

# 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. check? | CON 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                             |
| <a href="#">Reincarnation</a>                  | Yes                           | Yes         | N/A       | Yes                        | No                             |
| <a href="#">wishes</a> or <i>alter reality</i> | Yes                           | No          | No        | No                         | Yes                            |

## While polymorphed or shape changed

Unless the ability explicitly says so, the creature does not change form upon death.<sup>3)</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>4)</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).

<sup>1)</sup>

PHB 12.

<sup>2)</sup>

PHB 12

<sup>3)</sup>

Nowhere in the rules does it say this happens.

<sup>4)</sup>

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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