



Revenant– Knowledge(Religion) DC16

There is malevolence in the hate-filled eyes of this dead thing. Once a human, yet stripped of pity and remorse along with its life, its body is wasted, staggering in a spastic lope across the ground, as though only its evil intent keeps it walking upright.

- Type: Medium Undead
 - Weapons: 2 Claws
 - Special Qualities: Damage Reduction(slashing), Darkvision 60 ft., Sense Murderer, Immune to Cold, Spell Resistance, Reason to Hate.
 - Special Attacks: Baleful Shriek, Improved Grab & Constrict
- **Baleful Shriek(Su)**: Once every 24 seconds, a revenant can use its baleful shriek. All living creatures within 60 feet of the revenant must make a challenging Will save or cower in fear for up to 24 seconds.
 - **Reason to Hate(Su)**: A revenant's undead existence is fueled by its undying hatred for the creature that murdered it. As long as this creature exists, the revenant exists. If this creature is killed, the revenant immediately drops to the ground and is destroyed as well. Note that a living murderer who becomes an undead creature does not trigger a revenant's death.
 - **Sense Murderer(Su)**: A revenant can use locate creature at will, but only against the being that murdered it. If the murderer is outside of the revenant's range, it seeks out the closest location it recalls from life that it associates with its murderer and haunts the region until it is destroyed or its murderer dies.
 - **Self-Loathing(Ex)**: A revenant is filled with an overwhelming sense of self-loathing-the only thing that approaches its hatred of its killer is its hatred of what it has itself become. When confronted with a mirror or any object that was important to it in life (such as a recognizable and cherished possession or an old friend or family member), the revenant has a chance of becoming overwhelmed with remorse and self-pity.