

# 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 max raises?
Raise Dead	No	Yes	Yes	Yes	No
Resurrection	No	Yes	Yes	Yes	No
Rod of Resurrection	Yes	Yes	Yes	Yes	No
Elixir of Life	Yes	No	No	No	Yes
<a href="#">Reincarnation</a>	Yes	Yes	N/A	Yes	No
<a href="#">wishes</a> or <i>alter reality</i>	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).

## Henchmen

When henchmen are killed and not raised, the question arises of what happens to their possessions. This is too specific to the nature of the campaign world and cannot be answered here. Ask your DM

what the henchman's master or mistress can retain, if anything.

1)

PHB 12.

2)

PHB 12

3)

PHB 50, PHB 53.

4)

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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