



## FALLEN WATCHER

The fallen celestials known as watchers guard the souls of the damned. They typically stand between 7 and 9 feet tall with leathery wings protruding from their shoulders. Although most of their angelic features remain, the corruption from their fall has twisted them, forcing them to hide their faces behind masks out of shame. Most Watchers do not leave their duty stations, although they are sometimes used to track down errant souls who have escaped.

**Blinding Gaze.** Anyone meeting a watcher's direct gaze is instantly blinded, often permanently unless magically restored.

**Invisible Guards.** Fallen watchers are prideful creatures ashamed of the corruption that mars their features. They hide behind masks and their innate invisibility abilities.

**Immortal Nature.** Fallen Watchers do not require food, drink, or sleep.

## FALLEN WATCHER

*Medium celestial, neutral evil*

**Armor Class** 17 (half plate)  
**Hit Points** 136 (16d8 + 64)  
**Speed** 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	18 (+4)

**Saving Throws** Wis +9, Cha +8

**Skills** Insight +8, Perception +13

**Damage Resistances** necrotic, bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, exhaustion, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 23

**Languages** All

**Challenge** 10 (5,900 XP)

**Proficiency Bonus:** +4

**Corrupted Weapons.** The watcher's weapon attacks are magical. When the watcher hits with any weapon, the weapon deals an extra 18 (4d8) necrotic damage (included in the attack).

**Innate Spellcasting.** The watcher's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

1/day each: *contagion*, *true seeing*

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

### ACTIONS

**Multiattack.** The watcher makes two blade whip attacks.

**Blade Whip.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 18 (4d8) necrotic damage. The target is grappled (escape DC 15) Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the watcher can't use the whip to grapple another target.

**Blinding Gaze (3/Day).** The watcher targets one creature it can see within 60 feet of it. If the target can see the watcher, the target must succeed on a DC 15 Constitution saving throw, or be blinded. This effect lasts until removed by a lesser restoration spell or similar effect.

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