Rotted Angel

New Undead Creature for Fifth Edition.
by James Introcaso

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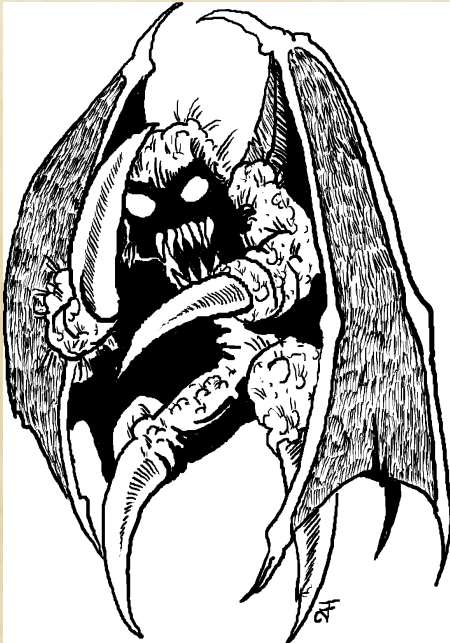
Rotted Angel

Towering beings of decaying flesh and damaged wings, rotted angels are obscene corruptions of good. Nearly impossible to create, these servants are the pride and joy of the evil necromancers that craft them. Living angels believe it is their sworn duty to kill such abominations and fallen angels often hunt their rotted cousins to regain the grace of the gods.

Born in Blood. Creating a rotted angel first requires the capture of a living angel. Then over the course of twelve hours, a horrific ritual is performed that involves the sacrifice of one-hundred innocent humanoid souls, burned alive one at a time. At the end of this ritual, the angel dies, its soul is twisted by evil, and then returned to its body, which withers and decays as it struggles to contain the darkness within. The rotted angel retains all the memories of the original.

Relentless Evil. Rotted angels answer only to the necromancers that created them. They delight in cruelty and relish tasks of murder, destruction, and torture. More than anything else, the angels take pleasure in tricking or forcing good-aligned creatures to commit unspeakable acts. The angels often craft situations that ask these creatures to make impossible decisions to drive them to malice and madness.

Unbound Rotted Angels. Only the necromancer that created the rotted angel can keep the monster in check. Should the necromancer die, the angel becomes unbound. It is free to do whatever it chooses. Unbound rotted angels travel the multiverse, looking for angels and heroes to turn to evil and drive mad.

Return to Grace. A rotted angel can be returned to its living state. If the monster is captured, a new ritual can be performed to restore it. Over the course of twelve hours, one-hundred undead creatures are destroyed one at a time. At the end of this ritual, the angel's body and soul are restored to its previous living state.

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Rotted Angel
Medium undead, chaotic evil

Armor Class 18 (natural armor)
Hit Points 178 (17d8 + 85)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+5)	18 (+4)	20 (+5)	22 (+6)

Saving Throws Wis +10, Cha +11
Skills Perception +10
Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 20
Languages all, telepathy 120 ft.
Challenge 13 (10,000 XP)

Corrupting Weapons. The angel's weapon attacks are magical. When the angel hits with any weapon, that weapon deals an extra 5d8 necrotic damage (included in the attack).

Spellcasting. The angel's spellcasting ability is Charisma (spell save DC 19). The angel can innately cast the following spells, requiring only verbal components.

At will: *detect evil and good, zone of truth*

3/day each: *animate dead, blindness/deafness, protection from evil and good*

1/day each: *destructive wave, dominate monster*

Turn Resistance. The angel has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The angel makes two melee weapon attacks or it makes one melee attack and one paralyzing touch attack.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit* 13 (2d6 + 6) slashing damage and 22 (5d8) necrotic damage.

Paralyzing Touch. *Melee Spell Attack:* +11 to hit, reach 5 ft., one creature. *Hit* 10 (3d6) cold damage. The target must succeed on a DC 19 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.