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ULTIMATE SPELL DECKS



PALADIN SPELL CARDS

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LPJ9604



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1. 2019年12月31日，公司总资产为1,000,000,000.00元，净资产为500,000,000.00元。

[illegible]

This transmutation imbues a flask (*1 pint*) of water with positive energy, turning it into holy water.

Uses: □□□□□□□□

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the DR of evil creatures or striking evil incorporeal creatures (*though the spell doesn't grant an actual enhancement bonus*). The weapon also becomes good-aligned, which means it can bypass the DR of certain creatures. (*This effect overrides and suppresses any other alignment the weapon might have.*) Individual arrows or bolts can be transmuted, but affected projectile weapons (*such as bows*) don't confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

[illegible]

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

Note: Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

[illegible]

[illegible]

School conjuration (*healing*); **Level** paladin 1; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will half (*harmless*); see text; **Spell Resistance** yes (*harmless*); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (*maximum* +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Uses Per Day:_____[illegible]

School divination; **Level** paladin 1; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target or Area** one creature, one object, or a 5-ft. cube; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (*alchemy*) skill may try a DC 20 Craft (*alchemy*) check if the Wisdom check fails, or may try the Craft (*alchemy*) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Uses Per Day:[illegible]

DETECT UNDEAD

School divination; **Level** paladin 1; **Casting Time** 1 standard action; **Components** V, S, M/DF (*earth from a grave*); **Range** 60 ft.; **Area** cone-shaped emanation; **Duration** concentration, up to 1 minute/ level (D); **Saving Throw** none; **Spell Resistance** no

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (*see below*), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.

Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim (*even weaker than a faint aura*). How long the aura lingers at this dim level depends on its original power, as given on the table below.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

[illegible]

1d6 days

[illegible]

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119 1 0

1. *Journal of Management Studies*, 1996, 33, 1, 1-14.

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

[illegible]

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.

You can't cast this spell on a natural weapon, such as an unarmed strike (*instead, see magic fang*). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

[illegible]

PROTECTION FROM CHAOS/EVIL

School abjuration [*good*]; **Level** paladin 1; **Casting Time** 1 standard action; **Components** V, S, M/DF; **Range** touch; **Target** creature touched; **Duration** 1 min./level (*D*); **Saving Throw** Will negates (*harmless*); **Spell Resistance** no; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (*if one was allowed to begin with*) against any spells or effects that possess or exercise mental control over the creature (*including enchantment [charm] effects and enchantment [compulsion] effects*). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune

School abjuration [*good*]; **Level** paladin 1; **Casting Time** 1 standard action; **Components** V, S, M/DF; **Range** touch; **Target** creature touched; **Duration** 1 min./level (*D*); **Saving Throw** Will negates (*harmless*); **Spell Resistance** no; see text

to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Uses Per Day: _____[illegible]

[illegible]

You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.

This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (*DC 10 + spell level*).

Read magic can be made permanent with a permanency spell.

[illegible]

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

Uses Per Day:_____[illegible]

RESTORATION, LESSER

School conjuration (*healing*); **Level** paladin 1; **Casting Time** 3 rounds; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Uses Per Day: _____ **Uses:** ☐☐☐☐☐☐☐☐☐☐

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The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

[illegible]

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Journal of Management Inquiry 18(6)

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1. *Journal of Management Studies*, 1996, 33, 1, 1-14.

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Uses Per Day:

Uses: [] [] [] [] [] [] [] [] []

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[illegible]

School abjuration; **Level** paladin 2; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Target** creature touched; **Duration** 10 min./level; **Saving Throw** Fortitude negates (*harmless*); **Spell Resistance** yes (*harmless*)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (*whether from a natural or magical source*), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (*and does not stack with*) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Uses Per Day: _____

Uses: □□□□□□□□

School abjuration; **Level** paladin 2; **Casting Time** 1 standard action; **Components** V, S, F (a pair of platinum rings worth 50 gp worn by both you and the target); **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature; **Duration** 1 hour/level (D); **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (*including those dealt by special abilities*) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

[illegible]

UNDETECTABLE ALIGNMENT

School abjuration; **Level** paladin 2; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature or object; **Duration** 24 hours; **Saving Throw** Will negates (*object*); **Spell Resistance** yes (*object*)

An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.

Uses Per Day: _____[illegible]

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CURE MODERATE WOUNDS

School conjuration (*healing*); **Level** paladin 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will half (*harmless*); see text; **Spell Resistance** yes (*harmless*); see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (*maximum +10*). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Uses Per Day:_____[illegible]

[illegible]

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1. *Journal of Management Studies*, 1996, 33, 1, 1-14.

Each round, you concentrate on one target, who must be within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Uses Per Day: _____ **Uses:** □□□□□□□□

Uses Per Day:_____[illegible]

DISPEL MAGIC

School abjuration; **Level** paladin 3; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Target or Area** one spellcaster, creature, or object; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (*but not counter*) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check ($1d20 + \text{your caster level}$) and compare that to the spell with highest caster level ($DC = 11 + \text{the spell's caster level}$). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (*caster level 12th*) and fly (*caster level 6th*). The caster level check results in a 19. This check is not high enough to end the stoneskin (*which would have required a 23 or higher*), but it is high enough to end the fly (*which only required a 17*). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel

check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (*such as a wall of fire*). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (*such as a monster summoned by summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level ($DC = 11 + \text{the item's caster level}$). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (*such as a bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (*a masterwork sword, in fact*). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Uses Per Day: _____

Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

This spell functions like heal, but it affects only the paladin's special mount (*typically a horse*).

Heal does not remove negative levels or restore permanently drained ability score points.

[illegible]

MAGIC CIRCLE AGAINST CHAOS/EVIL

School abjuration [*good*]; **Level** paladin 3; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a 3-ft.-diameter circle of powdered silver*); **Range** touch; **Area** 10-ft.-radius emanation from touched creature; **Duration** 10 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** no; see text

All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (*as in the third function of protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A magic circle against evil can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (*such as those called by the lesser planar binding, planar binding, and greater planar binding spells*) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal protection from evil spell for that creature only.

A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing

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at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

This spell is not cumulative with protection from evil and vice versa.

Uses: □□□□□□□□

MAGIC WEAPON, GREATER

School transmutation; **Level** paladin 3; **Casting Time** 1 standard action; **Components** V, S, M/DF (*powdered lime and carbon*); **Range** close (25 ft. + 5 ft./2 levels); **Target** one weapon or 50 projectiles (*all of which must be together at the time of casting*); **Duration** 1 hour/level; **Saving Throw** Will negates (*harmless, object*); **Spell Resistance** yes (*harmless, object*)

This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (*maximum* +5). This bonus does not allow a weapon to bypass damage reduction aside from magic.

Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (*in the same quiver or other container*). Projectiles, but not thrown weapons, lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

Uses Per Day:_____

Uses: □□□□□□□□

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Remove curse counters and dispels bestow curse.

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When laying your hand upon a living creature, you channel positive energy that cures 3d8 points of damage + 1 point per caster level (*maximum +15*). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Uses: □□□□□□□□

The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

[illegible]

DISPEL CHAOS

School abjuration [*lawful*]; **Level** paladin 4; **Casting Time** 1 standard action; **Component** V, S, DF; **Range** 60 ft.; **Area** cone-shaped emanation; **Duration** concentration, up to 10 min./ level (D); **Saving Throw** none; **Spell Resistance** no

This spell functions like dispel evil, except that you are surrounded by constant, blue lawful energy, and the spell affects chaotic creatures and spells rather than evil ones. You can sense the presence of chaos. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of chaos.

2nd Round: Number of chaos auras (*creatures, objects, or spells*) in the area and the power of the most potent evil aura present. If you are of lawful alignment, and the strongest chaos aura's power is overwhelming (*see below*), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: An chaos aura's power depends on the type of chaos creature or object that you're detecting and its HD, caster level, or (*in the case of a cleric*) class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Lingering Aura: An chaos aura lingers after its original source dissipates (*in the case of a spell*) or is destroyed (*in the case of a creature or magic item*). If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim (*even weaker*

DISPEL CHAOS (CONT'D)

School abjuration [*lawful*]; **Level** paladin 4; **Casting Time** 1 standard action; **Component** V, S, DF; **Range** 60 ft.; **Area** cone-shaped emanation; **Duration** concentration, up to 10 min./ level (D); **Saving Throw** none; **Spell Resistance** no

than a faint aura). How long the aura lingers at this dim level depends on its original power:

| Original Strength | Duration of Lingering Aura |
|-------------------|----------------------------|
| Faint | 1d6 rounds |
| Moderate | 1d6 minutes |
| Strong | 1d6 × 10 minutes |
| Overwhelming | 1d6 days |

Animals, traps, poisons, and other potential perils are not chaos, and as such this spell does not detect them. Creatures with actively chaos intents count as chaos creatures for the purpose of this spell.

Each round, you can turn to detect chaos in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Aligned creature¹ (HD) None: 5 or lower; Faint 5–10; Moderate 11–25; Strong 26–50; Overwhelming 51 or higher

Aligned Undead (HD) None: -; Faint: 2 or lower; Moderate 3–8; Strong 9–20; Overwhelming 21 or higher

Aligned outsider (HD) None: -; Faint: 1 or lower; Moderate 2–4; Strong 5–10; Overwhelming 11 or higher

Cleric or paladin of an aligned deity² (*class levels*) None: -; Faint: 1; Moderate 2–4; Strong 5–10; Overwhelming 11 or higher

Uses: □□□□□□□□

Shimmering, white holy energy surrounds you. This energy has three effects.

Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (*spell resistance applies*). This use discharges and ends the spell.

[illegible]

This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a +5 holy weapon (+5 *enhancement bonus on attack and damage rolls, extra 2d6 damage against evil opponents*). It also emits a magic circle against evil effect (*as the spell*). If the magic circle ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one holy sword at a time.

If this spell is cast on a magic weapon, the powers of the spell supercede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with bless weapon or any other spell that might modify the weapon in any way. This spell does not work on artifacts. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

[illegible]

School necromancy; **Level** paladin 4; **Casting Time** 10 minutes; **Components** V, S, DF; **Range** touch; **Target** creature touched; **Duration** permanent; see text; **Saving Throw** none; **Spell Resistance** yes

You mark a subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of undesirable behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of bestow curse.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of bestow curse, a mark of justice cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. Remove curse works only if its caster level is equal to or higher than your mark of justice caster level. These restrictions apply regardless of whether the mark has activated.

[illegible]

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (*1d20 + caster level*) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

[illegible][illegible]

School conjuration (*healing*); **Level** paladin 4; **Casting Time** 1 minute; **Components** V, S, M (*diamond dust worth 100 gp or 1,000 gp, see text*); **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

This spell functions like lesser restoration, except that it also dispels temporary negative levels or one permanent negative level. If this spell is used to dispel a permanent negative level, it has a material component of diamond dust worth 1,000 gp. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a 1-week period.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (*your choice if more than one is drained*). It also eliminates any fatigue or exhaustion suffered by the target.

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