

All Sphere

First Level

- [Bless](#)
- [Combine](#)
- [Curse](#)
- [Detect Evil/Good](#)
- [Purify Food/Drink](#)

Second Level

- [Create Food/Water](#)
- [Prayer for Power](#)

Third Level

- [Astral Projection](#)
- [Holy Word](#)
- [Word of Recall](#)

Animal Sphere

First Level

- [Animal Friendship](#)
- [Locate Animal](#)
- [Invisibility to Animals](#)
- [Speak with Animals](#)
- [Summon Messenger](#)

Second Level

- [Animal Growth](#)
- [Charm Mammal](#)
- [Insect Swarm](#)
- [Repel Insects](#)
- [Shrink Animal](#)
- [Snake Charm](#)

Third Level

- [Animal Summoning](#)
- [Anti-Animal Shell](#)

- [Creeping Doom](#)
- [Giant Insect](#)

Charm Sphere

First Level

- [Animal Friendship](#)
- [Remove Fear](#)

Second Level

- [Charm Mammal](#)
- [Cloak of Bravery](#)
- [Cloak of Fear](#)
- [Command](#)
- [Enthrall](#)
- [Free Action](#)
- [Hold Person](#)
- [Imbue with Spell Ability](#)
- [Sap Will](#)

Third Level

- [Quest](#)

Combat Sphere

First Level

- [Barkskin](#)
- [Magical Stone](#)
- [Remove Fear](#)

Second Level

- [Cloak of Bravery](#)
- [Cloak of Fear](#)
- [Prayer](#)
- [Retribution](#)
- [Spiritual Hammer](#)
- [Strength](#)
- [True Aim](#)

Third Level

- [Aura of Protection](#)
- [Battle Healing](#)
- [Blade Barrier](#)
- [Deadly Poison](#)
- [Flame Strike](#)

Divination Sphere**First Level**

- [Augury](#)
- [Detect Ailment](#)
- [Detect Magic](#)
- [Detect Poison](#)
- [Detect Scrying](#)
- [Detect Snares/Pits](#)
- [Find Traps](#)

Second Level

- [Detect Lie](#)
- [Divination](#)
- [Locate Object](#)
- [Obscure Object](#)
- [Speak with Dead](#)
- [Stone Tell](#)
- [Tongues](#)
- [Undetectable Lie](#)

Third Level

- [Commune](#)
- [False Seeing](#)
- [Reflecting Pool](#)
- [True Seeing](#)

Elemental Sphere**First Level**

- [Produce Flame](#)
- [Resist Fire](#)
- [Water Breathing](#)

- [Water Walk](#)

Second Level

- [Fire Trap](#)
- [Flame Blade](#)
- [Heat Metal](#)
- [Meld into Stone](#)
- [Protection from Fire](#)
- [Pyrotechnics](#)
- [Spike Stones](#)
- [Stone Shape](#)
- [Stone Tell](#)

Third Level

- [Air Walk](#)
- [Banish Elemental](#)
- [Chariot of Sustarre](#)
- [Conjure Elemental](#)
- [Control Elemental](#)
- [Earthquake](#)
- [Fire Quench](#)
- [Fire Seeds](#)
- [Fire Storm](#)
- [Immunity to Fire](#)
- [Transmute Metal to Wood](#)
- [Transmute Rock to Mud](#)
- [Transmute Water to Dust](#)
- [Wall of Fire](#)
- [Wind Walk](#)

Healing Sphere

First Level

- [Cause Light Wounds](#)
- [Cure Light Wounds](#)
- [Preserve Body](#)
- [Regain Health](#)
- [Ward against Death](#)

Second Level

- [Absorb Essence](#)
- [Absorb Pain](#)

- Cause Serious Wounds
- Cure Serious Wounds
- Slow Poison
- Restore Mind
- Restore Physique
- Restore Senses

Third Level

- Cause Critical Wounds
- Cure Blind/Deafness
- Cure Critical Wounds
- Cure Disease
- Enervating Nourishment
- Harm
- Heal
- Mass Heal
- Neutralize Poison
- Raise Dead
- Slay Living
- Wash of Pain

Plant Sphere

First Level

- Barkskin
- Goodberry
- Locate Plant
- Pass Without Trace
- Shillelagh

Second Level

- Entangle
- Overgrowth
- Pass Plant
- Plant Door
- Plant Growth
- Snare
- Speak with Plants
- Spike Growth
- Sticks to Snakes
- Tree
- Wall of Thorns
- Warp Wood

Third Level

- [Anti-Plant Shell](#)
- [Hallucinatory Forest](#)
- [Liveoak](#)
- [Transport Via Plants](#)
- [Turn Wood](#)

Protection Sphere

First Level

- [Barkskin](#)
- [Divine Health](#)
- [Divine Protection](#)
- [Protection from Evil](#)
- [Resist Cold/Fire/Lightning](#)
- [Silence](#)
- [Spell Resistance](#)

Second Level

- [Curse](#)
- [Dispel Magic](#)
- [Glyph of Warding](#)
- [Negative Plane Protection](#)
- [Protection from Fire](#)
- [Remove Curse](#)
- [Remove Paralysis](#)
- [Repel Insects](#)
- [Sanctuary](#)

Third Level

- [Aura of Protection](#)
- [Dispel Evil](#)
- [Paralyze](#)
- [Spell Immunity](#)

Sun Sphere

First Level

- [Blinding Light](#)
- [Light](#)

- Resist Heat and Light

Second Level

- Continual Light
- Daylight
- Healing Glow
- Plant Growth
- Rainbow Bridge
- Searing Light
- Starshine
- Sun Shield

Third Level

- Divine Radiance
- Multi-Hued Bow
- Sunray

Weather Sphere

First Level

- Faerie Fire
- Obscurement
- Resist Electricity
- Wind Riding

Second Level

- Call Lightning
- Control Temperature
- Protection from Electricity
- Wind Wall

Third Level

- Control Winds
- Ice Storm
- Immunity to Electricity
- Sleet Storm
- Summon Weather
- Summon Winds

From:

<https://curufea.com/> - **Curufea's Homepage**

Permanent link:

https://curufea.com/doku.php?id=roleplaying:hero:resources:divine_spells

Last update: **2006/02/16 22:59**

