

WARRIOR'S LIGHT

Setup

The party find themselves following reports of abducted livestock to a cave near ancient stones.

Faithful of the Warrior

The warrior is an ancient colossus, fallen in battle. She slumbers for her task is over, but those who walk the martial path are naturally drawn to her: the **Faithful of the Warrior** undergo a bloodrite to become blessed by her. They perform their ritual in a small cave nearby. Their spiritual leader is **Malzbec (Priest)**, and their greatest warrior is **Armonak (Half-Red Dragon Veteran)** and four **Cultists**. All have the **Blessing of the Warrior**, marked with blood.

Blessing of the Warrior

The first time in an encounter a creature with the Blessing of the Warrior makes an attack, they gain Advantage. If the attack hits, it deals 1d4 extra damage. Their eyes glow gold as the hit connects. If they miss, they suffer 1d4 psychic damage.

Phase 1: Invitation to Battle

As the party arrives at the site, the ceremonies are moving from the cave to the warrior's fist.

- a DC 13 Perception reveals the characters have anointed their bodies with religious markings in a red liquid
- a DC 12 Religion check indicates they are treating the statue itself as a divinity, not merely an icon or image of their divine
- a DC 14 History check recalls that an ancient battle was waged here, including dragons and "giants of stone."
- If the **Faithful of the Warrior** spot the party (collective passive perception 12), they will bang their weapons and call out an invitation to battle. They're excited from their ceremonies and ready to fight.
- With extensive diplomacy, it could be possible for the **Faithful** to stand aside and permit a one-on-one duel between **Armonak** and "your greatest warrior." However, once Phase 2 happens, all bets are off.
- When first blood is drawn, Phase 2 begins and the phase advances +1 at round's end.

Divine Radiance

Any creature that begins their turn or enters for the first time on their turn the gold glow of the warrior makes a DC 13 Wisdom save. 3d6 radiant damage, halved on success.

Phase 2: First Blood

Blood is spilled and the eyes of the warrior come alight with **Divine Radiance**.

- if not already engaged, all the **Faithful** charge to meet the party in full battle.
- DC Arcana 11 Arcana reveals the golden glow is inherently hostile and power is building for a serious release.
- the warrior may begin using Legendary Actions

Phase 3: Palm Wide

The stone hand unclenches.

- any creature in its path makes a DC 15 Dexterity save; 3d8 bludgeoning and knocked prone, no damage and standing on a success.
- **Malzbec**, inspired, gains 3d6 temp HP.

Phase 4: Windup

The hand glows.

Divine Radiance fills the hand.

Phase 5: Might of the Warrior

A blinding bright light covers the field.

- a massive explosion of energy covers the field. Any creature not in cover (e.g. within the cave) makes a DC 15 Charisma save: 6d12 Radiant damage, halved on success.
- All creatures considered **BLINDED** barring blindsight/tremorsense.
- damage cannot reduce HP below 0: creatures who do not run after this phase gain 5 temp HP.

Phase 6+: Light Recedes

Statue resets to Phase 4, will continue toggling to Phase 5 until battle is over.

Acts of the Warrior

- **Vigor**: grants 10 temp HP to a Faithful who has dealt damage this turn.
- **Strength**: doubles the damage die of a Faithful's next melee hit.
- **Smite**: 15ft circle surrounds a creature that has shown cowardice or dishonor.
- **Blinded**: gold light overcomes a creature, they make a DC 15 Constitution save or become Blinded until the end of their next turn.
- **Revive**: a downed creature stands up at 1 HP, 5 temp HP.