

# ANGELS

I use angels very sparingly in my campaigns. To me, they seem kinda like... *deus ex machina*. Literally. They also kinda come off as super serious. These are the sort of folks that if you make a joke they just respond with "blink blink blink." Plus, with their challenge ratings, they're the kind of things you only run into at later levels.

What follows are five angel variant angels that you can use in your Fifth Edition campaigns no matter what the level.

## CHERUB

A cherub is a winged angelic being that attends to gods. They appear to be winged infants armed with magical short bows. One hit from arrow charms a creature, causing it to fall in love with the nearest creature they see. Deceptively cute, cherubs are quite powerful, holding high-rank within angelkind. Frustratingly, they aren't known for their good behavior, frequently causing more mischief than not.

## CONSTAN

Constans are angels that lives in the gray area. They make the tough decisions. They're the judges that work for the other angels.

Constans are also the ones that employ the hound archons.

## HOUND ARCHONS

Hound archons are rank-and-file angels that act as muscle and bounty hunters for dieties. Mostly, hound archons are no-nonsense celestial beings who live for the job and the job only. Law or chaos doesn't matter to them; only the greater good and the mission. A hound archon never questions its orders. They appear as well-muscled humanoids with canine heads.

## LANTERN ARCHONS

Often confused for will-o-wisps, lantern archons work as guides and helpers to celestials and humanoids that they have been tasked to assist.

## RENDIR

Rendirs are angelic bounty hunters, tasked by the constans to hunt down those that the hound archons are unable to handle. They're well-armed and extremely dangerous, capable of handling multiple foes single-handedly.

(Note: Jack, my seven-year old son, helped design this angel variant.)

## CHERUB

*Small celestial, chaotic good*

**Armor Class** 13  
**Hit Points** 33 (6d6 + 12)  
**Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	13 (+1)	15 (+2)	20 (+5)

**Saving Throws** Wis +3, Cha +7  
**Skills** Insight +4, Perception +4, Stealth +8  
**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical attacks  
**Condition Immunities** charmed, exhaustion, frightened  
**Senses** darkvision 120 ft. passive Perception 14  
**Languages** all, telepathy 120 ft.  
**Challenge** 2 (450 XP)

**Angelic Weapons.** The cherub's weapon attacks are magical. When the cherub hits with any weapon, the weapon deals an extra 1d8 radiant damage (included in the attack).

**Lover's Arrow.** If the cherub hits a creature with its short bow, it may choose to avoid dealing damage and

instead cause the creature to make a DC 15 Wisdom save. On a failed save, the creature becomes charmed for 1 hour. The cherub may choose itself to be the object of the charm, or it may choose another target within 30 feet of the charmed creature. A charmed target can repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it. A target that successfully saves is immune to this cherub's arrow for the next 24 hours.

**Innate Spellcasting.** The cherub's spellcasting ability is Charisma (spell save DC 15). The cherub can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

1/day: *calm emotions*

**Magic Resistance.** The cherub has advantage on saving throws against spells and other magical effects.

## Actions

**Short Bow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft. *Hit:* 7 (1d6 + 4) piercing damage plus 4 (1d8) radiant damage.

**Superior Invisibility.** The cherub magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the cherub wears or carries is invisible with it.



## CONSTAN

Medium-sized celestial, neutral good

**Armor Class** 17 (natural armor)

**Hit Points** 189 (18d8 + 108)

**Speed** 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	22 (+6)	20 (+5)	26 (+8)	20 (+5)

**Saving Throws** Wis +12, Cha +9

**Skills** Insight +12, Investigation +9, Perception +12

**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened

**Senses** truesight 120 ft., passive Perception 22

**Languages** all, telepathy 120 ft.

**Challenge** 12 (8,400 XP)

**Angelic Weapons.** The constan's weapon attacks are magical. When the constan hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

**Divine Awareness.** The constan knows if it hears a lie.

**Innate Spellcasting.** The constan's spellcasting ability is Charisma (spell save DC 17). The constan can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*, *invisibility* (self only)

3/day each: *locate creature*, *locate object*

1/day each: *commune*, *dimension door*, *speak to animals*

**Magic Resistance.** The constan has advantage on saving throws against spells and other magical effects.

### Actions

**Multiattack.** The constan makes two melee attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 18 (4d8) radiant damage.

**Fury of the Gods (Recharge 5-6).** The constan makes six unarmed strikes. Either before or after these attacks, the constans can move up to its speed as a bonus action without provoking attacks of opportunity.

**Change Shape.** The constan magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. Any equipment it is wearing or carrying is absorbed or borne by the new form (the constan's choice). In the new form, the constan's retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It reverts to its true form if it dies.

## LANTERN ARCHON

Small celestial, lawful good

**Armor Class** 13

**Hit Points** 21 (6d6)

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	10 (+0)	10 (+0)	11 (+0)	12 (+1)

**Damage Immunities** radiant; bludgeoning, piercing, and slashing from nonmagical attacks.

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 120 ft., passive Perception 14

**Languages** all, telepathy 120 ft.

**Challenge** 2 (450 XP)

**Angelic Weapons.** The lantern archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 1d8 radiant damage (included in the attack).

**Illumination.** The archon sheds bright light in a 20-foot radius and dim light in an additional 20 feet.

**Innate Spellcasting.** The archon's spellcasting ability is Charisma (spell save DC 11). The archon can innately cast the following spells, requiring only verbal components:

At will: *aid*, *detect evil and good*

1/day: *commune*

**Magic Resistance.** The archon has advantage on saving throws against spells and other magical effects.

### Actions

**Light Ray.** *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 9 (2d8) radiant damage.



# HOUND ARCHON

Medium Celestial, neutral good

**Armor Class** 15 (natural armor)  
**Hit Points** 78 (12d8 + 24)  
**Speed** 40 ft. or 60 ft. in canine form

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	10 (+0)	13 (+1)	18 (+4)

**Saving Throws** Con +5, Wis +4, Cha +7  
**Skills** Perception +4, Stealth +4 (+7 in canine form), Survival +4 (+7 in canine form)  
**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical attacks.  
**Condition Immunities** charmed, exhaustion, frightened  
**Senses** darkvision 120 ft., passive Perception 14  
**Languages** all, telepathy 120 ft.  
**Challenge** 6 (2,300)

**Shapechanger.** The archon can use its action to polymorph into a Medium canine or back into its true form, a dog-headed humanoid. Its statistics, other than its Speed, are the same in each form. Any equipment it is wearing or carrying is absorbed into the canine form and returns when it changes into its humanoid form. It reverts to its true form if it dies.

**Angelic Weapons.** The hound archon's weapon attacks are magical. When the archon hits with any weapon, the

weapon deals an extra 2d8 radiant damage (included in the attack).

**Innate Spellcasting.** The archon's spellcasting ability is Charisma (spell save DC 15). The archon can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

1/day: *commune*

**Magic Resistance.** The archon has advantage on saving throws against spells and other magical effects.

**Pack Tactics.** The hound archon has advantage on an attack roll against a creature if at least one of the archon's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Tracker.** The hound archon has advantage on Wisdom (Survival) checks while in canine form.

## Actions

**Multiattack (Humanoid Form Only).** The hound archon makes two attacks, one with its great sword and one with its bite.

**Great Sword (Humanoid Form Only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage plus 9 (2d8) radiant damage.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) plus 9 (2d8) radiant damage. While the archon is in canine form, if the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

# RENDIR

Medium celestial, lawful good

**Armor Class** 16 (natural armor)  
**Hit Points** 119 (14d8 + 56)  
**Speed** 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

**Saving Throws** Dex +8, Con +8, Cha +9  
**Skills** Perception +13, Stealth +11, Survival +13  
**Damage Resistances** poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks  
**Condition Immunities** charmed, exhaustion, frightened, poisoned  
**Senses** darkvision 120 ft., passive Perception 23  
**Languages** all, telepathy 120 ft.  
**Challenge** 9 (5,000 XP)

**Angelic Weapons.** The rendir's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).

**Innate Spellcasting.** The rendir's spellcasting ability is Charisma (spell save DC 17). The rendir can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

3/day: *magic missile*

1/day: *banishment, commune, mirror image, raise dead*

**Magic Resistance.** The rendir has advantage on saving throws against spells and other magical effects.

## Actions

**Multiattack.** The rendir makes three light ray attacks.

**Light Whip.** *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 18 (4d8) radiant damage. If the target is Large or smaller it is grappled (escape DC 17). Until the grapple ends, the target is restrained.

**Healing Touch (3/Day).** The rendir touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.