DUALINK

Mahoraga



JJK Edition

Mahoraga

Huge Monstrosity, Chaotic Evil

Armor Class: 18 (natural armor)
Hit Points: 310 (23d12 + 161)
Speed: 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	24 (+7)	14 (+2)	18 (+4)	20 (+5)

Saving Throws: Dex +10, Con +13, Wis +10
Skills: Athletics +13, Perception +10
Damage Resistances: Bludgeoning, Piercing, and Slashing from Non-Magical Attacks initially, adapting as per ability
Condition Immunities: Charmed, Frightened, Paralyzed, Poisoned
Senses: Darkvision 120 ft., passive Perception 20
Languages: Understands all but cannot speak
Challenge: 16 (15,000 XP)

Adaptive Resistance. Mahoraga gains resistance to any new damage type it takes that isn't from a magical weapon. After being hit a second time by the same damage type, it gains immunity to that type for the remainder of the encounter. This adaptation does not reset at the beginning of other phases.

Regenerate. Mahoraga regains 20 hit points at the start of its turn unless it takes radiant damage or damage from holy water in the preceding round.

Terrifying Presence. Enemies within 30 feet of Mahoraga must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, with disadvantage if Mahoraga is within line of sight, ending the effect on itself on a success. Creatures that succeed on this saving throw are immune to Mahoraga's Terrifying Presence for the next 24 hours.

Phase 1: The Arrogant Onset

Actions

Multiattack. Mahoraga makes three attacks: two with its massive fists and one with its tail.

Massive Fist. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) bludgeoning damage.

Tail Whip. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 22 (3d10 + 7) bludgeoning damage, and the target must succeed on a DC 18 Dexterity saving throw or be knocked prone.

Devour Magic (Recharge 5–6). Targets one creature within 30 feet. The target must make a DC 18 Wisdom saving throw or have one of its active spells of 4th level or lower within range ended, with Mahoraga healing 10 times the spell's level.

Bonus Actions

Adaptive Shift. Mahoraga gains advantage on saving throws against one type of damage it has resistance or immunity to for 1 round.

Surge of Malice. Empowers Mahoraga's next melee attack to deal an additional 10 (3d6) necrotic damage.

Legendary Actions

Attack. Mahoraga makes one Massive Fist attack.

Leap (Costs 2 Actions). Leaps up to 30 feet. Upon landing, creatures within 10 feet must make a DC 18 Strength saving throw, taking 14 (2d6 + 7) bludgeoning damage and being knocked prone on a fail.

Legendary Resistances (2/Day). If Mahoraga fails a saving throw, it can choose to succeed instead.

The Proving Grounds

Arcane Conduits. The battlefield is littered with ancient pillars that empower Mahoraga. For each conduit active, Mahoraga gains a +1 bonus to all attack rolls and saving throws. While at least one conduit is active, Mahoraga cannot be stunned or knocked unconscious.

Discovery Mechanism. To notice the conduits pulsing in sync with Mahoraga's attacks (Perception check, DC 18).

Skill Check to Destroy. Arcana check to disrupt (DC 20) or Strength (DC 20) to destroy it.

Arcane Surge. Each player within a 30-foot radius of a successful disabling receives an **Arcane Surge**, receiving inspiration and granting a +1 bonus to AC for the next round.

Mahoraga, Phase 2

Huge Monstrosity, Chaotic Evil

Armor Class: 20 (enhanced)

STR	DEX	CON	INT	WIS	CHA
26	18	**26**	14	18	**22**
(+8)	(+4)	**(+8)**	(+2)	(+4)	**(+6)**

Saving Throws: Dex +10, **Con +14**, Wis +10

Energy Burst (Immediate effect). At 50% HP, Mahoraga enters Stage 2 and unleashes a devastating burst of energy from its mouth in a 50-foot cone. Each creature in the area must make a DC 18 Dexterity saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one.

Absorption of Arcane Conduits. If any Arcane Conduits were left, Mahoraga absorbs them, gaining +10 HP per conduit and +1 to AC for every two conduits absorbed, the AC remaining for one round.

Phase 2: The Furious Awakening

Buffs in Stage 2

Enhanced Regeneration. Regenerates 30 hit points at the start of its turn unless it takes radiant damage or damage from holy water.

Terrifying Presence. Now affects creatures within 40 feet, with the save DC increased to 20. All creatures must make a new saving throw against this effect upon witnessing Mahoraga's transformation.

Devour Magic. Now affects spells up to 5th level and recharges once Mahoraga enters Stage two.

Leap. Now causes an additional effect where the landing creates a shockwave, affecting all creatures within 15 feet of the landing point.

Surge of Malice. Now empowers the next melee attack for 12 (3d8) necrotic damage.

Actions

Multiattack. Makes four attacks: two with the Sword of Extermination, one with its massive fist, and one with its tail.

Sword of Extermination. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 28 (4d8 + 8) slashing damage. If the target is a creature, it must succeed on a DC 20 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest.

Ethereal Retreat (New Legendary Action). After taking damage, Mahoraga can phase into the Ethereal Plane, becoming immune to all damage until its next turn. However, it cannot use Multiattack in the turn following Ethereal Retreat.

Phase 2: The Furious Awakening

The Arcane Maelstorm

Ritual Circles. Upon Mahoraga's transition to Phase 2, four ancient ritual circles are activated, each with its own unique effect on the battlefield.

Circle of Obscuring Shadows. Creates a zone of magical darkness with a 40-foot radius around it. Within this darkness, only Mahoraga can see clearly.

Circle of Swift Winds. Provides Mahoraga with a 5-foot movement speed increase for each other active ritual circle.

Circle of Weakening. Decreases attack rolls and damage rolls by 2 for players within 40 feet of it.

Circle of Binding Earth. This circle creates difficult terrain in a 60-foot radius around it, for anyone but Mahoraga. The first time a player enters the area, they must succeed on a DC 18 Strength saving throw or have their speed reduced to 0 until the start of their next turn.

Discovery Mechanism. Insight, Investigation, or Perception checks (DC 20) can reveal the nature and mechanics of each circle.

Skill Check to Disrupt/Destroy. Players can perform Arcana or Religion checks (DC 22) or target them with physical attacks (AC 17, HP 30 each) to neutralize the circles' effects and diminish Mahoraga's advantage.

Ritual Wisdom. Disabling a Ritual Circle gives a +2 bonus on all saving throws against Mahoraga's abilities and a +1 bonus to attack rolls against it for the next minute to all players within 40 feet. Additionally they recover 2d10 HP upon destroying one.

Phase 2: The Furious Awakening

Desperation Unleashed

As Mahoraga reaches 25% HP, it shatters the mystical wheel atop its head in a display of wild desperation. This act releases a powerful psychic shockwave across the battlefield: All players within a 60-foot radius are subjected to this shockwave and must succeed on a DC 20 Wisdom saving throw or be stunned. This damage represents the release of pent-up magical energies and Mahoraga's unbridled fury. Mahoraga waits for one turn to get accustomed to it's own power effectively skipping a turn.

Tradeoff. In this phase, Mahoraga loses all adaptive resistances and immunities it has gained throughout the battle. For every resistance Mahoraga has lost, its attacks gain +1 damage, and for every immunity +3.

The Shattered Expanse

Awakening. After the wheel was broken, being scattered across the battlefield, six orbs begin to glow, hinting at their latent power. Awakening an orb requires a player to spend an action and succeed on a DC 20 Arcana or Religion check.

Energy Siphoning. Players within 5 feet of an awakened orb can use a reaction and pass a DC 15 Concentration check to halve damage from Mahoraga's targeted or area attacks, directing the energy into the orb. Failing to pass the Concentration Check can result in the orb being damaged as it does not successfully siphon the damage. Once Mahoraga notices the orbs being used this way, it's priority is to destroy them.

Unified Release. When at least two orbs are awakened and charged, players can initiate a unified release of their stored energy back at Mahoraga. This maneuver requires at least two players to be within 5 feet of their respective orbs, using their actions togethe. Both need to pass a DC 21 Arcana, Religion or Performance check. On a successful check, the orbs unleash a powerful blast of force at Mahoraga, dealing 10d10 force damage for each orb involved in the release.

Orbs' Vulnerability. The orbs, being remnants of Mahoraga's power, are fragile and can be targeted by Mahoraga or its minions. Each orb has AC 15 and HP 20.

Special Orbs. At random, 2 of the 6 orbs are special granting additional benefits if they are awakened.

Orb of Recovery. When a player successfully awakens this orb, it emanates a restorative pulse. Any player within 20 feet of the orb when it's activated regains hit points equal to 2d10 + their level.

Orb of Resilience. Utilizing this orb hardens a player's resolve and defenses. Any player using this orb to siphon damage gains a temporary +2 bonus to their AC until the end of their next turn.

A colossus of malice and power. With each swing of its massive limbs, the ground beneath us quaked, sending shards of earth flying like mere pebbles tossed by a giant's hand. The air itself seemed to warp and scream as it summoned arcane energies. I understood then, we were not just battling a creature, but the very embodiment of destruction itself.

Phase 3: Desperation Unleashed