

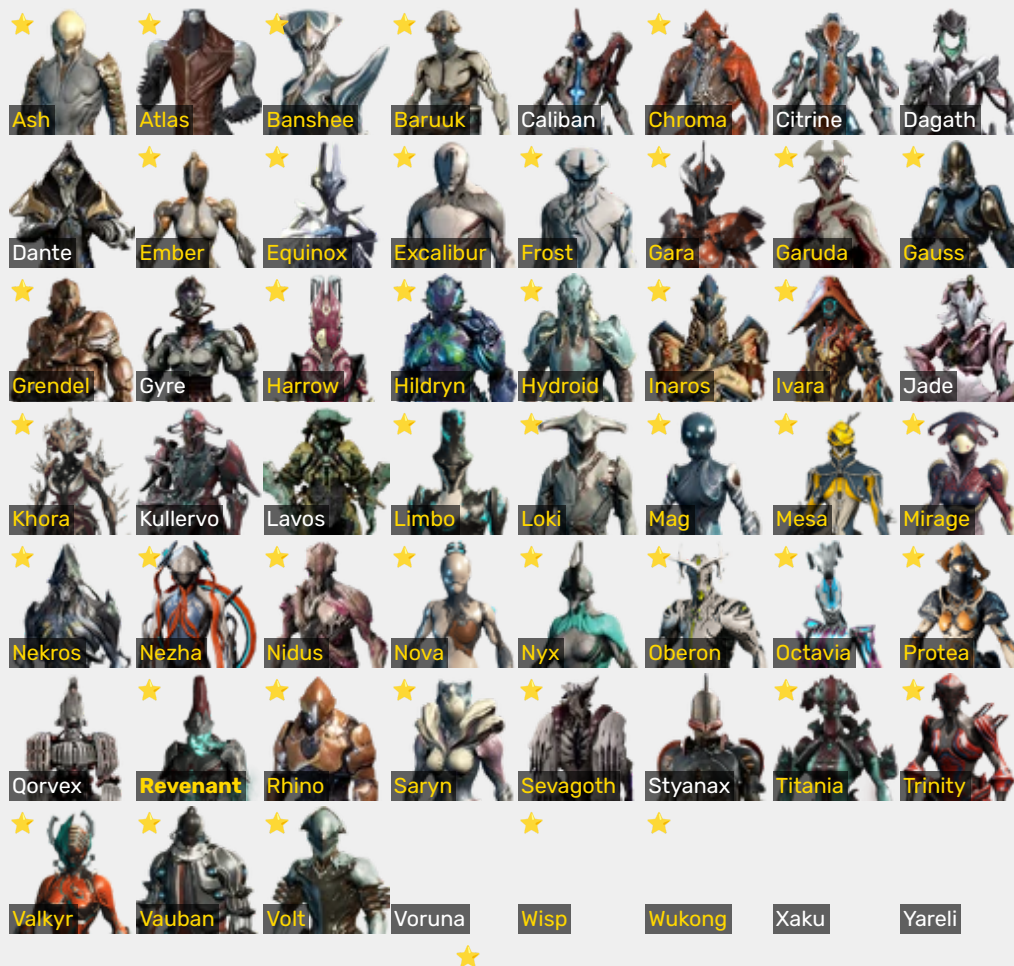
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Revenant

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Passive

When **Revenant's** **Shield** is fully depleted, he emits a radial pulse over **7.5** meters inflicting **100** **Blast** damage with maximum **75%** **Damage Falloff**.

Additionally, harnessing the essence of **Eidolons**, **Revenant** is immune to the **Magnetic** night waters of the **Plains of Eidolon**.

Abilities

View Maximization

This section is *transcluded* from *Enthrall* . To change it, please *edit the transcluded page*.

1

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Enthrall

Convert a target into a zealous thrall. Thralls turn on their allies and enthrall through damage. On death, they disintegrate into a damaging pillar of energy.

The thrall horde remains under Revenant's spell until this Ability runs out.

Introduced in **Update 23.5** (2018-08-24)

Strength:

250 / 500 / 750 / 1,000 (Puncture damage/s)

250 / 500 / 750 / 1,000 (projectile Impact damage)

Duration:

15 / 20 / 25 / 30 s (thrall duration)

10 s (pillar duration)

Range:

10 / 15 / 20 / 25 m (cast range)

0.5 / 1 / 1.5 / 2 m (pillar radius)

10 m (projectile seek range)

Misc:

7 (max thralls active)

? m (projectile splash radius)

100 % (projectile stagger on hit)

100 % (beta enthrall chance on hit)

50 (overshields per pickup)



This section is [transcluded](#) from [Mesmer Skin](#) . To change it, please [edit the transcluded page](#).

2 50	Mesmer Skin Become enveloped in Sentient energy, which redirects damage and stuns all those who dare attack. Stunned enemies can be Enthralled at no energy cost.	Strength: 3 / 4 / 5 / 6 (number of charges)
		Duration: 2 / 3 / 4 / 5 s (stun duration)
		Range: N/A
	Introduced in Update 23.5 (2018-08-24)	Misc: 100% (reflected damage and status) 100% (Enthrall energy discount) 1 (ally buff charge)

This section is [transcluded](#) from [Reave](#) . To change it, please [edit the transcluded page](#).

3 50	Reave Dash through enemies as a wall of Sentient energy, leeching shields and health from any encountered, enhanced for thralls.	Strength: 2 / 4 / 6 / 8 % (hitpoints drain/restore) 10 / 20 / 30 / 40 % (thrall hitpoints drain/restore)
		Duration: 0.25 / 0.5 / 0.75 / 1 s (duration)
		Range: 3 / 4 / 5 / 6 m (current width)
	Introduced in Update 23.5 (2018-08-24)	Misc: 25 m/s (travel speed) 100 % (status effects transfer) 1 (Mesmer Skin ally buff charge)

Subsumable to

Helminth

This section is [transcluded](#) from [Danse Macabre](#) . To change it, please [edit the](#)

Danse Macabre

Erupt with a multitude of Eidolon energy beams and sweep a circle of death around Revenant. The beams will modify their Damage Type to target select defenses, while incoming damage is redirected back into the beams. Hold fire to boost Status Effects and Damage, at the cost of increased energy consumption. Thralls killed by this leave overshield pickups.

Introduced in [Update 23.5](#)
(2018-08-24)

Strength:

500 / 750 / 1,000 / 1,250
(damage / s)

1,000 / 1,500 / 2,000 / 2,500
(boosted damage / s)

Duration:

N/A

Range:
"UUUUUU"

0.03 / 0.05 / 0.08 / 0.1 m
(beam radius)
0.05 / 0.1 / 0.15 / 0.2 m
(boosted beam radius)

Misc:

- 9 (number of beams)
- 100 m (sweep area)
- 1 rev/sec (rotation speed)
- 20% (status chance)
- 40% (boosted status chance)
- 50 (overshield points per pickup)
- 23.33% stored damage decay/sec

4
25
+20-
40/s

Strength Mods

Duration Mods

Range Mods



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