

Revenant

Medium, Undead, Neutral

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ARMOR CLASS

15

HIT POINTS

105 (14d8 + 42)

CHALLENGE

5 | 1,800 XP

PROFICIENCY

+3

Speed	Walk 30 ft.
Initiative	+1
Saving Throws	Cha +6, Con +6, Str +7, Wis +5
Skills	Survival +5, Perception +5
Damage Resistances	Necrotic
Damage Immunities	Poison
Condition Immunities	Charmed, Exhaustion, Frightened, Poisoned
Senses	Darkvision 60 ft.; Passive Perception 15
Passive Perception	15
Languages	The languages it knew in life

STR18
+4**DEX**12
+1**CON**16
+3**INT**10
+0**WIS**14
+2**CHA**16
+3

Traits

Deathless Purpose. The revenant knows the direction of the creature or place tied to its unfinished vengeance if both are on the same plane of existence.

Grave 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 10 Hit Points.

Undying Return. If the revenant is destroyed before its purpose is fulfilled, the GM may return it later through another suitable corpse or grave sign.

Actions

Multiattack. The revenant makes two Vengeful Fist attacks.

Vengeful Fist. Melee Attack Roll: +7, reach 5 ft. Hit: 11 (2d6 + 4) Bludgeoning damage plus 4 (1d8) Necrotic damage.

Accusing Stare. Wisdom Saving Throw: one creature the revenant can see within 30 feet. Failure: The target has the Frightened condition until the end of its next turn. A creature tied to the revenant purpose has Disadvantage on this save.

Reactions

Refuse the Grave. When the revenant would be reduced to 0 Hit Points, it can move up to 10 feet without provoking Opportunity Attacks before falling.

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