DUALINK

Ulquiorra Cifer

BBEG



Bleach Edition

Ulquiorra Cifer

Medium humanoid (arrancar), lawful evil

Armor Class: 19 (hierro)

Hit Points: 255 (30d8 + 120)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	14 (+2)	16 (+3)	16 (+3)

Saving Throws: Dex +10, Con +9, Wis +8, Cha +8

Skills: Insight +8, Intimidation +8, Perception +8, Stealth +10

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

Senses: darkvision 120 ft., passive Perception 18

Languages: Common, Abyssal

Challenge: 17 (18,000 XP)

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

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

High-Speed Regeneration. Ulquiorra regains 25 hit points at the start of his turn if he has at least 1 hit point. This trait doesn't function if Ulquiorra took radiant damage since the end of his last turn.

Aspect of Death: Nihilism. A creature that starts its turn within 10 feet of Ulquiorra must succeed on a DC 16 Wisdom saving throw or can't take reactions until the start of its next turn. A creature that succeeds is immune to this trait until the start of its next turn.

Void Gauge. Ulquiorra has Void (V), representing how thoroughly he has drained hope from the moment. Void Maximum 10. Ulquiorra starts the encounter with 3 Void.

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

Spend Void. Ulquiorra spends Void to fuel options noted in their names. The saving throw DC for Ulquiorra's abilities is 18.

- Despair Drag (Costs 2 Void): Ulquiorra targets one creature he can see within 60 feet as a free action. The target must succeed on a DC 18 Wisdom saving throw or have its speed reduced to 0 until the end of its next turn.
- Void Step (Costs 2 Void): As a free action, Ulquiorra teleports up to 30 feet to an unoccupied space he can see and makes one Hierro Blade attack.

Actions

Multiattack. Ulquiorra makes three Hierro Blade attacks, or he makes two Hierro Blade attack and uses Cero.

Hierro Blade. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. On a successful roll, Ulquiorra deals: 22 (4d8 + 5) slashing damage plus 12 (3d8) necrotic damage.

Cero. Ranged Spell Attack: +8 to hit, range 120 ft., one target. On a successful roll, Ulquiorra deals 36 (8d8) force damage.

Cero Oscuras (Recharge 5–6). Ulquiorra fires a black cero in a 60-foot-long, 10-foot-wide line. Each creature in the line must make a DC 16 Dexterity saving throw, taking 27 (6d8) necrotic damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Sonído. Ulquiorra moves up to his speed without provoking opportunity attacks.

Empty Grasp (Costs 2 Void). Ulquiorra chooses one creature he can see within 60 feet. Until the start of Ulquiorra's next turn, the first time that creature would regain hit points, that instance of healing is negated, and Ulquiorra gains 1 Void upon negating it.

Legendary Actions

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

Hierro Blade. Ulquiorra makes one Hierro Blade attack.

Sonído. Ulquiorra uses Sonído.

Void Step (Costs 2 Actions; Costs 2 Void). Ulquiorra uses Void Step.

Segunda Etapa

When Ulquiorra is reduced to 0 hit points, he doesn't die. Instead, he

regains 120 hit points, and Segunda Etapa manifests. If this trait is used, award a second set of XP for defeating him.

he gains the following benefits:

- Ulquiorra's fly speed becomes 60 ft.
- High-Speed Regeneration becomes 40 hit points at the start of his turn (still shut off by radiant damage).
- Ulquiorra's Void maximum becomes 12, and he gains 2 Void at the start of each of his turns (instead of 1).

New Action

Lanza del Relámpago (Costs 4 Void; Recharge 6). Ulquiorra hurls a spear of energy at a point he can see within 120 feet. Each creature within 15 feet of that point must make a DC 16 Dexterity saving throw, taking 35 (10d6) force damage on a failed save, or half as much damage on a successful one.