DUALINK

Kisuke Urahara

BBEG



Bleach Edition

Kisuke Urahara

Medium humanoid (shinigami), chaotic good

Armor Class: 20 (preternatural defense)

Hit Points: 330 (44d8 + 132)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	22 (+6)	18 (+4)	16 (+3)

Saving Throws: Dex +11, Con +9, Int +12, Wis +10

Skills: Arcana +12, Deception +9, Insight +10, Investigation +12, Perception +10, Sleight of Hand +11

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

Condition Immunities: charmed, frightened

Senses: truesight 30 ft., darkvision 120 ft., passive Perception 20

Languages: Common plus any three languages; telepathy 60 ft.

Challenge: 20 (25,000 XP)

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

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

Spiritual Pressure. When a creature starts its turn within 10 feet of Urahara, it must succeed on a DC 18 Constitution 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.

Shunpo Instinct. Opportunity attacks against Urahara are made with disadvantage.

Preparation. Urahara has Preparation (P), representing traps already placed, contingency seals already written, and lines already measured.

Preparation Maximum: 10.

Urahara starts the encounter with 4 Preparation.

Gain Preparation: Urahara gains 2 Preparation at the start of each of his turns. In addition, he gains 1 Preparation when a creature he can see within 120 feet misses him with an attack roll, and he gains 1 Preparation when a creature he can see within 120 feet succeeds on a saving throw against one of Urahara's abilities (maximum 3 Preparation per round gained this way).

Spend Preparation: Urahara spends Preparation to fuel options noted in their names.

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

Actions

Multiattack. Urahara makes two Benihime attacks, or he makes one Benihime attack and uses Benihime Shakkahō (if available).

Benihime. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 9 (2d8) force damage.

Benihime Shakkahō (Recharge 5–6). Urahara releases a line of crimson force in a 60-foot-long, 5-foot-wide line.

Each creature in the line must make a DC 18 Dexterity saving throw.

- **Failure:** 27 (6d8) force damage.
- **Success:** Half damage.

Crimson Bind (Costs 2 Preparation). Urahara targets one creature he can see within 60 feet. The target must make a DC 18 Strength saving throw.

- **Failure:** The target is restrained until the end of its next turn.
- **Success:** The target's speed is reduced by 10 feet until the end of its next turn.

Kido Counter-Sigil (Costs 3 Preparation). Urahara targets one creature he can see within 60 feet that is concentrating on a spell. The target must make a DC 18 Constitution saving throw.

- **Failure:** The creature's concentration ends, and it can't take reactions until the end of its next turn.
- **Success:** Its concentration doesn't end, but it can't take reactions until the end of its next turn.

Bonus Actions

Shunpo. Urahara teleports up to 30 feet to an unoccupied space he can see.

Place the Mark (Costs 1 Preparation). Urahara marks one creature he can see within 120 feet until the start of Urahara's next turn.
The first time that creature hits Urahara with an attack, Urahara can move up to 15 feet without provoking opportunity attacks (no action required).

Nake (Costs 2 Preparation). When Urahara or a creature he can see within 30 feet is hit by an attack, Urahara interposes a crimson barrier.
The target's AC increases by 3 against the triggering attack, potentially causing the attack to miss.

Reactions

Shikai Parry. When a creature Urahara can see within 5 feet hits him with a melee attack, Urahara halves the damage he takes from that attack (rounded down).

Legendary Actions

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

Benihime. Urahara makes one Benihime attack.

Shunpo. Urahara uses Shunpo.

Seal the Step (Costs 2 Actions; Costs 2 Preparation). One creature Urahara can see within 60 feet must make a DC 18 Wisdom saving throw.

- **Failure:** Its speed becomes 0 until the end of its next turn and it can't teleport until the end of its next turn.
- **Success:** Its speed is reduced by 10 feet until the end of its next turn.

Kannonbiraki Benihime Aratame. When Urahara is reduced to 0 hit

points, he doesn't die.
Instead, he ends all conditions on himself, regains 160 hit points, and releases his Bankai for 1 minute.
If this trait is used, award a second set of XP for defeating him.

Mechanical Changes

While Bankai is active:

- Urahara's Preparation maximum becomes 12, and he gains 3 Preparation at the start of each of his turns (instead of 2)
- Urahara gains Stitch points equal to his proficiency bonus at the start of each of his turns. Unspent Stitch points are lost at the start of his next turn

New Bonus Action

Surgical Dominion (Costs 1 Stitch Point). Urahara chooses one creature or object he can see within 30 feet. (He can't choose an object being worn or carried.)
Choose one effect:

- **Reconstruct:** The target regains 13 (3d8) hit points.
- **Sever:** The target must make a DC 18 Constitution saving throw.
- **Failure:** 13 (3d8) force damage and its speed is reduced by 10 feet until the end of its next turn.
- **Success:** Half damage and its speed isn't reduced.
- **Refashion:** End one condition on the target from the following list: blinded, deafened, frightened, paralyzed, poisoned, restrained.

Escalating Work. If Urahara uses Surgical Dominion on the same target on consecutive turns, the second use costs 2 Stitch points instead of 1.

Perfect Reconstruction

When Urahara is reduced to 10% of his hit point maximum or fewer while Bankai is active, he can attempt this finisher once per encounter.

Perfect Reconstruction (Channel; Costs 6 Preparation). Urahara 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, Urahara chooses one creature he can see within 60 feet.

The target must make a DC 18 Constitution saving throw.

- **Failure:** 12d10 slashing damage and becomes paralyzed until the end of its next turn.
- **Success:** Half damage and can't take reactions until the end of its next turn.

Urahara heals for the amount of damage dealt with this attack.

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