DUALINK

Mahito

BBEG



JJK Edition

Mahito

Medium fiend (spirit), chaotic evil

Armor Class: 18 (natural armour)
Hit Points: 275 (27d10 + 120)
Speed: 40 ft.

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

Saving Throws: Dex +10, Con +10, Wis +8, Cha +9
Skills: Deception +9, Insight +8, Perception +8, Stealth +10
Damage Resistances: Psychic unless Soul Manipulation is removed
Condition Immunities: Charmed, frightened
Senses: Passive Perception 18, darkvision 120 ft.
Languages: Abyssal, Infernal
Challenge: 15 (13,000 XP)

Soul Manipulation. Mahito can manipulate the shape of his own soul to avoid permanent damage. Whenever Mahito takes damage, it is automatically converted to psychic damage unless the attacker has a means to directly affect the soul or possesses an innate understanding of his soul's structure. This manipulation of his soul also prevents any attempt to sever or maim his body; his limbs, organs, and other body parts cannot be severed, crushed, or otherwise permanently damaged through conventional means.

Malevolent Will. Mahito's mastery over cursed energy and his relentless malevolence allow him to resist fatal outcomes. Twice per day, when Mahito fails a saving throw, he can choose to succeed instead.

Soul Slip. Mahito's body can twist and contort, enabling him to avoid dangerous effects with ease.

When Mahito is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw and only half damage if he fails.

Regenerative Soul. At the start of each of his turns, Mahito regains hit points equal to his Charisma modifier (4) times 3 (12) if he has at least 1 hit point remaining.

Soul Reserve. At the start of combat, Mahito begins with a pool of 15 ***Soul Points*** representing fragmented souls he has collected. He can use these souls to summon Transfigured Minions as a bonus action, expending 1 ***Soul Point*** per minion summoned. Mahito may summon up to 3 Transfigured Minions in a single bonus action, each costing 1 ***Soul Point***.

Essence Shaping. Mahito's understanding of the soul lets him apply ***Essence Shaping Stacks*** through his Idle Transfiguration whenever he touches or hits a creature with a melee attack. Each stack represents a deeper intrusion into the target's being, disrupting not only their body but the harmony of their soul. Mahito can apply up to 4 stacks per target. The effects escalate as stacks increase:

• *1st Step: Flicker of Doubt.* The target experiences an unsettling sensation as their soul is partially reshaped. The target takes 1d6 psychic damage at the start of each of its turns, and any spell or ability that heals or enhances the target is only half as effective.

Who am I?

• *2nd Step: Fractured Spirit.* The target's sense of self begins to waver. Their movement speed is reduced by 10 feet, and they suffer disadvantage on all saving throws as their soul's integrity weakens. Additionally, the target experiences unsettling visions or whispers, causing them to occasionally falter (each turn, roll a d4; on a 1, the target loses its reaction).

• *3rd Step: Shattered Identity.* The target's soul fragments further, affecting their perception and willpower. The target now takes 2d6 psychic damage at the start of its turn. They also have disadvantage on attack rolls, and their spells or abilities that require concentration have a chance to fail (roll a d4 at the start of each turn; on a 1 or 2, concentration ends).

• *4th Step: Soul Destruction.* Mahito's influence has penetrated deeply enough to unravel the target's sense of self. The target is incapacitated, haunted by overwhelming sensations of distortion and loss of identity. They take 3d6 psychic damage at the start of each turn. Additionally, if they die under the influence of this fourth stack, Mahito can shape their soul into a Transfigured Minion under his control, bound to him until destroyed. You instantly die if you reach 0 Hit Points and have 4 ***Essence Shaping stacks***.

These stacks cannot be removed by any means other than Mahito's death or that of the target, except the **minigame in Stage 2**.

Why do I exist?

What am I doing here?

Actions

Multiattack. Mahito can make two attacks: one with Malevolent Touch and one with Distorted Wave, or he may use Twisting Form if it is available.

Malevolent Touch. *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) psychic damage. Mahito's touch reshapes the target's essence on contact, leaving a disorienting pain that lingers and disrupts the target's form. This attack applies a stack of ***Essence Shaping***.

Distorted Wave. R*anged Spell Attack:* +10 to hit, range 30 ft., one target. Hit: 13 (2d6 + 6) psychic damage. Mahito sends a ripple of warped energy that unsettles the target's inner stability, leaving them momentarily vulnerable.

Idle Transfiguration: Soul Distortion. *Melee Spell Attack:* +10 to hit, reach 5 ft., one creature. On a hit, Mahito uses his Idle Transfiguration to distort the target's soul, dealing 22 (4d8 + 4) psychic damage and imposing a ***Essence Shaping stack***. The target must make a DC 18 Constitution saving throw. On a failed save, the target gains an additional stack of ***Essence Shaping*** at the start of each of their turns.

Bonus Actions

Essence Consumption. Mahito can consume one of his stored soul points to heal himself, regaining hit points equal to 1d8 + his Constitution modifier.

Summon Transfigured Minions. Mahito can expend 1 Soul Point per minion to summon up to 3 Transfigured Minions.

The minions appear within 30 feet and act immediately on Mahito's turn.

Transfigured Minion

Small fiend (spirit), chaotic evil

Armor Class: 15 (natural armour)
Hit Points: 3 (1d6)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	5 (-3)	8 (-1)	5 (-3)

Saving Throws: Dex +5
Skills: Deception +9, Insight +8, Perception +8, Stealth +10
Damage Resistances: Necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: Charmed, frightened
Senses: Passive Perception 9, darkvision 60 ft.
Languages: Understands Abyssal but can't speak.

Actions

Necrotic Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) necrotic damage. If the target is affected by any ***Essence Shaping Stacks***, they take an additional 1d6 necrotic damage.

Desperate Lunge. Recharge 5-6. The Transfigured Minion makes a reckless, self-destructive attack. It gains advantage on the attack roll but takes 2 damage if it hits. Hit: 8 (1d8 + 3) necrotic damage. If the target is affected by any ***Essence Shaping Stacks***, they take an additional 1d8 necrotic damage. If this attack hits, the minion is destroyed immediately after dealing damage.

Legendary Actions

Mahito can take 3 legendary actions, choosing from the options below.

Only one legendary action can be used at a time, and only at the end of another creature's turn. Mahito regains spent legendary actions at the start of his turn.

Malicious Command. Mahito commands one of his Transfigured Minions within 60 feet to make an immediate Necrotic Claws attack against a target of his choice.

Malevolent Pulse. Mahito releases a wave of psychic energy, affecting all creatures within 20 feet of him. Each creature must succeed on a DC 18 Wisdom saving throw or take 18 (4d8) psychic damage and gain 1 stack of ***Essence Shaping***. On a successful save, a creature takes half damage and does not gain a stack.

Cursed Detonation (Costs 2 Actions). Mahito causes one of his Transfigured Minions within 30 feet to explode in twisted energy. Each creature within 10 feet of the minion must make a DC 18 Dexterity saving throw, taking 12 (3d8) necrotic damage on a failed save, or half as much on a successful one. The minion is destroyed after this action.

Soul Perception

"As the battle with Mahito reaches a fever pitch, you suddenly feel the world around you fall away, and everything fades into silence. You find yourself in a surreal, dream-like plane, floating somewhere between reality and the depths of your own mind. Time stands still, and in front of you, a shadowy, abstract figure begins to take shape, a shifting, ethereal form that seems to mirror the essence of your own soul."

The players engage in an introspective experience to gain insight into their own soul or sense Mahito's. Success in this minigame allows players to remove ***Essence Shaping Stacks*** or penetrate Mahito's Soul Manipulation for more direct attacks.

Inner Essence Discovery

In this phase, each player has a chance to uncover and articulate their character's inner essence.

"As you stand before the shadowy figure, a voice begins to speak from the darkness—a chilling, mocking tone that seeps into your thoughts, trying to shake your resolve. The figure shifts and twists, almost feeding off your doubts. It whispers questions meant to unsettle you, to strip away your confidence and expose your vulnerabilities. The clearer you see yourself, the more you can do..."

1. What is it you fear the most? What weakness eats away at you from within, no matter how hard you try to hide it?

"The voice sneers, as if it already knows the answer, as if it's amused by your struggle. You feel a twinge of discomfort as you confront your deepest fear. A vision of that fear flickers in the figure, testing your resolve. The more openly you acknowledge it, the sharper the figure become."

2. What memory defines you, truly? What moment in your past made you who you are now? Or is there nothing of value in you at all?

"The voice scoffs, and you feel a moment of hesitation. But within the flickering figure, an image of that memory appears, waiting for you to claim it. Slowly taking form..."

3. What flaw burdens you, and how often does it rear its ugly head?

"It feels almost like an accusation, pressing you to admit to a trait you wish you didn't have. The figure shifts and begins to mirror you even more, shaping itself as you accept this part of yourself."

4. What fuels you when hope falters?

"The voice almost laughs, clearly doubting your answer. But within you, something stirs, a source of inner strength that sustains you in the darkest times. As you speak of it, the figure brightens, as if empowered by the source of your strength. The voice grows fainter, retreating in the face of your certainty."

5. What part of you endures, even when all seems lost?

"The question bites deep, but you recognize that answering will give the figure one last piece of yourself. You think of the qualities that have brought you this far, the resilient spirit within that will not bend. As you answer, the figure becomes clear, a perfect reflection of your essence."

After answering the questions, you'll roll a final Insight Check (Wisdom) or Intimidation Check (Charisma) against a DC of 15 to see how deeply you've connected with your soul. You'll gain a +2 bonus for each answer given honestly and thoughtfully, stacking up to a maximum of +10.

- *15-19:* Remove 2 Essence Shaping Stacks from your character.
- *20-24:* Remove 3 Essence Shaping Stacks.
- *25-30:* Remove all Essence Shaping Stacks.

Sensing Mahito's Essence

As the figure of your own soul solidifies, you become aware of an intense, twisted aura emanating from Mahito, resonating within this surreal plane. With enough focus, you feel you might peer into the core of Mahito's essence, exposing his deepest vulnerabilities. Now, you turn your attention to sensing Mahito's soul, trying to find a crack in his defenses.

Roll a Wisdom (Perception) or Intelligence (Arcana) check against DC 18 to perceive Mahito's soul structure. If you succeeded in the previous phase (the soul minigame), you gain one reroll for this roll.

- *Success:* Your insight into Mahito's soul allows you to ignore Soul Manipulation for one attack, dealing full damage to him.
- *Critical Success (20):* Your understanding is profound, allowing you to ignore Soul Manipulation for two attacks.
- *Complete Success:* If you successfully complete both phases, you can completely ignore Mahito's Soul Manipulation feature, dealing normal damage to him for the rest of the encounter.

Phase 2

At 66% HP, Mahito enters his Domain Expansion, an aura of oppressive energy that manipulates the very essence of the soul. The air grows thick with a malignant energy as Mahito exudes his Domain Expansion: Self-Embodiment of Perfection.

I understand now.

Soul Shaping Aura. While within Mahito's Self-Embodiment of Perfection domain, every creature automatically gains 1 stack of ***Essence Shaping*** at the start of each of their turns.

Soul Reserve. Mahito's control over his domain allows him to summon more transfigured souls each turn and replenish his soul reserves. He can now summon up to 5 creatures per turn and recovers 3 Soul Points at the start of each of his turns.

Heavenly Restriction Nullification. Mahito's Idle Transfiguration can now reach deep into a creature's soul, affecting their fundamental beliefs or supernatural restrictions. If a creature accumulates 5 or more ***Essence Shaping Stacks***, Mahito can attempt to weaken or erase their defining spiritual connection.

Paladins lose the effects of their oath, including any features directly tied to it, as the bond fades under Mahito's influence. Clerics feel their connection to their deity weaken, preventing the use of certain domain spells or features reliant on their faith.

New Action

Body Repel. Mahito channels the rejection of fusion, causing his body to morph violently and form a massive, distorted pillar of flesh that shoots outward, forcing back anything in its path. Each creature within a 15-foot radius must make a DC 18 Dexterity saving throw. On a failed save, creatures take 28 (6d8) bludgeoning damage and are pushed back 30 feet. If a creature collides with a surface, it takes an additional 10 (3d6) bludgeoning damage. On a successful save, creatures take half damage.

New Bonus Action

Kikon Isetai: Polymorphic Soul Isomer. Mahito summons a powerful but unstable entity, a Polymorphic Soul Isomer, forged from fused souls for 5 Soul Points. This summon has 25 HP, 15 AC, same stats as the other minions. He can also use the following attack: Necrotic Claws. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 35 (8d8) necrotic damage. If the target is affected by any Essence Shaping Stacks, they take an additional 1d6 necrotic damage. Additionally, upon being reduced to 0 HP, the Polymorphic Soul Isomer explodes, dealing 20 (4d8) necrotic damage to all creatures within 15 feet.

I can sense its soul.

New Legendary Action

Soul Multiplicity. Mahito merges the souls of two creatures or minions within 30 feet, creating a twisted new entity that combines the traits of both. The fusion has HP equal to the sum of both creatures' current hit points and gains advantage on all attacks during its next turn. It also gains a +2 bonus to AC and an additional 1d8 to its attacks for that turn.

Malicious command can now be used on two minions.

Phase 3

At 33% HP, Mahito unleashes his Instant Spirit Body of Distorted Killing, absorbing all accumulated Essence Shaping Stacks from his enemies and channeling their energy into himself.

At 33% HP, Mahito unleashes his Instant Spirit Body of Distorted Killing, absorbing all accumulated ***Essence Shaping Stacks*** from his enemies and channeling their energy into himself. The domain expansion dissipates, and Mahito undergoes a physical transformation. His form becomes larger and more monstrous, covered in jagged, bone-like armor.

Transformation Effects:

- All ***Essence Shaping Stacks*** on creatures are removed and absorbed by Mahito, each stack increasing his bludgeoning damage by an additional 1d8.
- Mahito's melee attacks deal significantly more damage, focusing on brutal, bone-crushing blows.
- All attacks now deal only bludgeoning damage, and his attacks ignore non-magical resistances.
- Mahito can no longer be affected by conditions like prone, stunned, or restrained.

Actions

Unholy Crush. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 45 (8d8 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Distorted Smash. Mahito raises a massive, clawed fist and slams it down with immense force. All creatures in a 15-foot cone must make a DC 18 Dexterity saving throw, taking 36 (8d6 + 8) bludgeoning damage on a failed save or half as much on a success. If a creature fails the save by 5 or more, they are thrown back 20 feet and take an additional 14 (4d6) bludgeoning damage if they collide with a surface.

Crushing Surge (Recharge 5–6). Mahito charges forward in a straight line up to 40 feet, bulldozing through creatures in his path. Each creature in his way must make a DC 18 Strength saving throw. On a failed save, a creature takes 42 (9d8 + 6) bludgeoning damage and is pushed to the end of Mahito's movement path. On a successful save, the creature takes half damage and is not pushed. Any creature that collides with a surface takes an additional 14 (4d6) bludgeoning damage.

Legendary Actions

Relentless Strike. Mahito makes one Unholy Crush attack.

Bone-Crushing Wave (Costs 2 Actions). Mahito slams both fists into the ground, sending a powerful shockwave out from his position. All creatures within 20 feet must succeed on a DC 18 Constitution saving throw or take 26 (6d8) bludgeoning damage and be stunned until the end of their next turn. On a successful save, creatures take half damage and are not stunned.

Dreadful Charge (Costs 3 Actions). Mahito leaps to a spot within 30 feet, landing with such force that it causes a small shockwave. All creatures within 15 feet of his landing spot must make a DC 20 Dexterity saving throw. On a failed save, creatures take 40 (9d6 + 6) bludgeoning damage and are knocked prone. On a successful save, creatures take half damage and are not knocked prone.

I am, therefore I think

Special Weaknesses

True Understanding of the Soul

Discovery Mechanism: A player who has already bypassed Mahito's Soul Manipulation through the Soul Perception Minigame can use an action to focus on the lingering connection between their soul and Mahito's, attempting a DC 20 Intelligence (Arcana) check to understand the essence that binds them.

Consequence: If the players exploit this understanding, they can use their reaction when Mahito attacks to cause his attack to target a Transfigured Minion instead.

"The furies are at home in the mirror; it is their address. Even the clearest water, if deep enough can drown."

Fractured Soul Anchor

Discovery Mechanism: A player can attempt to observe the ebb and flow of Mahito's soul manipulation, using an action to make a DC 17 Intelligence (Investigation) or Wisdom (Perception) check. Success reveals that Mahito's power to summon minions relies on a tenuous "anchor" in the spiritual realm, which can be momentarily disrupted with concentrated effort.

Consequence: Upon discovery, players can exploit this insight by focusing their spiritual energy to interfere with Mahito's anchor to his summoned souls. As a reaction, a player can force Mahito to lose his ability to summon minions for 1d4 - 2 rounds (minimum of 1 round), preventing him from drawing additional creatures into the fight.