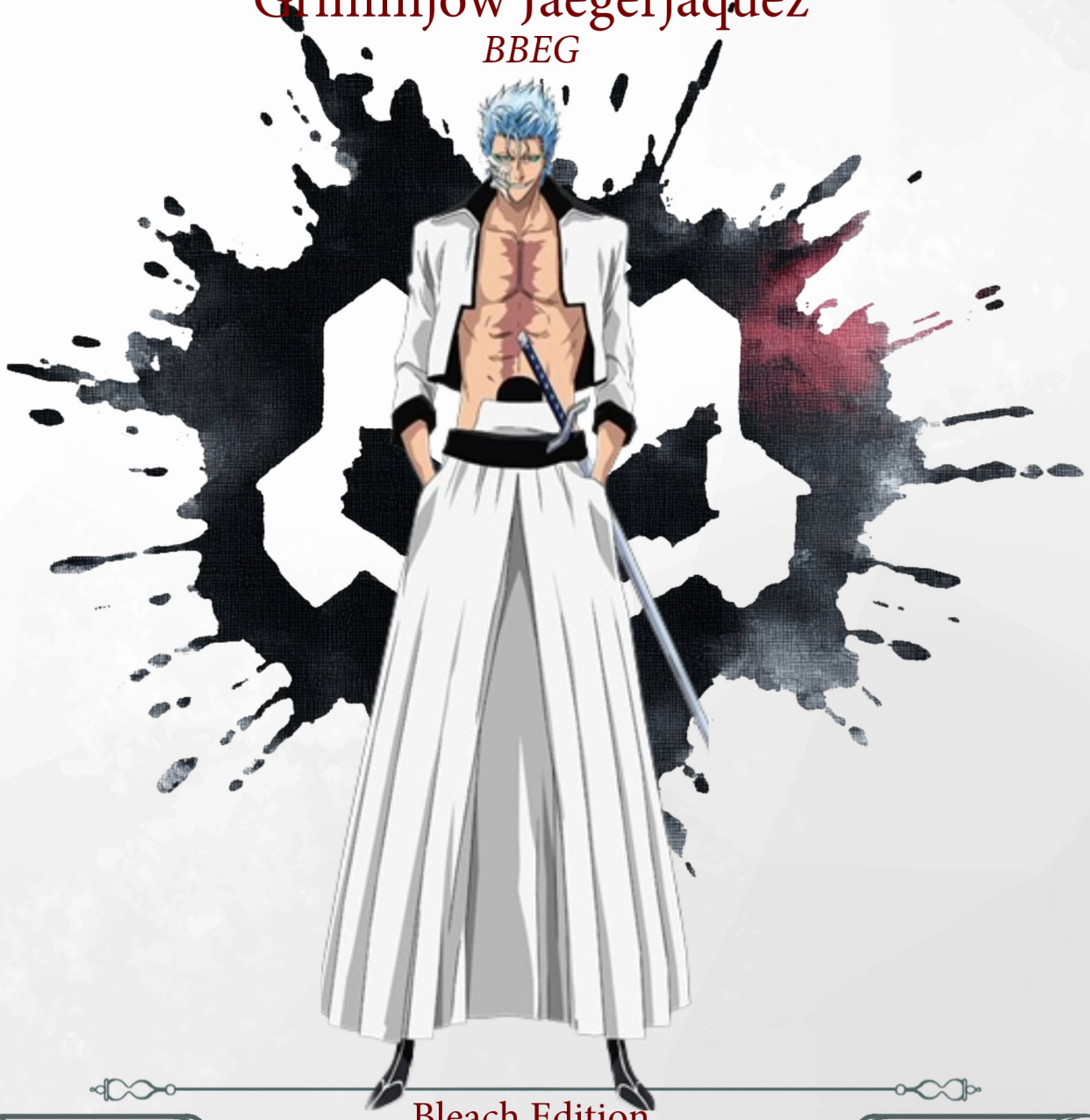
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Grimmjow Jaegerjaquez

BBEG



Bleach Edition

Grimmjow Jaegerjaquez

Medium humanoid (arrancar), chaotic evil

Armor Class: 20 (hierro)
Hit Points: 315 (30d8 + 180)
Speed: 50 ft., climb 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	22 (+6)	12 (+1)	16 (+3)	18 (+4)

Saving Throws: Str +12, Dex +12, Con +12, Wis +9, Cha +10
Skills: Athletics +12, Intimidation +10, Perception +9, Stealth +12
Damage Resistances: force, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: frightened
Senses: darkvision 120 ft., passive Perception 19
Languages: Common, Abyssal
Challenge: 18 (20,000 XP)

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

Magic Resistance. Grimmjow has advantage on saving throws against spells and other magical effects.

Spiritual Pressure: Destruction. When a creature starts its turn within 10 feet of Grimmjow, it must succeed on a DC 18 Wisdom saving throw or take 10 (3d6) psychic damage and be unable to take reactions until the start of its next turn.
A creature that succeeds on this saving throw is immune to this trait until the start of its next turn.

Sonído. Grimmjow can take the

Dash or Disengage action as a bonus action.

Destruction Gauge. Grimmjow has Destruction (D), representing how completely he has turned the moment into a hunt.

Destruction Maximum: 10.

Grimmjow starts the encounter with 3 Destruction.

Gain Destruction: Grimmjow gains 1 Destruction at the start of each of his turns. He also gains 1 Destruction when a creature he can see within 120 feet misses him with an attack roll, and 1 Destruction when he hits a creature with a melee attack.

Spend Destruction: Grimmjow spends Destruction to fuel options noted in their names.

The saving throw DC for Grimmjow's abilities is DC 18.

Actions

Multiattack. Grimmjow makes three Claw attacks, or he makes two Claw attacks and uses Cero.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 9 (2d8) necrotic damage.

Cero. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 22 (5d8) force damage.

Desgarrón (Costs 3 Destruction). Grimmjow releases cutting force in a 30-foot cone.

Each creature in that area must make a DC 18 Dexterity saving throw.

- **Failure:** 31 (7d8) slashing damage.

- **Success:** Half damage.

Panther Lunge (Costs 2 Destruction). Grimmjow teleports up to 40 feet to an unoccupied space he can see, then makes one Claw attack.
On a hit, the target can't take reactions until the end of its next turn.

Grind the Prey (Costs 3 Destruction). Grimmjow targets one creature he can see within 60 feet. The target must make a DC 18 Strength saving throw.

- **Failure:** The target is knocked prone and its speed becomes 0 until the end of its next turn.
- **Success:** The target isn't knocked prone and its speed isn't reduced.

Bonus Actions

Sonído Step. Grimmjow moves up to his speed without provoking opportunity attacks.

Savage Counter. When a creature within 5 feet of Grimmjow misses him with a melee attack, Grimmjow makes one Claw attack against that creature.

Break the Line (Costs 2 Destruction). When Grimmjow is hit by an attack, he reduces the damage he takes by 20, and he can move up to 15 feet without provoking opportunity attacks.

Legendary Actions

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

Claw. Grimmjow makes one Claw attack.

Sonído. Grimmjow uses Sonído Step.

Panther Lunge (Costs 2 Actions; Costs 2 Destruction). Grimmjow uses Panther Lunge.

Resurrección, Pantera. When Grimmjow is reduced to 0 hit points, he doesn't die.
Instead, he ends all conditions on himself, regains 150 hit points, and releases Pantera.
If this trait is used, award a second set of XP for defeating him.

Mechanical Changes

While in Pantera, Grimmjow gains the following benefits:

- Grimmjow's speed becomes 60 ft., his climb speed becomes 40 ft., and his fly speed becomes 60 ft.
- Destruction Maximum becomes 12, and Grimmjow gains 2 Destruction at the start of each of his turns (instead of 1)
- The reach of Grimmjow's Claw becomes 10 feet

New Actions

Gran Rey Cero (Recharge 6; Costs 4 Destruction). Grimmjow targets a point he can see within 120 feet. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw.

- **Failure:** 45 (10d8) force damage.
- **Success:** Half damage.

Pantera Rend (Costs 3

Destruction). *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage plus 9 (2d8) necrotic damage.
If the target is prone, it must succeed on a DC 18 Constitution saving throw or be unable to take reactions until the end of its next turn.

Destruction's Roar

When Grimmjow is reduced to 10% of his hit point maximum or fewer while Pantera is active, he can attempt this finisher once per encounter.
Destruction's Roar (Channel; Costs 6 Destruction). Grimmjow begins channeling until the end of his next turn.
While channeling, his speed becomes 0, and he can't take reactions.
At the end of the channeling, each enemy creature within 60 feet of him must make a DC 18 Constitution saving throw.

- **Failure:** 63 (18d6) force damage and is knocked prone.
- **Success:** Half damage and isn't knocked prone.

Interrupting the Finisher. If Grimmjow is incapacitated while channeling, the finisher fails and can't be used again.

Special Weakness: Break the Pride

Break the Pride. As an action, a creature that can see Grimmjow within 60 feet can goad him with a cutting challenge and makes a Charisma (Intimidation) or Charisma (Persuasion) check

against DC 18.

- **Failure:** The creature can't take reactions until the start of its next turn.
- **Success:** Until the end of Grimmjow's next turn, Grimmjow can't gain Destruction from enemy misses or from hitting with melee attacks (he still gains Destruction at the start of his turn).