

# Angel of Obsession

Medium, Celestial (Angel), Chaotic Neutral

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**ARMOR CLASS**

16

**HIT POINTS**

119 (14d8 + 56)

**CHALLENGE**

6 | 2,300 XP

**PROFICIENCY**

+3

**Speed** Fly 60 ft., Walk 30 ft.

**Initiative** +4

**Saving Throws** Cha +9, Dex +7, Wis +6

**Skills** Insight +6, Deception +9, Perception +6, Persuasion +9

**Damage Resistances** Psychic, Radiant

**Damage Immunities** Charmed

**Condition Immunities** Charmed

**Senses** Darkvision 90 ft.; Passive Perception 16

**Passive Perception** 16

**Languages** Celestial, Common, telepathy 60 ft.

**STR**12  
+1**DEX**18  
+4**CON**18  
+4**INT**16  
+3**WIS**16  
+3**CHA**22  
+6

## Traits

**Compelling Beauty.** Creatures Charmed by the angel have Disadvantage on Wisdom saving throws against the angel's effects.

**Jealous Halo.** When a creature the angel can see attacks a target other than the angel, the angel's next Psychic or Radiant damage roll against that creature before the end of its next turn gains a +5 bonus.

**Fixated Grace.** The angel has Advantage on Charisma checks against a creature it damaged within the last minute.

## Actions

**Multiattack.** The angel makes two attacks, choosing from Radiant Kiss or Devotional Ray.

**Radiant Kiss.** Melee Spell Attack: +9, reach 5 ft. Hit: 27 (6d8) Psychic or Radiant damage, angel's choice.

**Devotional Ray.** Ranged Spell Attack: +9, range 90 ft. Hit: 31 (6d8 + 4) Psychic damage.

**All Eyes on Me (Recharge 5-6).** Wisdom Saving Throw: creatures of the angel's choice within 30 feet. Failure: 36 (8d8) Psychic damage, and the target is Charmed until the end of its next turn. Success: Half damage and no Charmed condition.

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## Bonus Actions

**Possessive Flutter.** The angel flies up to 20 feet without provoking Opportunity Attacks, ending this movement within 10 feet of a creature it can see.

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## Reactions

**Spiteful Gaze.** When a creature within 60 feet succeeds on a saving throw against the angel, that creature takes 7 (2d6) Psychic damage.

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