DUALINK

Sōya Azashiro

BBEG



Bleach Edition

Sōya Azashiro

Medium humanoid (shinigami), lawful evil

Armor Class: 22 (kenpachi warding)
Hit Points: 450 (36d8 + 288)
Speed: 40 ft., fly 40 ft. (hover)

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

Saving Throws: Dex +13, Con +16, Int +14, Wis +13, Cha +12
Skills: Arcana +14, Insight +13, Perception +13, Stealth +13
Damage Resistances: force, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: charmed, frightened
Senses: truesight 60 ft., darkvision 120 ft., passive Perception 23
Languages: Common plus any four languages; telepathy 120 ft.
Challenge: 25 (75,000 XP)

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

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

Urozakuro's Fusion. Azashiro's bankai allows him to merge with his surroundings and act through them, including techniques that forcibly merge with a creature's body and destroy it from within, and techniques that act through distributed gigai parts to cast many Kidō at once.

Foreseen Presence. Azashiro can't be

surprised.

Spiritual Pressure. When a creature starts its turn within 10 feet of Azashiro, it must succeed on a DC 22 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.

Fusion Control. Azashiro has Fusion Control (FC), representing how completely his bankai is threaded through the battlefield.
FC Maximum: 12. Azashiro starts the encounter with 6 FC.
Gain FC: Azashiro gains 2 FC at the start of each of his turns. In addition, he gains 1 FC when a creature he can see within 120 feet misses with an attack roll, and he gains 1 FC when a creature he can see within 120 feet succeeds on a saving throw against one of Azashiro's abilities (maximum 3 FC per round gained this way).
Spend FC: Azashiro spends FC to fuel options noted in their names. The saving throw DC for Azashiro's abilities is DC 22.

Actions

Multiattack. Azashiro makes two Reishi Blade attacks, or he makes one Reishi Blade attack and uses Hundredfold Kidō (if available).

Reishi Blade. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 13 (3d8) force damage.

Hundredfold Kidō (Recharge 5–6;

Costs 4 FC). Azashiro targets a point he can see within 120 feet.
Each creature of his choice within 20 feet of that point must make a DC 22 Dexterity saving throw.

- **Failure:** 36 (8d8) force damage, and it can't take reactions until the end of its next turn.
- **Success:** Half damage and suffers no additional effect.

Warden of the Walls (Costs 3 FC). Azashiro chooses one creature he can see within 120 feet.
The target must make a DC 22 Wisdom saving throw.

- **Failure:** Azashiro moves the creature up to 30 feet to an unoccupied space on the ground that Azashiro can see, and the creature's speed becomes 0 until the end of its next turn.
- **Success:** The target isn't moved and its speed isn't reduced.

This movement doesn't provoke opportunity attacks.

Seitai Yūgō (1/Turn; Costs 5 FC). Azashiro targets one creature he can see within 60 feet.
The target must make a DC 22 Constitution saving throw.

- **Failure:** 45 (10d8) necrotic damage and is restrained until the end of its next turn.
- **Success:** Half damage and isn't restrained.

Backlash (Mandatory). Immediately after this action resolves, Azashiro takes 18 (4d8) psychic damage that can't be reduced in any way. Living beings reject his fusion.

Bonus Actions

Meld Step. Azashiro teleports up to 40 feet to an unoccupied space he can see.

Erase the Body (Costs 2 FC). Until the start of Azashiro's next turn, Azashiro is invisible, and attack rolls against him are made with disadvantage.
This effect ends early if Azashiro is incapacitated.

Unreal Body (Costs 2 FC). When Azashiro is hit by an attack, he halves the damage he takes from that attack (rounded down).

Threaded Reversal. When a creature Azashiro can see within 60 feet makes an attack roll, Azashiro imposes disadvantage on the roll.

Legendary Actions

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

Reishi Blade. Azashiro makes one Reishi Blade attack.

Meld Step. Azashiro uses Meld Step.

Hundredfold Echo (Costs 2 Actions; Costs 2 FC). Azashiro targets one creature he can see within 120 feet. The target must succeed on a DC 22 Dexterity saving throw or take 18 (4d8) force damage and be unable to take reactions until the end of its next turn.

The Threaded Seireitei

When Azashiro fights in a prepared

space he has fused with (such as a sealed ward, a research annex, or a section of the Seireitei), he gains lair actions and environmental features.

Lair Actions

On initiative count 20 (losing initiative ties), Azashiro can take a lair action to cause one of the following effects.

Azashiro can't use the same lair action two rounds in a row.

Corridor Reversal. Azashiro 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 22 Strength saving throw or its speed becomes 0 until the start of its next turn.

Hands of the Institute. Spectral hands erupt at up to three points Azashiro can see within 120 feet. Each creature in a 5-foot-radius, 20-foot-high cylinder centered on each point must make a DC 22 Dexterity saving throw.

- **Failure:** 18 (4d8) force damage and can't take reactions until the end of its next turn.
- **Success:** Half damage.

Mute the Formulae. Until initiative count 20 on the next round, the first time each enemy creature within 60 feet casts a spell, that creature must succeed on a DC 22 Intelligence saving throw or the spell fails and the spell slot is expended.

Reishi Stabilizers

Four Reishi Stabilizers (steel pylons inscribed with binding formulae) stand around the battlefield.

Reishi Stabilizer. Large object; AC 19; HP 45; damage immunities poison, psychic; vulnerability bludgeoning.

Stabilizing Field. While at least one stabilizer is intact, creatures have disadvantage on ability checks made to end Azashiro's Erase the Body effect early (see Special Weakness).

Stabilizer Break (Payoff). When a stabilizer is destroyed, each player character within 30 feet of it can choose one benefit (no action required):

- Regain 20 hit points
- Gain advantage on saving throws against Azashiro's abilities until initiative count 20 on the next round

Fray the Thread (Weakness Hook; once per encounter). If two or more stabilizers are destroyed in the same round, until the end of Azashiro's next turn, Azashiro can't use Erase the Body, and he gains no FC from enemy misses or successful saves (he still gains FC at the start of his turn).

Living Rejection

Azashiro's fusion is strongest against places and things. Living beings resist it violently, and that resistance can be weaponized.

Living Rejection. A creature that can see Azashiro within 60 feet can take an action to flood its spiritual pressure outward, anchoring itself to

its own living boundary.

The creature makes a DC 22 Constitution saving throw (a creature can choose to make this saving throw using Wisdom instead if it is proficient in Religion).

- **Success:** Until the end of Azashiro's next turn, the creature is immune to Seitai Yūgō, and the first time Azashiro would spend FC to affect the creature, the FC is spent and the effect fails.
- **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 Living Rejection 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.

Discovery. A creature that spends 1 minute observing Azashiro's fusion and backlash (during combat, this can be done as an action) can make a DC 18 Intelligence (Arcana) or Wisdom (Insight) check.

On a success, it learns Living Rejection and can communicate it to others.