

FALLEN

Medium • Celestial • Lawful Evil

Armor Class 17

Initiative +4 (14)

Hit Points 153 (18d10 + 54)

Speed 30 ft., fly 60 ft.

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

Saving Throws Int +8, Cha +8

Skills Deception +8, Stealth +8

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities blinded, charmed, exhaustion, frightened, poisoned

Senses blindsight 60 ft., passive Perception 14

Languages all

CR 9 (XP 5,000; PB +4)



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

Unholy Veil. The fallen is immune to magic that allows other creatures to read its thoughts or determine whether it is lying.

Unusual Nature. The fallen doesn't require food, drink, or sleep.

ACTIONS

Multiattack. The fallen makes two Corrupting Touch attacks. It can replace one attack with an use of Spellcasting to cast an at-will spell.

Corrupting Touch. *Melee Spell Attack:* +8, reach 5 ft. *Hit:* 27 (5d10) necrotic damage. If the target is a creature, it must succeed on a DC 16 Charisma saving throw. If a creature fails three of these saves within 1 hour, the target's alignment changes to evil until cured by a *greater restoration* spell or similar.

Spellcasting. The fallen casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *bane*, *enthrall*, *silent image*, *suggestion*

1/day: *banishment*, *phantasmal killer*, *plane shift* (self only), *wall of fire* (dealing necrotic damage)

FALLEN — WEAKER

Medium • Celestial • Typically Lawful Evil

Armor Class 16

Initiative +3 (13)

Hit Points 105 (14d10 + 28)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	16 (+3)	16 (+3)	16 (+3)

Saving Throws Int +6, Cha +6

Skills Deception +6, Stealth +6

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities blinded, charmed, exhaustion, frightened, poisoned

Senses blindsight 60 ft., passive Perception 13

Languages all

CR 6 (XP 2,300; PB +3)



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

Unholy Veil. The fallen is immune to magic that allows other creatures to read its thoughts or determine whether it is lying.

Unusual Nature. The fallen doesn't require food, drink, or sleep.

ACTIONS

Multiattack. The fallen makes two Corrupting Touch attacks. It can replace one attack with an use of Spellcasting to cast an at-will spell.

Corrupting Touch. *Melee Spell Attack:* +6, reach 5 ft. *Hit:* 22 (4d10) necrotic damage. If the target is a creature, it must succeed on a DC 14 Charisma saving throw. If a creature fails three of these saves within 1 hour, the target's alignment changes to evil until cured by a *greater restoration* spell or similar.

Spellcasting. The fallen casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *bane*, *enthrall*, *silent image*, *suggestion*

1/day: *banishment*, *phantasmal killer*, *plane shift* (self only)

FALLEN — STRONGER

Medium • Celestial • Typically Lawful Evil

Armor Class 18

Hit Points 195 (26d8 + 78)

Speed 30 ft., fly 60 ft.

Initiative +4 (14)

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

Saving Throws Int +9, Cha +9

Skills Deception +9, Stealth +8

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities blinded, charmed, exhaustion, frightened, poisoned

Senses blindsight 60 ft., passive Perception 15

Languages all

CR 12 (XP 8,400; PB +4)

Shape-Shift. The fallen shape-shifts into a Medium or Small Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Temptation (1/Day). *Wisdom Saving Throw:* DC 14, one creature within 30 feet that can hear the fallen (save fails automatically if the target is already charmed). *Failure:* The target becomes magically charmed until the effect is dispelled or the fallen is destroyed. While charmed this way, the creature tries to protect the fallen to the best of its ability.

BONUS ACTIONS

Twisted Visions (Recharge 6). *Wisdom Saving Throw:* DC 14, one creature within 30 feet that the fallen can see. *Failure:* The target becomes magically charmed for 10 minutes. While charmed, the target perceives another creature (the fallen's choice) as the fallen and the fallen as that other creature. The charmed creature rationalizes any illogical behavior and perceives voices, movements, and similar as perfectly swapped. Each time the charmed creature takes damage, it can repeat the saving throw, ending the effect on itself on a success. *Success:* The target becomes immune to this effect for 1 hour.



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

Unholy Veil. The fallen is immune to magic that allows other creatures to read its thoughts or determine whether it is lying.

Unusual Nature. The fallen doesn't require food, drink, or sleep.

ACTIONS

Multiattack. The fallen makes two Corrupting Touch attacks. It can replace one attack with an use of Spellcasting to cast an at-will spell.

Corrupting Touch. *Melee Spell Attack:* +8, reach 5 ft. *Hit:* 38 (7d10) necrotic damage. If the target is a creature, it must succeed on a DC 17 Charisma saving throw. If a creature fails three of these saves within 1 hour, the target's alignment changes to evil until cured by a *greater restoration* spell or similar.

Spellcasting. The fallen casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *bane, enthrall, silent image, suggestion*

2/day: *banishment, phantasmal killer, wall of fire* (dealing necrotic damage)

1/day: *plane shift* (self only)

Shape-Shift. The fallen shape-shifts into a Medium or Small Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Temptation (1/Day). *Wisdom Saving Throw:* DC 17, one creature within 60 feet that can hear the fallen (save fails automatically if the target is already charmed). *Failure:* The target becomes magically charmed until the effect is dispelled or the fallen is destroyed. While charmed this way, the creature tries to protect the fallen to the best of its ability.

BONUS ACTIONS

Twisted Visions (Recharge 6). *Wisdom Saving Throw:* DC 17, one creature within 30 feet that the fallen can see. *Failure:* The target becomes magically charmed for 10 minutes. While charmed, the target perceives another creature (the fallen's choice) as the fallen and the fallen as that other creature. The charmed creature rationalizes any illogical behavior and perceives voices, movements, and similar as perfectly swapped. Each time the charmed creature takes damage, it can repeat the saving throw, ending the effect on itself on a success. *Success:* The target becomes immune to this effect for 1 hour.