

Table of Contents

Basic Condition Removal Spells 1
Counteract Spells 1
PC Level Dependent Spells and Rituals 1

Spellcasting service costs are not necessarily clear from the table in the core rulebook. GMs should use the prices below.

Basic Condition Removal Spells

These spells simply produce the desired result when cast at the noted level, without needing any checks. As such, they always work.

Spell	SP Lvl	SP Lvl	SP Lvl
	2	4	6
Restoration Reduce permanent clumsy, enfeebled, or stupefied condition by 2	7 gp		
Restoration Reduce permanent Drained condition by 2 or non-permanent doomed condition by 1)		40 gp	
Restoration Reduce permanent doomed condition by 1			260 gp
Stone to Flesh			160 gp

Counteract Spells

These spells require a counteract check. They must be cast one Spell Level higher than the Spell level of the originating effect. It automatically succeeds in removing the condition.

Spell	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9

Dispel Magic	7 gp	18 gp	40 gp	80 gp	160 gp	360 gp	720 gp	1,800 gp
removes one ongoing spell effect								
Remove Fear	7 gp	18 gp	40 gp	80 gp	160 gp*	360 gp*	720 gp*	1,800 gp*
Remove Paralysis								
Restore Senses								
*Up to 10 targets.								
Neutralize Poison	-	18 gp	40 gp	80 gp	160 gp	360 gp	720 gp	1800 gp
Remove Disease								
PC's receive these services free at the end of every mission.								
Remove Curse	-	-	40 gp	80 gp	160 gp	360 gp	720 gp	1800 gp
Removes one curse on a creature or allows a creature to rid itself of one cursed item								

PC Level Dependent Spells and Rituals

The cost of these spells depend on the level of the target:

Level	Atone*	Resurrect** (Intact Body)	Resurrect** (Part of Body)	Resurrect** (No Body)	Raise Dead***
< 1st	50 gp	200 gp	1350 gp	11250 gp	200 gp
1st	70 gp	275 gp	1550 gp	11850 gp	400 gp
2nd	90 gp	350 gp	1750 gp	12450 gp	600 gp
3rd	110 gp	425 gp	1950 gp	13050 gp	800 gp
4th	130 gp	500 gp	2150 gp	13650 gp	1000 gp

Level	Atone*	Resurrect** (Intact Body)	Resurrect** (Part of Body)	Resurrect** (No Body)	Raise Dead***
5th	150 gp	575 gp	2350 gp	14250 gp	1200 gp
6th	170 gp	650 gp	2550 gp	14850 gp	1400 gp
7th	190 gp	725 gp	2750 gp	15450 gp	1600 gp
8th	210 gp	800 gp	2950 gp	16050 gp	1800 gp

Level	Atone*	Resurrect** (Intact Body)	Resurrect** (Part of Body)	Resurrect** (No Body)	Raise Dead***
9th	460 gp	875 gp	3150 gp	16650 gp	1200 gp
10th	500 gp	950 gp	3350 gp	17250 gp	1400 gp
11th	860 gp	1775 gp	3550 gp	17850 gp	1600 gp
12th	920 gp	1900 gp	3750 gp	18450 gp	1800 gp

Level	Atone*	Resurrect** (Part of Body)	Resurrect** (No Body)	Raise Dead***
13th	1,490 gp	3,950 gp	19,050 gp	5,650 gp
14th	1,570 gp	4,150 gp	19,650 gp	6,050 gp
15th	2,400 gp	7,200 gp	20,250 gp	12,900 gp
16th	2,500 gp	7,500 gp	20,850 gp	13,700 gp

Level*	Atone	Resurrect** (No Body)	Raise Dead***
17th	4,290 gp	21,450 gp	29,450 gp
18th	4,410 gp	22,050 gp	31,050 gp
19th	Characters at this level require Level 10 spell casting to restore		
20th	Characters at this level require Level 10 spell casting to restore		

*Atonement has an additional cost of 30 days of downtime spent engaged in a task chosen by your deity. For the purpose of PFS play, the atonement is considered to be complete when the ritual is cast, but the character must still spend it's subsequent 30 days of downtime atoning and cannot use that time for any other purpose.

**Resurrect has 3 different prices depending on the amount of the body present:

- Body must be present and relatively intact.
Does not remove negative conditions present at time of death

Target returns clumsy 1, drained 1, and

enfeebled 1 for 1 week; these conditions