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| SPELL | DEATH PERIOD LIMIT | HEALTH WHEN RAISED | REQUIRED  BODY REMAINS | REGENERATION OF LIMBS | LOSS | PRICE |
| Raise Dead | Up to one day per caster level | HP equal to characters level | Whole body | No regeneration | 1 level  50% chance loosing prepared spells | 5450 GP |
| Revivify | The round after death | -1 HP and stable | Whole body | No regeneration | None | 1000 GP |
| Reincarnate | 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 | 1280 GP |
| Resurrection | Up to 10 years pr 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 | 10910 GP |
| True Resurrection | 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 | 26530 GP |