DUALINK

Hyōrinmaru

Magic Item



Bleach Edition

Hyōrinmaru

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

A pale blade whose edge feels colder than steel has any right to be. When Hyōrinmaru answers, the air crystallizes, breath becomes visible, and the battlefield starts to belong to winter. It does not rage. It claims space, motion, and momentum—until the enemy has nowhere left to be.

Damage (longsword): 1d8 slashing (versatile 1d10)

Properties: Versatile

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

Save DC: When a property of Hyōrinmaru calls for a saving throw, it uses your spell save DC if you have one. Otherwise, the DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice when you attune to the weapon).

Sealed State

While sealed, Hyōrinmaru is a +1 magic weapon.

Winter's Step. While you are attuned to Hyōrinmaru, you have resistance to cold damage. In addition, you ignore difficult terrain created by ice or snow, magical or nonmagical.

Shikai: Hyōrinmaru

In Shikai, Hyōrinmaru is a +2 magic weapon and gains the following properties.

Sit Upon the Frozen Heavens. As an

action, you release Hyōrinmaru. Choose one of the options below:

- Line (Ice Dragon's Breath). Each creature in a 60-foot-long, 5-foot-wide line must make a Constitution saving throw. A creature takes 4d8 cold damage on a failed save, or half as much damage on a successful one. On a failed save, a creature's speed is reduced by 10 feet until the end of its next turn.
- Ring (Frozen Seal). Each hostile creature of your choice within 10 feet of you must make a Strength saving throw. On a failed save, a creature takes 2d8 cold damage and is restrained until the end of its next turn. On a successful save, it takes half as much damage and isn't restrained.

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

Bankai: Daiguren Hyōrinmaru

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

Daiguren Hyōrinmaru. As a bonus action, you invoke Bankai for 1 minute. It ends early if you are incapacitated or if you end it (no action required). While it lasts, you gain the following benefits:

- You gain a flying speed equal to your walking speed. This flying speed works only while you aren't wearing heavy armor.

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- Once on each of your turns when you hit with a weapon attack using Hyōrinmaru, you deal an extra 1d10 cold damage.

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

True Daiguren Hyōrinmaru

After a significant story milestone (at the DM's discretion), Hyōrinmaru may reveal its mature winter. This doesn't change your damage dice or weapon properties, but it unlocks the feature below.

Frozen Law. While Daiguren Hyōrinmaru is active, you can use an action to impose a rule of winter until the start of your next turn. Choose one of the options below:

- Sky Prison. Choose one creature you can see within 60 feet. It must make a Dexterity saving throw. On a failed save, the creature is restrained and rises up to 20 feet straight up (if space allows) encased in ice until the start of your next turn. On a successful save, the creature's speed is reduced to 0 until the start of your next turn.
- Flash Freeze. Each hostile creature of your choice within 20 feet of you must make a Constitution saving throw. On a failed save, a creature takes 6d10 cold 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 Flash Freeze for 24 hours.

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

Final Winter

Final Winter. While Daiguren Hyōrinmaru is active, if you have no remaining uses of Frozen Law, you can use your action to end motion itself for a heartbeat. Choose a point you can see within 90 feet. Each hostile creature of your choice in a 30-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 12d10 cold 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 Stillness. When you use Final Winter, your attunement to Hyōrinmaru ends immediately. For 30 days, you can't attune to Hyōrinmaru 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. Hyōrinmaru is a sentient, lawful neutral weapon with an Intelligence of 16, a Wisdom of 18,

and a Charisma of 16. It has hearing and darkvision out to 120 feet, and it communicates telepathically with its attunued wielder. Hyōrinmaru can speak, read, and understand Common and one additional language you know.

Personality. Hyōrinmaru is disciplined, formal, and impatient with show. It approves of clean lines, decisive positioning, and finishing what you start. It praises the wielder for restraint and correct timing, and it scolds hesitation like a senior officer correcting a prodigy. It is proud, but not cruel; it would rather teach than punish, until it has to.

Purpose. To make the battlefield orderly, quiet, controlled, and inevitable.

Struggle for the Blade (Optional Rule). At the end of a long rest, if you ended the previous day having lost control of your temper, broken formation (in spirit if not literally), or allowed a taunting enemy to dictate your choices (DM's discretion), the DM can call for a DC 15 Wisdom saving throw.

On a failure, Hyōrinmaru's stern winter asserts itself until the end of your next long rest:

- You have disadvantage on Wisdom saving throws and Dexterity (Acrobatics) checks.
- The first time on your turn you take the Ready action, you must succeed on a DC 15 Wisdom saving throw or the action is wasted.