

Vine-Wrapped Revenant

Tier 2 Solo

A hulking mass of vines and thorns, surrounding a corpse of a once loyal soldier. Now, its green glowing eyes search out those who would desecrate the land it once guarded.

Motives & Tactics: Protect, vengeance, hold ground

Difficulty: 16 | **Thresholds:** 15/28 | **HP:** 8 | **Stress:** 5

ATK: +2 | **Rusted Greatsword:** Melee | 2d8+5 physical

Experiences: Protect My Home +2

FEATURES

Momentum - Reaction: When the Revenant makes a successful attack against a PC, you gain a Fear

Swap Stance - Action: The Revenant can mark a Stress to swap from Defensive stance to Revenge stance. While in Defensive stance attacks against it are at disadvantage. While in Revenge stance, its Rusted Greatsword attack is a 2d10+5 damage instead of d8s. The Revenant begins in Defensive stance.

Relentless (2) - Passive: The Revenant can be spotlighted twice per GM turn, spending fear as usual to do so.

Vengeful Strike (Revenge Stance Only) - Action: If in Revenge stance, Spend a Fear so the Revenant can make a sweeping strike around it - roll an attack. Any targets in Very Close range that it hits suffer 2d12+8 damage and are Vulnerable until their next roll with Hope.

Protective Vines (Defensive Stance Only) - Reaction: If in Defensive stance, when an attack that targets the Revenant would hit, spend a Fear to reduce the attacking value by d6. If it would no longer hit, the attack misses.

Trip Vine - Action: Mark a stress to send a vine whip out from the Revenant. One target within Close range must make an Agility reaction roll - on a failure it is dragged within Very Close range of the Revenant.