

Angel of Retribution

CR 15

LN Large Outsider (Angel, Extraplanar)

Initiative: +8; **Senses:** Darkvision 60 ft., Low-light Vision

Defense

AC: 30, **Flat-Footed:** 26, **Touch:** 13

(+7 armor, +4 DEX, +9 natural, +1 shield, -1 size)

HP: 157 (15d8+90) **DR:** 10/evil

Fort: +15, **Ref:** +13, **Will:** +11 **SR:** 30

Resistances: Electricity 10 and Fire 10

Immunities: Acid, Cold, Fear, and Petrification

Defensive Abilities: Angelic Presence, Regeneration 10

Offense

Speed: 40 ft., fly 60 ft. (poor)

Melee: Long Shard Sword +21/+16/+11 (1d8+6 plus Icy Vengeance 17-20/x2) or Long Shard Sword +19/+14/+9 (1d8+6 plus Icy Vengeance 17-20/x2) and Short Shard Sword +19/+14 (1d6+3 plus Icy Vengeance 17-20/x2)

Special Abilities: Mark of Retribution, Mobile Melee Attack, Spell-Like Abilities, Storm of Blades

Statistics

STR 20 (+5) **DEX** 18 (+4) **CON** 23 (+6)

INT 12 (+1) **WIS** 15 (+2) **CHA** 16 (+3)

Base Attack +15; **Grapple** +24; **Space/Reach** 10 ft. / 10 ft.

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Long Shard Sword), Weapon Focus (Short Shard Sword)

Skills: Concentration +24 (18 ranks, +6 con), Intimidate +21 (18 ranks, +3 cha), Knowledge (any 3) +19 (18 ranks, +1 int), Listen +20 (18 ranks, +2 wis), Sense Motive +20 (18 ranks, +2 wis), Spot +20 (18 ranks, +2 wis), Use Magic Device +21 (18 ranks, +3 cha)

Languages: Celestial, Common, *Tongues*

SQ: Outsider Traits

Combat Gear: None

Other Gear: Angelic Raiment (+2 mithral breastplate), Long Shard Sword (+1 Keen Longsword), Short Shard Sword (+1 Keen Shortsword)

General Information

Environment: Any

Organization: Solitary, pair

Treasure: None (other than gear noted above)

The being before you looks to have been born of wrath and battle. Where flesh would be on a mortal being is only a silvery ice-like material whose origins you can only guess at. Two glassy wings spread from the thing's back and they look to have been honed to a deadly sharpness.

In its hands this being carries a pair of blades that look to have been crafted from magically hardened ice and it wears a breastplate of luminous metal and of craftsmanship that surpasses anything a mortal could ever hope to achieve.

There are some things that even angels are loath to do, execution tends to often be one of these things. There is, however, a small sect of the Angelic Host that sees the necessity in removing great menaces from existence before they can be allowed to reach their full potential. This sect is simply known as the Order of Retribution.

Angels of retribution shed the fair forms that most angels reside within and take to honing themselves into the heavens' ultimate killing machines. A being sentenced to be 'judged' by an angel of retribution is typically found dead within a fortnight, its body caked in horrible wounds that seem to have been caused by a wicked blade.

When an angel of retribution is tasked with the judgement of a being it immediately sets out and does not rest until that being lies dead at its feet. Angels of retribution always appear before their quarry and slowly intone the horrible crimes that the being has been charged with. After intoning the list of crimes, the angel of retribution offers its quarry the mercy of a swift and painless death - a coup de grace. Should the victim refuse (as is often the case) the angel immediately attacks with the full extent of its abilities, it shows no mercy to one who has denied its offer of mercy.

In combat, an angel of retribution immediately marks his target and moves to attack him in melee. Should an angel of retribution be faced

with a group of enemies it will typically mark its target and then use its storm of blades ability. An angel of retribution fights until its target is slain; after its target is rendered dead, the angel of retribution quickly *greater teleports* away.

Ability Information

Angelic Presence (Su): Even the most vile of beings find it difficult to attack a creature as pure as an angel. Any creature attacking an angel of retribution suffers a -2 penalty to its attack rolls unless the angel is reduced to at least half of its maximum hit points (78 on average).

Icy Vengeance (Su): Those marked by an angel of retribution are subject to the deadly cold that emanates from the angels' shard swords. If an angel of vengeance strikes a target that it has marked with its mark of retribution, that creature takes an additional 2d6 points of cold damage (no save). Unlike normal cold damage, this cold is divine-based, and as such, bypasses any cold resistance short of immunity.

Mark of Retribution (Su): Creatures marked by an angel of retribution as its target seldom have long to live. Once per round as a free action, an angel of retribution may make a ranged touch attack (the angel has a +18 on the roll) against a single foe within its sight. If this attack is successful, that target immediately takes 2d6 points of cold damage and becomes marked (see Icy Vengeance) by the angel of retribution.

An angel of retribution may only have a single creature marked at any one time. If it marks a second creature, its previous mark fades. If an angel of retribution is slain, its mark fades from any creature it happens to be placed upon.

Mobile Melee Attack (Ex): Angels of retribution are warriors of legendary skill; few mortals can hope to best them in melee combat. An angel of retribution may move up to half its normal move speed and still make a full attack.

Regeneration: An angel of retribution takes damage from evil-aligned weapons and from spells and effects with the evil descriptor.

Spell-Like Abilities: At will - *dispel magic*, *greater teleport*; 3/day - *waves of fatigue*; 1/day - *waves of exhaustion*. Caster level 15th.

Storm of Blades (Su): While an angel of retribution is capable of rudimentary flight with its wings, they are in reality a most deadly weapon. As a standard action, the angel of retribution can cause its metallic wings to explode outwards in a large nova of life-ending blades. All creatures within 30 feet of the angel of retribution must succeed on a reflex save (DC 23) or take 6d8 points of slashing damage. A successful save halves the damage. Creatures marked by an angel of retribution automatically fail this saving throw.

After using this ability the angel of retribution loses its fly speed for 1d4-1 (minimum 1) rounds as its metallic wings quickly reform. While its wings are reforming an angel of retribution may not use this ability.

The save DC of this ability is constitution-based.

Lore

A successful knowledge (the planes) check will reveal the following information about an angel of retribution:

DC 25 This is an angel of retribution, a member of a sect of angels who serve the Angelic Host as elite executioners. This reveals all outsider traits.

DC 30 Angels of retribution are capable of marking a given target. Should an angel of retribution then strike that target, their body is wracked with heavenly frost.

DC 35 Angels of retribution can cause their majestic wings to explode outward, flaying the flesh from the bodies of their foes.