DUALINK

Ichibē Hyōsube

BBEG



Bleach Edition

Ichibē Hyōsube

Medium humanoid (shinigami), lawful neutral

Armor Class: 23 (calligrapher's ward)

Hit Points: 480 (48d8 + 288)

Speed: 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	20 (+5)	26 (+8)	18 (+4)

Saving Throws: Str +13, Dex +12, Con +14, Int +13, Wis +16, Cha +12

Skills: Arcana +13, Insight +16, Perception +16, Religion +13

Damage Resistances: force, necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: charmed, frightened

Senses: truesight 60 ft., darkvision 120 ft., passive Perception 26

Languages: all; telepathy 120 ft.

Challenge: 26 (120,000 XP)

Legendary Resistance (3/Day). If Ichibē fails a saving throw, he can choose to succeed instead.

Magic Resistance. Aizen can't be affected or detected by spells of 6th level or lower unless it wishes to be. He has advantage on saving throws against all other spells and magical effects.

Black Ledger (Resource System). Ichibē has Black Ledger points (BL), representing how much "black" he has seized and can spend to edit the world's meaning. BL Maximum 12. Ichibē starts the encounter with 6 BL.

Ichibē gains 2 BL at the start of each of his turns. He gains 1 BL when a creature he can see within 120 feet fails a saving throw against his abilities, and 1 BL when a creature he can see within 120 feet misses with an attack roll (maximum 3 BL per round gained this way).

Ichibē spends BL to fuel options noted in their names. The saving throw DC for Ichibē's abilities is DC 24.

Conditions (Ichibē). Ichibē uses the following conditions.

Inked. A creature is Inked while it has Ichibē's ink on it (typically 1 minute). While Inked, the creature can't benefit from invisibility, and it has disadvantage on Charisma checks.

Nameless. A Nameless creature's name is stripped away. While Nameless:

- The creature can't cast spells of 6th level or higher.
- The creature can't benefit from features that recharge on a rest (such as Action Surge, Rage, Channel Divinity, Ki, sorcery points, or similar); it can still spend remaining uses it already has.
- The creature's damage is halved (after all modifiers) the first time it deals damage on each of its turns.

The Nameless condition lasts until it ends as described in Special Weakness: Speak Your Name.

Unremembered. A creature that is Unremembered is erased from

conscious notice.

- Creatures of Ichibē's choice that are within 60 feet of the Unremembered creature and can hear Ichibē have disadvantage on Wisdom (Perception) checks to notice the Unremembered creature, and opportunity attacks against it automatically miss.
- At the end of each of those creatures' turns, they must succeed on a DC 24 Wisdom saving throw or forget the Unremembered creature's actions since the start of that turn (creatures behave as if those actions did not inform their decisions).

Unremembered ends as described in Special Weakness: Speak Your Name.

Actions

Multiattack. Ichibē makes two Ichimonji attacks, or he makes one Ichimonji attack and uses Ink Baptism or Half-Name Edict.

Ichimonji. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. On a successful roll, Ichibe deals 18 (2d10 + 7) bludgeoning damage plus 13 (3d8) psychic damage, and the target is Inked for 1 minute.

Ink Baptism (Recharge 5–6). Ichibē sweeps his brush in an arc. Each creature of his choice within 20 feet must make a DC 24 Dexterity saving throw. On a failed save, a creature takes 27 (6d8) psychic damage and becomes Inked for 1 minute. On a successful save, the creature takes half as much damage and isn't

Inked.

Erase the Name (Costs 5 BL). Ichibē targets one Inked creature he can see within 60 feet. The target must make a DC 24 Wisdom saving throw. On a failed save, the target takes 36 (8d8) psychic damage and becomes Nameless for 1 minute. On a successful save, the target isn't Nameless and is immune to Erase the Name until the end of its next turn.

Half-Name Edict (Costs 3 BL). Ichibē targets one Inked creature he can see within 60 feet. The target must make a DC 24 Wisdom saving throw. On a failed save, until the end of the target's next turn, its speed is halved and it has disadvantage on attack rolls, as Ichibē reduces what it "is" to less than itself.

Ink of Oblivion (1/Day; Costs 6 BL). Ichibē targets one creature he can see within 60 feet that is Nameless. The target must make a DC 24 Wisdom saving throw. On a failed save, the target takes 36 (8d8) psychic damage and becomes Unremembered for 1 minute. On a successful save, the target isn't Unremembered and is immune to this action for 24 hours.

Bonus Actions

Step Between Strokes. Ichibē teleports up to 30 feet to an unoccupied space he can see.

Write the Boundary (Costs 2 BL). Ichibē draws a kanji in the air and chooses a point he can see within 120 feet. Until the start of Ichibē's

next turn, a 15-foot-radius sphere centered on that point is warded. A creature of Ichibē's choice that starts its turn in the warded area must succeed on a DC 24 Wisdom saving throw or must choose between using movement, using an action or a bonus action until the end of its next turn.

Legendary Actions

Ichibē can take 3 legendary actions, choosing from the options below. Only one option can be used at a time and only at the end of another creature's turn. Ichibē regains spent legendary actions at the start of his turn.

Ichimonji. Ichibē makes one Ichimonji attack.

Step Between Strokes. Ichibē uses Step Between Strokes.

Stroke of Correction (Costs 1 BL). When a creature Ichibē can see within 60 feet hits him with an attack, Ichibē reduces the damage by 25.

Splash of Black (Costs 2 Actions). Ichibē uses Ink Baptism (no recharge required).

Edit the Word (Costs 2 Actions; Costs 2 BL). Ichibē uses Half-Name Edict.

Shirafude Ichimonji

When Ichibē is reduced to 0 hit points, he doesn't die. Instead, he ends all conditions on himself, regains 240 hit points, and his mythic phase begins. If Ichibē's mythic phase begins, award a second set of XP for defeating him.

Instantaneous Effect: The World Is Renamed. Each enemy creature within 60 feet that is Inked must succeed on a DC 24 Wisdom saving throw or become Nameless until the end of its next turn.

The following mechanical changes are applied:

- BL Maximum becomes 15, and Ichibē gains 3 BL at the start of each of his turns.
- Creatures that are Nameless have disadvantage on saving throws against Ichibē's abilities.

New Actions

Bestow a New Name (Costs 5 BL). Ichibē targets one Nameless creature he can see within 60 feet. The target must make a DC 24 Wisdom saving throw. On a failed save, Ichibē gives it a new name that lasts for 1 minute, choosing one option:

- "Ant." The creature's Strength, Dexterity, and Constitution scores become 4 for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- "Sword." The creature's speed becomes 0, and it can take only the Attack action on its turn for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- "Stone." The creature's Intelligence, Wisdom, and Charisma stats become 4 for 1 minute. The creature can repeat the saving throw at the end of

each of its turns, ending the effect on itself on a success.

On a successful save, the target is immune to Bestow a New Name until the end of its next turn.

Black of All Things (Recharge 6; Costs 5 BL). Ichibē draws the kanji for "black" and floods the area. Each enemy creature within 30 feet must make a DC 24 Constitution saving throw, taking 36 (8d8) psychic damage on a failed save, or half as much damage on a successful one. A creature that fails is also Inked for 1 minute.

Special Weakness

Speak your Name

A creature can resist Ichibē's erasure by anchoring itself to soundlessness and the certainty of its own name, clenching a token, biting the inside of its cheek to mark pain, pressing its fingers to its pulse, mouthing its name without voice, or stepping into magically enforced silence.

Silence the Brush. A creature that is Inked, Nameless, or that can see a creature that is Unremembered can take an action to steady its identity. The creature must be in an area of silence (such as the silence spell or Scripted Silence) or must be deafened.

It then makes a DC 24 Wisdom saving throw (a creature can choose to make this saving throw using Intelligence instead if it is proficient in Arcana).

On a success, the creature ends Inked and Nameless on itself (if present) and becomes immune to

becoming Nameless until the end of its next turn. If the creature was perceiving an Unremembered creature, it also ignores the effects of Unremembered until the end of its next turn (it can notice and remember that creature normally for that duration).

On a failure, the creature takes 10 (3d6) psychic damage and can't take reactions until the start of its next turn.

A creature can succeed on Silence the Brush a number of times equal to its proficiency bonus per long rest. After it has succeeded that many times, further attempts automatically fail until it finishes a long rest.