

- **Page 226:** In the fortification rune description, replace "the Strength required to reduce its penalties by 2" with "the Strength modifier require to reduce its penalties by 1".
- **Page 230:** The electric eelskin's activation entry lists a spell attack modifier, but the thunderstrike spell it unleashes isn't an attack spell and requires a saving throw. Replace "spell attack modifier of +19" with "DC of 29".
- **Pages 248-250:** Throughout all poisons, replace all instances of "Interact" in the Activate line with "(manipulate)".
- **Pages 255-256:** In penetrating ammunition's activate entry, replace "Interact" with "(manipulate)".
- **Page 262:** The general magic scroll stat block erroneously includes a Frequency. We didn't intend for you to overcharge your scrolls! Replace "Frequency once per day, plus overcharge;" with "Effect".
- **Page 276:** The skeleton key's activation entry mentions a spell that doesn't exist. Replace "The key casts breach" with "The key casts knock".
- **Page 314:** The flare bolt gift activation requires a spell attack roll with your relic, so it should have the attack trait. Add "attack" before "concentrate" in the parentheses.
- **Page 317:** The grappling vine gift activation requires an attack roll with your relic, so it should have the attack trait. Add "attack" before "manipulate" in the parentheses.