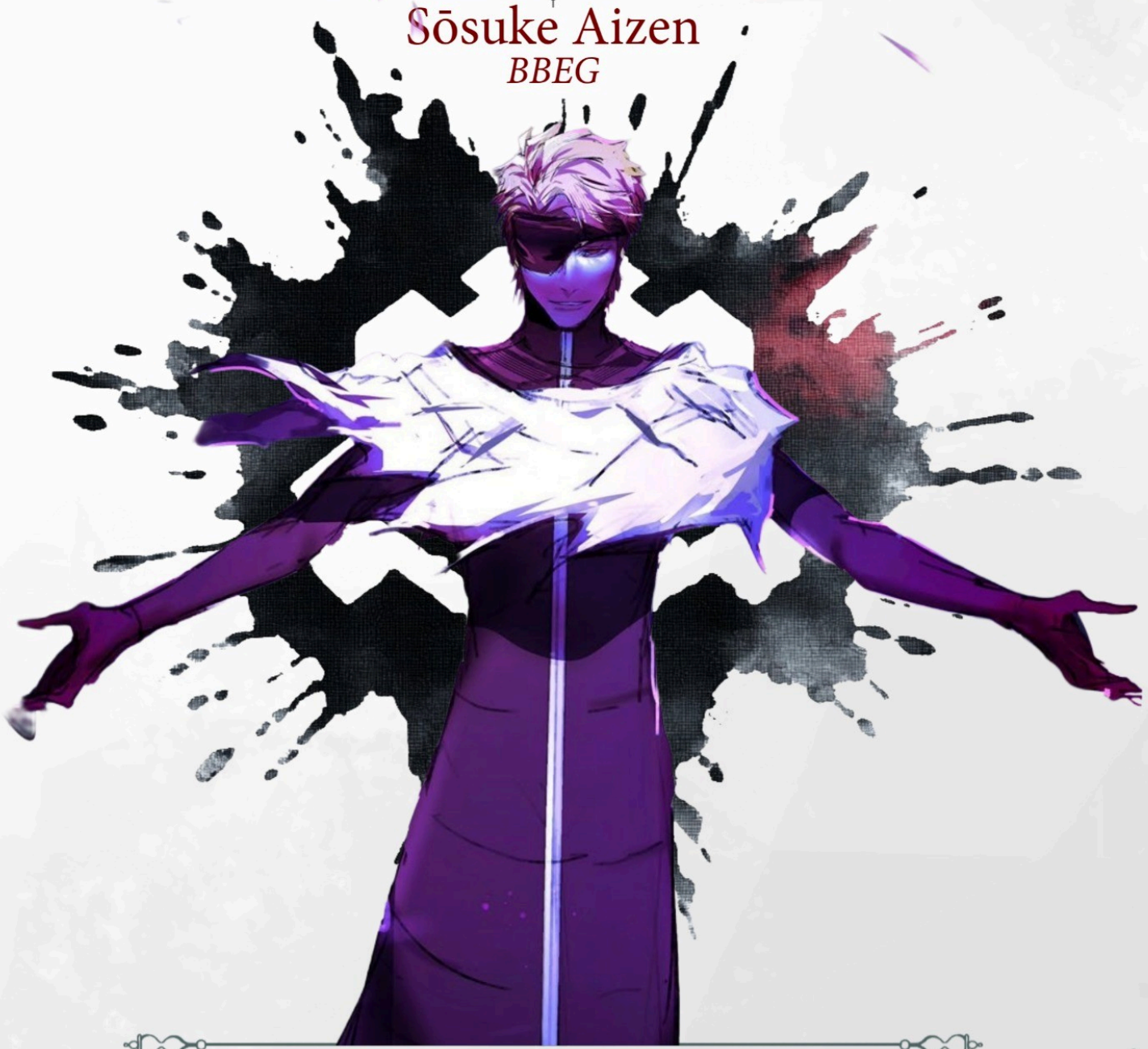
DUALINK

Sōsuke Aizen

BBEG



Bleach Edition

Sōsuke Aizen

Medium humanoid (shinigami), lawful evil

Armor Class 21 (preternatural defense)
Hit Points 360 (48d8 + 144)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	26 (+8)	22 (+6)	26 (+8)

Saving Throws Dex +12, Con +10, Int +15, Wis +13, Cha +15
Skills Arcana +13, Deception +15, Insight +13, Perception +13, Persuasion +15
Damage Resistances force, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses truesight 30 ft., darkvision 120 ft., passive Perception 21
Languages Common plus any three languages; telepathy 120 ft.
Challenge 24 (62,000 XP)

Legendary Resistance (3/Day). If Aizen 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.

Spiritual Pressure. Nonmagical flames are extinguished within 30 feet of Aizen. In addition, when a creature starts its turn within 10 feet of Aizen, it must succeed on a DC 21 Constitution saving throw or take 27 (9d6 + 3) 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.

Kyōka Suigetsu (Complete Hypnosis). Aizen can impose a perfect sensory deception on creatures that have seen Kyōka Suigetsu's release (see Show the Release). A creature affected by Aizen's complete hypnosis is Hypnotized (see below).

Hypnotized (Condition). While Hypnotized, a creature's senses are compromised.

- The creature has disadvantage on Wisdom (Perception) checks and Intelligence (Investigation) checks.
- The creature can't benefit from truesight to see through Aizen's effects.
- When the creature makes an attack roll, Aizen can use Distort Perception (Reaction) to change the attack's target as described in that reaction.
- The creature can attempt again the saving throw at the end of their next turn until they succeed.

Illusion Dominance (Resource System). Through his indomitable spirit and will, Aizen has Illusion Dominance, showing also his cunningness and power to not only kill you, but control you without you even realising it.

ID Maximum 12. Aizen starts the encounter with 6 ID.

Gain ID. Aizen gains 2 ID at the start of each of his turns. In

addition, he gains 1 ID when a creature he can see within 120 feet misses with an attack roll, and he gains 1 ID when a creature he can see within 120 feet fails a saving throw against one of Aizen's abilities (maximum 3 ID per round gained this way).

Aizen can spend ID to fuel certain options (noted in their names). The saving throw DC for Aizen's abilities is DC 21.

Actions

Multiattack. Aizen makes two Zanjutsu attacks.

Zanjutsu. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target *Hit:* 34 (6d8 + 6) slashing damage plus 26 (6d8) psychic damage.

Hadō: Kurohitsugi (Recharge 5–6). Aizen targets one creature he can see within 60 feet. The target must make a DC 21 Dexterity saving throw. On a failed save, the target takes 45 (10d8) force damage and is restrained until the end of its next turn. On a successful save, the target takes half as much damage and isn't restrained.

Show the Release (Costs 4 ID). Aizen reveals Kyōka Suigetsu's release to creatures of his choice within 60 feet that can see him. Each chosen creature must succeed on a DC 21 Wisdom saving throw or become Hypnotized for 1 hour. A creature that succeeds on this saving throw is immune to Show the Release for 24 hours.

Averting the Eyes. When a creature would be chosen by this action, it

can use its reaction to avert its eyes. If it does, it isn't subject to the saving throw, but it is blinded until the start of its next turn.

Displacement Cut (Costs 2 ID). Aizen teleports up to 30 feet to an unoccupied space he can see and then makes one Zanjutsu attack.

Reweave the Scene (Costs 3 ID). Aizen targets a point he can see within 120 feet. Each enemy of Aizen's choice within 15 feet of that point must make a DC 21 Intelligence saving throw. On a failed save, a creature takes 54 (12d8) psychic damage and its speed is 0 until the end of its next turn. On a successful save, the creature takes half as much damage and its speed isn't reduced.

Absolute Misdirection (1/Day; Costs 6 ID). Aizen chooses up to three Hypnotized creatures he can see within 120 feet. Each target must make a DC 21 Wisdom saving throw. On a failed save, the target is incapacitated until the end of its next turn. On a successful save, the target can't take reactions until the end of its next turn.

Reactions

Distort Perception (Costs 1 ID). When a Hypnotized creature Aizen can see within 120 feet makes an attack roll, Aizen chooses another creature he can see within that attack's range (excluding the attacker). The attack targets the chosen creature instead.

Punish Certainty. When a creature Aizen can see within 60 feet succeeds on a saving throw against

one of Aizen's abilities, Aizen deals 27 (6d8) psychic damage to that creature, and the creature can't take reactions until the start of its next turn.

Legendary Actions

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

Shunpo. Aizen moves up to half his speed without provoking opportunity attacks.

Zanjutsu. Aizen makes one Zanjutsu attack.

Thread the Lie (Costs 2 Actions; Costs 2 ID). Aizen uses Reweave the Scene.

Commanded Error (Costs 2 Actions; Costs 3 ID). Aizen uses Distort Perception.

The Chamber of False Hope

On initiative count 20 (losing initiative ties), Aizen can take a lair action to cause one of the following effects; Aizen can't use the same lair action two rounds in a row.

- Mirror Field: Until initiative count 20 on the next round, ranged weapon attacks made by enemies of Aizen that originate from more than 30 feet away have disadvantage, as distance and parallax fracture into afterimages.
- False Footing: Aizen chooses a 30-foot-long, 10-foot-wide line on the ground he can see within

120 feet. The area becomes difficult terrain until initiative count 20 on the next round. The first time a creature enters the area on a turn or starts its turn there, it must succeed on a DC 21 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

- Drown the Senses: Each enemy of Aizen's choice within 60 feet must succeed on a DC 21 Wisdom saving throw or become Hypnotized until the end of its next turn. A creature that succeeds on this saving throw is immune to this lair action for 1 hour.

Hōgyoku Ascension. When Aizen is reduced to 0 hit points, he doesn't die. Instead, he ends all conditions on himself, regains 200 hit points, and his mythic phase begins. If Aizen's mythic phase begins, award a second set of XP for defeating him.

Instantaneous Effect: Transcendent Unveiling. Aizen immediately uses Show the Release without expending ID. In addition, each enemy creature within 60 feet of Aizen that can see him must succeed on a DC 21 Wisdom saving throw or be staggered by contradiction until the end of its next turn. While staggered, the creature's speed is halved and it can't take reactions.

While in Phase 2, Aizen gains the following benefits:

- Transcendent Pressure. Aizen's Spiritual Pressure radius becomes 30 feet, and the psychic damage

becomes 14 (4d6).

- Relentless Dominance. Aizen's ID maximum becomes 15, and he gains 3 ID at the start of each of his turns (instead of 2).
- Perfected Form. Aizen gains resistance to radiant damage.

Actions

Hadō: Goryūtenmetsu (Recharge 6; Costs 5 ID). Aizen creates a 60-foot-radius, 40-foot-high cylinder centered on a point he can see within 120 feet. Each enemy in the area must make a DC 21 Dexterity saving throw, taking 55 (10d10) force damage on a failed save, or half as much damage on a successful one. A creature that fails is also knocked prone.

Catastrophic Rend (Costs 4 ID). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target *Hit:* 27 (4d10 + 5) slashing damage plus 18 (4d8) psychic damage. If the target is Hypnotized, it must succeed on a DC 21 Wisdom saving throw or be restrained until the end of its next turn as reality "locks" its limbs into a false position.

World Without Witnesses (Recharge 5–6; Costs 4 ID). Aizen targets a point he can see within 120 feet. Each enemy of Aizen's choice within 20 feet of that point must make a DC 21 Intelligence saving throw. On a failed save, a creature takes 36 (8d8) psychic damage and is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and isn't blinded.

Bonus Actions

Hōgyoku Surge (Costs 3 ID). Aizen sheds a pulse of transcendent force. Each enemy creature of Aizen's choice within 30 feet must succeed on a DC 21 Constitution saving throw or take 10 (3d6) force damage and be unable to take bonus actions until the end of its next turn. On a successful save, a creature takes half as much damage and suffers no additional effect.