DUALINK

Geto Suguru

BBEG



Jujutsu Kaisen Edition

Geto Suguru

Medium humanoid (sorcerer), lawful evil

Armor Class: 18 (reinforced cursed energy)
Hit Points: 275 (29d8 + 145)
Speed: 30 ft.

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

Saving Throws: Dex +9, Con +10, Wis +9, Cha +11
Skills: Arcana +9, Deception +11, Insight +9, Intimidation +11, Perception +9
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks; psychic
Condition Immunities: charmed, frightened
Senses: darkvision 60 ft., passive Perception 20
Languages: Common, plus two others
Challenge: 20 (25,000 XP)

Legendary Resistance (3/Day). If Geto fails a saving throw, he can choose to succeed instead.

Magic Resistance. Geto has advantage on saving throws against spells and other magical effects.

Cursed Spirit Manipulation. Geto commands a collection of bound cursed spirits. Geto has 24 Spirit Points (SP). He regains 2 SP at the start of each of his turns (up to his maximum).

Releasing Spirits. As a bonus action, Geto can spend SP to summon one

spirit he controls, appearing in an unoccupied space Geto can see within 60 feet. The spirit acts immediately after Geto on Geto's turn. It obeys Geto's commands (no action required),

Limits. Geto can have up to two elite spirits (Kuchisake-onna, Rainbow Dragon, Tamamo-no-Mae Incarnate) and up to two swarms released at the same time. If Geto releases a spirit beyond these limits, he chooses one released spirit of the same category (elite or swarm) to immediately vanish.

Dismissal. Geto can dismiss any released spirit at any time (no action required).

Death of a Spirit. When a released spirit is reduced to 0 hit points, it vanishes and Geto regains 1 SP.

Cursed Leash Network. Geto's released spirits are bound by invisible tethers. A released spirit within 120 feet of Geto can add +2 to one attack roll or saving throw it makes each turn. Creatures of Geto's choice within 60 feet of him can't benefit from half cover or three-quarters cover against attacks made by his released spirits.

Cursed Energy Manipulation (PB/Long Rest). When Geto makes an attack roll, he can add +2 to the roll. If the attack hits, it deals an extra 4 (1d8) necrotic damage. Alternatively, when a creature makes a saving throw against one of Geto's actions, Geto can impose disadvantage on that saving throw. Geto regains all expended uses when he finishes a long rest.

Actions

Multiattack. Geto makes two attacks with Cursed Bindings, or he makes one attack with Cursed Bindings and uses Tether Collapse.

Cursed Bindings. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 15 (3d8 + 2) necrotic damage, and its speed is reduced by 10 feet until the end of its next turn.

Tether Collapse. Geto targets a point he can see within 60 feet. Each creature of Geto's choice within 10 feet of that point must succeed on a DC 18 Dexterity saving throw or take 18 (4d8) force damage and be pulled up to 10 feet toward the point. On a successful save, a creature takes half as much damage and isn't pulled.

Curse Routing (Recharge 5–6). Geto redirects hostile momentum into his curse network. Each enemy creature of Geto's choice within 30 feet must make a DC 18 Wisdom saving throw. On a failed save, the creature takes 18 (4d8) psychic damage and can't take reactions until the end of its next turn. On a successful save, the creature takes half as much damage.

Release Elite (Costs 8–10 SP). Geto releases one elite spirit he controls:

- Kuchisake-onna (8 SP)
- Rainbow Dragon (10 SP)
- Tamamo-no-Mae Incarnate (10 SP)

Release Swarm (Costs 4 SP). Geto releases one swarm spirit of his choice (see Swarms).

Maximum: Uzumaki (1/Day). Geto

compresses his bound curses into a spiraling mass and fires it as a catastrophic blast. Geto spends 12 SP (even if this reduces him below 0 SP). Each creature in a 120-foot line that is 10 feet wide must make a DC 18 Dexterity saving throw.
On a failed save, a creature takes 55 (10d10) force damage plus 18 (4d8) necrotic damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.
If Geto has 18 or more SP when he uses Uzumaki, the force damage increases to 66 (12d10).

Bonus Actions

Tactical Release (Costs 4–10 SP). Geto uses Release Swarm or Release Elite.

Reposition Spirits (Costs 2 SP). Choose up to two released spirits within 60 feet. Each spirit can immediately move up to half its speed.

Tighten the Leash (Costs 2 SP). One creature Geto can see within 60 feet must succeed on a DC 18 Strength saving throw or be grappled by cursed tethers (escape DC 18) until the end of its next turn. While grappled in this way, the creature's speed is 0.

Punitive Feedback. When a creature Geto can see within 60 feet succeeds on a saving throw against one of Geto's actions, Geto can lash it with recoil through the curse network. The creature takes 11 (2d8 + 2) psychic damage and can't take reactions until the start of its next

turn.

Legendary Actions

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

Threadwalk. Geto moves up to half his speed without provoking opportunity attacks.

Leash Snap. One creature Geto can see within 60 feet must succeed on a DC 18 Strength saving throw or be pulled up to 15 feet toward the nearest released spirit of Geto's choice.

Spirit Strike. One released spirit within 60 feet makes one attack.

Net of Vows (Costs 2 Actions). Geto targets a point he can see within 60 feet. Each creature of Geto's choice within 10 feet of that point must succeed on a DC 18 Dexterity saving throw or be restrained until the end of its next turn.

The Night Parade Commander

When Geto is reduced to 137 hit points or fewer, his restraint drops. He stops "fighting" and starts conducting.

Instantaneous Effect. Geto immediately releases one swarm of his choice without expending SP. In addition, each enemy of Geto's choice within 60 feet must succeed on a DC 18 Wisdom saving throw or be frightened until the end of its

next turn.

Relentless Stockpile. Geto regains 3 SP at the start of each of his turns (instead of 2).

Forced Formation (Costs 2 Actions). Geto targets up to three creatures he can see within 60 feet. Each target must succeed on a DC 18 Wisdom saving throw or be teleported to a different target's space (Geto chooses the swaps). A creature that succeeds is immune to Forced Formation until the end of its next turn.

[H2The Curse Vault[/H2]
If Geto fights in a prepared site (sealed warehouse, temple, vault), he gains lair actions.

Lair Actions

On initiative count 20 (losing initiative ties), Geto can take a lair action to cause one of the following effects; Geto can't use the same effect two rounds in a row:

Seal the Lane. Geto chooses a 30-foot-long, 10-foot-wide line on the ground he can see within 120 feet. That area becomes difficult terrain until initiative count 20 on the next round. The first time a creature enters the area on a turn or starts its turn there, it must succeed on a DC 18 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Curse Flood. Geto releases one swarm (no SP cost). If Geto already has two swarms released, he instead chooses one released swarm; it immediately regains 20 hit points.

Pressure Field. Until initiative count

20 on the next round, enemies of Geto's choice within 60 feet of him have disadvantage on Dexterity saving throws.

Special Weaknesses

Commander's Bottleneck

Discovery Mechanism. A creature can use an action to analyze Geto's rhythm of releases and tether tension, making a DC 15 Intelligence (Arcana) or Wisdom (Insight) check. On a success, the creature learns this weakness.

Triggering Mechanism. This weakness is triggered when two or more released spirits are reduced to 0 hit points in the same round.

Consequence. Until the end of Geto's next turn: Geto can't use Tactical Release, and Geto loses one Legendary Action from his pool.

This weakness can be triggered once per encounter.

Sever the Chain

Discovery Mechanism. A creature can use an action to watch the tether lines and identify the "anchor" points, making a DC 15 Wisdom (Perception) or Intelligence (Investigation) check. On a success, the creature learns this weakness.

Triggering Mechanism. This weakness is triggered when Geto is stunned, paralyzed, or restrained, or when he fails a Constitution saving throw.

Consequence. Each released spirit must succeed on a DC 20 Wisdom saving throw or be stunned until the end of its next turn. A spirit that

succeeds is immune to this effect until the end of the encounter.

Kuchisake-onna

Medium fiend (spirit), chaotic evil

Armor Class: 17 (cursed veil)
Hit Points: 112 (15d8 + 45)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	12 (+1)	16 (+3)	16 (+3)

Saving Throws: Dex +8, Wis +7, Cha +7
Skills: Deception +7, Insight +7, Perception +7, Stealth +8
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: charmed, frightened
Senses: darkvision 120 ft., passive Perception 17
Languages: understands Common but can't speak
Challenge: 9 (5,000 XP)

Scissor Flurry. Kuchisake-onna's melee attacks score a critical hit on a roll of 19–20.

Actions

Multiattack. Kuchisake-onna makes two Scissor Slash attacks.

Scissor Slash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) necrotic damage.

Simple Domain: The Question (Recharge 5–6). Kuchisake-onna targets one creature she can see within 30 feet. The target must succeed on a DC 16 Wisdom saving

throw or be trapped in a 15-foot-radius domain centered on the target for 1 minute. While trapped, the target can't willingly move outside the domain, and creatures outside the domain have total cover against the target's attacks and spells. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Smile or Suffer. Once per long rest, Kuchisake-onna can target one creature trapped by The Question, which must make a DC 17 Wisdom saving throw. On a failed save, it is frightened for 1 minute and takes 18 (4d8) psychic damage. On a successful save, it takes half as much damage and isn't frightened.

Rainbow Dragon

Large dragon, unaligned

Armor Class: 18 (hardened hide)
Hit Points: 145 (17d12 + 34)
Speed: 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	5 (–3)	14 (+2)	10 (+0)
(+6)	(+1)	(+4)	(-3)	(+2)	(+0)

Saving Throws: Str +9, Con +8
Skills: Perception +6
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: charmed, frightened
Senses: darkvision 120 ft., passive Perception 16
Languages: —
Challenge: 10 (5,900 XP)

Hardest Skin. Rainbow Dragon reduces all damage it takes by 7.

Actions

Multiattack. The dragon makes two Bite attacks and one Tail attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 6) bludgeoning damage. The target must succeed on a DC 16 Strength saving throw or be knocked prone.

Prismatic Breath (Recharge 5–6). The dragon exhales prismatic force in a 30-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw, taking 36 (8d8) force damage on a failed save, or half as much damage on a successful one. On a failed save, a creature is also blinded until the end of its next turn.

Tamamo-no-Mae Incarnate

Large fiend (spirit), chaotic evil

Armor Class: 18 (otherworldly grace)
Hit Points: 138 (15d10 + 45)
Speed: 40 ft.

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

Saving Throws: Dex +8, Con +8, Wis +7, Cha +9
Skills: Deception +9, Insight +7, Perception +7
Damage Resistances: psychic; bludgeoning, piercing, and slashing

from nonmagical attacks
Condition Immunities: charmed, frightened
Senses: darkvision 120 ft., passive Perception 17
Languages: understands Common but can't speak
Challenge: 11 (7,200 XP)

Enthralling Presence. Each enemy creature that starts its turn within 20 feet of Tamamo must succeed on a DC 16 Wisdom saving throw or have disadvantage on attack rolls until the start of its next turn.

Actions

Multiattack. Tamamo makes two Foxfire Claw attacks.

Foxfire Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 7 (2d6) psychic damage.

Veil of Delusion (Recharge 5–6). Tamamo forces cursed mirages into the mind. Each enemy creature of Tamamo's choice within 30 feet must make a DC 16 Wisdom saving throw. On a failed save, a creature takes 32 (7d8) psychic damage and is restrained until the end of its next turn as illusions bind its limbs. On a successful save, a creature takes half as much damage and isn't restrained.

Swarms of Curses

All swarms are Large swarm of Tiny fiends (spirits), unaligned. They occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary

hit points.

Swarm of Crawling Curses

Large swarm of Tiny fiends (spirits), unaligned

Armor Class: 14
Hit Points: 66 (12d10)
Speed: 30 ft., climb 30 ft.

Damage Resistances: bludgeoning, slashing and piercing from nonmagical objects
Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Actions

Biting Mass. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (3d8) necrotic damage, or 7 (1d8 + 3) necrotic damage if the swarm has half its hit points or fewer. The target's speed is reduced by 10 feet until the end of its next turn.

Swarm of Screaming Masks

Large swarm of Tiny fiends (spirits), unaligned

Armor Class: 15
Hit Points: 78 (12d10 + 12)
Speed: 30 ft.

Damage Resistances: bludgeoning, slashing and piercing from nonmagical objects
Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Actions

Howling Pressure. Each creature of the swarm's choice within 10 feet must make a DC 14 Wisdom saving

throw. On a failed save, a creature takes 16 (4d6 + 2) psychic damage and can't take reactions until the end of its next turn. On a successful save, it takes half as much damage.

Swarm of Winged Needles

Large swarm of Tiny fiends (spirits), unaligned

Armor Class: 14
Hit Points: 58 (10d10 + 5)
Speed: 0 ft., fly 40 ft. (hover)

Damage Resistances: bludgeoning, slashing and piercing from nonmagical objects
Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Actions

Needle Storm. *Ranged Weapon Attack:* +6 to hit, range 60/180 ft., one target. *Hit:* 15 (3d8 + 2) piercing damage, or 7 (1d8 + 3) piercing damage if the swarm has half its hit points or fewer. On a hit, the target must succeed on a DC 14 Constitution saving throw or be blinded until the end of its next turn.

Swarm of Grasping Hands

Large swarm of Tiny fiends (spirits), unaligned

Armor Class: 14
Hit Points: 70 (11d10 + 10)
Speed: 20 ft.

Damage Resistances: bludgeoning, slashing and piercing from nonmagical objects
Condition Immunities: charmed, frightened, grappled, paralyzed,

petrified, prone, restrained, stunned

Actions

Drag Under. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 13 (3d8) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if the swarm has half its hit points or fewer, and the target must succeed on a DC 15 Strength saving throw or be restrained until the end of its next turn.

"I have seen sorcerers who fight with fury, and others who fight with fear, but Geto Suguru does neither. When he enters battle, it feels less like a clash and more like a ceremony already decided. He stands calm, almost reverent, as curses spill into the world at his command, not rushed, not desperate, but deliberate. Every movement is measured, every release timed, as though the battlefield itself has been rehearsed in his mind long before the first blow is struck. You don't feel hunted by him. You feel accounted for. What terrifies me most is not the sheer number of spirits he commands, but the way he conducts them. Curses surge and withdraw like a tide responding to an unseen moon, repositioning at a gesture, striking through angles you didn't know were exposed. When one falls, another takes its place without hesitation. He watches, evaluates, and tightens his invisible leash. To fight him is to realize you are not facing an enemy, but an entire system. And yet, I admire him. How could you not?"