

# Now That You're Dead...

How to deal with PC death in PFS play

## Question 1 – This IS your character, isn't it?

**Answer 1 – Nope.** Playing a pre-gen, so I dodged a bullet, right?

Unfortunately, the old saying, "Nothing ventured, nothing gained," is still true. You must apply that death to one of your PFS characters—and it must be the one that you were going to apply the chronicle for this adventure to. You used to be able to decide who to apply the death to after the adventure, but that was changed in the Guide in a recent season. You still need to resolve the death and any remaining issues before the end of the session, but you are limited to the resources on the pre-gen that you're playing. If you cannot, then that other character of yours is worm food.

**Answer 2 – Yes.** Yes, it is.

Well, then, proceed through the remaining questions to determine your fate.

## Question 2 – Where is your body?

**Answer 1 - My body is with my friends.** They're AWESOME.

Well, congrats! That means your friends can carry your lifeless corpse back home and have a nice conversation with the local Cleric of <insert your deity here>. Assuming you haven't upset <insert your favorite deity here>, and you really want to come back from The Elysium Fields or Nirvana, and—rather than spending an eternity in paradise—spend the remainder of your poor, pitiful life in dank dungeons, then you're in luck!

**Cost - FREE! (well, the body recovery part is free...)**

**Answer 2 – Um, yeah...my friends kind of left me behind because they all ran in fear.** Stupid ex-friends. Or maybe they're all dead. I don't know.

Well, that's not good. This unfortunately means you need a Pathfinder team to go recover your body for you. Your friends might have to deal with their own corpse recovery. Fortunately for you, this isn't difficult or expensive. The Decemvirate would be happy to sacrifice the lives of countless Pathfinders—just to get you back. Remember, that's probably how you died in the FIRST place, so it's kind of like karma!

**Gold Cost - Not available**

**Prestige Cost - 5 PP for each body recovered**

**Group-Cast Cost - Not available**

**Answer 3 – So, yeah...um, I was digested completely by a large flesh eating pudding.** My body kind of doesn't exist anymore.

Well, I have good news and bad news. The good news? Well, you don't have to pay to have that body recovered. (unless there's some little tiny part of it left. You remembered to bank all your toenail clippings, right?). The bad news? Yeah, we'll come to that later. By the end I'll bet you wish you could have somebody go recover... something.

**Cost - FREE! (but not in a good way...)**

## Question 3 – So, how dead are you?

**Answer 1 – Well, mostly dead.** The body's still left. That's something, right?

You bet it is! This means you're eligible for a raise dead. Maybe. Keep in mind, "while the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life." So that means a half-eaten corpse is still kinda dead. If your friends were nice enough to find the missing limbs, however, and they want to spring for Regeneration as well, then you've got options. (see Question 3, below) Nonetheless, your friends have 9 days to get your body back to civilization. If you happen to be in the middle of the desert, two weeks from a reasonable sized town, then they (or the body recovery team) can't help you, and you're looking at answer 2.

**Gold Cost - 5,450gp**

**Prestige Cost - 16 PP**

**Group-Cast Cost - 5,000 gp for the diamond (Yup that's a lot, but unfortunately there's more cost where that came from)**

**Answer 2** – So, yeah...my left leg is kind of missing, that Gug over there ate it, and/or my body's nine and a half days old now. That still counts, right?

That's especially not good. You remember that clause about needing to have a whole body? Kinda doesn't apply to you anymore. That means you're looking at Resurrection. In this case, "the condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a disintegrate spell count as a small portion of its body.)" So, those toenail clippings you've been saving? They won't help. Why were you saving them, anyways? On the plus side, your body can rot for 130 years before you're raised. That has to be worth...something.

**Gold Cost - 10,910 gp**

**Prestige Cost - 32 PP**

**Group-Cast Cost - 10,000 gp for the diamond (If, somehow, you have a level 13 cleric in the group)**

**Answer 3** – Crappity-crap. I was disintegrated, and then the pile of my disintegrated ashes was disintegrated, and then somebody sneezed.

Well, where answer 2 was especially not good, this is pretty much about as bad as it gets. It's time for a True Resurrection. This is getting into the big boy leagues. Your body doesn't even have to be available—as long as the party knows who you are and when you were born or died. They did get to know you, right? Well, here's to hoping you're not some tight-lipped sociopath.

**Gold Cost - 26,530 gp**

**Prestige Cost - 77 PP**

**Group-Cast Cost - 25,000 gp for the diamond (You've got a level 17 cleric, right?)**

## **Question 4 – You're alive. Now what?**

**Answer 1** - I was raised from the dead via Raise Dead. I feel as if I'm 2 levels weaker from the 2 negative levels gained from a Raise Dead.

That's pretty typical, and not too expensive, but often overlooked. You can choose to ignore said negative levels, but then you're going to suck for a while—like, until you get them taken care of. So let's have two Restoration spells cast ASAP, sound good?

**Gold Cost - 1,280 gp for EACH negative level**

**Prestige Cost - 4 PP for EACH negative level**

**Group-Cast Cost - 1,000 gp for the diamond required for EACH negative level**

**Answer 2** - I was raised from the dead via Resurrection. I feel as if I'm 1 level weaker from the 1 negative level gained from a Resurrection.

Well, at least it's not as bad as that poor schmuck that just paid for a raise dead. Still, one negative level means -1 on pretty much everything. You should probably get that checked out by a professional. You're in luck, though. You only have to pay for one negative level.

**Gold Cost - 1,280 gp**

**Prestige Cost - 4 PP**

**Group-Cast Cost - 1,000 gp for the diamond dust required**

**Answer 3** - I was raised from the dead via True Resurrection, do I have to deal with this negative level crud?

Nope. True Resurrection brings you back fresh and clean, like a newborn baby. Okay, an ugly adult-sized newborn baby.

**Cost - FREE! Yay!**

**Answer 4** - My dumbass colleagues thought it would be funny if they detached my left arm before I was raised, so I have to get that reattached.

Assuming you can handle the pain and they brought the complete, unadulterated arm back with them, you can glue it on with a little bit of spit, duct tape, and a ball-point pen. (just like McGuyver!) Unfortunately you're also going to need a Regenerate spell.

**Gold Cost - 910 gp**  
**Prestige Cost - 3 PP**  
**Group-Cast Cost - FREE!**

**Answer 5 - Hey, you lied to me! I'm level 1. I don't gain negative levels when I'm raised!**

Yeah you're right. If by some happenstance you're level 1 and somebody pony's up the cash to raise you, first off, count your lucky stars and find some way to pay your friend. You'll take two points of CON drain, (regardless of the spell cast upon you) and you won't be suffering the negative levels. Fortunately for you, Restoration for this purpose is cheap.

**Gold Cost - 380 gp**  
**Prestige Cost - 2 PP**  
**Group-Cast Cost - 100 gp for the diamond dust required**

### **Important Notes**

- You can pay for the above services out of your own pocket, and your party may pool coin to help bring you back to life.
- The operative word in the above statement is coin. Party members absolutely CANNOT provide PP to help raise you.
- You (and only you) may sell your gear at 50% of purchase price to help pay for the services—should you decide to pay in gold.
- You (and only you) can pay for this with Prestige Points. Seriously folks, save up your first 16 PP. (minus two for a wand of CLW)
- For each service purchased, you must pay in EITHER gold or PP, not a combination.
- If you've bought multiple services, (e.g. a Raise Dead and a Restoration) you may pay for one with gold and the other with prestige points.
- You cannot "pay back" allies who helped you. (except perhaps by raising them in the future)
- If you have a party member that can cast Raise Dead, Restoration, Regeneration, or somehow is capable of the other spells on the list, they absolutely can cast it on you. You'll have to pay for the material component, (that's what the "Group-Cast Cost" is for) and the resolution of the body raising will have to be completed prior to the end of the session, so the GM can record it appropriately.