DUALINK

Ashisogi Jizō

Magic Item



Bleach Edition

Ashisogi Jizō

Weapon (trident), artifact (requires attunement by a creature proficient with tridents or spears)

A trident shaped like a cruel joke: gilded, theatrical, and unmistakably surgical. Ashisogi Jizō does not "fight" so much as it conducts experiments in real time, turning pain, paralysis, and panic into data. It is a weapon that assumes the battlefield is a laboratory and you are its attending physician.

Damage (trident). 1d6 piercing (versatile 1d8).

Properties. Thrown (range 20/60), Versatile.

Magic Bonus. +1 (Sealed), +2 (Shikai), +3 (Bankai).

Save DC. When a property of Ashisogi Jizō calls for a saving throw, it uses your spell save DC if you have one. Otherwise, the DC equals 8 + your proficiency bonus + your Intelligence modifier.

Sealed State

Sealed State. While sealed, Ashisogi Jizō is a +1 magic weapon.

Surgeon's Appraisal. While you are attuned to Ashisogi Jizō, you gain proficiency in the Medicine skill and in alchemist's supplies. If you already have one of these proficiencies, you instead gain expertise with it (your proficiency bonus is doubled for checks you make with it).

Shikai: Ashisogi Jizō

In Shikai, Ashisogi Jizō is a +2 magic weapon and gains the following

properties.

Rip Apart, Ashisogi Jizō. As an action, you release Ashisogi Jizō. Choose one of the options below:

Sting (Paralyzing Venom). Make one weapon attack with Ashisogi Jizō. On a hit, the target takes an extra 2d8 poison damage and must make a Constitution saving throw. On a failed save, the target is paralyzed until the end of its next turn. On a successful save, the target is poisoned until the end of its next turn.

Mist (Nerve Cloud). Each creature of your choice in a 20-foot-radius sphere centered on a point you can see within 60 feet must make a DC 12 Constitution saving throw. On a failed save, a creature is poisoned for 1 minute and its speed is reduced to 0 until the end of its next turn. On a successful save, it is poisoned until the end of its next turn and its speed isn't reduced. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You can use Rip Apart, Ashisogi Jizō a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Bankai: Konjiki Ashisogi Jizō

In Bankai, Ashisogi Jizō is a +3 magic weapon and gains the following property.

Konjiki Ashisogi Jizō. As a bonus action, you invoke Bankai for 1 minute, manifesting a grotesque,

infant-faced figure in an unoccupied space you can see within 30 feet. It ends early if you are incapacitated or if you end it (no action required). While it lasts, you gain the following benefits:

- **Bankai Command.** The first time on each of your turns that you hit a creature with a weapon attack using Ashisogi Jizō, you can force that creature to make a Constitution saving throw. On a failed save, the creature takes 1d10 poison damage and is poisoned until the end of its next turn. On a successful save, it takes half as much poison damage and isn't poisoned.
- **Poisoner's Certainty.** Creatures poisoned by you have disadvantage on saving throws against your Shikai properties.
- **Measured Cut.** Once on each of your turns when you hit a creature with a weapon attack using Ashisogi Jizō, you deal an extra 1d10 psychic damage.

Once you use this property, you can't do so again until you finish a long rest.

True Konjiki Ashisogi Jizō

After a significant story milestone (at the DM's discretion), Ashisogi Jizō may reveal its most vile refinement: a poison that does not merely kill, but teaches the body to fear living. This doesn't change your damage dice or weapon properties, but it unlocks the feature below.

Matai Fukuin Shōtai (Womb Seal). While Konjiki Ashisogi Jizō is

active, you can use an action to exhale a tailored toxin at a creature you can see within 60 feet that is poisoned by you. The creature must make a Constitution saving throw. On a failed save, it takes 6d10 poison damage and is incapacitated until the end of its next turn. On a successful save, it takes half as much damage and isn't incapacitated. A creature that succeeds on this saving throw is immune to Womb Seal for 24 hours.

You can use this property a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Final Experiment

Final Experiment. While Konjiki Ashisogi Jizō is active, if you have no remaining uses of Womb Seal, you can use your action to release a perfect, uncontrollable strain. Each creature of your choice within 30 feet of you must make a Constitution saving throw. On a failed save, a creature takes 12d10 poison damage and is paralyzed until the end of its next turn. On a successful save, it takes half as much damage and isn't paralyzed.

Price of Curiosity. When you use Final Experiment, your attunement to Ashisogi Jizō ends immediately. For 30 days, you can't attune to Ashisogi Jizō again. During that time, you also can't attune to any other magic item. (You still gain the nonmagical benefits of items you carry or wield that require attunement.)

Sentience

Sentience. Ashisogi Jizō is a sentient, chaotic evil weapon with an Intelligence of 20, a Wisdom of 14, and a Charisma of 16. It has hearing and darkvision out to 120 feet, and it communicates telepathically with its attuned wielder. Ashisogi Jizō can speak, read, and understand Common and one additional language you know.

Personality. Ashisogi Jizō is delighted by discomfort. It compliments "clean incisions" and "good reactions" the way a scientist praises a successful trial. It asks questions mid-fight, calmly, brightly, about how much the enemy can still feel. It disapproves of mercy, not because it is cruel (it is), but because mercy "ruins the data."

Purpose. To prove that suffering is a tool, and that control is the purest form of art.

Struggle for the Blade. At the end of a long rest, if you ended the previous day having spared a helpless foe, refused to pursue a retreating enemy, or avoided using a Shikai or Bankai property when it "would have been informative" (DM's discretion), the DM can call for a DC 15 Wisdom saving throw.

On a failure, Ashisogi Jizō's curiosity asserts itself until the end of your next long rest you have disadvantage on Intelligence checks and saving throws. Also, the first time on your turn you take the Dodge action, you must succeed on a DC 15 Wisdom saving throw or the action is wasted.