

Angel of Vengeance

Medium, Celestial (Angel), Lawful Neutral

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ARMOR CLASS

18

HIT POINTS

153 (18d8 + 72)

CHALLENGE

9 | 5,000 XP

PROFICIENCY

+4

Speed Fly 80 ft., Walk 40 ft.

Initiative +4

Saving Throws Cha +9, Con +8, Dex +8, Str +9, Wis +8

Skills Insight +8, Perception +8, Intimidation +9

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

Damage Immunities Charmed, Frightened

Condition Immunities Charmed, Frightened

Senses Truesight 60 ft.; Passive Perception 18

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Languages Celestial, Common, telepathy 90 ft.

STR20
+5**DEX**18
+4**CON**18
+4**INT**14
+2**WIS**18
+4**CHA**20
+5

Traits

Vow of Retribution. The angel has Advantage on attack rolls against a creature that damaged it or an ally since the end of the angel's last turn.

Judgment Aura. A hostile creature that starts its turn within 10 feet of the angel takes 7 (2d6) Radiant damage if it damaged another creature since the end of its last turn.

No Escape from Judgment. Creatures damaged by the angel cannot take the Disengage action until the end of their next turn.

Actions

Multiattack. The angel makes three Vengeance Spear attacks.

Vengeance Spear. Melee or Ranged Attack Roll: +9, reach 10 ft. or range 60/180 ft. Hit: 16 (2d10 + 5) Piercing damage plus 18 (4d8) Radiant damage.

Sentence the Guilty. Wisdom Saving Throw: one creature the angel can see within 60 feet that damaged another creature since the end of its last turn. Failure: 36 (8d8) Psychic damage and the target is Frightened until the end of its next turn. Success: Half damage and no Frightened condition.

Avenging Descent (Recharge 5-6). Dexterity Saving Throw: creatures of the angel's choice within 30 feet. Failure: 54 (12d8) Radiant damage and the target falls Prone. Success: Half damage and no Prone condition.

Bonus Actions

Pursuit of the Marked. The angel flies up to 30 feet toward a creature it damaged within the last minute without provoking Opportunity Attacks.

Reactions

Retributive Wing. When a creature within 60 feet damages one of the angel's allies, the angel deals 10 (3d6) Radiant damage to that creature.

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