

# RESURRECTION

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

7<sup>th</sup> level necromancy

⚙ Casting Time: 1 hour

🎯 Range: Touch

⌚ Duration: Instantaneous

You touch a dead creature that has been dead for no more than a century, that didn't die of old age, and that isn't undead. If its soul is free and willing, the target returns to life with all its hit points. This spell neutralizes any poisons and cures normal diseases afflicting the creature when it died. It doesn't, however, remove magical diseases, curses, and the like; if such effects aren't removed prior to casting the spell, they afflict the target on its return to life. This spell closes all mortal wounds and restores any missing body parts. Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks.

See PHB for more information.



VERBAL



SOMATIC



MATERIAL

A diamond worth  
at least 1000GP  
(consumed)

PLAYER'S  
HANDBOOK

272