

Graveyard Revenant

Huge, Undead (Revenant), Neutral

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ARMOR CLASS

16

HIT POINTS

168 (16d12 + 64)

CHALLENGE

7 | 2,900 XP

PROFICIENCY

+3

Speed

Walk 40 ft.

Initiative

+1

Saving Throws

Cha +7, Con +7, Str +9, Wis +6

Skills

Survival +6, Perception +6

Damage Resistances

Necrotic; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities

Poison

Condition Immunities

Charmed, Exhaustion, Frightened, Poisoned

Senses

Darkvision 60 ft.; Passive Perception 16

Passive Perception

16

Languages

The languages it knew in life

STR

23
+6

DEX

12
+1

CON

18
+4

INT

10
+0

WIS

16
+3

CHA

18
+4

Traits

Grave Purpose. The revenant always knows the direction of the creature, object, or place tied to its unfinished vow if both are on the same plane.

Burial Recovery. If the revenant starts its turn with at least 1 Hit Point and has not taken Radiant damage since the end of its last turn, it regains 15 Hit Points.

Actions

Multiattack. The revenant makes two Grave Fist attacks.

Grave Fist. Melee Attack Roll: +9, reach 10 ft. Hit: 17 (2d10 + 6) Bludgeoning damage plus 9 (2d8) Necrotic damage.

Call of the Buried (Recharge 5-6). Wisdom Saving Throw: creatures within 20 feet. Failure: 31 (7d8) Psychic damage and the target is Frightened until the end of its next turn. Success: Half damage.

Reactions

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Refuse the Grave. When reduced to 0 Hit Points, the revenant moves up to 15 feet before falling.

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