DUALINK

# The Radiance

*BBEG*



Hollow Knight Edition

# The Radiance

*Huge celestial (god), lawful neutral*

Armor Class 20 (divine radiance)

Hit Points 345 (30d12 + 150)

Speed 0 ft., fly 60 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 16 (+3) | 20 (+5) | 20 (+5) | 22 (+6) | 24 (+7) |

Saving Throws Dex +9, Con +11, Wis +12, Cha +13

Skills Perception +12, Insight +12

Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant

Condition Immunities charmed, frightened, paralyzed, prone

Senses truesight 120 ft., passive Perception 22

Languages all, telepathy 120 ft.

Challenge 18 (20,000 XP)

***God of Forgotten Light.*** The Radiance cannot be surprised. She automatically succeeds on saving throws against being stunned or restrained.

***Incandescent Presence.*** Creatures of The Radiance's choice that start their turn within 30 feet of her must succeed on a DC 20 Constitution saving throw or be blinded until the start of their next turn.

On a success, a creature is immune to this effect for 24 hours.

***Inevitability of Belief.*** At the end of each round, The Radiance regains 20 hit points if at least one hostile creature can see her.

This regeneration is suppressed until the end of her next turn if she

takes necrotic damage.

## Actions

***Multiattack.*** The Radiance uses Sword Rain and Radiant Bolt, or Radiant Bolt twice.

***Radiant Bolt.*** *Ranged Spell Attack:* +13 to hit, range 120 ft., one target *Hit:* 22 (4d10) radiant damage.

***Sword Rain (Recharge 4–6).*** Blades of solid light materialize overhead and crash down in lethal patterns. Choose up to three points The Radiance can see within 90 feet. Each creature within 10 feet of a chosen point must make a DC 20 Dexterity saving throw.

- Failure: 35 (10d6) radiant damage
- Success: Half damage

The affected areas become danger zones until the end of The Radiance's next turn:

- They are difficult terrain
- A creature that ends its turn there takes 10 radiant damage

***Orbiting Light Spears (Recharge 5–6).*** The Radiance conjures three orbiting spears of light that circle her for 1 minute.

- Each spear occupies a space within 15 feet of The Radiance.
- When a creature enters or starts its turn within 5 feet of a spear, it must succeed on a DC 20 Dexterity saving throw or take 18 (4d8) radiant damage.

As a bonus action, The Radiance may launch one spear at a creature she can see within 60 feet (*Ranged Spell Attack:* +13 to hit *Hit:* 27 (6d8) radiant damage). The spear is destroyed after impact.

***Blinding Flare (Recharge 6).*** The Radiance emits a catastrophic pulse of light.

Each hostile creature within 40 feet must make a DC 20 Constitution saving throw.

- Failure: 27 (6d8) radiant damage and blinded for 1 minute
- Success: Half damage and not blinded

A blinded creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.

## Legendary Actions

The Radiance has 3 legendary actions, regaining them at the start of her turn.

***Radiant Bolt.*** The Radiance makes one Radiant Bolt attack.

***Shift the Light.*** The Radiance moves up to 30 feet without provoking opportunity attacks.

***Swordfall.*** The Radiance causes a single Sword Rain impact at a point she can see (one zone only).

## Lair Actions

On initiative count 20 (losing ties), The Radiance takes one lair action:

***Falling Swords.*** Up to three 10-foot squares become danger zones until the next round (as Sword Rain, no damage on creation).

***Shifting Platforms.*** Two glowing platforms rise or fall. Creatures on them must succeed on a DC 18 Dexterity saving throw or fall prone. The terrain layout changes subtly.

***Radiant Pulse.*** Each creature

concentrating on a spell must succeed on a DC 18 Constitution saving throw or lose concentration.

## Ascension

When The Radiance is reduced below half her hit points, the arena fractures.

- The ground begins to collapse upward, forming floating platforms.
- Falling deals 4d10 force damage and returns the creature to the lowest platform.
- Sword Rain now targets vertical columns instead of ground points.

During Ascension:

- Incandescent Presence radius increases to 40 feet
- The Radiance gains one additional legendary action (total 4)

## Defeat Condition

The Radiance is not slain by hit points alone.

When reduced to 0 hit points, she begins to destabilize. A creature must use an action to attempt a DC 20 Religion, Arcana, or Performance check to sever her final anchor of belief. On a failure, The Radiance regains 50 hit points and the check cannot be repeated until the next round.