

# Angel of Slaughter

Large, Celestial (Angel), Chaotic Evil

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**ARMOR CLASS**

22

**HIT POINTS**

444 (24d10 + 312)

**CHALLENGE**

25 | 75,000 XP

**PROFICIENCY**

+8

**Speed** Fly 120 ft., Walk 50 ft.

**Initiative** +6

**Saving Throws** Cha +16, Con +18, Dex +14, Str +18, Wis +14

**Skills** Athletics +18, Perception +14, Intimidation +16

**Damage Resistances** Fire, Necrotic, Psychic, Radiant; Bludgeoning, Piercing, Slashing from nonmagical attacks

**Damage Immunities** Charmed, Frightened, Poisoned

**Condition Immunities** Charmed, Frightened, Poisoned

**Senses** Truesight 120 ft.; Passive Perception 24

**Passive Perception** 24

**Languages** Celestial, Common, Abyssal, telepathy 120 ft.

**STR**30  
+10**DEX**22  
+6**CON**30  
+10**INT**18  
+4**WIS**22  
+6**CHA**26  
+8

## Traits

**Cathedral of Blood.** A hostile creature that starts its turn within 20 feet of the angel takes 10 (3d6) Radiant or Necrotic damage, angel's choice.

**Slaughter-Script Wings.** When the angel reduces a creature to 0 Hit Points, the angel can move up to half its Speed without provoking Opportunity Attacks.

**Divine Butcher.** The angel scores a critical hit on a roll of 19 or 20. When it scores a critical hit, the target cannot regain Hit Points until the start of the angel's next turn.

**Siege of Flesh and Stone.** The angel deals double damage to objects and structures.

## Actions

**Multiattack.** The angel makes four attacks: three Slaughter Blade attacks and one Gore-Halo Chain attack.

**Slaughter Blade.** Melee Attack Roll: +18, reach 15 ft. Hit: 32 (4d10 + 10) Slashing damage plus 36 (8d8) Radiant or Necrotic damage, angel's choice.

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**Gore-Halo Chain.** Melee Attack Roll: +18, reach 30 ft. Hit: 28 (4d8 + 10) Piercing damage plus 27 (6d8) Psychic damage, and the target is pulled up to 20 feet toward the angel.

**Choir of Dismemberment (Recharge 5-6).** Dexterity Saving Throw: creatures of the angel's choice within 90 feet. Failure: 135 (30d8) Slashing and Radiant damage, split evenly, and the target falls Prone. Success: Half damage and no Prone condition.

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## Bonus Actions

**Murderous Ascension.** The angel flies up to 60 feet without provoking Opportunity Attacks. If it ends this movement above a creature, its next melee attack before the end of the turn deals 18 (4d8) extra Radiant damage.

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## Reactions

**Blood-Wing Reprisal.** When a creature within 30 feet damages the angel, the angel makes one Slaughter Blade attack against that creature if it is within reach.

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## Legendary Actions

**Blood Step.** The angel moves or flies up to 30 feet without provoking Opportunity Attacks.

**Blade Hymn.** The angel makes one Slaughter Blade attack.

**Mark for Slaughter.** One creature the angel can see within 120 feet must succeed on a Wisdom saving throw or be Frightened until the end of its next turn. The angel has Advantage on its next attack against that creature.

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