

Angel of Death

Medium, Celestial (Angel), Lawful Neutral

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

[View this monster online](#)

ARMOR CLASS

19

HIT POINTS

212 (25d8 + 100)

CHALLENGE

14 | 11,500 XP

PROFICIENCY

+5

Speed	Fly 90 ft., Walk 40 ft.
Initiative	+4
Saving Throws	Cha +11, Con +9, Dex +9, Str +11, Wis +11
Skills	Insight +11, Stealth +9, Religion +9, Perception +11
Damage Resistances	Necrotic, Radiant; Bludgeoning, Piercing, Slashing from nonmagical attacks
Damage Immunities	Charmed, Frightened
Condition Immunities	Charmed, Frightened
Senses	Truesight 90 ft.; Passive Perception 21
Passive Perception	21
Languages	Celestial, Common, telepathy 120 ft.

STR22
+6**DEX**18
+4**CON**18
+4**INT**18
+4**WIS**22
+6**CHA**22
+6

Traits

Silent Reaper. The angel has Advantage on Dexterity (Stealth) checks in dim light, darkness, graveyards, battlefields, hospitals, and places touched by recent death.

Final Mercy. A creature damaged by the angel's Necrotic or Radiant damage cannot regain Hit Points until the start of the angel's next turn.

Deathly Certainty. The angel has Advantage on attack rolls against creatures below half their Hit Points.

Actions

Multiattack. The angel makes three attacks, choosing from Reaper Blade or Grave-Light Bolt.

Reaper Blade. Melee Attack Roll: +11, reach 10 ft. Hit: 20 (4d6 + 6) Slashing damage plus 27 (6d8) Necrotic or Radiant damage, angel's choice.

Grave-Light Bolt. Ranged Spell Attack: +11, range 120 ft. Hit: 37 (7d8 + 6) Necrotic or Radiant damage, angel's choice.

Bell of the Last Breath (Recharge 5-6). Constitution Saving Throw: creatures of the angel's choice within 60 feet. Failure: 81 (18d8) Necrotic and Radiant damage, split evenly, and the target is Frightened until the end of its next turn. Success: Half damage and no Frightened condition.

Bonus Actions

Winged Funeral Step. The angel flies up to 40 feet without provoking Opportunity Attacks. It must end this movement closer to a creature below full Hit Points or a corpse.

Reactions

Answer the Dying. When a creature within 60 feet drops to 0 Hit Points, the angel gains 20 temporary Hit Points and may move up to 20 feet without provoking Opportunity Attacks.

Continue at Monster Almanac

Create monster hunts, fears, magic items, NPCs, and encounter-ready RPG tools.

View this stat block online: <https://monster-almanac-site.vercel.app/monsters/angel-of-death>

Explore more RPG tools: <https://monster-almanac-site.vercel.app>

CONTENT NOTICE

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block.

Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

Generated by Monster Almanac. This is original compatible game content, not an official SRD stat block.

License: [Monster Almanac Original Compatible Content](#)

Source page: <https://monster-almanac-site.vercel.app/monsters/angel-of-death>