

REVENANT DEMOLISHER

Revenant Demolisher **Level 12 Brute**
Large Natural Humanoid (undead)

Initiative: +8 **Perception** +9
HP 140; **Bloodied** 70
AC 24; **Fortitude** 24; **Reflex** 23; **Will** 25
Speed 6
Resist 10 necrotic; **Vulnerable** 10 radiant

Traits

Payback

At the beginning of their turn, the basher gains one payback point for every negative condition currently on them.

Standard Actions

⬇️ Payback Strike ✦ At-Will

Attack: Melee Basic 2 (one creature) +17 vs. AC
Hit: 5d6+6 damage, plus 1d6 damage for every payback point the Demolisher has. If greater than 1, the demolisher's payback point total is reduced to 1.

Minor Actions

Ain't Got Time ✦ At-Will

Effect: The demolisher loses one payback point, and makes a saving throw against one of the following effects a save can end- Slowed, Weakened, Immobilised, Dazed.

Something Special ✦ At-Will

Effect: The demolisher designates one adjacent target as their nemesis until the end of the encounter. Whenever they hit their nemesis, before dealing damage, they can expend one payback point as a free action to inflict ongoing 5 necrotic damage (save ends), or expend two to inflict ongoing 10 necrotic damage (save ends).

Free Actions

Not Done Yet ✦ Encounter

Trigger: The Demolisher is reduced to 0 hit points for the first time, while still possessing grudge points.

Effect: The demolisher stays dead until the beginning of their next turn, then regain 5 hit points for every payback point they possess. They can make no use of payback points for the rest of the encounter.

Skills Endurance +16, History +14
Str 20 (+11); **Dex** 15 (+8); **Wis** 16 (+9)
Con 20 (+11); **Int** 16 (+9); **Cha** 16 (+9)

Alignment Evil **Equipment** Ruined Armor, Familiar Weapon

It was a tough battle. A hulking, formidable foe, striking at you with enormous force, brought you closer to your end than you'd care to admit- but in the end, you triumphed. A mighty foe fell before you, you stepped over them, their body just another on a long line on the path to greatness. That battle was long ago, and you may have almost forgotten it in the time since- you certainly didn't expect to face that foe in battle once again. And yet, he stands before you once again- back from the dead, mad as hell, and if anything, even bigger than you remembered them being.

Revenants are undead creatures set on revenge for those who caused their deaths, or other crimes. In this case, the revenants are out for you, and the 'crime' was their death at your hands- you might well argue that your cause was just, and you might even be telling the truth- but whatever dark force has reanimated the revenants has sent them on a mission of vengeance against you, forcing you to confront foes and fiends from battles long past. The Revenant Demolisher is a hulking, formidable warrior who you fought long ago, and while you have gained greatly in power since then, the dark magics which fill the demolisher have given them a supernatural strength- and stature- that may be more than a match for you.

The Demolisher is driven by the need to extract payback for the defeats they suffered at your hands- especially against the one who slew them, or was their greatest foe. They seem to draw a perverse power from assaults against them, taking such punishment and adding it to the list of grievances against you, then giving it back with interest with their brutal attacks, some tinged with the energy of death, others simply very, very hard. This need for payback keeps them moving where other creatures might falter, and drags their battered, bloated corpse back to it's feet even after you smash it down once again.

Lore

Religion DC 16: All the info in the introduction.

Religion DC 21: Hints on how and why the creature may have been brought back from the dead.

For use with the 4th Edition

DUNGEONS
& DRAGONS
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,[®] Monster Manual,[®] and Dungeon Master's Guide[®] Player's Handbook[®] 2, Monster Manual[®] 2, Adventurer's Vault[™] core rulebooks, available from Wizards of the Coast, LLC

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JUST PRETEND YOU REMEMBER HIM, OR
YOU'LL ONLY MAKE HIM MADDER

TACTICS

The Revenant Demolisher is a formidable brute who has a built-in counter to one of the brute role's chief weaknesses- negative status effects. While his ability to shrug off these effects is limited, he builds up payback points from suffering them, and in doing so becomes more of a threat, and more able to shrug them off. The players will have to use knowledge or learn quickly in battle not to light the demolisher up like a christmas tree- that said, it is still possible for them to lay him low in this way like any other other brute, so it's important to give him good support.

The Demolisher has a high damage output, and reasonable survivability for a brute, so the key is giving them opportunities to use their damage, and boost it using payback. Controllers and Strikers can both apply the kinds of afflictions that aid the demolisher in his vendetta, and while a good soldier can aid the demolisher's lifespan, the demolisher can benefit from taking a bit of punishment, so a more mildly effective soldier will probably end up being a bit of a non-event in tandem with them. Leader creatures can aid the demolisher in their work, especially those who offer extra attacks and movement.

The Demolisher's primary foe is flat damage, particularly melee strikers, and some melee defenders. Ranged attackers can be a problem, but their attacks tend to be cut with more of the of the condition riders that the demolisher can benefit from. For this reason, it's useful to keep the demolisher moving a bit, threaten the rear ranks with them, and try and take some punishment while avoiding being focused down. The demolisher's ability to return from the dead is useful, but once it's been used, their survivability drops rapidly- making it better suited for a final scare, rather than a sustained strategy.

Encounters

A revenant might be raised to do battle with the heroes for any number of reasons, but it takes powerful dark magic to achieve in any event. While others revenants might haunt those deserving of such a harrowing, it's fair to say that one sent against the heroes is not on the side of justice. That said, the wronged spirit is every bit as implacable and angry as others of it's kind, and such an encounter is likely to be a tough fight.

Such a raising is often done by necromancers or evil priests who seek some additional assistance when taking on troublesome heroes- such stalwarts tend to leave a lot of unmarked graves in their wake, and while most of the souls they dispatch may be weak and flimsy sorts that drift into the afterlife, others may have the determination, willpower, and pure anger needed to make themselves into a suitable target for such a dark ritual. Returned to life in a towering form engorged with dark energy, these once-foes of the heroes are only too happy to pick up where they left off, and finish what they started- no matter how long ago the battle was.

Revenants of this kind can speak, and will often retain the personality they had in life- taunting or cursing their foes for their misplaced heroism, or continuing arguments that raged in the original battle. Not all revenants are common thugs- some may be dark champions who the heroes once had respect for, returned to a mockery of life and bound to the fight- not by dark magics alone, but also by the anger and lust for revenge that they cannot let go of.

Such a creature might express their regrets, but nothing short of being vanquished is likely to cause them to reconsider their choice to linger in the land of the living. Once defeated, they may even be grateful to the heroes, and see the rematch as a way of letting go. Then again, a revenant might just as soon be a vicious, thuggish former henchman, who is gleefully enthusiastic about the chance to drag the heroes with them back into the lands of the dead. .

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