

Below, we present a short list of tools that can be used to cure a disease according to the first degree of resistance.

SPELLS

- **Lesser Restoration (2nd level)**
Removes one disease or one condition (blinded, deafened, paralyzed, poisoned)
- **Raise Dead (5th level) and Resurrection (7th level)**
Cures non-magical diseases that afflicted the deceased at the time of their death.
- **True Resurrection (9th level)**
Cures all magical and non-magical diseases that afflicted the deceased at the time of their death.
- **Heal (6th level)**
Removes all diseases and blindness, deafness.
- **Hero's Feast (6th level)**
Cures all diseases.
- **Mass Heal (9th level)**
Removes all diseases and blindness, deafness.

MAGIC ITEMS

- **Keoghtom's Ointment**
Cures all diseases.
- **Periapt of Health**
Suppress current diseases and grants immunity to diseases.
- **Elixir of Health**
Cures diseases and removes blinded, deafened and paralyzed conditions.
- **Potion of Vitality**
Cures all diseases and removes exhaustion.

OTHER

- **A Paladin's Lay on Hands ability**
Cures one or more diseases.
- **School of Transmutation (Wizard) feature: Master Transmuter- Panacea**
Cures all diseases.

The following table specifies which of these are High and which are considered Low, in order for you to know what the players and NPCs can use to cure each disease.

High/Low Cures

Magical Cures	Low	High	Special
Lesser Restoration	+	-	Removes Blindness Deafness Paralyzed
Raise Dead	+	-	
Resurrection	-	+	
True Resurrection	-	+	
Heal	-	+	Removes Blindness Deafness
Hero's Feast	-	+	
Mass Heal	-	+	Removes Blindness Deafness
Magic Items			
Keoghtom Ointment	+	-	
Periapt Of Health	+	-	Suppresses Current Diseases' Effects
Elixir Of Health	-	+	Removes Blindness Deafness Paralyzed
Potion Of Vitality	-	+	Removes Exhaustion
Other			
Paladin: Lay on Hands	+	-	One disease per 5hp
School of Transmutation Wizard: Master Transmuter - Panacea	-	+	