DUALINK

Hiromi Higuruma

Monster



Jujutsu Kaisen Edition

Hiromi Higuruma

Medium humanoid (human), lawful neutral

Armor Class: 18 (Cursed Reinforcement)

Hit Points: 246 (29d8 + 116)

Speed: 30 ft.

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

Saving Throws: Con +9, Int +10, Wis +8, Cha +11

Skills: Insight +8, Investigation +10, Persuasion +16 (Expertise), Deception +11

Damage Resistances: force, psychic

Condition Immunities: charmed, frightened

Senses: passive Perception 13

Languages: Common, plus any two others

Challenge Rating: 14 (11,500 XP)

Deadly Sentencing. At the start of combat, Higuruma immediately manifests his Domain Expansion (*no action required*). Creatures of his choice within 60 feet are drawn into a courtroom domain. While inside the domain:

- Creatures cannot deal damage or cast spells that directly harm another creature.
- Any attempt to do so automatically fails.
- The domain initiates the Trial Sequence (detailed in actions).

The domain lasts until all current trials conclude or Higuruma is incapacitated.

Supreme Legal Intellect. Higuruma's mind is razor-edged

and relentlessly analytical.

- Higuruma has advantage on Insight and Investigation checks made during his Domain.
- He cannot be surprised.
- He automatically knows when a creature is knowingly lying within his Domain.

Adaptive Gavel. Higuruma wields a cursed gavel that reshapes to his will.

- The gavel is a magical weapon that:
- Cannot be disarmed
- Returns to his hand immediately after being thrown
- His melee attacks with the gavel have a reach of 15 feet
- His weapon attacks are magical and deal force damage

Analytical Combatant. Higuruma studies opponents in real time. The first time Higuruma hits a creature, he analyzes its weaknesses gaining a +2 bonus to attack rolls against that creature for the rest of the combat. If the creature misses Higuruma with an attack he gains advantage on his next attack against that creature.

Unshaken Composure. Higuruma does not panic. He recalculates. He has advantage on saving throws against being stunned, frightened, or charmed. Additionally, if he succeeds on such a saving throw, he may immediately move up to half his speed or make one weapon attack

Reverse Cursed Technique. Higuruma converts cursed energy into controlled restoration. At the

start of his turn, if he has taken damage since his last turn, he regains 10 hit points. Additionally, if he is reduced to 0 hit points but not killed outright, he may instead drop to 1 hit point and regain 20 hit points once per day.

Actions

Deadly Sentencing. Higuruma initiates a trial against all creatures within his Domain. The targets must be able to hear and understand him.

1. Accusation. Judgeman presents a charge against the target. The DM determines the nature of the accusation (minor, moderate, or severe), based on the creature's actions, history, or behavior.

The target is placed at a podium opposite Higuruma. While the trial is ongoing:

- The target is restrained
- The target cannot take reactions
- The target cannot willingly leave its space

2. Plea. The target must choose one of the following:

Silence. The creature offers no defense.

- The creature makes a Charisma check (no proficiency).

Confession. The creature admits guilt.

- The creature makes a Charisma check (no proficiency).
- Higuruma makes his roll with advantage

Denial. The creature contests the accusation.

- The creature makes either:

- a Charisma (Persuasion) check (truthful defense), or
- a Charisma (Deception) check (false defense)

3. Argument. Higuruma presents his case.

- Higuruma makes a Charisma (Persuasion) check

4. Evidence. Judgeman reveals evidence supporting or undermining the case.

The DM determines the strength of the evidence:

- Weak Evidence → no modifier
- Moderate Evidence → Higuruma gains advantage on his roll
- Strong Evidence → Higuruma gains advantage, and the target has disadvantage

If the target chose Denial and the evidence directly contradicts their claim:

- The target has disadvantage on the roll (if not already applied)

5. Verdict. Compare the results of Higuruma's roll and the target's roll as such. Margin = Higuruma's result – target's result

Not Guilty. If the target wins or ties (margin ≤ 0): Not Guilty, and the target suffers no penalty

Confiscation. If Higuruma wins (margin 1–4): Confiscation. One of the following (DM's choice):

- The creature cannot cast spells for 2d4 - 2 rounds (minimum of 2).
- The creature cannot use class features or expend class-based resources for 2d4 – 2 rounds (minimum of 2), except for

making weapon attacks and moving. This includes features such as Rage, Sneak Attack, Action Surge, Ki, Channel Divinity, and similar abilities.

Severe Judgment. If Higuruma wins by 5 or more (margin ≥ 5): Severe Judgment. If the crime is:

- Minor: Confiscation instead
- Moderate: Confiscation or Death Penalty (DM's choice)
- Severe: Death Penalty

Death Penalty. If the target is sentenced to death:

- Higuruma immediately manifests the Executioner's Sword (see below)
- The target is marked for execution for 1 minute

While marked:

- The first time Higuruma hits the target with a weapon attack, the target takes an additional 10d10 force damage
- If this damage reduces the creature to 0 hit points, it dies instantly

The mark ends early if the target drops to 0 hit points or the duration expires.

Multiattack. Higuruma makes two attacks with his Adaptive Gavel.

Gavel Strike. *Melee or Ranged Weapon Attack:* +11 to hit, reach 15 ft. or range 30 ft., one target *Hit:* 12 (2d6 + 5) force damage Higuruma may apply one of the following effects:

- Extended Strike. Increase reach to 30 ft.
- Hooking Verdict. Target must succeed on DC 17 Strength save

or be pulled 10 ft.
- Crushing Sentence. Deal an additional 2d8 force damage

Condemnation Barrage (Recharge 4–6). Higuruma hurls his gavel in a blur of shifting forms.
- He makes up to three Gavel Strike attacks, each against the same or different targets within 30 feet
- After the attacks, the gavel instantly returns to his hand

Bonus Actions

Domain Amplification. Higuruma cloaks himself in anti-technique energy.
- As a bonus action, Higuruma activates Domain Amplification until the start of his next turn:
- He gains resistance to damage from spells and magical effects
- Creatures he hits cannot benefit from magical effects until the end of their next turn
- While this is active:
- Higuruma cannot use Deadly Sentencing outcomes or conjure the Executioner's Sword

Legendary Actions

Higuruma 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. Higuruma regains spent legendary actions at the start of his turn.

Pursue the Verdict. Higuruma makes one Gavel Strike against a creature currently suffering from Confiscation or marked by Death Penalty. On a hit, the attack deals an

additional 2d8 force damage

Cross-Examination. Higuruma targets one creature he can see within 60 feet.

- The creature must succeed on a DC 18 Wisdom saving throw or suffer disadvantage on its next contested roll before the end of its next turn
- If the creature has already been judged guilty, it instead suffers a −2 penalty to that roll

Reposition (Costs 2 Actions). Higuruma moves up to his speed without provoking opportunity attacks.

Right to Retrial. Higuruma's Domain is bound by strict procedural law.

A creature that succeeds on a DC 18 Intelligence (Arcana or Investigation) check realizes the judgment is not final. It can be challenged. As an action, a creature may declare: "I demand a retrial!". Each creature may do this once per combat. The creature must be able to speak.

When a retrial is declared:

1. The current verdict against the creature is suspended
2. A new trial immediately begins
3. A new accusation and new evidence are generated