

Complete Divine Errata

When the text within a product contradicts itself, our general policy is that the primary source (actual rules text) is correct and any secondary reference (such as in a table or a character's statistics block) is incorrect. Exceptions to the rule will be called out specifically.

Page 11: Shugenja Spell Progression

The shugenja's spell progression chart is misaligned. The 8th-level and 9th-level columns should shift down two levels (with 8th-level spells becoming available at 16th level and 9th-level spells at 18th level).

Page 25: Blighter Spell List

The *harm* spell is listed twice (at 5th and 6th level). Delete the spell from the 5th-level spell list.

Page 80: Divine Metamagic feat

The **boldface** text needs to be added to the Benefit paragraph of the feat description:
When you take this feat, choose a metamagic feat **that you have**. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to **divine** spells that you know. . . .

Page 90: Magical Beast Wild Shape feat

Remove Beast Wild Shape from the feat's prerequisites.

Page 105: Staff of Hunting Spirits

The spells contained by this staff changed names. *Spirit bear* should change to *phantom bear*. *Spirit wolf* should change to *phantom wolf*.

Page 121: Table 5–2: Other Greyhawk Deities

The favored weapon of Tharizdun is not listed. It should say "dagger."

Page 142: 3rd-level Druid Spell List

The spell *embrace the wild* was cut from the book. It should be stricken from the list.

Page 153: Bestow Curse, Greater

The spell's description includes a reference to a nonexistent section. Delete everything in the last sentence of the spell after "can have help accomplishing the task."

Page 159: Cometfall

The spell deals a maximum of 20d6 points of damage.

Page 168: Maelstrom

The spell refers to the nonexistent Ocean domain. Change the spell as follows:
Level: Druid 8

Page 168–169: Miasma

Change the spell as follows:

Saving Throw: Fortitude negates

Also, add the following text after the first sentence of the spell's description:

The subject cannot speak. Conversation is impossible, spells with verbal components cannot be cast, bardic music cannot be performed, and no noise other than coughing and spitting is possible.

Page 170: Murderous Mist

The spell refers to one-quarter concealment, a term that does not exist in v.3.5. Delete "one-quarter."

Page 170: Nature's Favor

Changes and additions to the spell's description are noted in **boldface** type:

By calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every **three** caster levels you possess (**maximum +3**).

Page 174–175: Plague of Rats

Change the spell as follows:

Casting Time: 1 round

Effect: One swarm of rats/two levels, each of which must be adjacent to at least one other swarm

Spell Resistance: No

Also, change the spell's description to the following: You summon a number of swarms of rats (one per two levels, to a maximum of six swarms at 12th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the rat swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.
See the *Monster Manual* for details on rat swarms.

Page 175: Poison Vines

Change the first sentence of the spell's description to the following:

With this spell you create a mass of entangling vines. The spell otherwise works as the *entangle* spell, but the entangling plants are poisonous (contact, 1d6 Dex/2d6 Dex).

Page 176: Probe Thoughts

Change the spell as follows:

Saving Throw: Will negates; see text

Page 178: Righteous Wrath of the Faithful

The spell refers to the 3.0 version of the *aid* spell.
Replace “are affected as if they had received an *aid* spell, gaining” with “gain.”

Page 179: *Scent*

The spell works like the 3.0 version *scent* ability.
However, the spell should work as the revised *scent* ability, as described on page 314 of the *Monster Manual* v.3.5.

Page 181: *Slime Wave*

The spell refers to the dimension of a creature’s “face,” a 3.0 version term. Delete “for every 5 feet of its face” from the last sentence of the first paragraph.

Page 183: *Tidal Surge*

The spell refers to the nonexistent Ocean domain.
Change the spell as follows:

Level: Druid 6

Page 187: *Waterspout*

The spell refers to the nonexistent Ocean domain.
Change the spell as follows:

Level: Druid 7