

# REVENANT GHOST SHIP

*Revenant Ghost Ship* is a Fifth Edition plug-in adventure for four characters with an average party level (APL) of 3, 5, 8, or 11. This document offers a general guideline on how to scale the adventure for each level. A pirate ship has been cursed to sail the oceans for eternity, unable to take revenge on the one that betrayed the crew. The characters board the ship as it lies ashore and confront its undead sailors until they come face to face with the revenant captain.

## PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Revenant Ghost Ship Hooks table below offers details for introducing this adventure to your players. If your campaign does not take place in Omeria, of course,

### *Revenant Ghost Ship Hooks*

d8	Side Quest Type	Faction	Details
1	Fetch Quest	Dream Enders	The <i>Flensed Servant's</i> unique interactions with the Ethereal Plane are of extreme interest to the dreamers. The dreamers hire the characters to board the ship, neutralize any threats with minimal damage, and secure the ship for their researchers. Additionally, if it seems possible, they should parlay with the crew so that they can gather their knowledge as well. The Dream Enders will honor any promises you make to the best of their abilities.
2	Recover Stolen Item	Bharzal's Blades of Doom	The doomblades caught wind of the ship from some of the locals, and its description fits a ship that has recently attacked one of the Blades' own. Whether or not it is, ships usually mean a bunch of loot, so the characters are to look any fancy treasures up for grabs.
3	Receive Information	The Circle Unbroken	Rumors about a ghostly pirate ship have been around for centuries. A persistent undead presence like that is incompatible with the Circle's mission to preserve the natural world. They send the characters onto the ship to try and figure out how it came into existence, and if it can be destroyed forever.
4	Rescue Mission	Fellowship of the Crimson Staff	One of the Fellowship's agents was captured while investigating pirate attacks in the area. The characters are to determine the status of the agent and rescue them if possible. (The agent's remains can be found in area 9.)
5	Find a Missing NPC	The Company of the Many	Long ago, the brokers were hired by parents whose son had gone missing. The search ended when the ship that the boy stole off to was reported to have sunk. The ghost ship that has been sighted bears the same name. And while the parents of the boy Pails are long dead, if the Company can fulfill the contract by discovering his fate, they will do so.
6	Monster Hunt	Gold Fingers on the Iron Hand	The Fingers think that this phenomenon can be used to their advantage. They want the characters to go and kill the leader of this "ship." Once that is done, they are to take the crew and the ship, as both will certainly be beneficial in the future.
7	Supernatural Investigation	Witnesses of the Worm	The Witnesses would like the party to study the ship or otherwise find a means to replicate its ability to seamlessly traverse the Planes. They want to be able to mass-produce these ships so that the Witnesses have a means of escape from Omeria when the End comes.
8	Secure Aid	Answers for the Righteous	The Answers need the characters to deliver a locked box to the captain, and tell him that hope lies on the True Path. They are not to open the box. (The box is empty inside, but its interior is shrouded in magical darkness.)

feel free to disregard the factions associated with each hook.

**Gold Rewards.** To further incentivize the party to travel to the ghost ship and deal with its undead crew, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 500 gp per level of the adventure so long as their patron is wealthy enough to afford such a price.

### Omeria Placement

The *Flensed Servant* may have dropped anchor near any of Omeria's coasts. Especially likely are areas that see a lot of piracy, i.e. Boscós, Dar, the Hag Peninsula, and the Weysevain Coast.

## RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic ruleset from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in bold type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

*Spells* and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

### LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 3rd, 5th, 8th, or 11th, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you run this adventure for characters with an average party level of less than 3 as it may pose too much of a challenge.

Similarly, a party with an average party level of 13 or greater might find the adventure too easy.

### Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
3	3rd-level	Hard
4	3rd-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	8th-level	Deadly
8	8th-level	Hard
9	8th-level	Medium
10	11th-level	Deadly
11	11th-level	Hard
12	11th-level	Medium

## THE GHOST SHIP

The *Flensed Servant* and its crew were once one of the most fearsome pirate ships that sailed the seas. Rumor has it that centuries ago, captain Calabran of the *Flensed Servant* was betrayed by his first mate, who signed an infernal pact with the fiendish captain of a mysterious ship called *Bloodgrinder* that had recently arrived in a neutral port. In exchange for immortality, it was said, the first mate sold out his former crew. While transporting a supposedly secret treasure haul, the *Flensed Servant*, which could outmaneuver any other vessel on the open water, was intercepted due to *Bloodgrinder's* seemingly impossible speed. The *Flensed Servant* was boarded, its crew slaughtered, its hull pierced, and its treasure taken by *Bloodgrinder*. As the *Servant* began to sink beneath the waves, Calabran prayed to any who would hear him and promised that he would do anything to deliver revenge upon *Bloodgrinder* and its captain. His prayer was answered by a powerful fell force, causing the ship and its captain to rise up from the ocean as they were pulled back to undeath. *Bloodgrinder*, however, left the Material Plane through an infernal portal shortly after its plundering of the *Servant* to return to the Hells. Unable to pursue his target but painfully aware of its continued existence, Calabran and the *Flensed Servant* aimlessly scour the seas, sinking any ship unfortunate enough to cross their path.

### GENERAL FEATURES

The *Flensed Servant* ghost ship is a corporeal spirit. Though it can move between the Ethereal Plane and the Material Plane at will, teleport certain distances, and engage in other spirit-like behavior, it maintains a solid physical structure. Other corporeal creatures can stand on its deck, pull open its water-logged

doors, or be pulled into the water beneath its churning wake. Its exterior surfaces are barnacle-crusting and draped with seaweed. Calabran and his crew are cursed to never again set foot on land. Occasionally, however, the *Flensed Servant* drops anchor near shore and idles for a time so that the captain and crew can enjoy a temporary, insufficient respite from the heaving sea. This adventure assumes that the party boards the ship during one of these moments of idling and is not actively engaging the *Flensed Servant* in full-scale ship-to-ship combat.

The following features are common throughout all areas of the ship unless otherwise stated and are listed here for ease of reference:

**Rigging.** Rigging is draped over the sides of the ship and connects to the masts above. It can only be climbed with a successful DC 12 Strength (Athletics) check due to being slimy and slippery.

**Sails and Oars.** The ship has two 80-foot-tall masts with sails to catch the wind and oars on the lower deck for rowing.

**Railing.** The main deck, forecandle, and quarter-deck have a 3-foot-high wooden railing around their perimeters.

**Ceilings.** The ceilings in the lower deck, holds, and cabins are 8 feet high with 6-foot-high doorways.

**Doors.** The ship's doors are made of wood and have AC 16, 27 hit points, and immunity to poison and psychic damage.

**Illumination.** At night, the deck of the ship and its interior rooms are dimly lit by ghostly, wall-mounted lanterns that give off flickering blue-green light.

**Locks.** A few chests and the occasional door throughout the ship are locked. Characters can make a Dexterity check using thieves' tools to unlock them or break them open with a Strength (Athletics) check. The DCs for these checks depend on the level of the adventure, as shown in the table below.

#### Defeating Locks

Version	Dexterity	Strength
3	DC 12	DC 15
5	DC 15	DC 18
8	DC 17	DC 21
11	DC 20	DC 24

**Ghostly Whispers.** The *Flensed Servant* is haunted by the angry souls of those it has claimed over its many years of haunting the seas. These souls will attempt to speak to any living creatures aboard the ship in misdirected anger or vain attempts of warning. Their messages, however, are harsh and indecipherable, causing intense mental stress to those who hear them. Each time a character enters a new keyed area of the ship (or at another frequency determined by the GM), that character must make a successful Wisdom saving throw or take psychic damage from the whispers. The DCs for these saving throws and the damage the whispers inflict

depend on the level of the adventure, as shown in the table below.

#### Resisting Whispers

Version	Save DC	Psychic Damage
3	DC 10	2 (1d4)
5	DC 12	3 (1d6)
8	DC 14	5 (2d4)
11	DC 17	7 (2d6)

**Undying Ship, Undying Crew.** The curse that binds Calabran and his crew to the ship also binds them to undeath. Any destroyed crewmembers, including Calabran, reform on the ship after a period of 1d4 years.

## AREAS OF THE FLENSSED SERVANT

The following locations are keyed to the provided map of the *Flensed Servant*.

### 1. MAIN DECK

The deck of the ship is slick with a layer of seaweed, fresh blood, and viscera. Doors exit to the left and right. Stairs rise to the quarter-deck and forecandle.

**Encounter: Servant Crewmembers.** Undead *Flensed Servant* crewmembers linger on the main deck of the ship and will attack immediately if they notice the characters. They fight until they are destroyed. The nature of the crewmembers depends on the level of the adventure as shown in the table below.

Version	Creatures
3	6 skeletons
5	2 wights and 6 skeletons
8	5 wights
11	7 wights

### 2. QUARTERDECK

A barnacle-crusting helm and capstan occupy the middle of the quarterdeck. A skeletal bird, completely void of any flesh or feathers, perches on one of the helm's spokes. Its eye sockets burn with blue pinpoints of ghostly light.

The ship's helm or capstan will not turn for any living creature no matter the amount of force applied. Only the undead members of the *Flensed Servant's* crew are able to commandeer the ship.

The skeletal bird (use **raven** statistics if necessary) is what remains of captain Calabran's pet parrot. It watches the party intently and continually moves

just out of their reach should they try to approach it. Calabran maintains a supernatural connection with the bird in death. If the bird is destroyed, Calabran will be enraged during his combat with the characters, vocally lamenting the destruction of his pet. See area 13.

### 3. FORECASTLE

Mounted just below the bowsprit of the ship is a wooden figurehead depicting a musculo-skeletal figure covered in a sheet of its own flensed skin. Two emeralds are set into its eye sockets.

**Hazard: Figurehead Gems.** A creature that attempts to pry either of the emeralds loose can do so with a successful Strength (Athletics) check. This check can be repeated upon failure. The emeralds, however, form a part of the ship's spiritual essence and will cause intense psychic pain to any who attempt to remove them from their rightful position in the figurehead. The DC for this check and the amount of damage inflicted for each attempt to remove the gems depend on the level of the adventure as shown on the table below. A character in possession of the emeralds will discover that the gems disappear after they leave the ship.

*Figurehead Gems*

Version	Check DC	Psychic Damage
3	DC 13	5 (2d4)
5	DC 16	7 (2d6)
8	DC 19	11 (2d10)
11	DC 22	13 (2d12)

### 4. NAVIGATION ROOM

A map sprawls out across a table of knotted wood against the north wall of this room. A ladder adjacent to the table descends through an open trapdoor in the floor. Crates and barrels are stacked against the south wall. Multiple doors exit to the east and west.

The map on the table is cursed and cannot be used for navigation. A character who inspects it finds that the landmasses identified on it gradually change shape and slowly shift around in a hypnotizing display of black ink. If the map is removed from the ship, it disappears, reappearing on the table in the navigation room if the ship is still intact.

**Broom Closet.** A swarm of spiders pours out of this closet and quickly disperses immediately after the door is opened. Two brooms, a mop, and a pair of buckets can be found inside.

**Treasure: Chest Closet.** The door to this closet is partially concealed by a stack of barrels and can be noticed by characters with passive Perception scores of 12 or higher. The closet is locked. Inside the closet is a single chest, locked and banded with iron. Inside the chest is a severed skeletal hand on a bed of desiccated intestines. On the ring finger of the hand is a *ring of regeneration*. The ring is cursed, however, and lowers the hit points of its wearer by one-quarter of their maximum, rounded down.

### 5. CAPTAIN'S QUARTERS

A desk, shelving unit, and chest fill most of this room. Dangling their feet over the side of a bed against the south wall is a small ghoulish figure. The figure's ghostly blue eyes glance up in your direction.

This room serves as captain Calabran's personal quarters. Atop the desk are rusted navigational tools and empty liquor bottles. The shelving unit is filled with water-logged books that have been rendered unreadable.

**Pails the Cabin Boy.** The figure sitting on the bed is the ship's cabin boy named Pails (CN male **zombie**). The same magic that turned captain Calabran into a revenant has turned Pails into a form of sentient undead, though Pails' innocence has prevented him from being consumed by rage and a need for revenge, and as a result, his personality in life has persisted in death. Pails was eleven years old when the *Flensed Servant* was sunk. Pails is curious to meet the party and doesn't engage in combat. He is happy to introduce himself and share with them the following information:

- ▶ Pails has been captain Calabran's assistant since the ship was "alive." Calabran used to be nice to Pails, but he's much meaner now and talks about little else than getting his revenge. Pails doesn't like him anymore. The other crewmembers don't really talk at all.
- ▶ The *Flensed Servant* was sunk by a ship named *Bloodgrinder*. Calabran has been hunting it ever since, but can't find it.
- ▶ Calabran's first mate betrayed him and joined the crew of the *Bloodgrinder* to help sink the *Flensed Servant*. He's really mad about that. Calabran has a new first mate now who is mean and scary.
- ▶ Being dead on the ship is boring. Pails wants to move on but doesn't know how.
- ▶ Calabran spends most of the time in the ship's hold sitting with his treasure. He also has a pet parrot that likes to sit on the ship's helm. He'd be really angry if anything happened to that parrot.

**Helping Pails.** Pails' spirit is bound to the ship and the spirit of captain Calabran. If Calabran is destroyed, the curse binding Pails to the captain is



lifted, allowing his spirit to be freed from the *Flensed Servant*. After Calabran is dealt with, a spectral Pails may thank the characters for their help before disappearing.

**Calabran's Chest.** This chest is locked. Inside is a blood-soaked leather sack (a *bag of devouring*) and a brass spyglass that allows its user to see into the Ethereal Plane.

## 6. LOWER DECK ACCESS

A few crates and barrels are piled on top of each other in this corridor. Staircases to the north and south descend to the lower deck of the ship. A closed door in the far wall has the word "Traitor" painted over it in what looks to be fresh blood.

There are seven containers in total in this corridor. Each is densely packed with nothing but thousands of writhing maggots.

## 7. FIRST MATE'S QUARTERS

The door to this room is locked. The fresh blood on its surface is a supernatural effect of the ship. When the characters enter, read aloud:

Every surface in this room is crawling with maggots. A bed, end table, and chair fill the space. A soft whistling sound in a meandering tune can be heard within the cabin.

Both the maggots and the whistling tune are supernatural vestiges of the first mate's betrayal of Calabran. There is nothing of value to be found in this room.

## 8. LOWER DECK

Tattered, soggy hammocks line the north and south walls of this lower deck. A few crates and a pair of iron-bound chests occupy the space. One of the chests shakes violently, rattling the floorboards of the ship. A staircase in the middle of the room descends to the hold. Doors exit to the east and west.

**Encounter: Servant Crewmembers.** Undead *Flensed Servant* crewmembers are gathered on this lower deck of the ship and will attack immediately if they notice the characters. They fight until they are destroyed. The nature of the crewmembers depends on the level of the adventure as shown in the table below.

Version	Creatures
3	6 skeletons
5	2 wights and 6 skeletons
8	5 wights
11	7 wights

**Treasure: Lower Deck Chest.** This chest, against the northern wall, is locked. Inside the chest are four sapphires worth 25 gp each that are crawling with maggots and soaked in fresh blood.

**Hazard: Shaking Chest.** A casting of *detect magic* reveals an aura of abjuration magic emanating from the southern chest, which is locked. An angry ghost was imprisoned in this magical chest by Calabran years ago and struggles futilely for its freedom. If a character opens the chest, the ghost bursts free with violent necrotic energy, forcing the character who opened the chest to make a Wisdom saving throw to avoid the full force of the energy. A character who fails this save instantly ages 10 years and takes an amount of necrotic damage depending on the level of the adventure as shown in the table below. The ghost's frenzied cackling echoes throughout the ship for a few seconds after it disappears.

### Imprisoned Ghost

Version	Save DC	Necrotic Damage
3	DC 13	7 (2d6)
5	DC 16	11 (2d10)
8	DC 19	16 (3d10)
11	DC 22	26 (4d12)

## 9. KITCHEN

Various butcher instruments are scattered about a blood-soaked table in the middle of this room. Cuts of fresh meat hang from rusted iron chains in the ceiling. A door exits at the far wall and a ladder ascends through a trapdoor above.

Neither the crew nor captain Calabran have any need to consume food for sustenance, but they occasionally like to enjoy the texture of meat and the ship's cook prefers to have bodies to mindlessly carve away at. As a result, the *Flensed Servant* takes occasional prisoners from other ships to promptly butcher. A DC 14 Wisdom (Medicine) check of the cuts of meat can confirm them to be human remains.

**Encounter: Ship's Cook.** The cook for the *Flensed Servant*, a humungous zombie named Slicer, butchers prisoners in this kitchen. He is aided by his assistant, Pointy. Slicer and Pointy attack the party immediately. Their statistics depend on the level of

the adventure as shown in the table below. The revenant can be found in the Appendix.

Version	Creatures
3	Slicer uses <b>ogre zombie</b> statistics (size Medium), Pointy uses <b>skeleton</b> statistics.
5	Slicer uses <b>revenant</b> statistics, Pointy uses <b>ghoul</b> statistics.
8	Slicer is a <b>revenant</b> with 170 hit points, Pointy uses <b>ghast</b> statistics.
11	Slicer uses <b>clay golem</b> statistics (size Medium and type undead), Pointy is a <b>revenant</b> .

## 10. PANTRY

Shelves in this pantry hold maggot-infested containers and biscuits that have hardened to rocks.

There is nothing of value here.

## 11. MEDICAL CABIN

Hooks and shelves on the walls of this cabin hold surgical instruments, frayed bandages, and small bottles of alcohol. The doors of a cabinet against the far wall are open, revealing rows of jars containing body parts and other medical oddities suspended in liquid. The floor is covered with broken glass and writhing leeches.

A character who inspects the jars in the cabinet and who makes a successful DC 14 Wisdom (Perception) check finds a pair of healing potions tucked behind a row of empty jars. The quality of the healing potions depends on the level of the adventure as shown in the table below.

Version	Potions
3	Two <i>potions of healing</i>
5	A <i>potion of healing</i> and a <i>potion of greater healing</i>
8	A <i>potion of greater healing</i> and a <i>potion of superior healing</i>
11	Two <i>potions of superior healing</i>

## 12. ARMORY

The walls and weapon racks in this room are laden with rusted sabers, crossbows, and other weaponry.

The weapons in this room are not fit for fighting and are nearly worthless.

## 13. HOLD

An inch of murky water has flooded the ship's hold. Sitting on a treasure chest atop a pile of other chests, containers, and loose gold pieces is a zombified figure in a tri-corner hat with a menacing serrated sword hanging from his waist. More figures lean against the wall of the ship, arms crossed over their chest.

**Encounter: Calabran and his Officers.** Calabran sits on his hoard of treasure and waits for the characters to attempt to kill him. He is old, tired, and angry. If engaged in conversation, he will converse with the characters for a short time, but only long enough to explain that they cannot save him from his fate; if he is destroyed, he will return eventually due to the curse that binds him. If the characters have destroyed his pet parrot, however (see area 2), Calabran is enraged and makes one additional attack as part of his action. Calabran is accompanied by the ship's officers. The nature of Calabran and his officers depends on the level of the adventure as shown in the table below. The revenant can be found in the Appendix.

Version	Creatures
3	Calabran is a <b>revenant</b> with 90 hit points and is accompanied by two <b>skeletons</b> .
5	Calabran is a <b>revenant</b> accompanied by two <b>ghouls</b> .
8	Calabran is a <b>revenant</b> with 200 hit points. He is accompanied by two <b>wights</b> .
11	Calabran is a <b>revenant</b> with 200 hit points. He is accompanied by another two <b>revenants</b> .

**Treasure: Captain Calabran.** Captain Calabran carries a +1 *sword of wounding* as well as a keyring that unlocks every door and chest on the ship.

**Treasure: Hoard of the Flensed Servant.** Though Calabran and his ship have continuously failed to catch their intended target, they have succeeded in amassing a wealth of treasure from other ships they have sunk along the way. The total value of the ship's bounty depends on the level of the adventure and can be determined by rolling a number of times on the appropriate treasure hoard table in the DMG as shown in the table below.

### Flensed Servant Hoard

Version	Hoard Value
3	One roll on the CR 0-4 Hoard table.
5	One roll on the CR 5-10 Hoard table.
8	Two rolls on the CR 5-10 Hoard table.
11	One roll on the CR 11-16 Hoard table. Ω

## CREDITS

The following creators made this adventure possible:

**Design and Writing.** DMDave and Alexander LeFort

**Cartography.** Limithron

## APPENDIX

### REVENANT

Fueled by hatred and a need for vengeance, a revenant rises from the grave to hunt and kill its murderer. Devoid of any compassion, emotion, or logic, a revenant has but one purpose, and cannot rest until it has found vengeance.

### MORE DUNGEONS & LAIRS

- ▶ Dungeons & Lairs #1: Skeleton Tomb
- ▶ Dungeons & Lairs #2: Kobold Tunnels
- ▶ Dungeons & Lairs #3: Archmage Stronghold
- ▶ Dungeons & Lairs #4: Animated Objects
- ▶ Dungeons & Lairs #5: Banshee Tower
- ▶ Dungeons & Lairs #6: Basilisk Canyon
- ▶ Dungeons & Lairs #7: Aboleth Cave
- ▶ Dungeons & Lairs #8: Crawler Chasm
- ▶ Dungeons & Lairs #9: Mummy Lord's Pyramid
- ▶ Dungeons & Lairs #10: Depth Watcher's Pool
- ▶ Dungeons & Lairs #11: Dread Knight's Oubliette
- ▶ Dungeons & Lairs #12: Shadow Cat Gully
- ▶ Dungeons & Lairs #13: Dragon Turtle Shipwreck
- ▶ Dungeons & Lairs #14: Fey Dragon Forest
- ▶ Dungeons & Lairs #15: Fungus Grotto
- ▶ Dungeons & Lairs #16: Ophidian Monastery
- ▶ Dungeons & Lairs #17: Night Hag Gallery
- ▶ Dungeons & Lairs #18: Darkmantle Space Freighter
- ▶ Dungeons & Lairs #19: Griffon Nest
- ▶ Dungeons & Lairs #20: Lich Tower
- ▶ Dungeons & Lairs #21: Werewolf Village
- ▶ Dungeons & Lairs #22: Haunted Castle
- ▶ Dungeons & Lairs #23: Ethereal Plane
- ▶ Dungeons & Lairs #24: Flesh Golem Laboratory
- ▶ Dungeons & Lairs #25: Pazuzu's Aerie
- ▶ Dungeons & Lairs #26: Vampire Church
- ▶ Dungeons & Lairs #27: White Dragon Cavern
- ▶ Dungeons & Lairs #28: Ninja Clan Hold
- ▶ Dungeons & Lairs #29: Minotaur Maze
- ▶ Dungeons & Lairs #30: Owlbear Wood
- ▶ Dungeons & Lairs #31: Mimic Museum
- ▶ Dungeons & Lairs #32: Oni Palace
- ▶ Dungeons & Lairs #33: Rust Monster Mine

### Revenant

*Medium undead, lawful evil*

**Armor Class** 13 (natural armor)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
<b>18</b>	<b>14</b>	<b>16</b>	<b>10</b>	<b>12</b>	<b>19</b>
(+4)	(+2)	(+3)	(+0)	(+1)	(+4)

**Saving Throws** Dex +5, Con +6, Wis +4

**Skills** Athletics +7, Intimidation +7, Perception +4

**Damage Resistances** cold, necrotic

**Damage Immunities** poison

**Condition Immunities** exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** the languages it knew in life

**Challenge** 5 (1,800 XP)

**Faultless Tracker.** The revenant's existence is bound to at least one creature against which it has sworn revenge. The revenant knows the direction and distance to this creature even when the two of them aren't on the same plane of existence.

**Rejuvenation.** If the revenant dies while the creature it has sworn revenge against is still alive, the revenant returns to life in 1d4 years and regains all its hit points. Only a wish spell can prevent this trait from functioning.

**Regeneration.** The revenant regains 10 hit points at the start of its turn. If the revenant takes radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

**Turn Immunity.** The revenant is immune to effects that turn undead.

#### ACTIONS

**Multiattack.** The revenant makes two claw attacks. If it is fighting a creature it has sworn revenge against, the revenant instead makes four claw attacks.

**Claw. Melee Weapon Attack:** +7 to hit, reach 5 ft., one creature. **Hit:** 13 (2d8 + 4) slashing damage. Instead of dealing damage, the revenant can grapple the target (escape DC 15).

**Baleful Shriek (Recharge 5-6).** The revenant lets out a horrifying shriek. Each creature within 30 feet that can hear it and isn't undead must make a DC 15 Wisdom saving throw. On a failed save, the creature becomes frightened of the revenant for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the condition on a success. A creature that succeeds against this effect or the effect ends for it is immune to this revenant's baleful shriek for 24 hours.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(E), and are not Open Content: All Trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

**Open Game Content:** The Open content in this book includes the monster names, statistics, traits, and abilities. No other portion of this work may be reproduced in any form without permissions.

### Open Game License

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.1 2 or “Your” means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open

Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson. | Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. | Revenant Ghost Ship. Copyright 2022, Hamrick Brands, LLC. Authors: Dave Hamrick, Alexander LeFort.