DUALINK

Benihime

Magic Item



Bleach Edition

Benihime

Weapon (longsword), artifact (requires attunement by a creature proficient with longswords)

A simple, dark-hilted blade that answers its wielder with crimson light. Benihime is precise and practical, its power manifests as cutting lines, binding screens, and surgical reconstruction.

You gain a +2 bonus to attack and damage rolls made with this weapon.

Benihime is a magical weapon.

Zanpakutō Save DC

Benihime's features use your zanpakutō save DC, as defined by your campaign's zanpakutō rules. If you don't have a zanpakutō save DC, the DC equals 8 + your proficiency bonus + your Wisdom modifier or Charisma modifier (your choice when you attune to Benihime).

Shikai: Benihime

While holding Benihime, as a bonus action, you can speak its release and awaken its Shikai for 1 minute.

The Shikai ends early if you are incapacitated or if you end it (no action required).

Once you use this property, you can't use it again until you finish a long rest, unless your class features allow additional releases (DM's discretion).

While Benihime's Shikai is active, you gain the following benefits and options.

Crimson Edge

Once on each of your turns when you hit a creature with an attack

using Benihime, the attack deals an extra 1d8 force damage.

Techniques

While Benihime's Shikai is active, you can use the following techniques.

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

Nake (Crimson Screen)

As a reaction when you or a creature you can see within 30 feet is hit by an attack, you create a red barrier. The target's AC increases by +3 against the triggering attack, potentially causing the attack to miss.

Chikasumi no Tate (Shimmering Shield)

As an action, you create a 10-foot-radius dome of crimson light centered on a point you can see within 60 feet.

The dome lasts until the start of your next turn.

Creatures of your choice inside the dome have half cover, and ranged weapon attacks that originate outside the dome are made with disadvantage against those creatures.

Kōmyō no Tsubasa (Crimson Bind)

As an action, you choose one creature you can see within 60 feet. The target must make a Strength saving throw against your zanpakutō save DC.

On a failed save, the target is restrained until the end of its next turn.

On a successful save, the target's speed is reduced by 10 feet until the end of its next turn.

Benihime Shakkahō (Crimson Lance)

As an action, you release a line of destructive crimson light in a 60-foot-long, 5-foot-wide line.

Each creature in the line must make a Dexterity saving throw against your zanpakutō save DC.

On a failed save, a creature takes 6d8 force damage.

On a successful save, it takes half as much damage.

Bankai: Kannonbiraki Benihime Aratame

Once per day, while holding Benihime, you can use an action to release its Bankai for 1 minute.

The Bankai ends early if you are incapacitated or if you end it (no action required).

When you release this Bankai, crimson threads and segmented constructs unfold around you, and you gain Stitch points equal to your proficiency bonus.

You lose any unspent Stitch points when the Bankai ends.

Surgical Dominion

While Benihime's Bankai is active, you can use a bonus action to spend 1 Stitch point and choose one creature or object you can see within 30 feet (including yourself). You can't choose an object that is being worn or carried.

Choose one of the following effects:

- **Reconstruct.** The target regains 3d8 + your spellcasting ability modifier hit points (or your

Wisdom modifier or Charisma modifier if you have no spellcasting ability). If the target is at 0 hit points, it regains hit points normally. This property can't restore hit points to a construct.

- **Sever.** The target must make a Constitution saving throw against your zanpakutō save DC. On a failed save, the target takes 3d8 force damage, and its speed is reduced by 10 feet until the end of its next turn. On a successful save, the target takes half as much damage and its speed isn't reduced.
- **Refashion.** End one condition on the target from the following list: blinded, deafened, frightened, paralyzed, poisoned, restrained. If the target is affected by an effect that allows a saving throw at the end of each of its turns to end the condition, the target instead makes one such saving throw immediately, with advantage.

Unfinished Work

If you use Surgical Dominion on the same creature on consecutive turns, the second use costs 2 Stitch points instead of 1.