DUALINK

Genryusai Yamamoto

BBEG



Bleach Edition

Genryusai Yamamoto

Medium humanoid (shinigami), lawful neutral

Armor Class: 21 (natural armor)

Hit Points: 585 (39d8 + 390)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	28 (+9)	18 (+4)	22 (+6)	18 (+4)

Saving Throws: Str +16, Dex +11, Con +17, Wis +14, Cha +12

Skills: Athletics +16, Insight +14, Intimidation +12, Perception +14

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

Damage Immunities: fire

Condition Immunities: charmed, frightened

Senses: truesight 30 ft., darkvision 120 ft., passive Perception 24

Languages: Common, Shinigami

Challenge: 26 (90,000 XP)

Sunfire Points (SP). Yamamoto's reiatsu condenses into lethal heat. He accumulates Sunfire Points (SP), which he spends to unleash the techniques of Ryūjin Jakka and Zanka no Tachi.

- Yamamoto begins combat with 4 SP.
- He gains 2 SP at the start of each of his turns. Additionally, whenever Yamamoto takes damage from a creature he can see, or hits a creature with a melee weapon attack, he gains 1 SP (each no more than once per turn). If a creature fails a saving throw against one of Yamamoto's fire effects, Yamamoto gains 1 SP

(no more than once per round).

- Yamamoto can have a maximum of 12 SP at any time.
- If Yamamoto starts his turn with no hostile creatures within 60 feet of him, he gains no SP from the start-of-turn accumulation that turn.

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

Sunblessed. Yamamoto's weapon attacks are magical. When Yamamoto hits a creature with a weapon attack, he can choose to deal fire damage instead of slashing damage.

Commander's Presence. Yamamoto can't be surprised. At the start of combat, Yamamoto chooses up to two allied creatures he can see (if any). Until the end of the encounter, those allies have advantage on saving throws against being frightened while they are within 60 feet of Yamamoto.

Scorched Condition. A creature that fails a saving throw against Yamamoto's fire effects can become scorched (save DC 22), as noted in the effect. A scorched creature suffers the following effects:

- The creature has disadvantage on Constitution saving throws made to maintain concentration.
- The creature can't regain hit points.
- At the start of each of the creature's turns, it takes 10 (3d6) fire damage.

The condition ends on the creature after 1 minute, or if the creature

receives magical healing, or if the creature (or a creature within 5 feet of it) uses an action to extinguish the flames (such as by dousing with water, smothering, or similar means).

Oldest Flame. Whenever a creature within 30 feet of Yamamoto starts its turn while scorched, Yamamoto regains 5 hit points. (This trait has no effect if Yamamoto is at 0 hit points.)

Actions

Multiattack. Yamamoto makes three melee attacks.

Sealed Zanpakutō. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Backdraft Cut. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* Yamamoto 17 (2d8 + 8) slashing damage plus 13 (3d8) fire damage.

Taimatsu (Recharge 5–6). Yamamoto unleashes a wave of fire in a 30-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one. On a failed save, a creature is also scorched for 1 minute.

Purifying Brand (Costs 5 SP). Yamamoto targets one creature he can see within 60 feet. The target must make a DC 22 Constitution saving throw. On a failed save, the target takes 36 (8d8) fire damage and is scorched for 1 minute. On a

successful save, the target takes half as much damage and isn't scorched.

Bonus Actions

Flash Step (Costs 2 SP). Yamamoto teleports up to 30 feet to an unoccupied space he can see.

Release Ryūjin Jakka (Costs 6 SP). Yamamoto enters Phase 2: Ryūjin Jakka.

Legendary Actions

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

- ***Move.*** Yamamoto moves up to half his speed.
- ***Attack.*** Yamamoto makes one melee attack.
- ***Smoldering Step.*** Yamamoto uses Flash Step (no SP cost).
- ***Cauterize (Costs 2 Actions).*** Yamamoto ends one condition on himself. If he ends the grappled, paralyzed, restrained, or stunned condition in this way, he takes 10 necrotic damage, which can't be reduced or prevented.

Phase 2: Ryūjin Jakka

When Yamamoto uses Release Ryūjin Jakka, he enters Phase 2.

Instantaneous Effect: Heat Pressure. Each enemy creature of Yamamoto's choice within 30 feet of him must make a DC 22 Constitution saving throw. On a failed save, a creature takes 14 (4d6)

fire damage and is scorched for 1 minute. On a successful save, a creature takes half as much damage and isn't scorched.

Mechanical Changes:

- Speed: 50 ft.
- Yamamoto's melee weapon attacks deal an extra 10 (3d6) fire damage.
- When a creature within 10 feet of Yamamoto hits him with a melee attack, the attacker takes 7 (2d6) fire damage.

New Actions:

- ***Ryūjin Jakka.*** *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* Yamamoto deals 25 (3d10 + 8) slashing damage plus 10 (3d6) fire damage. If the target is scorched, it takes an extra 7 (2d6) fire damage.
- ***Enclosing Flames (Recharge 6).*** Yamamoto creates a ring of fire on the ground centered on a point he can see within 90 feet, with a 20-foot radius and a 10-foot-high wall. The area lasts until the start of Yamamoto's next turn. The wall is difficult terrain. A creature that enters the wall's area for the first time on a turn or starts its turn there must make a DC 22 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one. On a failed save, the creature is also scorched for 1 minute.

New Bonus Actions:

- ***Blazing Pursuit (Costs 2 SP).*** Yamamoto uses Flash Step. After teleporting, he can make one

melee attack.

- ***Unleash Zanka no Tachi (Costs 8 SP).*** Yamamoto enters Phase 3: Zanka no Tachi.

New Legendary Actions:

- ***Ryūjin Jakka.*** Yamamoto makes one Ryūjin Jakka attack.
- ***Searing Rebuke (Costs 2 Actions).*** One creature Yamamoto can see within 60 feet must make a DC 22 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one. On a failed save, the creature is scorched for 1 minute.

Phase 3: Zanka no Tachi

When Yamamoto uses Unleash Zanka no Tachi, he enters Phase 3.

Instantaneous Effect: The Air Turns to Ash. Each enemy creature within 60 feet of Yamamoto must make a DC 22 Constitution saving throw. On a failed save, a creature takes 22 (5d8) fire damage and gains one level of exhaustion. On a successful save, a creature takes half as much damage and doesn't gain exhaustion. Once a creature succeeds on this saving throw, it is immune to this instantaneous effect for 24 hours.

Mechanical Changes:

- Armor Class: 22
- Reach: Yamamoto's melee weapon attacks have reach 10 ft.
- Zanka no Tachi, East (Higashi). Yamamoto's melee weapon attacks ignore resistance to fire damage. If a creature would take fire damage from Yamamoto while it is scorched, the creature

instead takes an extra 10 (3d6) fire damage.

- Zanka no Tachi, West (Nishi). Yamamoto has resistance to cold and lightning damage. Additionally, the first time each round a creature hits Yamamoto with a melee attack, that creature takes 14 (4d6) fire damage.

New Actions:

- ***Zanka no Tachi.*** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* Yamamoto deals 32 (4d10 + 8) slashing damage plus 18 (4d8) fire damage. On a hit, the target must succeed on a DC 22 Constitution saving throw or become scorched for 1 minute.
- ***Kyokujitsujin (Costs 6 SP).*** Yamamoto makes one Zanka no Tachi attack. On a hit, the target takes an extra 27 (6d8) fire damage. If this reduces the target to 0 hit points, the target is reduced to ash; it dies, and it can't be restored to life except by a wish spell.

New Bonus Actions:

- ***Commanding Step (Costs 2 SP).*** Yamamoto uses Flash Step. After teleporting, he can force one creature he can see within 30 feet to make a DC 22 Wisdom saving throw. On a failed save, the creature can't take reactions until the start of its next turn.

New Legendary Actions:

- ***Zanka no Tachi.*** Yamamoto makes one Zanka no Tachi attack.
- ***Cinderstorm (Costs 2 Actions).*** Each enemy creature of

Yamamoto's choice within 20 feet of him must make a DC 22 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful one. On a failed save, the creature is scorched for 1 minute.

Phase 4: Zanka no Tachi

When Yamamoto reaches 15% HP, he enters Phase 4.

Instantaneous Effect: The Dead Rise in Flame. Yamamoto summons blazing remnants in a 30-foot radius centered on himself. Each enemy creature in that area must make a DC 22 Wisdom saving throw. On a failed save, a creature is frightened for 1 minute. While frightened in this way, the creature is also scorched for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this instantaneous effect for 24 hours.

Mechanical Changes:

- Speed: 60 ft.
- Saving Throws: Yamamoto adds +2 to all saving throws (included above).
- Zanka no Tachi, South (Minami). The first time each round a scorched creature within 60 feet of Yamamoto takes damage, it takes an extra 10 (3d6) necrotic damage as its life is reduced to ash.
- Zanka no Tachi, North (Kita).

Once on each of Yamamoto's turns when he hits a creature with a weapon attack, he can force the target to make a DC 22 Dexterity saving throw. On a failed save, the target takes 18 (4d8) fire damage as a wave of flame tears through it.

- Overheat: At the end of each of Yamamoto's turns, he takes 15 cold damage, which can't be reduced or prevented.

New Actions:

- ***Tenchi Kaijin (Recharge 6).*** Yamamoto releases a catastrophic wave of flame in a 90-foot line that is 10 feet wide. Each creature in the line must make a DC 22 Dexterity saving throw, taking 63 (14d8) fire damage on a failed save, or half as much damage on a successful one. On a failed save, a creature is also scorched for 1 minute.
- ***Ashen Verdict (Costs 7 SP).*** Yamamoto targets one creature he can see within 60 feet. The target must make a DC 22 Constitution saving throw. On a failed save, the target takes 45 (10d8) fire damage and is stunned until the end of its next turn. On a successful save, the target takes half as much damage and isn't stunned. Once a creature succeeds on this saving throw, it is immune to Ashen Verdict for 24 hours.

New Bonus Actions:

- ***Sun-Walk (Costs 3 SP).*** Yamamoto uses Flash Step. Until the start of his next turn, the first

space he leaves during movement each turn ignites. The first creature to enter one of those spaces on a turn must succeed on a DC 22 Dexterity saving throw or take 10 (3d6) fire damage and become scorched for 1 minute.

New Legendary Actions:

- ***Zanka no Tachi.*** Yamamoto makes one Zanka no Tachi attack.
- ***North's Sweep (Costs 2 Actions).*** Yamamoto makes one Zanka no Tachi attack. On a hit, the target must succeed on a DC 22 Strength saving throw or be knocked prone and pushed up to 15 feet.
- ***Burn the Name (Costs 3 Actions).*** One creature Yamamoto can see within 60 feet must make a DC 22 Wisdom saving throw. On a failed save, the creature is frightened until the end of its next turn and can't regain hit points until the end of its next turn. On a successful save, the creature is immune to Burn the Name for 24 hours.

Special Weaknesses

Fire Without Air

Discovery Mechanism. A character who observes Zanka no Tachi's heat consuming the battlefield can attempt to identify that Yamamoto's greatest techniques demand proximity and line-of-effect. This requires a successful DC 20 Intelligence (Arcana) or Wisdom (Insight) check.

Consequence. Once discovered, if Yamamoto starts his turn with no

hostile creatures within 60 feet of him, he loses 3 SP (to a minimum of 0) and has disadvantage on the first attack roll he makes that turn. This consequence can be exploited once per round.

Quenched Scorch

Discovery Mechanism. A character who sees a creature end the scorched condition by dousing or smothering can attempt to recognize a consistent method of disruption. This requires a successful DC 20 Wisdom (Medicine) or Intelligence (Investigation) check.

Consequence. Once discovered, the first time each round a creature ends the scorched condition on itself or another creature using an action, that creature also gains resistance to fire damage until the start of its next turn.

Commander's Burden

Discovery Mechanism. A character proficient in Insight can attempt to read the moment Yamamoto's discipline falters as he escalates to Bankai. This requires a successful DC 20 Wisdom (Insight) check made when Yamamoto enters Phase 3 or Phase 4.

Consequence. Once discovered, when Yamamoto uses Legendary Resistance, one creature that can see him can use its reaction to force Yamamoto to make a DC 20 Wisdom saving throw. On a failed save, Yamamoto can't take legendary actions until the start of his next turn. This consequence can be exploited once per encounter.