DUALINK

Empress of Light

BBEG



Terraria Edition

DUALINK

Empress of Light

Nighttime Stat Sheet

Medium Celestial, lawful neutral

Armor Class: 18 (natural armour)
Hit Points: 280 (35d8 + 70)
Speed: 60 ft., fly 120 ft.

STR	DEX	CON	WIS	INT	CHA
14 (+2)	20 (+5)	15 (+2)	16 (+3)	18 (+4)	22 (+6)

Saving Throws: Dex +9, Wis +7, Cha +10
Skills: Insight +7, Arcana +7, Perception +7
Damage Resistances: Radiant, Fire
Damage Immunities: Psychic
Condition Immunities: Charmed, Frightened
Senses: Truesight 120 ft., Passive Perception 17
Languages: Common, Celestial, telepathy 120 ft.
Challenge: 12 (8,400 XP)

Empress of Light

Daytime Stat Sheet

Medium Humanoid, neutral

Armor Class: 22 (natural armour)
Hit Points: 560 (70d8 + 140)
Speed: 80 ft., fly 150 ft.

STR	DEX	CON	WIS	INT	CHA
16 (+3)	24 (+7)	18 (+4)	18 (+4)	20 (+5)	24 (+7)

Saving Throws: Dex +14, Wis +11, Cha +14
Skills: Insight +11, Arcana +7, Perception +11
Damage Resistances: Radiant, Lightning
Damage Immunities: Psychic, Fire
Condition Immunities: Charmed, Frightened, Paralyzed
Senses: Truesight 120 ft., Passive Perception 21
Languages: Common, Celestial, telepathy 120 ft.
Challenge: 23 (32,500 XP)

Terraria Edition

Mark of Oblivion (Daytime Only). When a creature is hit during the daytime, they gain a ***Mark of Oblivion***. Upon accumulating three marks, they must succeed on a DC 19 Constitution saving throw with advantage or be reduced to 0 HP. On a success, they remain at 1 HP instead, and two marks are erased, requiring two additional hits to reach the threshold again.

Mark of Radiance. Whenever a creature is hit by Solar Barrage, they glow with radiant light for 1 minute. While glowing, they cannot benefit from invisibility, and the Empress of Light has advantage on attack rolls against them. A creature can use its action to obscure the glow with mud, cloth, or similar materials, ending the effect.

Eclipse's Bane. Creatures wielding dark or necrotic powers (such as Chill Touch or Darkness) deal an additional 1d10 damage against Empress of Light . However, she prioritizes targeting these creatures as her primary threat.

Actions

Multiattack. Empress of Light makes two Solar Barrage attacks and one Ethereal Lance attack.

Solar Barrage. *Ranged Spell Attack:* range 120 ft., up to three creatures. Empress of Light fires radiant bolts that automatically hit, each dealing 8 (1d6 + 5) radiant damage.

Ethereal Lance. Empress of Light summons a radiant lance that pierces through space, targeting a single creature with deadly precision.

When targeted, the DM rolls two identical dice (e.g., 2d20, 2d12). Players must roll the same die type and have their result fall between the two rolls to successfully dodge the lance. On a Failed Dodge the target takes 29 (5d10 + 4) radiant damage. Alternatively, players may attempt a Dexterity saving throw (DC 18). If successful, they take half damage.

Daytime Effect. The player's Dexterity saving throw is made with disadvantage.

The radiant lance shimmers as it forms, casting fragmented light and distorted shadows. The air vibrates with celestial energy before the lance surges forward like a falling star.

Prismatic Wave (Recharge 5–6). Empress of Light releases a burst of prismatic energy in a 30-foot cone. Each creature in the area must make a DC 18 Dexterity saving throw. On a failed save, roll a d8 to determine the effect:

- 1-2: Blinded for 1 minute (DC 18 Constitution saving throw at the end of each turn to end the effect). The target also takes 11 (2d10) radiant damage.
- 3-4: Restrained by radiant tendrils for 1 minute (DC 18 Strength saving throw at the end of each turn to end the effect). The target also takes 15 (3d10) radiant damage.
- 5-6: The target takes 27 (5d10 + 2) radiant damage.
- 7-8: The target gains temporary hit points equal to half the damage they would have taken.

Daytime Effect. The area of effect increases to a 60-foot radius. Additionally, if a creature rolls a 7 or 8, they must reroll the result, and they cannot gain temporary hit points.

Starlight Spiral (Recharge 5-6). Empress of Light creates three 10-foot radiant whirlpools within 60 feet. Creatures in the whirlpool must make a DC 18 Dexterity saving throw at the start of their turn, taking 22 (4d10) radiant damage on a failure. The whirlpools last 1 minute and can be destroyed (AC 15, 20 HP).

Daytime Effect. Empress of Light moves each whirlpool up to 30 feet as a free action.

The vortexes pulse with celestial energy, glowing like miniature stars.

Bonus Actions

Radiant Step. Empress of Light teleports up to 60 feet to an unoccupied space she can see. Upon teleporting, she leaves behind a radiant afterimage that persists until the start of her next turn. Creatures within 10 feet of the afterimage must succeed on a DC 18 Dexterity saving throw or take 11 (2d10) radiant damage.

Blinding Radiance. Empress of Light releases a burst of concentrated light in a 15-foot radius around her. Each creature within the area must succeed on a DC 18 Constitution saving throw or become blinded until the end of their next turn.

Legendary Actions

Solar Spiral. Empress of Light makes a Solar Barrage attack. If this attack hits, the target and any creature within 10 feet of it take

an additional 5 (1d10) radiant damage from a searing burst of light.

Radiant Step. Empress of Light teleports up to 30 feet to an unoccupied space she can see, leaving behind a glowing mark. This mark persists until the start of her next turn. Creatures within 10 feet of the mark at the start of their turn must succeed on a DC 18 Constitution saving throw or take 11 (2d10) radiant damage.

Prismatic Shatter (Costs 2 Actions). Empress of Light targets a reflective surface within 60 feet, fracturing it into radiant shards that erupt outward. Creatures within 15 feet of the shattered surface must make a DC 18 Dexterity saving throw or take 18 (3d10) radiant damage and be pushed 10 feet away. On a success, they take half damage and are not pushed.

Phases

Empress of Light's behavior and combat style evolve dynamically as her health decreases. Each phase introduces new challenges and abilities, forcing players to adapt their strategies.

Phase 1 (100% – 70% Health). At full strength, Empress of Light fights with elegance and control, floating gracefully above the battlefield. She primarily uses Solar Barrage and Ethereal Lance to target her enemies. During this phase, reflective surfaces in the environment can effectively block or redirect her light-based attacks, allowing players to mitigate her damage with clever positioning.

Phase 2 (70% – 40% Health). As Empress of Light's health dwindles, she grows more aggressive.

Her radiant energy intensifies, and she gains access to Radiant Bloom, creating radiant traps across the battlefield. Reflective surfaces remain useful but now require a successful DC 15 Intelligence (Arcana) or Wisdom (Perception) check to position effectively. Players must remain vigilant and nimble to avoid her increasingly chaotic attacks.

Phase 3 (40% – 0% Health). In her final phase, Empress of Light glows with unstable, overwhelming light, her form radiating raw celestial energy. Her Solar Barrage now targets all players indiscriminately, while Ethereal Lance expands into a devastating 10-foot-wide line attack. Reflective surfaces shatter upon use, removing the safety they once provided. Players must rely on resilience and quick thinking to endure her final assault.

Lair Actions

Lair actions occur on initiative count 20 (losing ties).

Prismatic Veil (Phase 1). Empress of Light bathes the battlefield in shimmering light. All creatures must succeed on a DC 15 Wisdom saving throw or suffer disadvantage on attack rolls and ability checks until the end of their next turn.

Radiant Bloom (Phase 2). Empress of Light creates three radiant traps on the battlefield. Any creature entering a trap's area must succeed on a DC 15 Dexterity saving throw or take 13 (3d8) radiant damage. Reflective surfaces can deactivate a trap instantly.

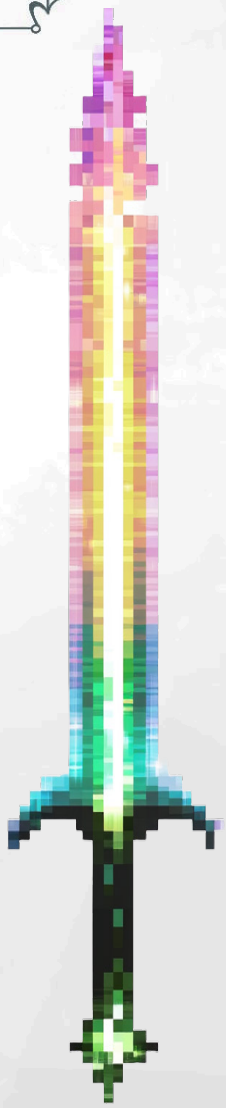
Starburst (Phase 3). Empress of Light channels energy, causing radiant explosions at three points of her choice within 60 feet.

Creatures in the affected areas must make a DC 15 Dexterity saving throw or take 18 (4d6) radiant damage and be knocked prone.

DM Tips

Sunlit Terrain. If the battle takes place in sunlight, Empress of Light becomes empowered by her radiant environment. Encourage players to think creatively, such as flipping tables, collapsing structures, or using shadow-inducing spells like Darkness to create areas of shade that weaken her abilities.

Reflective Surfaces. Highlight the strategic use of reflective surfaces in the environment. Players can reposition or utilize these surfaces to create safe zones or redirect Empress of Light's light-based attacks, potentially turning her power against her.



Terraprism
Reward for besting the Empress of Light in the Daytime