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# **Death**

### **Being raised**

The character's original constitution limits the amount of times they can be restored to life by magical means of any kind, excepting a wish or *alter reality*.<sup>1)</sup>

Characters who are restored to live by *raise dead*, *resurrection* or a resurrection effect such as a *rod* of *resurrection* lose 1 CON permanently.<sup>2)</sup> Since *reincarnation* changes ability scores, the CON loss is not considered, though the above rule regarding original CON is still relevant.

Being raised by a wish does not cause CON loss, nor does it count against times raised.

| Method                  | Works on elves and half-orcs? | Res.<br>check? | CON<br>loss? | Counts against max raises? | Can bypass original CON limit? |
|-------------------------|-------------------------------|----------------|--------------|----------------------------|--------------------------------|
| Raise Dead              | No                            | Yes            | Yes          | Yes                        | No                             |
| Resurrection            | No                            | Yes            | Yes          | Yes                        | No                             |
| Rod of Resurrection     | Yes                           | Yes            | Yes          | Yes                        | No                             |
| Reincarnation           | Yes                           | Yes            | N/A          | Yes                        | No                             |
| wishes or alter reality | Yes                           | No             | No           | No                         | Yes                            |

### Souls and spirits

Elves and half-orcs cannot be affected by *raise dead* or *resurrection*<sup>3)</sup> because they have spirits, not souls.<sup>4)</sup> The soul or spirit is the unchanging thing that travels to another plane after death, and that which is returned when the creature is restored to life. Therefore, even if an elf or half-orc is reincarnated into a human, the character does not become eligible for *raise dead* or *resurrection*.

## While polymorphed or shape changed

Unless the ability explicitly says so, the creature does not change form upon death.<sup>5)</sup>

Whether a creature can be raised from the dead by *raise dead* or *resurrection* depends on its original form. For example, a human druid who died while shape changed into giant bat form could be raised, but an elven or half-orc who died while polymorphed into a human could not.<sup>6)</sup> When the creature is raised, it will remain in the form it died in (including wounds and poison, as normal, unless the means used to raise state otherwise).

```
1)
PHB 12.
2)
PHB 12
3)
PHB 50, PHB 53.
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#### DDG 10.

5

Nowhere in the rules does it say this happens.

6

Remember that elves and half-orcs can not be brought back by *raise dead* or *resurrection*, only a *rod* of resurrection, wish, or similar. See Death for more info.

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