DUALINK

Promised Consort Radahn

BBEG



Elden Ring Sote Edition

Promised Consort Radahn

Huge undead (warlord), chaotic evil

Armor Class: 19

Hit Points: 502 (29d12 + 261)

Speed: 40 ft., long jump 60 ft., high jump 25 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	28 (+9)	12 (+1)	18 (+4)	20 (+5)

Saving Throws: Str +15, Con +16, Wis +11, Cha +12

Skills: Athletics +15, Intimidation +12, Perception +11

Damage Resistances: fire, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: charmed, frightened, paralyzed, poisoned

Senses: darkvision 120 ft., tremorsense 60 ft., passive Perception 21

Languages: understands Common and Celestial but rarely speaks

Challenge: 20 (25,000 XP)

"He walks as though chained to the stars, yet the stars themselves obey his command."

Gravity Defiance. Radahn ignores difficult terrain and cannot be knocked prone. If he would fall, he descends slowly and takes no falling damage. While airborne, his movement does not provoke opportunity attacks.

"Even untethered from the stars, Radahn's body carries its own gravity."

Gravitic Core. At the end of each of

his turns, each creature of Radahn's choice within 10 feet must succeed on a DC 20 Strength saving throw or be pulled 10 feet toward him and take 7 (2d6) force damage.

Redmane's Rush. Each time Radahn hits with at least two melee attacks in a turn, he enters Redmane Rush until the end of his next turn. While in Rush:

- His speed increases by 10 ft.
- His melee reach increases by 5 ft.
- He has advantage on Strength checks and saving throws.
- He has 4 legendary Actions.

He loses Rush if he takes radiant damage or fails a saving throw.

Gravity Aura. Projectiles within 60 ft. of Radahn curve inward. All ranged weapon attacks against him have disadvantage, and flying creatures within 60 ft. have their flying speed halved.

Festival's Veteran. If Radahn is targeted by more than one attack during a single round, he gains +2 AC until the start of his next turn.

Actions

Multiattack. Radahn makes three attacks: any combination of *Greatsword* and *Gravity Slam*.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) slashing damage. If this attack hits twice or more on his turn, he activates Redmane Rush until the end of his next turn.

Gravity Slam. Radahn slams both swords into the ground, unleashing a surge of compressed space. Each creature within 20 ft. must make a

DC 20 Strength saving throw, taking 22 (4d8 + 8) force damage on a failed save, or half as much on a success. Creatures that fail are also pulled 15 ft. toward him. If Radahn is under Redmane Rush, the radius increases to 30 ft. and the pull becomes 20 ft.

Crushing Leap (Recharge 5–6). Radahn leaps up to 40 ft. vertically or 60 ft. horizontally and lands with catastrophic force. Creatures in a 20-ft. radius must make a DC 20 Dexterity saving throw, taking 28 (6d8 + 8) bludgeoning damage on a failed save, or half as much on a success. On a failure, they are knocked prone. While under Redmane Rush, the radius increases to 30 ft.

Bonus Actions

Redmane Combo. If Radahn hits with all three attacks during his Multiattack, he can use a bonus action to make one additional *Greatsword* attack. This strike crackles with unstable gravity; on a hit, it deals an extra 13 (3d8) force damage.

"Few live long enough to see the final swing, the moment when his momentum becomes a weapon all its own."

Lion's Roar (Recharge 4–6). Radahn lets out a guttural roar that reverberates through the battlefield. Each creature of his choice within 60 ft. must succeed on a DC 18 Wisdom saving throw or be frightened until the end of its next turn. Creatures that fail by 5 or more are also deafened for that

duration.

Legendary Actions

Radahn can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Radahn regains all spent legendary actions at the start of his turn.

Gravity Pull (1 Action). Each creature of Radahn's choice within 30 ft. must succeed on a DC 18 Strength saving throw or be pulled 10 ft. closer to him.

Blade Sweep (2 Actions). Radahn makes one sweeping *Greatsword* attack; each creature of his choice within 15 ft. must make a DC 20 Dexterity saving throw, taking 26 (4d8 + 8) slashing damage on a failed save, or half as much on a success.

Consort of Miquella

"The stars once obeyed him. Now they weep for him."

When Radahn reaches 75% HP, meaning 376 HP, he channels Miquella's blessing and fuses divine radiance with his gravitational mastery. A golden halo flickers briefly above his helm, and his greatswords blaze with pale fire.

Instantaneous Phase Effects

- All of Radahn's expended abilities recharge (Crushing Leap, Lion's Roar, etc.).
- The Gravity Aura now emits faint radiant light.
- His melee attacks now deal an additional 13 (3d8) radiant

damage (see Radiant Gravity below).

- A 10-foot cone of radiant energy trails behind each of his greatsword swings (see Radiant Wake below).

Mechanical Changes

Radiant Wake. Whenever Radahn hits a creature with his Greatsword, he releases a short wave of holy energy behind the strike, a 10-foot cone extending from the far end of his swing. Creatures in that cone must make a DC 20 Dexterity saving throw, taking 10 (3d6) radiant damage on a failed save or half as much on a success.

Consort's Blessing. Whenever Radahn reduces a creature to 0 hit points with a melee attack, he regains 10 hit points. This can occur up to three times per round.

Radiant Gravity. Radahn's melee weapon attacks now deal an additional 13 (3d8) radiant damage, already factored into his new Greatsword description below. This radiant energy also bypasses resistance to force or radiant damage.

New Actions

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) slashing + 13 (3d8) radiant damage. On a hit, the attack creates a Radiant Wake.

Radiant Pulse (Recharge 5–6). Radahn crosses his swords before him, generating a silent explosion of light and force. Each creature within 25 feet must make a DC 20

Constitution saving throw, taking 35 (8d8) radiant damage on a failed save, or half as much on a success. Creatures that fail by 5 or more are blinded until the end of their next turn.

If Radahn is under Redmane Rush, Radiant Pulse leaves behind a lingering 10-foot radius of dim golden light. Any creature other than Radahn that starts its turn there takes 10 (3d6) radiant damage.

New Legendary Actions

Holy Shockwave (2 Actions). Radahn strikes the ground, releasing a burst of divine force in a 15-foot radius. Each creature in the area must make a DC 18 Strength saving throw or be pushed 15 feet away and knocked prone. Creatures that fail by 5 or more are also blinded until the end of their next turn.

Radiant Pull (3 Actions). Radahn inverts his gravitational field, creating a sphere of golden light at a point within 60 feet. Each creature within 20 feet of that point must succeed on a DC 20 Strength saving throw or be pulled 20 feet toward it, taking 22 (5d8) radiant damage.

Consort Ascendant

"Miquella… forgive me. The light… burns through the dark."

When Radahn reaches 50% HP, meaning 250 HP, the sky splits open with divine lightning. The battlefield glows with pale gold and crimson, as Radahn's form cracks and his armor melts into drifting light.

Instantaneous Effect - Wrath of the Twin Stars. As part of the transformation, the arena is engulfed by an electrical storm lasting 3 rounds. Each round, on initiative count 20, the following occurs:

Divine Lightning Rain. Bolts of radiant lightning strike three random 10-ft. squares within 120 ft. of Radahn. Each creature in a struck area must make a DC 21 Dexterity saving throw, taking 44 (8d10) lightning + 44 (8d10) radiant damage on a failure, or half as much on success. A creature reduced to 0 HP by this effect is disintegrated into radiant ash.

Mechanical Changes

Radiant Gravity. Radahn's melee weapon attacks now deal an additional 18 (4d8) radiant damage, instead of 13 (3d8). This radiant energy also deals full damage to creatures normally resistant or immune to radiant or force.

Radiant Wake. His greatsword swings now release a 15-foot cone of radiant force (instead of 10 ft.), dealing 18 (4d8) radiant damage on a failed DC 21 Dexterity save, or half on success.

Consort's Blessing. When Radahn reduces a creature to 0 HP, he regains 15 hit points (up from 10), up to three times per round.

New Action

Miquella's Embrace. Radahn channels Miquella's will, extending a glowing, spectral projection of the Empyrean. *Melee Spell Attack:* +14

to hit, reach 30 ft., one creature. *Hit:* The creature takes no damage, but becomes *Marked by Miquella's Embrace*. A marked creature is surrounded by golden light and cannot hide from Radahn. If Radahn successfully hits that same creature with *Miquella's Embrace* again later in the battle, the target instantly drops to 0 hit points, their essence consumed in divine purification.

A creature can sense the mark as a divine warmth crawling beneath its skin. The mark can be removed only if the creature is affected by *Greater Restoration* or *Wish*. This ability can replace one *Greatsword* attack in a Multiattack, only once per round.

From the light, a serene voice whispers: "Return to grace… and to me."

The Starfall Singularity

"The stars fall… and yet, I rise."

When Radahn is reduced to 25% HP meaning 125 HP, his gravitational field ruptures. The sky implodes into a burning halo, and every creature, ally and foe alike, is caught in the final eclipse. As an instantaneous effect, the following occurs:

Lift of the Dying Stars. The gravitational field reverses for a single, apocalyptic heartbeat. Each creature of Radahn's choice within 120 feet (including those airborne) must succeed on a DC 22 Strength saving throw or be lifted 40 feet into

the air, suspended helplessly in zero gravity until the start of Radahn's next turn. While suspended, creatures are considered restrained, their weapons and spells swirling beside them in slow motion.

The Eclipse Pull. At the start of Radahn's next turn, gravity violently reasserts itself. All creatures still suspended are slammed downward, taking 45 (10d8) bludgeoning damage and 27 (6d8) radiant damage. On a successful save, they fall gently and take half as much damage.

The Battlefield Fractures. For the remainder of the encounter:

- All terrain within 90 feet of Radahn counts as difficult terrain.
- Projectiles and ranged attacks suffer disadvantage as they warp around his gravitational aura.
- Each round on initiative count 20, one random creature (other than Radahn) must make a DC 20 Strength save or be lifted 15 feet into the air, hovering until the end of its next turn.

When the final clash falls silent, the cosmos exhales. The battlefield drifts in trembling stillness.

For a heartbeat, gravity itself forgets its purpose, light bends, dust floats, and all that remains is the echo of a fallen star's sorrow. Then the world remembers its weight, leaving only the lingering truth.

You have survived the ruin of a god, and the heavens will bear the scar of his passing for all eternity.