

Haunting Revenant

Medium, Undead, Neutral Evil

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ARMOR CLASS

16

HIT POINTS

136 (16d8 + 64)

CHALLENGE

7 | 2,900 XP

PROFICIENCY

+3

Speed Walk 30 ft.

Initiative +3

Saving Throws Cha +7, Con +7, Str +7, Wis +6

Skills Stealth +6, Perception +6, Intimidation +7

Damage Vulnerabilities Radiant

Damage Resistances Necrotic, Psychic; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Darkvision 120 ft.; Passive Perception 16

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Languages The languages it knew in life

STR18
+4**DEX**16
+3**CON**18
+4**INT**12
+1**WIS**16
+3**CHA**18
+4

Traits

Restless Vengeance. The revenant has Advantage on attack rolls against a creature that damaged it or an ally since the end of its last turn.

Haunting Presence. A hostile creature that starts its turn within 10 feet of the revenant has Disadvantage on the next Wisdom saving throw it makes before the end of that turn.

Unquiet Return. If the revenant is reduced to 0 Hit Points outside consecrated ground, its spirit lingers. At the GM's discretion, it may return after a long rest unless its unfinished grievance is resolved.

Actions

Multiattack. The revenant makes two Gravebound Blade attacks.

Gravebound Blade. Melee Attack Roll: +7, reach 5 ft. Hit: 13 (2d8 + 4) Slashing damage plus 13 (3d8) Necrotic damage.

Vengeful Touch. Melee Spell Attack: +7, reach 5 ft. Hit: 27 (6d8) Necrotic damage, and the target cannot regain Hit Points until the start of the revenant's next turn.

Haunting Wail (Recharge 5-6). Wisdom Saving Throw: creatures of the revenant's choice within 30 feet that can hear it. Failure: 36 (8d8) Psychic damage and the target is Frightened until the end of its next turn. Success: Half damage and no Frightened condition.

Bonus Actions

Phantasmal Pursuit. The revenant moves up to 20 feet toward a creature it can see that has damaged it within the last minute. This movement does not provoke Opportunity Attacks.

Reactions

Unfinished Grudge. When a creature within 30 feet hits the revenant with an attack, the revenant deals 10 (3d6) Psychic damage to that creature if the revenant can see it.

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