

Break Enchantment

DC: 4 5 4 5

Abjuration
Level: Adp 5, Brd 4, Clr 5, Luck 5, Pal 4, Sor/Wiz 5
Components: V, S
Casting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to one creature per level, all within 30 ft. of each other
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25. If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower. If the effect comes from some permanent magic item break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

Cure Serious Wounds

DC: 3 3 4 4 4

Conjuration (Healing)
Level: Adp 3, Blk 3, Brd 3, Clr 3, Drd 4, Healing 3, Pal 4, Rgr 4
Components: V, S
Casting Time: 1 standard action
Range: Touch

Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half (harmless); see text
Spell Resistance: Yes (harmless); see text

This spell functions like cure light wounds, except that it cures 3d8 points of damage +1 point per caster level (maximum +15).

Death Ward

DC: 4 5 4

Necromancy
Level: Clr 4, Death 4, Drd 5, Pal 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch

Target: Living creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects. This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level. Death ward does not protect against other sorts of attacks even if those attacks might be lethal.

Dispel Chaos

DC: 5 4

Abjuration [Lawful]
Level: Clr 5, Law 5, Pal 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch

Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object
Duration: 1 round/level or until discharged, whichever comes first
Saving Throw: See text
Spell Resistance: See text

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.

Dispel Evil

DC: 5 4

Abjuration [Good]
Level: Clr 5, Good 5, Pal 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch

Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object
Duration: 1 round/level or until discharged, whichever comes first
Saving Throw: See text
Spell Resistance: See text

Shimmering, white, holy energy surrounds you. This power has three effects. First, you gain a +4 deflection bonus to AC against attacks by evil creatures. 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. Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. Exception: Spells that can't be dispelled by dispel magic also can't be dispelled by dispel evil. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Holy Sword

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Evocation [Good]
Level: Pal 4
Components: V, S
Casting Time: 1 standard action
Range: Touch

Target: Melee weapon touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

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 supersede 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. Note: A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Mark of Justice

Necromancy
Level: Clr 5, Pal 4
Components: V, S, DF
Casting Time: 10 minutes
Range: Touch

Target: Creature touched
Duration: Permanent; see text
Saving Throw: None
Spell Resistance: Yes

You draw an indelible mark on the 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 criminal 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.

Neutralize Poison

Conjuration (Healing)
Level: Adp 3, Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch

Target: Creature or object of up to 1 cu. ft./level touched
Duration: 10 min./level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. A poisoned 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. The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with delay poison, such effects aren't postponed until after the duration -the creature need not make any saves against poison effects applied to it during the length of the spell. This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option. Arcane Material Components: A bit of charcoal.

Restoration

Conjuration (Healing)
Level: Adp 4, Clr 4, Pal 4
Components: V, S, M
Casting Time: 3 rounds
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 negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character who has a level restored by restoration has exactly the minimum number of experience points necessary to restore him or her to his or her previous level. 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. Restoration does not restore levels or Constitution points lost due to death.
Material Components: Diamond dust worth 100 gp that is sprinkled over the target.