Angels of the His Dark Materials Universe

Cosmic entities of immense power, the Angels exist beyond the material realm, embodying the very fabric of Dust. Some serve the Authority, while others rebel, like Xaphania and the forces of the Republic of Heaven. Their presence alone is enough to shift the course of history, and their true forms are incomprehensible to mortal minds.

Celestial Entity (Lawful/Neutral/Chaotic, varies by allegiance)

Armor Class: 22 (Divine Form)

Hit Points: 300 (20d12 + 180)

Speed: 0 ft., Fly 120 ft. (Hover, ignores all terrain and obstacles)

Ability Scores

• Strength: 22 (+6)

• Dexterity: 24 (+7)

• Constitution: 28 (+9)

• Intelligence: 30 (+10)

• Wisdom: 30 (+10)

• Charisma: 30 (+10)

Saving Throws

• Wisdom +18, Charisma +18, Constitution +16

Skills

• Arcana +16, Insight +18, History +16, Perception +18, Persuasion +18

Damage Resistances:

• Radiant, Psychic, Force, Necrotic

Damage Immunities:

• Poison, Thunder, Non-Magical Weapons, Cold, Lightning

Condition Immunities:

• Charmed, Frightened, Exhaustion, Poisoned, Stunned, Paralyzed, Restrained

Senses:

• True Sight 300 ft., Passive Perception 28

Languages:

• Celestial, all mortal tongues, telepathic communication with any creature

Traits & Abilities

Manifestation of Dust:

• Angels do not exist in a conventional sense. They are self-aware structures of Dust, held together by willpower and perception.

• They cannot be destroyed by conventional means, only dispersed or cast into the abyss.

Ethereal Presence:

• Angels exist partially outside of time and space, visible only when they choose to be seen.

• Any creature trying to perceive them must make a DC 22 Wisdom saving throw.

• Fail: They see only vague shimmering light and hear whispers.

• Succeed: They witness the Angel’s true, overwhelming form.

• Fail by 5+: The creature is blinded for 1 minute and cannot recall what they saw.

Divine Radiance:

• Any mortal who looks directly at an Angel must make a DC 20 Constitution saving throw or be permanently blinded by their brilliance.

• All hostile creatures within 120 feet have disadvantage on all attacks due to their overwhelming presence.

Servants of the Authority / Republic of Heaven:

• Angels are divided into factions:

• The Authority’s Angels: Serve the first being who came into existence, following a rigid hierarchy.

• Rebel Angels (like Xaphania): Work toward a world of free thought, opposing the Authority.

• Depending on their allegiance, Angels will aid or hinder mortals seeking knowledge.

The Knife’s Influence:

• The Subtle Knife can cut through the barriers between realms, which even Angels struggle to do.

• An Angel cannot be harmed by the knife directly, but if struck by it, they must make a DC 24 Charisma save or be forced through a portal against their will.

Actions

Blazing Smite (Recharge 5-6):

• Melee Spell Attack: +16 to hit, reach 10 ft., one target.

• Hit: 100 (10d10 + 30) radiant damage.

• Target must make a DC 22 Constitution saving throw or be disintegrated if they drop to 0 HP.

Voice of the Cosmos:

• The Angel speaks in the First Language, the original speech of Dust.

• All creatures within 1 mile hear its words in their own language.

• If the Angel commands a being to stop, the target must make a DC 25 Wisdom saving throw or obey completely.

Banish to the Void:

• The Angel gestures, targeting a creature within 60 feet.

• The target must make a DC 24 Charisma saving throw or be cast into the abyss between worlds.

• The only way to return is through divine intervention, a Subtle Knife portal, or powerful magic.

Legendary Actions (3 per Round)

Warp Reality (Costs 2 Actions):

• The Angel alters the laws of physics in a 1-mile radius.

• It can choose to:

• Suspend Gravity

• Reverse Time for 6 seconds (forcing rerolls)

• Erase an object from existence

Turn Invisible:

• The Angel vanishes from sight, becoming completely undetectable except by divine beings or special artifacts.

Create a Rift:

• The Angel opens a portal to another world or dimension, stepping through at will.

Tactics

• Near-Omnipotent Beings: Angels do not fight like mortals; they manipulate reality, perception, and time.

• Influence Over Force: They rarely kill outright—they shape fate, shift events, and steer history.

• Dust as a Weapon: The most powerful Angels can deny Dust itself, severing a creature from free will and self-awareness.

CR (Challenge Rating): 30 (155,000 XP)

• Angels aren’t traditional enemies. They are forces of nature, guides, and divine manipulators.

• If angered, they alter reality itself rather than engaging in simple combat.

• Only the most powerful artifacts, entities, or cosmic events can threaten them.

Final Thoughts

• Angels should be terrifyingly powerful, but they operate differently from typical creatures.

• They should serve as major lore figures, influencing the cosmic balance of Dust and free will.

• The Authority’s Angels will act like divine enforcers, while Rebel Angels will guide those seeking knowledge.