DUALINK

Hōgyoku

Magic Item



Bleach Edition

Hōgyoku

Wondrous item, legendary (requires attunement by a creature with a soul)

A small orb that seems to hold its own light. When held, it feels warm, then cold, then like nothing at all. The Hōgyoku does not grant a single power. It answers desire, and it answers it the way a blade answers a throat: precisely, and without mercy.

While you are attuned to the Hōgyoku, it can serve as a spellcasting focus for your spells.

Charges

The Hōgyoku has 7 charges.

It regains 1d6 + 1 expended charges daily at dawn.

If you expend the last charge, roll a d20. On a 1, the Hōgyoku fractures into inert glassy slag and is destroyed.

Adaptive Evolution

While attuned to the Hōgyoku, when you fail a saving throw, you can expend 1 charge to reroll the saving throw.

You must use the new roll.

Once you succeed on a saving throw using this property, you can't use it again until the start of your next turn.

Transcendent Flesh

While attuned to the Hōgyoku, you gain resistance to psychic damage.

In addition, at the start of each of your turns, if you have at least 1 hit point and you have taken damage since the end of your last turn, you regain 10 hit points.

This regeneration doesn't function

on a turn in which you took radiant damage.

Fulfill the Wish

While holding the Hōgyoku, you can use an action to expend charges to cast one spell from any class's spell list, without providing material components.

The spell's level can be no higher than the number of charges expended, and the spell must be of 6th level or lower.

The spell uses your spellcasting ability if you have one; otherwise, the spellcasting ability is Charisma. The spell save DC equals 8 + your proficiency bonus + your Charisma modifier, and the spell attack bonus equals your proficiency bonus + your Charisma modifier.

Unstable Apotheosis

When you finish a long rest while attuned to the Hōgyoku, you gain one Mutation of your choice from the list below.

A Mutation lasts until you choose a different Mutation at the end of a long rest.

Mutation: Wings

You gain a flying speed of 40 feet and can hover.

Mutation: Iron Soul

You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Mutation: Crushing Pressure

When a creature starts its turn within 10 feet of you, it must succeed on a Constitution saving throw against your spell save DC or be unable to take reactions until the start of its next turn.

A creature that succeeds is immune to this effect until the start of its next turn.

Mutation: Cero Seed

You can cast *eldritch blast* at will. When you cast it, the beams deal force damage, and you can choose for the spell to create an audible, lance-like discharge of spiritual power.

Perfect Answer

If you use the Hōgyoku to force a final outcome, it gives you one, then it takes its price. While holding the Hōgyoku, you can use an action to expend 7 charges to cast *wish*.

This casting of *wish* can do only one of the following:

- Duplicate any spell of 8th level or lower.
- Produce a single effect comparable in power to duplicating an 8th-level spell (DM's discretion).

Price of Transcendence

When you use this property, your attunement to the Hōgyoku ends immediately.

For 30 days, you can't attune to the Hōgyoku 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.)

In addition, you gain 2 levels of exhaustion, and your hit point maximum is reduced by 4d10. This reduction lasts until you finish three long rests.

The Hōgyoku Is Listening

The Hōgyoku does not merely

empower you, it pulls the world toward your want.

While you are attuned to the Hōgyoku, you have disadvantage on Wisdom (Insight) checks made to judge whether a creature is manipulating you, and you have disadvantage on saving throws against being charmed.

In addition, the first time each day that you reduce a creature to 0 hit points, you must succeed on a DC 15 Wisdom saving throw or be compelled to pursue your most immediate desire for 1 minute (DM's discretion).

This compulsion doesn't deprive you of control of your character; it is mechanical pressure toward the Hōgyoku's preferred solution, escalation.