

Dungeon Master's Guide®

Updated 1/09

Update version 4

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.

The tables below track the changes to each release of the update document.

Version 4 (1/09):

Page 37	Blocked Vision [Revision]
Page 61–62	Obscured Terrain [Revision/Deletion]
Page 200	Barstomun Strongbeard [Revision]

Version 3 (8/08):

Page 46	Mount and Rider [Addition]
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Version 2 (7/08):

Page 42	Actions the Rules Don't Cover [Revision/Deletion]
Page 42	Difficulty Class and Damage By Level [Revision/Deletion]
Page 49–50	Example Diseases [Revision]
Page 61	Skill Check Difficulty Class [Revision]
Page 72–73	Step 2: Level and Complexity [Revision/Deletion]
Page 73	Step 3: Skills [Revision]
Page 74	Running a Skill Challenge [Deletion]
Page 75	Group Skill Checks [Addition]
Page 75	Reward Clever Ideas [Revision]
Page 76	The Negotiation [Revision]
Page 76–77	Example in Play [Deletion]
Page 78	Urban Chase [Revision]
Page 79	The Interrogation [Revision]
Page 80	Discovering Secret Lore [Revision]
Page 81	The “Get a Clue” Check [Revision]
Page 88	Doomspore [Revision]
Page 188	Warlord NPC [Revision]

Version 1 (6/08):

Page 170	The Invulnerable Coat of Arnd [Addition]
Page 185	Creating New Elites [Deletion]