhancement bonuses.

## CLOAK OF DISTORTION

**Page 151:** Replace the item's property. This change keeps the property better in line with character defense expectations.

## GORGET OF RECIPROCITY

**Page 152:** Add a +6 enhancement bonus to the item. This change corrects a typo.

## RING OF FEY TRAVEL

**Page 158:** In the item's power, delete "If you've reached at least one milestone today, this power lasts until the end of your next turn." This sentence is unrelated to the power's effect.

## RITUALIST'S RING

**Page 162:** At the end of the second paragraph of the item's power, add "for non-Creation rituals." This change keeps the ring from adversely affecting the game's economy.

## SORROWSWORN RING

**Page 162:** In the item's Power, replace "Immediate Reaction" with "Free Action." In addition, in the second sentence of the power replace "That creature dies and you" with "You." The first change allows the power to work more effectively, since as an immediate reaction, the power would be unusable during your turn. The second change prevents strange rules interactions with monsters that might drop to 0 hit points multiple times during combat.

## GIRDLE OF THE DRAGON

**Page 165:** On the Property line, replace “+2” with “+1.”

## GIRDLE OF THE UMBER HULK

**Page 165:** On the Property line, replace “+2” with “+1.”

## HEALER'S SASH

**Page 166:** Delete the property, at-will power, and encounter power, and replace them with the following daily power. The item's former text provided too much healing, supplanting the leader role, especially when multiple characters in a group possessed the item.

**Power (Daily ♦ Healing):** Minor Action. You or an ally within 5 squares spends a healing surge but regains no hit points. You or one ally within 5 squares then regains hit points as though he or she had spent a healing surge.  
*Level 21:* The ranges of the effect increase from 5 squares to 10 squares. Also, when you use this item's power, one additional ally within 10 squares of you can regain hit points as though he or she had spent a healing surge.

### Healer's Sash Level 11+

*With this white homespun wrap, you can keep your allies going long after they have exhausted their healing resources.*

Lvl 11      9,000 gp                  Lvl 21      225,000 gp

**Item Slot:** Waist

**Power (Daily ♦ Healing):** Minor Action. You or an ally within 5 squares spends a healing surge but regains no hit points. You or one ally within 5 squares then regains hit points as though he or she had spent a healing surge.  
*Level 21:* The ranges of the effect increase from 5 squares to 10 squares. Also, when you use this item's power, one additional ally within 10 squares of you can regain hit points as though he or she had spent a healing surge.

## TOTEMIC BELT

**Page 167:** Replace “minor action” with “free action.” This change makes the power usable.

### Totemic Belt Level 11

*This colorful hide belt infuses you with the ferocity of a wild beast, augmenting your attacks.*

**Item Slot:** Waist                  9,000 gp

**Power (Daily):** Free Action. Use this power when you charge. Gain a +1 power bonus to all Strength, Constitution, and Dexterity attack rolls and the subsequent damage rolls until the end of the encounter.

## DIAMOND SCABBARD

**Page 170:** In the item's power, replace “within the past 24 hours” with “for the full duration of your last extended rest.” This change prevents a character from shuffling his or her weapon in different scabbards to gain the benefit of each.

### Diamond Scabbard Level 25

*A blade drawn from this diamond-studded scabbard is granted an incomparable magical edge.*

**Wondrous Item**                  625,000 gp

**Property:** This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

**Power (Encounter):** Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +5 power bonus to the next damage roll you make with that weapon before the end of your next turn.

The weapon must have been sheathed in the scabbard for the full duration of your extended rest to gain this power.

## GOLDEN SPADE

**Page 172:** In the item's power, replace burst with blast.

### Golden Spade Level 14

*This magic shovel instantly clears away a section of earth, ice, or sand to create a deep trench.*

**Wondrous Item**                  21,000 gp

**Power (Daily):** Standard Action. Plunge the golden spade into the ground to create a pit that fills squares in a close blast 2, 3, or 4 (your choice). The pit is 2 squares deep. The pit can only form in an area of earth, ice, or sand. Any creature on the ground whose space is entirely within the bounds of the pit falls into the pit unless it makes a saving throw to catch itself (see Falling, PH 284).

## RUBY SCABBARD

**Page 176:** In the item's power, replace “within the past 24 hours” with “for the full duration of your last extended rest.” This change prevents a character from shuffling his or her weapon in different scabbards to gain the benefit of each.

### Ruby Scabbard

*Blood-red rubies adorn this scabbard, their magic granting your blade an extra edge.*

**Wondrous Item**                  1,000 gp

**Property:** This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

**Power (Encounter):** Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +1 power bonus to the next damage roll you make with that weapon before the end of your next turn.

The weapon must have been sheathed in the scabbard for the full duration of your extended rest to gain this power.

## SALVE OF POWER

**Page 176:** In the first sentence of the item's power, replace "daily power of 5th level or lower" with "encounter attack power."

### Salve of Power

Level 10

*This stoneware jar periodically renews a potent unguent that can restore a character's power.*

**Wondrous Item** 5,000 gp

**Power (Daily):** Minor Action. When *salve of power* is applied to a creature, the target can expend one healing surge to regain the use of one encounter attack power (instead of regaining hit points). If the target has no healing surges remaining, it cannot benefit from the salve.

## SAPPHIRE SCABBARD

**Page 176:** In the item's power, replace "within the past 24 hours" with "for the full duration of your last extended rest." This change prevents a character from shuffling his or her weapon in different scabbards to gain the benefit of each.

### Sapphire Scabbard

*This scabbard bears a matched pair of azure sapphires whose magic imbues your blade with deadly sharpness.*

**Wondrous Item** 25,000 gp

**Property:** This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

**Power (Encounter):** Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +3 power bonus to the next damage roll you make with that weapon before the end of your next turn.

The weapon must have been sheathed in the scabbard for the full duration of your extended rest to gain this power.

## SCABBARD OF SACRED MIGHT

**Page 177:** In the item's power, replace "within the past 24 hours" with "for the full duration of your last extended rest." This change prevents a character from shuffling his or her weapon in different scabbards to gain the benefit of each.

### Scabbard of Sacred Might

*The blade drawn from this simple leather scabbard glows with a sacred radiance.*

**Wondrous Item** 5,000 gp

**Property:** This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

**Power (Encounter ♦ Radiant):** Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. The next attack you make with that weapon before the end of your next turn deals radiant damage instead of its normal damage. The weapon must have been sheathed in the scabbard for the full duration of your extended rest to gain this power.

## SOLITAIRE (AQUAMARINE)

**Page 177:** In the item's power, replace "Encounter" with "Daily." This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

### Solitaire (Aquamarine)

Level 16

*This jagged blue-green crystal lets you intensify your attacks against your foes.*

**Wondrous Item** 45,000 gp

**Power (Daily):** Free Action. Use this power when you score a critical hit on your turn. Make a basic attack against the same target struck by your critical hit.

**Special:** You cannot use more than one *solitaire* in an encounter.

## SOLITAIRE (CERULEAN)

**Page 177:** In the item's power, replace "Encounter" with "Daily." This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

### Solitaire (Cerulean)

Level 21

*This rough blue crystal grants you the ability to shake off lingering effects in the thick of combat.*

**Wondrous Item** 225,000 gp

**Power (Daily):** Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against each effect on you that a save can end.

**Special:** You cannot use more than one *solitaire* in an encounter.

## SOLITAIRE (CINNABAR)

**Page 177:** In the item's power, replace "Encounter" with "Daily." This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

### Solitaire (Cinnabar)

Level 6

*This jagged red crystal boosts your resilience when you hit your foes hard.*

**Wondrous Item** 1,800 gp

**Power (Daily):** Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against an effect that a save can end.

**Special:** You cannot use more than one *solitaire* in an encounter.

## SOLITAIRE (CITRINE)

**Page 177:** In the item's power, replace "Encounter" with "Daily." This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

### Solitaire (Citrine)

Level 11

*This irregular yellow crystal channels healing power to you in battle.*

**Wondrous Item** 9,000 gp

**Power (Daily + Healing):** Free Action. Use this power when you score a critical hit on your turn. You spend a healing surge.

**Special:** You cannot use more than one *solitaire* in an encounter.

## SOLITAIRE (VIOLET)

**Page 178:** In the item's power, replace "Encounter" with "Daily." In addition, delete the last sentence of the power. This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day. It also prevents a character from taking advantage of the power to make numerous attacks during a round.

### Solitaire (Violet)

*This jagged purple crystal lets you follow up on a successful attack.*

**Wondrous Item** 1,125,000 gp

**Power (Daily):** Free Action. Use this power when you score a critical hit on your turn. Gain 1 action point, which you must spend before the end of your turn.

**Special:** You cannot use more than one *solitaire* in an encounter.

## SOLITAIRE (AQUAMARINE)

**Page 177:** In the item's power, replace "Encounter" with "Daily." This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

### Solitaire (Aquamarine)

Level 16

*This jagged blue-green crystal lets you intensify your attacks against your foes.*

**Wondrous Item** 45,000 gp

**Power (Daily):** Free Action. Use this power when you score a critical hit on your turn. Make a basic attack against the same target struck by your critical hit.

**Special:** You cannot use more than one *solitaire* in an encounter.

## SOLITAIRE (CERULEAN)

**Page 177:** In the item's power, replace "Encounter" with "Daily." This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

### Solitaire (Cerulean)

Level 21

*This rough blue crystal grants you the ability to shake off lingering effects in the thick of combat.*

**Wondrous Item** 225,000 gp

**Power (Daily):** Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against each effect on you that a save can end.

**Special:** You cannot use more than one *solitaire* in an encounter.

## SOLITAIRE (CINNABAR)

**Page 177:** In the item's power, replace "Encounter" with "Daily." This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

### Solitaire (Cinnabar)

Level 6

*This jagged red crystal boosts your resilience when you hit your foes hard.*

**Wondrous Item** 1,800 gp

**Power (Daily):** Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against an effect that a save can end.

**Special:** You cannot use more than one *solitaire* in an encounter.

## SOLITAIRE (CITRINE)

**Page 177:** In the item's power, replace "Encounter" with "Daily." This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day.

### Solitaire (Citrine)

Level 11

*This irregular yellow crystal channels healing power to you in battle.*

**Wondrous Item** 9,000 gp

**Power (Daily + Healing):** Free Action. Use this power when you score a critical hit on your turn. You spend a healing surge.

**Special:** You cannot use more than one *solitaire* in an encounter.

## SOLITAIRE (VIOLET)

**Page 178:** In the item's power, replace "Encounter" with "Daily." In addition, delete the last sentence of the power. This revision limits the strength of the solitaire by preventing characters from making repeated use of the solitaire through the day. It also prevents a character from taking advantage of the power to make numerous attacks during a round.

### Solitaire (Violet)

*This jagged purple crystal lets you follow up on a successful attack.*

**Wondrous Item** 1,125,000 gp

**Power (Daily):** Free Action. Use this power when you score a critical hit on your turn. Gain 1 action point, which you must spend before the end of your turn.

**Special:** You cannot use more than one *solitaire* in an encounter.

## GEM OF VALOR

**Page 191:** In the item's power, replace the text in the "20" entry with the following text: "You gain an extra standard action that you must spend before the end of your next turn." This change limits recursive action point usage and is part of a general effort to limit the power of builds that focus on gaining numerous actions during a turn.

### Gem of Valor

Level 20

*This brilliant sapphire promises great rewards to the bold.*

**Other Consumable** 5,000 gp

**Power (Consumable):** Free Action. Use this power when you spend an action point. Roll 1d20 to determine the result, adding 1 to the result for each milestone you've reached today. Regardless of the result, using the gem consumes it and turns it to dust.

1-9: Gain a +1 power bonus to all defenses until the end of your next turn.

10-19: Gain a +1 power bonus to all attack rolls until the end of your next turn.

20: You gain an extra standard action that you must spend before the end of your next turn.

**Special:** Using this item counts as a use of a magic item daily power.

## REAGENTS

**Page 192:** In the first sentence of the first paragraph, add "daily or encounter" before "power." This change prevents high level characters from purchasing low level reagents and applying them to every use of an at-will.

Reagents enhance the use of a daily or encounter power of a specified type and level.

## ENCHANTING ITEMS

**Page 198:** The Enchant Magic Item cannot be used to change a magic item into a different magic item. For instance, the example in the text is incorrect; you cannot turn a +1 *longsword* into a +1 *flaming longsword*. You can still use the ritual to upgrade an item into a higher-level version of itself, as noted in the new version of the ritual.