DUALINK

Yhwach

BBEG



Bleach Edition

Yhwach

Medium humanoid (quincy), lawful evil

Armor Class: 23 (imperial warding)
Hit Points: 420 (40d8 +240)
Speed: 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	20 (+5)	22 (+6)	24 (+7)

Saving Throws: Str +13, Dex +12, Con +14, Int +13, Wis +14, Cha +15
Skills: Arcana +13, Insight +14, Intimidation +15, Perception +14, Persuasion +15
Damage Resistances: force, necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: charmed, frightened
Senses: truesight 60 ft., darkvision 120 ft., passive Perception 24
Languages: Common plus any four languages; telepathy 120 ft.
Challenge: 27 (105,000 XP)

Legendary Resistance (4/Day). If Yhwach fails a saving throw, he can choose to succeed instead.

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

Fated Evasion. Once per turn, when Yhwach is hit by an attack, he can turn the hit into a miss, and he takes no damage from that attack (no action required).

Foreseen Step. Yhwach can't be surprised.

Inevitable Declaration. At the start of each round on initiative count 20,

Yhwach chooses one creature he can see within 120 feet and speaks a calm certainty (no action required): "You do not stop me," "You do not reach me," or "You do not save them." Choose one declaration from the list below; its effect lasts until the end of the round. A creature can be affected by this trait only once per round.

- *You do not stop me.* The first time the chosen creature would impose a condition on Yhwach or move him against his will this round, the effect fails, and the chosen creature takes 10 (3d6) psychic damage.
- *You do not reach me.* The chosen creature's speed is reduced by 20 feet this round, and it can't teleport.
- *You do not save them.* The chosen creature can't restore hit points to others this round.

Fate of a Thousand Futures (Resource System). Yhwach has Fate, representing how many futures he can meaningfully enforce. He can store up to a Maximum of 12 Fate. Yhwach starts the encounter with 6 Fate.

Yhwach gains 2 Fate at the start of each of his turns. In addition, he gains 1 Fate when a creature he can see within 120 feet misses him with an attack roll, and he gains 1 Fate when a creature he can see within 120 feet succeeds on a saving throw against one of his abilities (maximum 3 Fate per round gained this way).

Yhwach spends Fate to fuel options

noted in their names.

The Almighty. Ywach can spend Fate in the additional ways:

Rewrite the Outcome (Costs 4 Fate);. When Yhwach fails a saving throw, he can choose to succeed instead. If the effect would still have a partial result on a success, Yhwach ignores that result as well.

Causal Severance (Costs 3 Fate). When a creature Yhwach can see within 120 feet casts a spell, uses a magic item, or activates a feature that has a limited number of uses, Yhwach can choose one of the following as a free action:

- Sever the Spell. The spell fails, expending the spell slot, and has no effect.
- Sever the Use. The feature is expended, but has no effect.

Yhwach can use Causal Severance only once per round.

Actions

Multiattack. Yhwach makes three Reishi Blade attacks, or he makes two Reishi Blade attacks and uses Sankt Altar (if available).

Reishi Blade. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 19 (2d10 + 8) slashing damage plus 18 (4d8) force damage.

Sankt Altar (Recharge 5–6). Yhwach targets one creature he can see within 60 feet. The target must make a DC 23 Constitution saving throw. On a failed save, the target takes 36 (8d8) necrotic damage, and until the end of the target's next turn it can't benefit from resistance, and it has disadvantage on the next

attack roll or saving throw it makes (Yhwach's choice). On a successful save, the target takes half as much damage and suffers no additional effect.

Auswählen (1/Day). Each enemy creature of Yhwach's choice within 90 feet must make a DC 23 Constitution saving throw. On a failed save, a creature takes 27 (6d8) radiant damage, and Yhwach regains hit points equal to half the total damage dealt. On a successful save, a creature takes half as much damage, and Yhwach regains no hit points from that creature.

Edit the Battlefield (Costs 3 Fate). Yhwach chooses up to three creatures he can see within 120 feet. Each target must succeed on a DC 23 Wisdom saving throw or have its position "reassigned": Yhwach moves the creature up to 30 feet to an unoccupied space he can see on the ground. This movement doesn't provoke opportunity attacks. A creature moved this way can't take reactions until the end of its next turn.

Sever the Bank (Costs 3 Fate). Yhwach targets one creature he can see within 120 feet. The target must succeed on a DC 23 Wisdom saving throw or have disadvantage on attack rolls until the end of its next turn, as Yhwach selects a future where the target's strike is mistimed. On a success, the creature is immune to this action until the end of its next turn.

Bonus Actions

Imperial Step: Yhwach teleports up

to 40 feet to an unoccupied space he can see.

Mark of the Emperor (Costs 2 Fate). Yhwach marks one creature he can see within 120 feet until the start of Yhwach's next turn. The first time the marked creature hits Yhwach with an attack, the marked creature takes 14 (4d6) psychic damage, and Yhwach gains 1 Fate.

Foreclosed Choice (Costs 2 Fate). Yhwach chooses one creature he can see within 120 feet and names a single course of action: Attack, Cast a Spell, Move, Help/Interact, or Hide/Disengage/Dodge. Until the end of that creature's next turn, the first time it takes an action other than the named course, it must succeed on a DC 23 Wisdom saving throw or the action is wasted (no effect), and the creature can't take reactions until the end of its next turn. On a successful save, the creature is immune to Foreclosed Choice until the end of its next turn.

Reaction

Anticipated Parry. When a creature Yhwach can see within 5 feet hits him with a *melee attack*, Yhwach halves the attack's damage (rounded down), and the attacker can't take reactions until the end of its next turn.

Legendary Actions

Yhwach can take 4 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. Yhwach regains spent legendary actions at

the stat of his turn.

Reishi Blade. Yhwach makes one Reishi Blade attack.

Imperial Step. Yhwach uses Imperial Step.

Choose the Worse Future (Costs 2 Actions; Costs 2 Fate). One creature Yhwach can see within 120 feet must succeed on a DC 23 Wisdom saving throw or be restrained until the end of its next turn.

Quiet Edit (Costs 2 Actions; Costs 2 Fate). Yhwach ends one spell on himself or on a creature he can see within 120 feet, as if he had cast dispel magic using a 7th-level slot. (No check required.)

Rewrite the Moment (Costs 3 Actions; Costs 3 Fate). Yhwach uses Fated Evasion even if he has already used it this round.

The Soul King's Inheritance

When Yhwach is reduced to 0 hit points, he doesn't die. Instead, he ends all conditions on himself, regains 260 hit points, and his mythic phase begins. If Yhwach's mythic phase begins, award a second set of XP for defeating him.

Instantaneous Effect: The Future Closes. Each enemy creature within 60 feet of Yhwach must succeed on a DC 23 Wisdom saving throw or be unable to take reactions until the end of its next turn, as every "countermove" it imagines collapses.

Mechanical Changes

- Fate Maximum becomes 15, and Yhwach gains 3 Fate at the start

of each of his turns.

- Fated Evasion can be used twice per round (but not more than once per attack).
- Yhwach gains resistance to radiant damage.
- Inevitable Declaration can affect two creatures each round (instead of one).

New Actions

Dominion of the Present (Recharge 6; Costs 5 Fate). Each enemy of Yhwach's choice within 60 feet must make a DC 23 Wisdom saving throw. On a failed save, a creature is incapacitated until the end of its next turn. On a successful save, the creature can't take reactions until the end of its next turn.

World-Ending Volley (Costs 4 Fate). Each enemy creature of Yhwach's choice within 90 feet must make a DC 23 Dexterity saving throw, taking 45 (10d8) force damage on a failed save, or half as much damage on a successful one.

Authority of the Author (Costs 5 Fate). Yhwach chooses one enemy creature he can see within 120 feet. Until the end of Yhwach's next turn, that creature can't benefit from advantage, and the first time it would roll with advantage, it instead rolls normally and takes 10 (3d6) psychic damage.

The Wandenreich Throne Vault

Lair Actions

On initiative count 20 (losing initiative ties), Yhwach can take one lair action; he can't use the same

lair action two rounds in a row.

1. ***Imperial Suppression.*** Until initiative count 20 on the next round, enemies of Yhwach's choice within 60 feet have disadvantage on the first saving throw they make each turn.
2. ***Vault of Spears.*** Reishi lances strike up to three points Yhwach can see within 120 feet. Each creature in a 5-foot-radius, 40-foot-high cylinder centered on each point must make a DC 23 Dexterity saving throw, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one.
3. ***Sever the Line.*** Yhwach 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 23 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Environmental Features: Fate Altars

Four Fate Altars stand around the battlefield.

Fate Altar. Large object; AC 20; HP 30; immunity to poison and psychic; vulnerability to bludgeoning.

Threaded Dominion. While at least one Fate Altar is intact, Yhwach gains 1 Fate when a creature within 120 feet hits him with an attack (maximum 2 Fate per round from this feature).

Altar Break. When a Fate Altar is

destroyed, each player character within 30 feet of it can choose one benefit:

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

Fray the Loom (once per encounter). If two or more Fate Altars are destroyed in the same round, until the end of Yhwach's next turn, Causal Severance is unavailable, and Rewrite the Outcome costs 2 additional Fate.

Lair Actions - Phase 2

When Yhwach enters Phase 2, replace Phase 1 lair actions with the following.

1. ***Absolute Selection.*** Each enemy creature within 60 feet must make a DC 23 Constitution saving throw, taking 18 (4d8) radiant damage on a failed save, or half as much on a success. Yhwach regains hit points equal to half the total damage dealt.
2. ***Future Collapse.*** Each enemy creature on the ground within 60 feet must succeed on a DC 23 Dexterity saving throw or be knocked prone and moved up to 20 feet to an unoccupied space Yhwach can see.
3. ***Null Horizon.*** Until initiative count 20 on the next round, Yhwach's movement doesn't provoke opportunity attacks, and the first opportunity attack made against him before then is made with disadvantage.

Environmental Features:

Still-Silver Reliquaries

When Phase 2 begins, four Still-Silver Reliquaries emerge from the vault floor.

Still-Silver Reliquary. Large object; AC 20; HP 35; immunity to poison and psychic.

Almighty Fuel. While a reliquary is intact, Yhwach can use Causal Severance one additional time per round (maximum +4 uses per round if all four remain).

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

- End the charmed or frightened condition on itself, or
- Regain 20 hit points.

Sever the Author (once per encounter). If two or more Still-Silver Reliquaries are destroyed in the same round, until the end of Yhwach's next turn, Inevitable Declaration can't be used.

Special Weakness

Still Silver

A creature can resist Yhwach's future writing by anchoring itself to a single, unchanging truth, an oath spoken aloud, the sting of a self-inflicted wound, a prayer, the weight of a familiar token or a comrade's voice.

Discovery Mechanism. A creature can use an action to study the light and recoil patterns of Auswählen or the reliquaries' resonance, making a DC 18 Intelligence (Arcana) or Wisdom (Insight) check. On a

success, the creature learns the Still Silver weakness.

Triggering Mechanism. A creature that has learned this weakness can use an action while within 5 feet of a destroyed Still-Silver Reliquary to coat a weapon or piece of ammunition in still silver. The next time that creature hits Yhwach with a *weapon attack* before the end of its next turn, the weakness triggers.

Consequence. Yhwach becomes Suppressed until the end of his next turn. While Suppressed Yhwach can't use Fated Evasion, Rewrite the Outcome, Inevitable Declaration, Causal Severance, or Foreclosed Choice, and he can't gain or spend Fate (he still retains whatever Fate he had).This weakness can be exploited once per encounter.

