DUALINK

Ryōmen Sukuna

BBEG



JJK Edition

Ryōmen Sukuna

Medium monstrosity, chaotic evil

Armor Class: 20 (natural armour)
Hit Points: 385 (30d10 + 210)
Speed: 70 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	22 (+6)	24 (+7)	18 (+4)	18 (+4)	24 (+7)

Saving Throws: Str +16, Dex +12, Con +14, Wis +11, Cha +14
Skills: Athletics +16, Arcana +10, Intimidation +14, Perception +11
Damage Resistances: Fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities: Poison
Condition Immunities: Charmed, frightened, poisoned
Senses: Passive Perception 21, darkvision 120 ft., blindsight 20 ft.
Languages: Celestial, Abyssal, Infernal
Challenge: 23 (50,000 XP)

Cursed Energy. Sukuna has 30 Cursed Energy Points (***CEP***) he can spend to fuel his cursed techniques. Sukuna regains 1 ***CEP*** at the start of each of his turns or when he lands a critical hit. He can regain ***CEP*** up to his maximum by completing a long rest.

Cursed Attacks. Sukuna's melee and ranged attacks are considered magical for overcoming resistances and immunities.

Black Flash. When Sukuna scores a critical hit, his critical hit margin increases by 1. If his next attack roll is also a critical hit, the critical range increases by 1 again, and this effect persists until he fails to score a critical hit.

Immutable Vessel. Sukuna is immune to any spell or effect that would alter his form.

Magical Resistance. Sukuna has advantage on saving throws against spells and other magical effects.

Indomitable Presence (3/Day). If Sukuna fails a saving throw, he can choose to succeed instead.

Relentless Combatant. Sukuna has two bonus actions per round instead of one.

Hollow Wicker Basket. Sukuna can negate all guaranteed hit effects from enemy abilities, effects or spells. Whenever Sukuna is targeted by an ability or spell that would automatically hit or affect him, he may instead force the attacker to make an attack roll or saving throw as if the ability did not guarantee a hit.

Condition: Blood Loss. When Sukuna hits a creature with Cleave or Dismantle, the target suffers ***Blood Loss*** for 1d4 rounds unless treated. A successful DC 18 Wisdom (Medicine) check can stop the blood loss. Alternatively, spells such as Lesser Restoration also end it prematurely. The effect stacks and imposes the following penalties:

- *1st Stage:* The target takes 1d6 necrotic damage at the start of their turn.
- *2nd Stage:* The target's speed is reduced by 10 feet, and they have disadvantage on Constitution saving throws.
- *3rd Stage:* The target takes an additional 2d6 necrotic damage at the start of their turn, and any healing is halved.
- *4th Stage:* The target is incapacitated and takes an additional 3d6 necrotic damage at the start of each of their turns.

Cursed Pact. At any point during combat, Sukuna can create a Binding Vow as a bonus action. These vows grant Sukuna additional power or impose debilitating effects on his enemies. Sukuna can form one vow per round, and he can maintain up to 3 Binding Vows at one time. He can end a vow as a bonus action, freeing up the slot for another vow. He starts combat with one Binding Vow active (chosen by the DM upon rolling initiative).

Sample Binding Vows. Here are examples of the types of Binding Vows Sukuna can create during combat. Keep in mind that creativity is your limit.

1. *Pain Conduit:* A target of Sukuna's choosing takes 1d8 additional necrotic damage whenever Sukuna hits them with an attack.
2. *Curse Amplification:* Sukuna regains 3 CEP at the start of his turn for as long as the vow remains active.
3. *Debilitating Aura:* A chosen target has disadvantage on saving throws made against Sukuna's abilities and cursed techniques.
4. *Shared Destruction:* One of Sukuna's abilities can now target up to 2 additional creatures, with the exception of Cleave. For example, Dismantle can hit multiple enemies in its area of effect.
5. *Swift Exchange:* Sukuna trades 20 feet of his movement speed to reduce incoming damage by 10 (flat) per attack for the duration of this vow.

6. *Focus of the King:* Sukuna reduces the action cost of one of his cursed techniques by 1 (for example, changing an action to a bonus action).

7. *Relentless Onslaught:* Sukuna gains an additional Legendary Action for the duration of this vow, allowing him to take more actions at the end of another creature's turn.

8. *Mimicry of the Arcane:* Sukuna gains an additional Legendary Action for the duration of this vow. When he observes a spell being cast within 60 feet of him, he can make an Intelligence (Arcana) check (DC equals 15 + the spell's level). On a success, Sukuna can immediately copy and cast the spell as part of the same Legendary Action, using the original caster's spell save DC and spell attack bonus.

Actions

Multiattack. Sukuna can make three melee or ranged attacks in any combination of Brutal Strike, Dismantle, Cleave, or Fuga: Flame Arrow. Cleave may be used only once in a multiattack.

Brutal Strike. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 18 (2d8 + 9) force damage plus 18 (4d8) necrotic damage.

Dismantle (Costs 1 CEP). R*anged Spell Attack:* +14 to hit, range 120 ft., one target. Hit: 24 (3d10 + 9) slashing damage. Objects and structures take double damage that can't be prevented or reduced in any way. Targets hit by Dismantle suffer from ***Blood Loss***.

Cleave (Costs 2 CEP). *Melee Spell Attack:* +14 to hit, reach 10 ft., one target. Hit: 24 (4d12) slashing damage plus an additional 15% of the target's maximum hit points (rounded down). This damage can't be reduced or prevented in any way. Targets hit by Cleave suffer from ***Blood Loss***.

Fuga: Flame Arrow. If Sukuna hits with both a Cleave and a Dismantle in the same round, he can immediately use ***Fuga: Flame Arrow*** as a free action that costs 1 CEP.

Fuga: Flame Arrow (Costs 1 CEP). Melee or Ranged Spell Attack: +14 to hit, range 120 ft., one target. Hit: 31 (5d8 + 9) fire damage.

Bonus Actions

Swift Step. Sukuna can take the Dash or Disengage action. When he does so, his movement increases by 20 feet until the end of his turn.

Brutal Assault. After taking the Attack action on his turn, Sukuna can make one additional Brutal Strike attack as a bonus action.

Binding Vow. Sukuna creates a Binding Vow.

Formidable Focus (Costs 2 CEP). Sukuna can reduce the action cost of one of his Cursed Techniques by 1 for this turn (for example, changing an action to a bonus action).

Reverse Cursed Technique (Costs X CEP). Sukuna can spend any number of Cursed Energy Points (CEP), restoring 15 hit points for each CEP spent.

Legendary Actions

Sukuna 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.

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

Cursed Blow. Sukuna makes one Brutal Strike or Dismantle attack.

Domain Rejection (Costs 2 CEP). Sukuna briefly releases a burst of cursed energy that disrupts all enemy spells within 60 feet. Each creature maintaining concentration on a spell must succeed on a DC 21 Constitution saving throw or lose concentration.

Cursed Energy Pulse (Costs 2 Actions and 2 CEP). Sukuna unleashes a pulse of raw cursed energy. Each creature within 30 feet of him must make a DC 19 Dexterity saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much on a successful one. Sukuna regains 1d6 ***CEP*** for every creature damaged by this attack.

Phase 2

When Sukuna drops to 75% HP, he draws ***Kamutoke*** and ***Hiten***, gaining new actions, bonus actions, and legendary actions. Upon entering this phase, Sukuna immediately uses ***Spiderweb Cleave***.

Spiderweb Cleave. Sukuna strikes the ground with his Cleave ability, creating a spiderweb-like fissure in a 30-foot radius. Each creature on the ground within this area must make a DC 20 Dexterity saving throw. On a failed save, they take 40 (6d10) slashing damage and are knocked prone. On a successful save, they take half damage and are not knocked prone.

New Actions

Multiattack. Kamutoke and Hiten Cleave are part of the Multiattack action yet Hiten Cleave can only be used once.

Kamutoke. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 36 (4d10 + 9) slashing damage plus 12 (3d8) lightning damage.

Hiten Cleave. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. Hit: 45 (6d10 + 9) slashing damage. On a hit, the target must make a DC 20 Dexterity saving throw or be knocked prone.

Hiten's Energy Burst (Costs 2 CEP). *Ranged Spell Attack:* +14 to hit, range 120 ft., one target. Hit: 40 (6d8 + 6) force damage. If the target is concentrating on a spell, it must make a DC 21 Constitution saving or lose concentration.

New Bonus Action

Empowered Brutal Assault. Sukuna can now choose to use Kamutoke or Hiten for this additional attack.

New Legendary Actions

Cursed Blow. Sukuna makes one Brutal Strike, Kamutoke, or Hiten Cleave attack.

Hiten's Energy Burst (Costs 2 Actions). Sukuna makes one Hiten's Energy Burst attack.

Phase 3

When Sukuna drops to 50% HP, he automatically activates Malevolent Shrine losing 5 CEP. This ability creates a shrine with a 650-foot radius, which stays in place as long as Sukuna maintains concentration (as if concentrating on a spell).

However, Sukuna needs to fail three concentration saving throws in order for the Domain to end, and he has advantage on those Saving Throws. The shrine grants the following effects:

- ***Cleave.*** Within the shrine, Sukuna's Cleave attack has its range increased to 60 ft. and automatically hits.
- ***Dismantle.*** Sukuna's Dismantle attack hits all creatures within range with a single attack roll.

When Malevolent Shrine ends Sukuna gains one level of exhaustion.

New Actions

Fuga: Furnace. Sukuna fully unleashes his fire-related abilities, igniting his domain with immense destructive power.

However, the following prerequisites must be met to activate Fuga Furnace:

- Sukuna must successfully land 15 Cleave and 15 Dismantle attacks combined in his Domain Expansion.

Once the prerequisites are met, Sukuna can activate Fuga Furnace, engulfing his entire domain in flames. All creatures within his Malevolent Shrine must make a DC 22 Dexterity saving throw. On a failed save, they take 100 (20d10) fire damage, or half as much on a successful save.

Additionally, creatures who fail the saving throw are ignited, taking 14 (4d6) fire damage at the start of each of their turns until they spend an action to extinguish the flames. This ability can only be used once per encounter.

Phase 4

When Sukuna drops to 25% HP, in a moment of desperation, he unleashes a Dismantle so powerful it cuts through the fabric of reality. This attack occurs instantly and cannot be prevented.

World Dismantle. Sukuna targets all creatures within 120 feet. Each creature must make a DC 24 Dexterity saving throw. On a failed save, the target takes 75 (10d12 + 20) slashing damage. This damage cannot be reduced, prevented, or resisted in any way. On a successful save, the target takes half damage.

In addition, any creature that fails the saving throw by 10 or more is instantly reduced to 0 hit points, regardless of their remaining hit points.

Hiten

