DUALINK

Jack the Ripper

BBEG



Black Clover Edition

Jack the Ripper

The Reaper of the Green Praying Mantises

Medium humanoid (human), chaotic neutral

Armor Class 18 (Mana Skin)
Hit Points 230 (20d8 + 140)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	24 (+7)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Str +10, Dex +10, Con +12, Wis +8
Skills Acrobatics +10, Athletics +10, Intimidation +7, Perception +8, Survival +8
Senses passive Perception 18
Languages Common
Challenge 16 (15,000 XP)

Legendary Resistance (2/Day). If Jack fails a saving throw, he can choose to succeed instead.

Severing Magic. Jack manipulates razor-sharp blades of magical energy through his three-leaf grimoire. These blades can emerge from his forearms or other parts of his body, allowing him to attack from unexpected angles. Jack's Severing Magic attacks are magical. Dexterity is his spellcasting ability for Severing Magic. His spell save DC is 18, and he has a +10 bonus to spell attack rolls.

Mana Skin. Jack surrounds his body with a dense layer of magical energy, which is included in his Armor Class.

Reinforcement Magic. Jack

reinforces his body with mana, granting him extraordinary speed, strength, and agility. He has advantage on Strength and Dexterity saving throws made to avoid being grappled or restrained. Additionally, Jack can move through the space of a hostile creature that is Large or larger, treating that space as difficult terrain. He can't end his movement there.

Razor Instincts. Jack's fighting style relies upon constant movement and his ability to react to the slightest opening. He has advantage on initiative rolls. Additionally, opportunity attacks against Jack are made with disadvantage while he isn't incapacitated.

Relentless Slaughter. Jack has advantage on melee attack rolls against creatures that have fewer than half their hit points remaining. This benefit doesn't apply while Jack is incapacitated.

Special Mechanic — Adaptive Severing

Jack's Severing Magic possesses the extraordinary ability to adapt to whatever it repeatedly attempts to cut. As Jack continues attacking the same opponent, his blades gradually adjust to overcome the target's supernatural defenses.

The Hunter's Quarry. As a bonus action, Jack chooses one creature he can see within 90 feet of himself. The creature becomes his quarry until Jack chooses another quarry, becomes incapacitated, or the

creature is reduced to 0 hit points. Jack can have only one quarry at a time. Whenever Jack chooses a new quarry, he loses all adaptation accumulated against his previous quarry.

Adaptation Points. The first time on each of Jack's turns that he hits his quarry with a Severing Magic attack, he gains 1 Adaptation Point against that creature. Jack can accumulate a maximum of 3 Adaptation Points against a quarry. He loses all Adaptation Points when that creature is no longer his quarry. Jack gains the following benefits against his quarry based on the number of Adaptation Points he has accumulated.

First Adaptation — Sharpened Blades. *1 Adaptation Point.* Jack's blades begin adjusting to the target's physical and magical defenses. His Severing Magic attacks against his quarry ignore resistance to slashing damage. This benefit doesn't overcome immunity to slashing damage.

Second Adaptation — Severing Vitality. *2 Adaptation Points.* Jack's blades begin interfering with supernatural healing and regeneration. Whenever Jack hits his quarry with a Severing Magic attack, the target can't regain hit points until the start of Jack's next turn. This effect doesn't prevent the target from gaining temporary hit points.

Third Adaptation — Cutting the Impossible. *3 Adaptation Points.*

Jack's blades become capable of severing the magical effects protecting his quarry. Once on each of his turns, when Jack hits his quarry with a Severing Magic attack, he can attempt to end one spell currently affecting that creature. This functions as *dispel magic* cast at 3rd level. For any ability check required by the spell, Jack uses his Dexterity modifier. This effect requires no action and doesn't interfere with the damage of the triggering attack. Jack can't use this benefit against spells that can't be ended by *dispel magic*.

Limits of Adaptation. Jack's Adaptation Points apply only to his current quarry. They don't grant bonuses against other creatures, increase his attack rolls, or allow him to overcome a creature's damage immunities. His adaptation doesn't prevent a creature from casting new spells or using its innate magical abilities. Jack must continue hitting his quarry to develop his blades. Merely observing the target or taking damage from its attacks doesn't grant Adaptation Points.

Actions

Multiattack. Jack makes three attacks using Death Scythe or Flying Slash in any combination.

Severing Magic: Death Scythe. Jack manifests enormous, curved blades of concentrated mana along his forearms and delivers a vicious cutting strike. He makes a melee spell attack with a +10 bonus to the attack roll against one creature within 10 feet of himself. On a hit,

the target takes 12 (2d6 + 5) slashing damage and 5 (1d10) force damage. If the target is Large or smaller, Jack can force it to make a DC 18 Strength saving throw. On a failed save, the creature is pushed up to 5 feet away from Jack. Jack can attempt to push a creature using this attack only once on each of his turns.

Severing Magic: Flying Slash. Jack swings one of his enormous mana blades, releasing a crescent-shaped wave of cutting energy toward a distant opponent. He makes a ranged spell attack with a +10 bonus to the attack roll against one creature he can see within 90 feet of himself. On a hit, the target takes 18 (4d8) slashing damage. The attack ignores half cover but doesn't ignore three-quarters cover or total cover.

Death Scythe: Lunatic Slash (Recharge 5–6). Jack unleashes a chaotic storm of magical slashes, filling the surrounding area with countless razor-sharp blades. He chooses a point he can see within 60 feet of himself. A storm of Severing Magic erupts in a 20-foot-radius sphere centered on that point. Each creature of Jack's choice within the area must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 45 (10d8) slashing damage. On a successful save, the creature takes half as much damage. Unattended, nonmagical objects within the area take the full damage. The magical slashes disappear immediately after the effect resolves.

Bonus Actions

Hunter's Pursuit. Jack moves up to 20 feet toward a hostile creature he can see. This movement doesn't provoke opportunity attacks from his current quarry. Jack must end this movement closer to the chosen creature than he began.

The Hunter's Quarry. Jack chooses a new quarry, as described in his Adaptive Severing feature.

Reactions

Severing Counter (2/Day). When a creature Jack can see hits him with a melee attack, Jack can manifest a blade of concentrated mana to intercept the strike. Jack reduces the triggering damage by 13 (3d8). If this reduces the damage to 0, Jack can immediately make one Death Scythe attack against the attacker, provided the creature is within 10 feet of him. This counterattack is part of the same reaction.

Predatory Evasion. When a creature Jack can see misses him with an attack, Jack can use his reaction to move up to 15 feet without provoking opportunity attacks from that creature.

Legendary Actions

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

Predatory Movement. Jack moves up to half his walking speed without provoking opportunity attacks.

Razor Feint. Jack chooses one creature he can see within 15 feet of himself. The creature must succeed on a DC 18 Wisdom saving throw or have disadvantage on the next attack roll it makes against Jack before the start of Jack's next turn.

Death Scythe (Costs 2 Actions). Jack makes one Death Scythe attack.

Flying Slash (Costs 2 Actions). Jack makes one Flying Slash attack.

Phase Two — Lunatic Frenzy

Lunatic Frenzy. When Jack is first reduced to 115 hit points or fewer, his fighting style changes dramatically. Additional blades of Severing Magic erupt from his back, shoulders, and legs, surrounding him with an array of enormous, curved weapons. This transformation requires no action. Jack immediately gains 20 temporary hit points and can move up to 15 feet without provoking opportunity attacks. This movement requires no action. Lunatic Frenzy remains active until Jack is reduced to 0 hit points or combat ends. Jack retains his existing abilities and gains the following benefits.

Phase Two Traits

Blades of the Mad Hunter. Jack's entire body becomes covered in magical blades capable of attacking from several directions at once. Once on each of his turns, when Jack hits a creature with Death Scythe, he deals an additional 7 (2d6) slashing damage. This additional damage applies to only one Death Scythe

attack per turn.

Unrelenting Pursuit. Jack's walking speed increases to 50 feet. Additionally, when Jack reduces a creature to 0 hit points, he can immediately move up to 15 feet without provoking opportunity attacks. This movement requires no action. Jack can't use this trait while incapacitated.

Savage Determination. Jack has advantage on saving throws against being frightened. Additionally, while Lunatic Frenzy is active, Jack can't be forced to move against his will by a creature that is Large or smaller unless he is incapacitated.

Phase Two Actions

Death Scythe: Thousandfold Slaughter (1/Day). Jack unleashes an overwhelming barrage of Severing Magic against everything standing before him. He chooses a direction originating from himself. A storm of enormous magical blades tears through a line 60 feet long and 10 feet wide. Each creature in the line must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 54 (12d8) slashing damage. On a successful save, the creature takes half as much damage. Unattended, nonmagical objects and structures in the area take the full damage. Jack can use this action only while Lunatic Frenzy is active.

Final Slash — The Hunter's Last Breath

Death Scythe: Last Severance (1/Day). When Jack is reduced to 0

hit points, he can expend the last of his magical energy to unleash a final attack before collapsing. This ability requires no action and can't be used if Jack is incapacitated before being reduced to 0 hit points. Jack chooses one creature he can see within 30 feet of himself. An enormous blade of Severing Magic erupts toward the target. The creature must make a DC 18 Dexterity saving throw. On a failed save, the creature takes 22 (5d8) slashing damage. On a successful save, it takes half as much damage. The attack resolves immediately before Jack falls unconscious or dies. Using this ability doesn't prevent Jack from being reduced to 0 hit points.

Special Weakness

The Pride of the Hunter. Jack's obsession with defeating powerful opponents makes him extraordinarily dangerous, but it also creates an exploitable weakness. He frequently abandons strategic considerations when confronted with someone who challenges his strength or questions his ability to cut through their defenses.

Discovery Mechanism. A creature that observes Jack fight can use its action to make a DC 17 Wisdom (Insight) check. On a success, it recognizes that Jack's desire to defeat challenging opponents overrides his tactical judgment.

Triggering Mechanism — Provoking the Hunter. A creature that Jack can see within 60 feet of himself can use its action to openly challenge him. The creature must be able to speak,

and Jack must be able to hear and understand it. The creature makes a DC 18 Charisma (Deception) or Charisma (Intimidation) check.

Consequence. On a success, Jack immediately chooses the challenging creature as his quarry, replacing his previous quarry. This change requires no action from Jack. Jack loses all Adaptation Points accumulated against his previous quarry. On a failed check, Jack ignores the challenge.

Recovery. Regardless of the result, Jack can't be affected by another use of Provoking the Hunter until the encounter ends.