

GLD18 Revenant CR0-20

By Dan Hass



The revenant is a useful tool to modulate PC behavior away from psychopathic tendencies. Here is a revenant presented from CR0 through CR20.

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Supplement Summary

GLD18 Revenant CR0-20 is a 5th Edition supplement designed to help DMs broaden their campaign. It requires the *Basic Rules (BR)* and *DM's Basic Rules (DBR)* (available free [here](#)).

It references the *Player's Handbook® (PHB)*, *Monster Manual® (MM)* and *Dungeon Master's Guide® (DMG)*, but these are not required to use this supplement.

The underlying creature (**revenant**) is available in the *Elemental Evil Player's Companion* ([here](#)) as well as the *MM*.

As the title suggests, this supplement presents a **revenant** scaled from a CR0 creature to CR20. It follows the guidelines for modifying a monster as described in the *Dungeon Master's Guide® (DMG)* beginning on p.273 (but the *DMG* is not required).

Using this Supplement

There are 23 stat blocks for the **revenant** with a descriptive moniker added. Each statblock shows only the deviations from the underlying **revenant** (*MM* 259/*EE* 29).

Revenants are not random opponents. They arise when a great injustice has occurred and a vengeful force returns from beyond the grave with a supernatural righteousness to ensure the transgressor adequately pays.

Revenants are used to address PCs who engage in wanton murdering beyond more mundane problems (such as consuming downtime avoiding investigations, or frequent assassination attempts by relatives of the victims, etc.) Once a revenant appears, it should be a clear indicator that the PC has crossed a line and that rectifying the situation will involve a great deal of contrition and penance.

Scaling Strategy

The *DMG* has the guidelines spelled out for scaling armor class, hit points, attack bonus, and damage per attack, and we'll follow these to build our revenant. We are going to start with the CR5 version present in the *MM* 259 (and *EE* 29). From that base, we'll reduce the revenant to create versions all the way down to CR0, and going the other direction build up the revenant to CR20.

Here is the analysis of the CR5 **Revenant**.

CR calculations (Defensive; Offensive)		
AC	HP	Note
13	136	CR4
	X1.5	Multiple resistances
	+30	Regeneration
+2		4 Saving throw profs
15	231	CR 10
To hit	Dmg	Note
+7	22	CR4

So how is the **Revenant** only a CR 5? The key is the phrase "and not all the characters in the party possess the means to counteract that resistance or immunity" (*DMG* 277). With resistances/immunities of necrotic, poison, and psychic, likely every party member will have an attack option that doesn't rely on those damage types. Thus, the x1.5 multiplier for multiple resistances isn't applied, leaving the revenant at AC 15 and 166 effective hit points for a Defensive CR of 7 (instead of 10). The average CR is then CR 5 1/2, which may be rounded up or down in the case of CR (depending on the designer's opinion). With this adjustment, we arrive at a base calculation of:

CR calculations (Defensive; Offensive)		
AC	HP	Note
13	136	CR4
	+30	Regeneration
+2		4 Saving throw profs
15	166	CR 7
To hit	Dmg	Note
+7	22	CR4

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CR0: Weakest

CR calculations (Defensive; Offensive)		
AC	HP	Note
13	26	CR1/8
	+9	Regeneration
13	35	CR1/8
To hit	Dmg	Note
+1	2	CR0

Weakest Revenant**Hit Points** 26 (4d8+8)

STR 9 (-1), CON 14 (+2)

Saving Throws Con +4, Wis +5**Challenge** 0 (10 XP)**Regenerate.** Change to 3 hit points (from 10 hit points).**Actions**Remove **Multiattack**

Fist. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. **Hit:** 2 (1d6-1) bludgeoning. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 2 (1d4) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC11) provided the target is Large or smaller.

Vengeful Glare. Change to a DC14 Wisdom saving throw.

CR & Challenge

There is a legitimate question as to whether or not this represents a CR0 threat. However, (this can't be overstated) revenants are not expected to be casually placed. The PC(s) have done an evil thing and the cosmos is reacting in a punitive fashion.

Scaling

We are preserving the assumptions inferred from the base **revenant**. We round down from the average offensive and defensive CR, and we presume that every PC will be able to overcome the resistances and immunities (necrotic, psychic, and poison).

CR1/8: Even Weaker

CR calculations (Defensive; Offensive)		
AC	HP	Note
13	32	CR1/8
	+15	Regeneration
13	47	CR1/4
To hit	Dmg	Note
+2	3	CR1/8

Even Weaker Revenant**Hit Points** 32 (5d8+10)

STR 11 (+0), CON 14 (+2)

Saving Throws Con +4, Wis +5**Challenge** 1/8 (25 XP)**Regenerate.** Change to 5 hit points (from 10 hit points).**Actions**Remove **Multiattack**

Fist. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. **Hit:** 3 (1d6) bludgeoning. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 3 (1d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC11) provided the target is Large or smaller.

Vengeful Glare. Change to a DC14 Wisdom saving throw.

Damage Scaling

The base revenant's bonus damage against its primary target(s) has been scaled down from 4d6 to 1d6.

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PREVIEW

CR1/4: Less Fortitudinal

CR calculations (Defensive; Offensive)		
AC	HP	Note
13	52	CR1/2
	+15	Regeneration
13	67	CR1/2
To hit	Dmg	Note
+3	5	CR1/4

Less Fortitudinal Revenant**Hit Points** 52 (8d8+16)

STR 13 (+1), CON 14 (+2)

Saving Throws Con +4, Wis +5**Challenge** 1/4 (50 XP)**Regenerate.** Change to 5 hit points (from 10 hit points).**Actions**Remove **Multiattack**

Fist. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 5 (1d8+1) bludgeoning. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 3 (1d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC11) provided the target is Large or smaller.

Vengeful Glare. Change to a DC14 Wisdom saving throw.

Reducing Constitution

To bring the hit points down to the necessary level, we reduce the Constitution from 18 (+4) to 14 (+2).

CR1/2: Less Regenerative

CR calculations (Defensive; Offensive)		
AC	HP	Note
13	68	CR1/2
	+15	Regeneration
13	83	CR1
To hit	Dmg	Note
+3	8	CR1/2

Less Regenerative Revenant**Hit Points** 68 (8d8+32)

STR 13 (+1)

Saving Throws Con +6, Wis +5**Challenge** 1/2 (100 XP)**Regenerate.** Change to 5 hit points (from 10 hit points).**Actions**Remove **Multiattack**

Fist. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 8 (2d6+1) bludgeoning. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 7 (2d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC11) provided the target is Large or smaller.

Vengeful Glare. Change to a DC14 Wisdom saving throw.

Reducing Regeneration

To get the effective hit points into the range we need, we reduce the number of hit points regenerated from 10 to 5.