

- **Page 131:** In the penultimate sentence of the Deimatic Display druid feat, remove "and creatures are not affected if they can see you." A "not" was erroneously added after bringing this feat over from Advanced Players Guide, and the Demoralize attempt gaining the visual trait is the important part of that sentence.
- **Page 141:** The fighter's Aggressive Block feat was erroneously changed to be a reaction. After the feat's name, replace the reaction symbol with the free action symbol.
- **Page 155:** In the Key Terms sidebar, under Warden Spells, change the last paragraph to the following: "Focus spells are automatically heightened to half your level rounded up. Certain feats give you more focus spells. The maximum Focus Points your focus pool can hold is equal to the number of focus spells you have, but it can never be more than 3 points. The full rules for focus spells appear on page 298." This text is in line with the remastered Focus Point rules, and avoids confusion about how and where these rules have changed.
- **Page 215:** In the first sentence under Expert Spellcasting Feat, replace "expert in spell attack rolls and DCs of the appropriate magical tradition" with "expert in spell attack modifiers and spell DCs".
- Also, in the first sentence under Master Spellcasting Feat, replace "master in spell attack rolls and DCs of the appropriate magical tradition" with "master in spell attack modifiers and spell DCs".
- **Page 235:** In the success entry for the Long Jump action, add "up to" between "Leap" and "a distance." This makes this result similar to the High Jump success and critical success entries. After all, we didn't intend to force you to jump all the way across the room and into a wall if you happen to roll high!
- **Page 281:** In the Ranged Weapons table, change the price of the arbalest from 12 gp to 8 gp.
- **Pages 304, 307, and 309:** On all three pages, the daze spell description should read "Cloud a creature's mind and possibly stun it."
- **Page 307:** Remove grim tendrils from the list of divine 1st-rank spells. It was not intended to be added to the divine list.
- **Page 314:** There are two typos in the acid grip spell. First, "Area 1 creature" should be "Targets 1 creature". Second, the spell doesn't have a set duration; delete "Duration 1 minute". The persistent damage dealt by the acidic hand determines how long the spell lasts.
- **Pages 316-317:** Some battle forms listed in the avatar spell need more information for their Strikes' deadly trait. Use the following information for the listed weapon.
 - Cayden Cailean rapier (deadly 3d8)
 - Desna starknife (deadly 3d4)
 - Erastil longbow (deadly 3d8)
 - Shelyn glaive (deadly 3d8)
 - Urgathoa scythe (deadly 3d10)

- **Pages 317 and 318:** Both the bane and bless spells should have the aura trait.
- **Page 320:** The cleanse affliction spell accidentally lists two casting times. Two actions is correct, so delete "Cast 1 minute".
- **Pages 320-321, 357-358, 361:** The spells clear mind, sound body, and sure footing remove many different conditions, but none of them could get rid of slowed! Adding the slowed condition to the list of conditions you can attempt to counteract with all of these spells gives your group the best chance possible to deal with that particular condition. Change the 4th-rank heightened version of each of these spells to the following:
 - **Clear Mind** (pages 320-321): Add confused, controlled, and slowed to the list of conditions.
 - **Sound Body** (pages 357-358): Add drained and slowed to the list of conditions.
 - **Sure Footing** (page 361): Add immobilized, slowed, and restrained to the list of conditions.
- **Page 321:** The control water spell doesn't list a duration for how long its changes to the water level last. Since permanent alterations to an area's water level have wide-reaching implications, add "Duration 1 hour" after its Defense entry. Note that this won't affect how long a creature with the water trait might be slowed by this spell.
- **Page 329:** The enfeeble spell doesn't rely on a spell attack roll, so it shouldn't have the attack trait.
- **Page 331:** The figment cantrip is intended for all manner of sneaky shenanigans. It should have the subtle trait. The subtle trait is described in the sidebar on page 302.
- **Pages 332-333:** The frostbite spell doesn't rely on a spell attack roll, so it shouldn't have the attack trait.
- **Page 358:** The speak with plants spell was erroneously printed with too many action symbols! After the spell's name, remove one instance of the two-actions symbol.
- **Page 363:** Reposition has been added to the list of standard Athletics skill actions, so the telekinetic maneuver spell should offer the same options. Add "Reposition" to the spell's second sentence, between "Disarm" and "Shove."
- **Page 382:** The tempest surge druid focus spell does a bit too much when a target critically fails their Reflex save. Remove all references to persistent electricity damage from the spell description and its heightened entry.
- **Page 403:** In the third paragraph under Spell Attack Rolls, remove the sentence "Like your attribute modifier, this proficiency rank may vary from one spell to another if you have spells from multiple sources." With a unified spell attack proficiency rank across traditions, this sentence no longer applies.

- **Pages 411:** The text for the wounded condition was changed for consistency, but became consistent with the wrong piece of text. This would lead to much deadlier encounters! The following changes should ensure that death and dying works the way we intended.
 - In the Recovery Checks degrees of success, remove all instances of "(plus your wounded condition, if any)"; that's both in the failure and critical failure entries.
 - Under Taking Damage, remove the final sentence that reads, "If you have the wounded condition, remember to add the value of your wounded condition to your dying value." This reminder should only apply to when you gain the dying condition after getting knocked out.
- **Page 422:** It may seem like a Tiny creature can move through your space, but you can't move through their space! This isn't what we intended. Add the following sentence to the second paragraph under Creatures of Different Sizes: "Similarly, other creatures can move through and end their movement in a Tiny creature's space."