

## DEATH AND REVIVAL

SPELL	DEATH PERIOD LIMIT	HEALTH WHEN RAISED	REQUIRED BODY REMAINS	REGENERATION OF LIMBS	LOSS	PRICE
<b>Raise Dead</b>	Up to one day per caster level	HP equal to characters level	Whole body	No regeneration	1 level 50% chance loosing prepared spells	6.125 GP
<b>Revivify</b>	The round after death	-1 HP and stable	Whole body	No regeneration	None	1000 GP
<b>Reincarnate</b>	Up to 1 week	Full HP as in new body form	Body can be maltreated/ruined	Yes (as in new body form)	None – ability adjustments to new race	700 GP
<b>Resurrection</b>	Up to 10 years per caster level	Full HP	Only small portion required. Can be cast on a body which has become Undead and slain	Yes	1 level 50% chance loosing prepared spells	12.275 GP
<b>True Resurrection</b>	Up to 10 years per caster level	Full HP	No Body required. Only small portion required. Can be cast on a body which has become Undead and slain and raise Elementals	Yes	None	28.825 GP