DUALINK

Tōshirō Hitsugaya

BBEG



Bleach Edition

Tōshirō Hitsugaya

Medium humanoid (shinigami), lawful good

Armor Class: 19 (spiritual defense)

Hit Points: 270 (36d8 + 108)

Speed: 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	16 (+3)	18 (+4)	14 (+2)

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

Skills: Arcana +9, Insight +10, Perception +10

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

Senses: darkvision 120 ft., passive Perception 20

Languages: Common; telepathy 60 ft.

Challenge: 17 (18,000 XP)

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

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

Extreme Heat (Weakness). If Hitsugaya takes fire damage, the next time he would create ice or snow before the end of his next turn, any area created by that effect is halved (rounded down), and any creature that would take cold damage from that effect takes half as much cold damage (rounded down).

Winter Petals. When Hitsugaya uses his Bankai, three ice flowers appear behind him, each with four

petals, for 12 petals total. As the battle progresses, petals fall away; when the last petal falls, his Bankai reaches full maturity.

Petal Loss. While Hitsugaya's Bankai is active, he loses petals as follows:

- At the end of each of his turns, 1 petal falls.
- The first time each round Hitsugaya takes 20 or more damage from a single source, 1 additional petal falls.
- If Hitsugaya takes fire damage, 1 additional petal falls (maximum 1 extra petal per round from fire).

Petal Spend. Certain options cost petals (noted in their names). A petal can be spent only while Bankai is active.

Completed Bankai, Four World Freeze (Phase 2). When Hitsugaya's last petal falls while his Bankai is active, his Bankai reaches full maturity. This transformation happens immediately (no action required). Hitsugaya ends all conditions on himself and regains 90 hit points. If this mythic trait triggers, award a second set of XP for defeating him.

Actions

Multiattack. Hitsugaya makes two Zanjutsu attacks.

Zanjutsu. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. On a successful roll, Hitsugaya deals 13 (2d8 + 4) slashing damage plus 9 (2d8) cold damage.

Bankai: Daiguren Hyōrinmaru (1/Day). Ice encases Hitsugaya's

arm and forms wings and a tail of ice. For 1 minute, he gains the following benefits:

- His fly speed increases to 60 feet.
- His Zanjutsu attacks deal an extra 4 (1d8) cold damage.
- He gains the Winter Petals resource and can use Bankai options.

The Bankai ends early if Hitsugaya is incapacitated.

Tensō Jūrin (Recharge 6). Hitsugaya controls the water in the surrounding atmosphere in a 120-foot-radius, 40-foot-high cylinder centered on a point he can see within 120 feet. Until the end of Hitsugaya's next turn, the area is lightly obscured by snow, and the ground is difficult terrain for enemies of Hitsugaya.

Sennen Hyōrō (Recharge 5–6). Hitsugaya targets one creature he can see within 60 feet. The target must make a DC 18 Dexterity saving throw. On a failed save, the target takes 18 (4d8) cold damage and is restrained by ice until the end of its next turn. On a successful save, the target takes half as much damage and isn't restrained.

Bonus Actions

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

Frost Step (Recharge 5–6). Hitsugaya moves up to his speed without provoking opportunity attacks. Each enemy creature whose space he moves within 5 feet of during this movement must succeed on a DC 18 Dexterity saving throw

or have its speed reduced by 10 feet until the end of its next turn.

Ice Wall. When Hitsugaya is hit by an attack, he reduces the damage by 15.

Legendary Actions

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

- ***Zanjutsu.*** Hitsugaya makes one Zanjutsu attack.
- ***Shunpo.*** Hitsugaya uses Shunpo.
- ***Frozen Angle (Costs 2 Actions).*** Hitsugaya uses Guncho Tsurara (no petal cost; Bankai not required).
- ***Winter Bind (Costs 2 Actions).*** Hitsugaya uses Sennen Hyōrō.

Bankai Actions

Guncho Tsurara (Costs 1 Petal). Hitsugaya launches icicles at up to three creatures he can see within 90 feet. Each target must make a DC 18 Dexterity saving throw, taking 13 (3d8) cold damage on a failed save, or half as much damage on a successful one.

Zanhyō Ningyō (Costs 2 Petals). Hitsugaya creates a lifelike ice duplicate of himself in an unoccupied space he can see within 30 feet. The duplicate lasts until the start of Hitsugaya's next turn, until it takes any damage, or until Hitsugaya is incapacitated.

Until the duplicate ends, attacks against Hitsugaya have

disadvantage, and the first time a creature hits the duplicate with an attack, the attack automatically hits and destroys the duplicate, and Hitsugaya can immediately teleport to the duplicate's space (no action required). Hitsugaya can benefit from Zanhyō Ningyō only once per combat.

Hyōten Hyakkasō (1/Day; Costs 3 Petals). Snow falls in a 20-foot-radius sphere centered on a point Hitsugaya can see within 120 feet. Each creature of Hitsugaya's choice in the area must make a DC 18 Constitution saving throw. On a failed save, the creature is restrained for 1 minute as ice flowers bloom over it. The restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Four World Freeze

When Hitsugaya's last petal falls while his Bankai is active, his Bankai reaches full maturity granting him the following:

- Hitsugaya's saving throw DC becomes 19.
- Hitsugaya's Zanjutsu attacks deal an extra 4 (1d8) cold damage.
- Flash-Freeze Negation. The first time each turn Hitsugaya restrains a creature, that creature can't take reactions until the end of its next turn.

New Actions

Shikai Hyōketsu (Four World Freeze) (Recharge 6). Hitsugaya chooses a point he can see within 90 feet. A 20-foot-radius sphere centered on that point becomes

supernaturally cold until the start of Hitsugaya's next turn.

When the area is created, each enemy creature in it must make a DC 19 Constitution saving throw. On a failed save, the creature is restrained until the start of Hitsugaya's next turn. On a successful save, its speed is reduced by 20 feet until the start of Hitsugaya's next turn.

Four Seconds. If a creature is still in the area when Hitsugaya's next turn begins, it must repeat the saving throw. On a failed save, it is incapacitated until the end of its next turn. On a successful save, it isn't incapacitated and is immune to being incapacitated by this action until the end of its next turn.

Special Weakness

Kindle the Thaw

A creature can resist Hitsugaya's ice by anchoring itself to warmth and certainty, pain, a shouted

Kindle the Thaw. A creature that is restrained by Hitsugaya, or that starts its turn in an area of magical cold created by Hitsugaya, can take an action to kindle the thaw. The creature must be holding an open flame (such as a torch), be within 5 feet of a fire, or have dealt fire damage since the end of its last turn. The creature then makes a DC 18 Constitution saving throw.

On a success, the creature ends the restrained condition on itself (if it was caused by Hitsugaya) and is immune to being restrained by Hitsugaya until the end of its next turn. In addition, if Hitsugaya's

Bankai is active, one extra petal falls at the end of Hitsugaya's next turn.

On a failure, the creature takes 7 (2d6) cold damage and can't take reactions until the start of its next turn.

A creature can succeed on Kindle the Thaw 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 Mechanism. A creature that observes Hitsugaya's ice for 1 minute (during combat, this can be done as an action) can make a DC 15 Intelligence (Arcana) or Wisdom (Insight) check. On a success, it learns this weakness and can communicate it to others.

