Revenance

Rules for player characters · D&D 5e 2014

English translation of the current French rules. This is not a new rules edition. French reference checked against the site backup of November 11, 2026.

At the table

Use this booklet for the complete rules and the final quick reference for reminders. Only acquired gifts and weaknesses apply to your character. The separate fillable sheet records choices and resources; it does not calculate rules.

Read the complete rules online

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Overview and progression

Death has left its mark. You have returned from death, but your body still bears its mark: pale flesh, stitches, waxy skin, or a now-closed wound. You are still yourself. This family encompasses the revenant, the patchwork body, and the awakened corpse. These appearances grant no additional traits.

Your character remains. You keep your race, creature type, size, speeds, class, and decisions. The curse does not give you the undead type. Its gifts and weaknesses specify all its mechanical changes. Your return has restored a lasting existence: removing the curse does not kill you.

Stage	Name	Min. character level	Max. essence	Gifts / weaknesses
1	Reprieved	1	2	1 / 1
2	Revenant	5	3	2 / 2
3	Greater Revenant	11	4	3 / 3
4	Sovereign Revenant	17	5	4 / 4

Method 1: choose together. Agree with the DM on one of the following two methods. At stage 1 and at each ascension, choose with the DM one gift and one weakness different from those you already have. Keep all your traits and apply the improvements for your stage. The weakness must be able to matter in the campaign; avoid a gift with no present or future benefit, or a weakness entirely negated by a permanent trait.

No. (1d8)	Gift	Weakness
1	Defy the Grave	Withered Flesh
2	Patchwork Flesh	Sacred Shock
3	Grave Endurance	Death Marks
4	Dread Strike	Rigor Mortis
5	Unfinished Hunt	Resting Earth
6	Grave Speech	Body Maintenance
7	Corpse's Rest	Dreamless Sleep
8	Deathly Dread	Susceptibility to Turning

Method 2: roll the dice. Roll 1d8 for the gift and 1d8 for the weakness separately. Reroll duplicates and the ineligible results described above. Two results on the same row are not a required pair. Do not add the results together; reroll only the relevant die. Agree on exclusions with the DM before rolling, without changing them after an unwelcome result.

Essence and save DC. Maximum essence = stage + 1. A long rest restores spent points, except as specified by Resting Earth. All gifts with a cost use this same reserve. At stage 1, permanently choose Constitution or Wisdom: revenance save DC = 8 + your proficiency bonus + the chosen modifier.

Your progression. No stage automatically brings you back to life. This module is a campaign reward that develops over time, to be tested in play.

Returning from death

Revenance marks a return to life; it is not enough, on its own, to bring you back.

A specific source. The DM identifies a supernatural cause before you awaken: a desecrated tomb, a funerary relic, an altered return to life, or the intervention of a power associated with the dead. The character must actually have been dead. Falling to 0 HP, touching a corpse, or receiving an ordinary spell that restores life is not enough.

Awakening. When you return to life under this source's influence, make a DC 13 Constitution saving throw. You can choose to fail. Success prevents this source from cursing you during this return. Failure begins a 24-hour awakening period. Your return to life succeeds in either case, under its own rules. A creature of the undead or construct type cannot receive this curse.

A return for the story. The DM can offer an exceptional return in place of a spell. The player must accept it, and the soul must be free and willing. By default, the body has been dead for less than 24 hours, has not become undead, and still has its vital organs and limbs. The death must not have resulted from old age. After 1 minute, the source permanently closes the fatal wounds and the character returns with 1 HP.

A single opportunity. This exceptional return is available only once in the character's existence, across all sources. The source is consumed and cannot bring anyone else back. No gift or rite in this booklet lets you create such a source or demand this return. An ordinary resurrection spell keeps its own requirements and can be used later.

A 24-hour awakening. Your body's appearance changes, without gifts or weaknesses during this period. You can seal or purge the mark now (see 'Sealing or rebirth'). Without a rite, after 24 hours of awakening, you reach unstable stage 1 and gain your two traits using the chosen method. Awakening removes neither HP nor class resources.

Instability. From the moment you reach unstable stage 1, you have 72 hours to seal or purge the mark. After this deadline, your gifts are suspended until the rite; your weaknesses remain. This timer does not threaten your existence or increase your stage.

If death comes again. The awakening and instability timers pause while you are dead and resume where they left off when you return to life. Death grants neither a new awakening nor a new deadline. A timer that has already expired remains expired.

Unfinished business. With the DM, define what your return means: keeping a promise, finding a loved one, passing on a secret, or righting a wrong. Revenge is possible, never required. This purpose can open a path to a cure (see 'Sealing or rebirth'). It does not command you, set a date for your death, or allow the DM to remove your gifts based on your behavior.

Your initial reserve. The very first time you reach stage 1, your essence fills. Revenance acquired again after a cure restores the points remaining before that cure, capped at the new maximum; if you have completed a long rest in the meantime, the reserve is full. A rite, ascension, or resurrection otherwise restores no essence.

Your body, your character

A funerary appearance replaces neither your race nor your creature type.

The same character sheet. Your ability scores, maximum HP, AC, proficiencies, equipment, hands, and speech remain unchanged. An emaciated appearance does not let you fit through smaller openings. You gain no statistics from the official zombie or revenant. The word undead can describe your appearance in the story; it does not add a second type to your sheet.

Needs and healing. You normally need to breathe, eat, drink, and rest according to your usual traits. You can suffer disease, poison, exhaustion, and harmful conditions. Gifts change only what they specify. Healing and rests work according to your normal type and abilities; necrotic damage does not heal you.

Dying again. At 0 HP, apply the normal rules: unconsciousness, death saving throws, stabilization, and instant death. Defy the Grave is a limited exception. After your death, the curse does not reanimate you, occupy another body, or hold your soul. A later return normally preserves your stage and acquired traits, without restoring essence or counting as a rest.

D&D 2014 effect	Application
Cure Wounds; Healing Word	Work if your usual type allows it. Appearance alone does not make you undead.
Divine Sense; Detect Evil and Good	Use your usual type, not your appearance.
Speak with Dead; Animate Dead; Gentle Repose	A living bearer is not an eligible corpse, even during Corpse's Rest. After their death, these effects follow their own rules.
Revivify; Raise Dead; Resurrection	Time limits run from the most recent death, subject to Gentle Repose. Costs, body condition, and penalties still apply. These spells do not purge revenance.
Reincarnate; Clone	Their rules still apply. By this module's convention, revenance follows the character into their new body. Reincarnate can change their race normally. This lasting body is not a temporary form that suspends gifts.
True Resurrection	When this spell brings you back to life, it purges revenance at any stage, without an additional rite. It cannot be used this way on a living bearer.

Exposure after a cure. An eligible source can curse you again at stage 1. Take your gifts and weaknesses in their previous order, along with your save DC choice and the permanent details of your traits. Neither a cure, a new curse, nor a change of body resets usage limits. The exceptional return remains expended.

Without a prior cure. Dying and returning preserves your stage and traits. There is no new saving throw to acquire the curse, no new choice, and no refill of your reserve. A resurrection that purges the mark, such as *True Resurrection*, does apply that purge.

Shared rules

These conventions apply to all gifts and avoid repeating the same exceptions.

Magical effects. Gifts are magical but are not spells. They require neither spell slots nor components unless expressly stated. They never transmit the curse and create no servant. Revenance cannot be combined with another playable curse family from this collection.

Actions and concentration. Use the stated action, bonus action, or reaction. Being incapacitated prevents actions and reactions, and therefore bonus actions as well. Only gifts requiring no action or providing an exception can still function. Concentration follows the 2014 rules: only one at a time, saving throws after damage, and ending if you are incapacitated or dead. You can end it without an action. This concentration is incompatible with Rage, just like concentration on a spell; other gifts remain usable under their own conditions.

Spending the reserve. Each activation with a cost spends 1 essence at the stated moment; a target succeeding on its saving throw refunds nothing. An empty reserve prevents activation, not passive gifts or an effect already paid for. A short rest does not restore essence. A rite, ascension, change of body, or resurrection restores nothing.

Hit Dice. Patchwork Flesh and Corpse's Rest use only the Hit Dice from your character levels. If you multiclass, choose from your classes' available dice. Dice actually recovered can then be used normally, including for a feature that spends them.

Suspending gifts. You can no longer activate them, their passive benefits cease, and their ongoing effects end. The temporary HP from Defy the Grave disappear. HP already healed and Hit Dice already recovered remain. Suspension does not kill you or reopen any old wound.

When suspension ends. Passive gifts resume if no other cause still suspends them. Ended effects do not resume, and spent resources are not refunded. Weaknesses remain active unless stated otherwise. A cure removes gifts and weaknesses and ends their ongoing effects in the same way.

Temporary forms. Your gifts are suspended during a transformation that replaces your statistics with those of another creature, including Wild Shape or *Polymorph*. A simple disguise or change in appearance is not enough.

Detection and dispelling. *Detect Magic* reveals a necromancy aura on a visible bearer. *Dispel Magic* neither purges revenance nor ends its gifts, which are not spells. Spells otherwise affecting you remain normal targets for dispelling.

Antimagic. Gifts and weaknesses are suspended in an area that suppresses magic; timers continue to run, and your existence continues. As a homebrew exception, ongoing gift effects end as described above instead of simply resuming when you leave. Weaknesses resume on leaving if their conditions persist.

Damage actually taken. For triggers that require taking damage, first apply its modifiers, reductions, resistances, and immunities. Damage absorbed by temporary HP counts; damage reduced to 0 does not. Withered Flesh is a modifier applied beforehand (see 'The eight weaknesses').

Gifts of survival

1 and 2 • All improvements for your stage apply, even to a gift acquired later.

1 • Defy the Grave

No action • 1 essence • once per long rest. When damage would drop you from more than 0 HP to 0 HP without killing you outright, you can remain at 1 HP instead. Decide as the damage is resolved. The gift cannot be used if this damage comes from a critical hit or includes at least 1 radiant damage after your protections.

Stage	After remaining at 1 HP
1	No temporary HP.
2	You gain 5 temporary HP.
3	You gain 10 temporary HP.
4	You gain 15 temporary HP.

A supernatural reflex. You can use it even while incapacitated or unconscious if you have more than 0 HP. It does not end either condition. It does not work if you are already at 0 HP, against death without damage, against HP loss that is not damage, or against instant death.

Competing protections. First resolve an automatic effect that keeps you above 0 HP, such as *Death Ward*: Defy the Grave then does not trigger and spends nothing. If several optional features would replace the same drop, use only one. A feature that lets you act at 0 HP does not keep you above 0 HP.

Temporary HP. They are gained after the triggering damage and do not absorb it retroactively. They last until the end of your next long rest or until this effect ends. They do not add to other temporary HP: choose which pool to keep.

2 • Patchwork Flesh

Action • 1 essence. Spend from one up to a number of available Hit Dice equal to your stage, choosing the number before rolling. Roll each die and add your Constitution modifier to each, to a minimum of 0 per die. Add your stage once to the total: you regain that many HP, without exceeding your maximum.

Stage	Dice spent / total bonus
1	1 die / +1 HP.
2	1 or 2 dice / +2 HP.
3	1 to 3 dice / +3 HP.
4	1 to 4 dice / +4 HP.

Actual Hit Dice. Spent dice are recovered normally. This gift is not a short rest and does not trigger benefits that require such a rest. Effects that only require spending or rolling a Hit Die to heal yourself still apply according to their text. The gift neither restores life nor regrows limbs. An unconscious character at 0 HP cannot use this action to get back up.

A stitching example. At stage 2, with Constitution +3, you spend two d8s and roll 2 and 6. You regain (2 + 3) + (6 + 3) + 2 = 16 HP. This costs an action, 1 essence, and two Hit Dice. The stage bonus is not added to each die.

You can split the healing. Multiple activations each grant their stage bonus, but each costs an action and 1 essence. This is a resource management choice; the gift creates no Hit Dice and refunds no spent essence.

Gifts of resilience and combat

3 and 4 • Revenance protects and strikes without granting a monster's statistics.

3 • Grave Endurance

Passive. You have advantage on saving throws against diseases and against effects that would impose the poisoned condition on you. This does not give advantage against an effect that deals only poison damage.

Stage	Cumulative improvement
2	You gain resistance to poison damage.
3	You no longer need to breathe. Your speeds and other needs remain unchanged.
4	You also gain resistance to necrotic damage.

Limits of endurance. This gift grants no immunity to exhaustion or harmful conditions. If it is suspended, your usual breathing needs apply; you can hold your breath normally. A resistance you already have does not stack with itself.

Focused protection. The advantage applies to a saving throw against a disease or an effect that would impose the poisoned condition, even if that effect also deals damage. The poison resistance from stage 2 applies separately to damage. Neither benefit cures a disease you already have.

4 • Dread Strike

No action • 1 essence • once on each of your turns. After hitting a creature with an attack, choose to deal the additional necrotic damage below before determining damage. The gift works with a weapon or spell attack, melee or ranged. Its dice are doubled on a critical hit.

Stage	Damage / slowing
1	1d6 / none.
2	2d6 / all speeds −3 meters.
3	3d6 / all speeds −3 meters.
4	4d6 / all speeds −6 meters.

A brief slowing effect. The reduction lasts until the start of your next turn, to a minimum of 0 for each speed. Immunity to necrotic damage does not protect against the slowing effect. Multiple Dread Strikes do not add their reductions together: apply the strongest one still active.

One strike on each of your turns. Additional attacks, multiple rays, and Action Surge do not allow a second use during the same turn. You cannot use it during another creature's turn, even with an opportunity attack or a readied action.

Other effects of the attack. The gift adds no attack and grants no healing by itself. Its damage belongs to the attack: if it meets another feature's requirements, that feature takes it into account. Thus, Dread Strike's necrotic damage can increase the HP restored by *Vampiric Touch*, according to the spell's calculation.

Different slowing effects. Other effects follow their own stacking rules. *Ray of Frost* can therefore add its reduction to Dread Strike's. A flying speed reduced to 0 has the normal consequences for flight, with their exceptions, including hovering.

Gifts of investigation

5 and 6 • Find a target or listen to a memory without automatically knowing the whole truth.

5 • Unfinished Hunt

Bonus action • 1 essence • concentration, up to 1 hour. Mark a creature you can see within 18 meters. You have advantage on Wisdom (Survival) checks to follow its tracks. If it is on the same plane and within 300 meters, you can use your action to learn its general direction, even through obstacles.

One target. You can maintain only one mark; a new one replaces the old one. Undead and constructs are eligible targets. The target's death or destruction ends the mark. Simply moving farther away or changing planes prevents detection without ending the mark or, by itself, interrupting your concentration.

A direction, not a position. This magical divination sense provides neither an exact distance, an occupied space, nor an image of the target. A target that becomes invisible after being marked can still be tracked by general direction: you do not thereby see it, and it keeps the benefits of invisibility.

Protections and range. Protection against divination applies if its text covers this magical sense. Protection limited to spells does not automatically affect this gift. If the direction is unavailable, you know that without knowing why. The initial range of 18 meters remains unchanged at every stage.

Stage	Detection / maximum concentration
1	300 meters / 1 hour.
2	1 kilometer / 1 hour.
3	3 kilometers / 1 hour.
4	10 kilometers / 8 hours.

6 • Grave Speech

1 minute of continuous contact • 1 essence spent at the start. Touch the remains of a creature that has been dead for less than 24 hours, was not undead when it died, and has not become undead since. It must have known at least one language and must still have a mouth. At the end of the minute, you can ask one question and receive a brief answer. The exchange ends no later than 1 minute after preparation.

Preparing the conversation. You must spend your action on this gift on each of your turns during preparation and remain in contact with the remains. An interruption causes the activation to fail; the essence remains spent. No concentration is required. After preparation, contact is no longer required, but you must remain within speaking distance.

A limited echo. The body knows only what it knew in life. It answers truthfully but briefly, in a language it knew, without granting you understanding of it. If it is hostile to you or recognizes you as an enemy, it can lie or refuse. It cannot see the present, predict anything, or reveal a murderer it had not identified. The soul is not called back.

Stage	Questions / time since death
2	Up to 3 / less than 7 days.
3	Up to 5 / less than 1 year.
4	Up to 5 / no limit. An identifiable skull is enough, even without a jaw.

One body, one conversation. Completing preparation on eligible remains starts a ten-day period, even if the body then refuses to answer. During this period, no user can question it with this gift or *Speak with Dead*. Conversely, successfully using that spell on the remains blocks the gift for ten days. This shared restriction is a homebrew exception. Interrupted preparation or an ineligible target does not start this period; separating the remains does not bypass it.

Gifts of silence and dread

7 and 8 • Seeming dead grants neither perfect vigilance nor an endless supply of Hit Dice.

7 • Corpse's Rest

Action • 1 essence • up to 1 hour. You must be prone. You appear dead to any nonmagical examination and do not need to breathe. You are blinded and incapacitated, and all your speeds are 0. Being incapacitated ends your concentration. You remain conscious and hear normally while awake.

Leaving this state. While conscious, you can end the gift without an action despite the incapacitation it imposes. Speaking or deliberately making your presence known also ends it. Taking damage ends it immediately. If you are sleeping, the normal sleep rules apply: this gift does not let you keep watch in your sleep.

A limited imitation. The gift grants no resistance, hides no magical aura, and does not fool magical detection of life. It does not stabilize a dying creature or make a living bearer an eligible corpse for a spell.

Stage	Cumulative improvement
2	The maximum duration becomes 8 hours.
3	At the end of the first uninterrupted hour, you can recover 1 spent Hit Die.
4	You can then recover up to 2.

Limited recovery. This recovery is available only once between long rests and only once per activation. It does not increase your maximum number of Hit Dice. If you do not use this opportunity at the end of the first hour, it is not deferred to later in the same activation. Completing a long rest during this activation does not give it another recovery.

Rest and maintenance. Time spent in this state can count as rest if its normal requirements are met; no rest is shortened. You can spend Hit Dice at the end of a short rest, which requires no action. To use Patchwork Flesh or maintain your body yourself, first end the gift. An assistant can perform the maintenance specified by the weakness without dealing damage to you.

8 • Deathly Dread

Reaction • 1 essence. When a creature you can see within 9 meters deals damage to you, you show it the mark of your death. If it can see you, it must succeed on a Wisdom saving throw against your revenance save DC or be frightened of you until the end of its next turn. You must still be able to take a reaction after the damage.

Stage	Cumulative improvement
2	The range becomes 18 meters.
3	On a failure, the target also takes 1d6 psychic damage.
4	This damage becomes 2d6.

The same target, once per day. Starting at stage 1, after this saving throw, whether successful or failed, you cannot target that creature with this gift again for 24 hours. Immunity to the frightened condition does not, by itself, protect against the psychic damage of a failed saving throw at stages 3 and 4.

Limits of the reaction. The effect requires no concentration and does not force the target to flee. Sacred Shock prevents you from paying for this reaction if the triggering damage has just dealt radiant damage to you. Defy the Grave can keep you at 1 HP and then allow Deathly Dread, if each gift's requirements are met and you pay for each.

The eight weaknesses

They remain at every stage; none requires killing, devouring someone, or obeying a master.

1 • Withered Flesh

Once per turn, when an effect would deal fire damage to you, add your proficiency bonus to that damage before applicable reductions, resistances, immunities, and vulnerabilities. Fire immunity remains effective. This addition does not double the damage or set your equipment on fire.

2 • Sacred Shock

After taking at least 1 radiant damage, you cannot spend essence until the end of your next turn; outside combat, for 6 seconds. This block takes effect before a reaction triggered after that damage. Passive gifts and effects already paid for continue normally.

3 • Death Marks

A physical anomaly reveals your condition: dark stitches, waxy flesh, blackened veins, or signs of decay. Choose it when you acquire this weakness. You have disadvantage on Charisma (Deception) checks to hide your revenance from someone who can see this anomaly. No other social check is penalized.

Concealing the marks. Opaque clothing or a disguise that actually hides the anomaly can prevent this disadvantage. The mark must be visible enough to require a concrete precaution. It reduces neither your size, speeds, nor AC, and does not cost you a limb.

4 • Rigor Mortis

While your essence reserve is empty, you have disadvantage on initiative rolls and Dexterity (Acrobatics) checks. Regaining at least 1 essence ends these disadvantages. This does not affect your Dexterity saving throws, AC, or speeds, and does not change initiative that has already been determined.

5 • Resting Earth

Choose a handful of earth from the place of your death, burial, or return. You can keep it in a container. If it has not remained within 3 meters for your entire long rest, that rest restores only half your maximum essence, rounded down, without exceeding that maximum. Your remaining points do not decrease.

Consecrating other earth. A 1-hour rite and 25 gp in consumed offerings let you consecrate another handful of earth, even if the first is inaccessible, lost, or destroyed. The old earth then ceases to qualify. This rite does not count as a rest or restore anything. Earth in an extradimensional space does not count as nearby.

6 • Body Maintenance

During each long rest, spend 10 minutes cleaning, embalming, or repairing your stitches, consuming 1 gp of supplies. You can do this yourself or receive help from a willing creature. This light activity does not extend the rest. Without it, that rest restores no spent Hit Dice; its other benefits remain unchanged. Recovery through the Corpse's Rest gift remains possible.

7 • Dreamless Sleep

Your long rest requires 1 hour more than its usual duration for your character. You spend this hour sleeping, trancing, or engaging in light activity according to your normal needs. It grants no additional benefit. Short rests and the limit of one beneficial long rest per 24-hour period remain unchanged.

8 • Susceptibility to Turning

When a feature that normally turns undead by forcing them to flee would include you if you had that type, make a Wisdom saving throw against its DC. Follow that feature's requirements for range, perception, and excluded targets. On a failure, your gifts are suspended for 1 minute. Repeat the saving throw at the end of each of your turns; success ends this suspension. Outside initiative, make a new roll every 6 seconds.

A narrow exception. You are neither forced to flee nor destroyed, and the curse is not purged. This weakness grants no challenge rating. *Banishment* and the Dismissal option of *Dispel Evil and Good* do not trigger this weakness. If your actual type already makes you eligible for the feature, make a single saving throw and also apply its normal consequences.

Sealing or rebirth

Homebrew rites; offerings are consumed on success and do not replace spell components.

Performing a rite. The bearer must be alive and willing. A willing officiant, who can be the bearer, conducts the rite beside them. No spellcaster level is required, except for the listed spells. An interruption longer than 1 minute requires starting over. A rite is not a rest and restores neither HP, Hit Dice, nor essence.

Sealing. 1 hour, 25 gp. During awakening, you immediately reach stable stage 1 and gain your traits using the chosen method. After awakening, this rite stabilizes the mark and restores gifts suspended by instability, subject to other suspensions. It replaces no trait. You acknowledge this return as part of yourself, without having to obey its source.

Early purge. 1 hour, 25 gp. Before sealing, the rite ends awakening or the curse. *Remove Curse* or *Greater Restoration* also suffices, without a rite or offerings; their normal components are still required. Early purge remains possible after the 72 hours of instability. With a spell, only any consent required by its text applies.

Ascension. A stable bearer can reach the next stage through an 8-hour rite if they have the required level and have completed at least one long rest since they last reached a new stage. They skip no stage. They gain one additional gift and weakness, and their gifts receive their improvements. Their essence maximum increases, but their current points do not change.

Stage reached	Minimum level	Offerings
2	5	100 gp
3	11	1,000 gp
4	17	5,000 gp

Cure after sealing. Perform an 8-hour rite. At its end, an officiant casts the required spell on the bearer with its normal actions and components, whose cost is added to the offerings. At stages 1 and 2, *Greater Restoration* can replace *Remove Curse*. After sealing, these spells remove this curse only as part of this rite: a homebrew exception to their normal rules.

Current stage	Offerings	Required spell, 2014 version
1	100 gp	Remove Curse
2	500 gp	Remove Curse
3	1,500 gp	Greater Restoration
4	5,000 gp	Greater Restoration

Finishing the unfinished. At sealing, the player and DM can set a specific, achievable condition for a cure: delivering a letter to a named person, fulfilling a defined promise, or returning an identified object. Once that condition is met, the bearer can perform a 1-hour rite to cure the curse with no cost or spell, regardless of stage. The ordinary method remains available. Fulfilling the condition alone removes no trait.

A life restored. A cure removes all gifts and weaknesses, ends their effects, and restores the body's usual functioning without changing current or maximum HP. Temporary HP from Defy the Grave disappear. It does not kill the bearer, reopen their fatal wounds, regrow a limb, or bring back a character who has died in the meantime.

Other paths. *True Resurrection* keeps its purging effect when it brings you back to life (see 'Your body, your character'). *Wish* can duplicate a spell under its own rules without removing the homebrew requirements of the purge rite; a cure outside those requirements is an exceptional wish, at the DM's discretion.

Advice for the DM

A supernatural reward that develops over time; weaknesses do not guarantee an exact balance.

This family's role. Haunting involves another presence; revenance concerns your own body and soul. The same system accommodates a barely changed survivor, a funerary figure, or a patchwork body. No appearance grants a free gift. Predatory hunger and transmission through a bite are not part of this family.

What the return costs the campaign. The exceptional return under 'Returning from death' is a story decision, comparable to a major reward, not an at-will ability. Agree on it with the player. A return through an ordinary spell keeps its costs and penalties even if revenance appears afterward. The curse does not replenish spell slots, Hit Dice, or uses of features.

Fairness among characters. Revenance adds abilities to an already complete race and class. Include it among campaign rewards and offer comparable benefits to the other PCs. Four chosen gifts can be more effective than four random gifts; minimum levels do not make ascensions mandatory.

Choosing relevant weaknesses. Death Marks matters more when concealing your nature is important. Resting Earth is often easy to satisfy. Turning and radiant damage depend on the opposition. Do not arbitrarily invalidate these precautions, but do not present constraints that never arise as the exact price of a combat power.

Limited defenses. Defy the Grave avoids only one eligible drop between long rests and spends essence. Patchwork Flesh consumes actual Hit Dice. Corpse's Rest returns only 1 or 2, at a minimum of levels 11 and 17. No permanent regeneration or automatic return in another body is taken from the bestiary revenant.

Control and investigation. Observe Dread Strike alongside the party's slowing effects, and Deathly Dread when an enemy attacks several times. Unfinished Hunt never identifies an invisible creature's space. Grave Speech obtains limited memories; a cooperative body gives useful answers within what it knows. Refusal or lies should not arbitrarily replace every piece of information.

Unusual rests. Dreamless Sleep adds an hour to the character's own rest: a usual 8-hour rest becomes 9 hours. Corpse's Rest need not cover all that time; its maximum duration of 8 hours does not shorten the rest. Trance and other resting traits continue to follow their own rules.

Feedback from play. After a few sessions, record essence spent, drops to 0 HP prevented, Hit Dice spent and recovered, turns actually affected by fear or slowing, and weaknesses that mattered.

References and status. The 2014 rules and supplements preceding the 2024 revision. The Basic Rules 2014 provide the framework. The revenant and zombie inspire the fiction, not PC statistics.

Credits. Original creation by Shuji; AI-assisted editorial revision and mechanical analysis. This homebrew content is neither official nor approved by Wizards of the Coast. No campaign playtesting is claimed.

Quick reference

Using this aid. Record only acquired traits; the full rules above take precedence over these reminders.

On your sheet	Value
Stage / minimum level	1 / 1; 2 / 5; 3 / 11; 4 / 17.
Current / maximum essence	Maximum 2 / 3 / 4 / 5; recover on a long rest, except for Resting Earth.
Revenance save DC	8 + proficiency bonus + Constitution or Wisdom modifier, chosen once.
Acquired gifts / weaknesses	One of each per stage, without duplicates.
Separate tracking	Defy the Grave: once per long rest. Corpse's Rest: one recovery per long rest, one per activation. Deathly Dread: 24 hours per target. Grave Speech: 10 days per corpse.

Gift	Use and reminder
Defy the Grave	No action, 1 essence, once per long rest. Eligible damage takes you from above 0 to 0 HP: remain at 1 HP. No critical hit, radiant damage, or instant death.
Patchwork Flesh	Action, 1 essence, and 1 to your stage in Hit Dice: total the dice + Constitution modifier on each (minimum 0 per die), then add your stage once.
Grave Endurance	Passive: advantage against disease / poisoned; poison resistance at stage 2, no breathing at 3, necrotic resistance at 4.
Dread Strike	No action after a hit, 1 essence, once on each of your turns: stage d6 necrotic damage. Speeds -3 m from stage 2, -6 m at 4.
Unfinished Hunt	Bonus action, 1 essence, concentration. Mark within 18 m; action to learn the direction. 300 m / 1 km / 3 km / 10 km.
Grave Speech	1 minute, 1 essence. 1 / 3 / 5 / 5 questions; shared ten-day interval with Speak with Dead.
Corpse's Rest	Action, 1 essence, prone: blinded, incapacitated, speeds 0. 1 hour, then 8 hours from stage 2. +1 / +2 Hit Dice from stages 3 / 4 after the first hour.
Deathly Dread	Reaction after damage, 1 essence, mutual visibility. Wisdom save or frightened until the end of the target's next turn; 9 m, then 18 m from stage 2.

Remember. At 0 HP, the normal rules apply. Revenance does not resurrect you or change your type. Corpse's Rest ends your concentration. Spent essence, actions, and Hit Dice remain distinct. A cure does not kill you.

Reserve example. At stage 2, you have 3 essence. Defy the Grave spends one and leaves you at 1 HP with 5 temporary HP. On your turn, Patchwork Flesh costs one action, one essence, and one or two Hit Dice. One essence remains; Defy the Grave remains unavailable until your next long rest.