

REVENANTS

REVENANT LORE

Arcana DC 10: A revenant, once risen, has a year and a day to exact its vengeance before the magic animating it weakens and fades, and nothing short of a Wish spell can prevent its continued assault.

Arcana DC 15: Revenants are capable of magically tracking those they have sworn vengeance against through nearly all forms of magical subterfuge and obfuscation, though attempts to create purpose-made revenants for tracking specific targets have invariably failed.

History DC 10: "The murderer fills two graves," as the old saying goes. The dangers of provoking vengeance from beyond the grave are considerable enough that few are reckless or mad enough to brave them.

History DC 15: For all but the most privileged, the sworn vengeance of a revenant is a sure death sentence, as even if destroyed the revenant's spirit will simply possess another body, and then another, until its vengeance is wrought.

History DC 20: Murderers often try to hide their identity during the act, even if no witnesses are present, in the superstitious hope of dissuading their victim from seeking revenge as a revenant. This hope is a vain one, of course, as a revenant always unerringly finds its sworn foe.

Nature DC 15: Revenants arise when a creature's spirit and animus remain bound together by a powerful emotion or oath in the moment of death, typically the desire for vengeance. Unlike many other forms of undead, a revenant's strength is not proportional to its strength in life, but rather to the intensity of its binding emotion or oath.

Religion DC 15: The strong emotions that persist in the recently dead fade quickly if not entrenched by the pall of undeath; if a revenant or ghost does not arise within a tenday of its death it is likely to remain at rest. Clerics are often called upon to bestow a spell of Gentle Repose upon the recipients of state violence, lest the streets fill with executed undesirables demanding appeal.

REVENANT RETAINER TACTICS

Revenant retainers cooperate intelligently and with purpose, using their Spiteful Shove to clear a path to their sworn foe, then shoving it prone and using their greaved Stomp in groups of five.

When given the opportunity to Pile On, typically one revenant will take the reaction if against a foe the revenants consider unimportant, but up to five of them will take the reaction if against a foe the revenants have sworn vengeance against.

QUESTING REVENANT TACTICS

Questing Revenants move unerringly toward their sworn foe, without regard to self preservation. Once the creature is grappled, they use their Pronouncement of Guilt on it until it is cursed, then repeatedly attack it until it is dead or they are. If defeated, it possesses the nearest corpse after 24 hours and immediately returns to try again. If the revenant fails several times, it may attempt a more indirect approach, attacking at a moment of weakness or confusion.



REVENANT KING TACTICS

The revenant king begins combat with its Pronouncement of Guilt, which it repeats until its primary foe is Cursed. Afterwards, it uses its Revenant's Breath whenever available, prioritizing raising allies over dealing damage. It typically uses its Shield Bash to move intervening foes out of the way so it can get to its primary target, saving its Thirsting Blade for creatures it has sworn vengeance against.

It uses its Swear Vengeance sparingly, typically only if a creature provides a serious impediment to reaching its intended target, saving its reaction for Vengeful Smash most of the time.

It tries to use Betrayal's Debt at least once each turn, otherwise preferring to Call Upon Oaths whenever the opportunity presents itself. It uses its Seething Glare to keep a powerful melee threat at bay that it has no interest in fighting.

Once its mythic trait is active, the revenant king uses Rend Flesh From Bone each turn, if it can.

REVENANT RETAINER

Medium undead, neutral

Armor Class 16 (Chain Mail)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	11 (+0)	12 (+1)	9 (-1)

Damage Resistances Necrotic, Psychic
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 60 ft., Passive Perception 11
Languages the languages it knew in life
Challenge M10 (1,180 XP)

Cursed Resilience. When the revenant is reduced to 0 hit points, it does not die or fall unconscious immediately. Instead, it survives until the end of its next turn before dying. If the revenant takes radiant or fire damage while at 0 hit points, it is destroyed.

Oathrisen. If the revenant is released from its oaths, either through completion of its task, or by the assent or destruction of its liege lord, it is destroyed and crumbles to dust.

Minion. If the creature takes damage from an attack or as the result of a failed saving throw, its hit points are reduced to 0. If the creature takes damage from another effect, it dies if the damage equals or exceeds its hit point maximum, otherwise it takes no damage.

Actions

Spiteful Shove. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 bludgeoning plus 3 necrotic damage and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Greaved Stomp (Group Attack). Melee Weapon Attack: +6 to hit, reach 5 ft., one prone target. Hit: 7 bludgeoning plus 3 necrotic damage.

Reactions

Pile On (Group Reaction). As a reaction when a creature within 5 feet of the revenant attempts to stand from prone, the revenant falls prone in the creature's space.

The creature must succeed on Strength saving throw with DC equal to 8 plus the number of revenants that took this reaction or stay prone and be restrained (escape DC 14).

QUESTING REVENANT

Medium undead, neutral

Armor Class 13 (Leather Armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws STR +7, CON +7, WIS +6, CHA +7
Damage Resistances Necrotic, Psychic
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned, Turned
Senses Darkvision 60 ft., Passive Perception 13
Languages the languages it knew in life
Challenge 5 (1,800 XP)

Cursed Resilience. When the revenant is reduced to 0 hit points, it does not die or fall unconscious. Instead, it loses the ability to use its multiattack and releases all grappled creatures, and must succeed on a DC 12 Wisdom saving throw at the end of each of its turns or die.

If the revenant takes radiant or fire damage while at 0 hit points, it is killed immediately.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another humanoid corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence.

Actions

Multiattack. The revenant makes two fist attacks.

Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage and the target is grappled (escape DC 15). A target against which the revenant has sworn vengeance takes an extra 14 (4d6) necrotic damage.

Pronouncement of Guilt. One creature that is grappled by the revenant and against which it has sworn vengeance must succeed on a DC 15 Charisma saving throw or be cursed.

While cursed in this way, its movement speed is halved, it can't teleport, and it has vulnerability to necrotic damage. When a cursed creature takes the dash action, it must succeed on a DC 15 Dexterity saving throw or fall prone.

REVENANT KING

Medium undead, lawful evil

Armor Class 18 (Chain Mail, Shield)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws STR +9, CON +9, WIS +8, CHA +9

Damage Resistances Necrotic, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned, Turned

Senses Darkvision 60 ft., Passive Perception 13

Languages the languages it knew in life

Challenge 14 (11,500 XP)

Immortal Blood. If the revenant is destroyed and its body is not interred in its ancestral crypt, its soul lingers. After 1d10 years, the soul inhabits and animates another humanoid corpse on the same plane of existence and regains all its hit points.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

Betrayer's Doom (Mythic Trait, 1/Day). When the revenant is reduced to 0 hit points, it appears to die or fall unconscious but does not. Instead, at the beginning of its next turn it gains 136 temporary hit points and rises once more, and immediately recharges its Revenant's Breath.

Actions

Multiattack. The revenant makes two melee attacks.

Thirsting Blade. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) slashing damage. A target against which the revenant has sworn vengeance takes an extra 14 (4d6) necrotic damage.

Shield Bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage and the target is pushed 5 feet away.

Pronouncement of Guilt. One creature within 30 ft. against which the revenant has sworn vengeance must succeed on a DC 17 Charisma saving throw or be cursed. While cursed in this way, the creature's movement speed is halved, it can't teleport, and it has vulnerability to necrotic damage. When a cursed creature takes the dash action, it must succeed on a DC 17 Dexterity saving throw or fall prone.

Revenant's Breath (Recharge 5-6). The revenant exhales a freezing mist that creeps across the ground in a 30 ft. cone, then is drawn into any humanoid corpses in the area. Each living creature in the area must succeed on a DC 17 Constitution saving throw or take 18 (4d8) cold plus 14 (4d6) necrotic damage.

Humanoid corpses in the area rise as **Revenant Retainers** under the revenant's control.

Reactions

Vengeful Smash. As a reaction to a creature missing it with a melee attack, the revenant makes a shield bash attack. If it hits, the target must make a DC 17 Constitution saving throw or be stunned until the end of the mist noble's next turn.

Swear Vengeance. As a reaction to being targeted with an attack or harmful spell, the revenant swears vengeance against the attacker or spell caster.

Legendary Actions

The revenant can take 3 legendary actions, choosing from the options below.

Call Upon Oaths. One allied creature that died since the end of the revenant's last turn returns to life with one hit point.

Seething Glare. One creature within 60 feet the revenant can see must succeed on a DC 17 Wisdom saving throw or be Frightened until the end of the revenant's next turn.

Betrayal's Debt. One creature affected by the revenant's Pronouncement of Guilt must succeed on a DC 17 Strength saving throw or be dragged up to 15 feet directly toward the revenant. A Frightened creature that fails this save additionally takes 5 (1d10) psychic damage.

Mythic Actions

If the revenant's mythic trait is active, it can use the options below as legendary actions, as long as it has temporary hit points from its Betrayer's Doom.

Rend Flesh From Bone (Costs 2 Actions). One creature within 5 feet that the revenant has sworn vengeance against must succeed on a DC 17 Constitution saving throw or take 22 (4d10) necrotic damage.

A creature reduced to 0 hit points in this way must immediately succeed on an additional DC 17 Constitution saving throw or have its flesh boil away, leaving only shattered and blackened bones.

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