

Healer

CASTER LVL

11

SPELL SAVE

+4

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

14	15	16	17	18	19	20			
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
6	7	7	6	6	4	3			

Character: Miyatar

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	50 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	210 ft.
LONG RANGE (400 ft. + 40 ft. / level)	840 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	— 0-Level Spells (Orisons) —									
	Create Water	con[creation][water]	vs	1sa	Close	Inst	None	No	Creates 22 gallons of pure water.	ph:215
	Cure Minor Wounds	con[healing]	vs	1sa	Touch	Inst	Will half(h)*	Yes(h)*	Cures 5 points of damage.	ph:216
	Deathwatch	nec[evil]	vs	1sa	30 ft.	110 min	None	No	Reveals how near death subjects within 30 ft. are.	ph:217
	Detect Magic	div	vs	1sa	60 ft.	[c]->11 min(D)	None	No	Detects spells and magic items within 60 ft.	ph:219
	Detect Poison	div	vs	1sa	Close	Inst	None	No	Detects poison in one creature or object.	ph:219
	Light	evo[light]	vm/df	1sa	Touch	110 min(D)	None	No	Object shines like a torch.	ph:248
	Mending	tra	vs	1sa	10 ft.	Inst	Will neg(h,o)	Yes(h,o)	Makes minor repairs on an object.	ph:253
	Purify Food and Drink	tra	vs	1sa	10 ft.	Inst	Will neg(o)	Yes(o)	Purifies 11 cu. ft. of food or water.	ph:267
	Read Magic	div	vsf	1sa	Personal	110 min			Read scrolls and spellbooks.	ph:269
	— 1st-Level Spells —									
	Bless Water	tra[good]	vsm	1 min	Touch	Inst	Will neg(o)	Yes(o)	Makes holy water.	ph:205
	Cure Light Wounds	con[healing]	vs	1sa	Touch	Inst	Will half(h)*	Yes(h)*	Cures 1d8+9 damage.	ph:215
	Goodberry	tra	vsdf	1sa	Touch	11 days	None	Yes	2d4 berries each cure 1 hp (max 8 hp/24 hours).	ph:237
	Protection from Evil	abj[good]	vsm/df	1sa	Touch	11 min(D)	Will neg(h)	No*	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	ph:266
	Remove Fear	abj	vs	1sa	Close	10 mins*	Will neg(h)	Yes(h)	Suppresses fear or gives +4 on saves against fear for 3 subjects.	ph:271
	Remove Paralysis	con[healing]	vs	1sa	Close	Inst	Will neg(h)	Yes(h)	Frees one or more creatures from paralysis or slow effect.	ph:271
	Sanctuary	abj	vsdf	1sa	Touch	11 rd	Will neg	No	Opponents can't attack you, and you can't attack.	ph:274
	Speak with Animals	div	vs	1sa	Personal	11 min			You can communicate with animals.	ph:281
	— 2nd-Level Spells —									
	Calm Emotions	en[comp][mind]	vsdf	1sa	Med	[c]->11 rd(D)	Will neg	Yes	Calms creatures, negating emotion effects.	ph:207
	Close Wounds	con[healing]	v	1 imm	Close	Inst	Will half(h)*	Yes(h)	Cure 1d4 + 9 damage. If cast immediately after a subject takes damage it prevents the damage.	spc:48
	Cure Moderate Wounds	con[healing]	vs	1sa	Touch	Inst	Will half(h)*	Yes(h)*	Cures 2d8+14 points of damage.	ph:216
	Delay Poison	con[healing]	vsdf	1sa	Touch	11 hr	Fort neg(h)	Yes(h)	Stops poison from harming subject.	ph:217
	Gentle Repose	nec	vsm/df	1sa	Touch	11 days	Will neg(o)	Yes(o)	Preserves one corpse.	ph:235
	Remove Blindness/Deafness	con[healing]	vs	1sa	Touch	Inst	Fort neg(h)	Yes(h)	Cures normal or magical conditions.	ph:270
	Remove Disease	con[healing]	vs	1sa	Touch	Inst	Fort neg(h)	Yes(h)	Cures all diseases affecting subject.	ph:271
	Restoration, Lesser	con[healing]	vs	3 rds	Touch	Inst	Will neg(h)	Yes(h)	Dispels magical ability penalty or repairs 1d4 ability damage.	ph:272
	— 3rd-Level Spells —									
	Create Food and Water	con[creation]	vs	10 mins	Close	24 hrs*	None	No	Feeds 33 humans (or 11 horses).	ph:214
	Cure Serious Wounds	con[healing]	vs	1sa	Touch	Inst	Will half(h)*	Yes(h)*	Cures 3d8+15 damage.	ph:216
	Neutralize Poison	con[healing]	vsm/df	1sa	Touch	110 min	Will neg(h,o)	Yes(h,o)	Immunizes subject against poison, detoxifies venom in or on subject.	ph:257
	Remove Curse	abj	vs	1sa	Touch	Inst	Will neg(h)	Yes(h)	Frees object or person from curse.	ph:270
	Restoration	con[healing]	vsm	3 rds	Touch	Inst	Will neg(h)	Yes(h)	Restores level and ability score drains.	ph:272
	Status	div	vs	1sa	Touch	11 hr	Will neg(h)	Yes(h)	Monitors condition, position of allies.	ph:284
	— 4th-Level Spells —									
	Cure Critical Wounds	con[healing]	vs	1sa	Touch	Inst	Will half(h)*	Yes(h)*	Cures 4d8+15 damage.	ph:215
	Cure Light Wounds, Mass	con[healing]	vs	1sa	Close	Inst	Will half(h), Will hal	Yes(h), Yes	Cures 1d8+15 damage for many creatures.	ph:216
	Death Ward	nec	vsdf	1sa	Touch	11 min	Will neg(h)	Yes(h)	Grants immunity to death spells and negative energy effects.	ph:217
	Freedom of Movement	abj	vsm/df	1sa	Per or Tch	110 min	Will neg(h)	Yes(h)	Subject moves normally despite impediments, auto-succeed grapple checks.	ph:233
	Panacea	con[healing]	vs	1sa	Touch	Inst	Will half(h)	Yes(h)	Removes most afflictions.	spc:152
	— 5th-Level Spells —									
	Atonement	abj	vsm/dfxp	1 hr	Touch	Inst	None	Yes	Removes burden of misdeeds from subject.	ph:201
	Break Enchantment	abj	vs	1 min	Close	Inst	see text	No	Frees subjects from enchantments, alterations, curses, and petrification.	ph:207

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[illegible]