DUALINK

Hōzukimaru

Magic Item



Bleach Edition

Hōzukimaru

Weapon (spear), legendary (requires attunement by a creature proficient with martial melee weapons)

Hōzukimaru is a brutal, straightforward zanpakutō that rewards relentless pressure and punishes hesitation. In the hands of a reckless fighter, it becomes a weapon of sudden reach, sweeping control, and a Bankai that grows more dangerous the longer it is allowed to build.

Zanpakutō Save DC

Hōzukimaru's properties use your zanpakutō save DC.

If you don't have one, the DC equals 8 + your proficiency bonus + your Wisdom modifier or Charisma modifier (your choice when you attune to Hōzukimaru).

Sealed State (Dormant)

While sealed, Hōzukimaru is a +1 magic weapon.

Manifest and Dismiss

As a bonus action, you can cause Hōzukimaru to appear in your hand or vanish into a spiritual state.

It can't be taken from you while it is in this spiritual state.

Shikai: Hōzukimaru

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

Extend, Hōzukimaru

As a bonus action, you invoke Shikai for 1 minute.

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

While it lasts, Hōzukimaru's reach

increases to 10 feet.

Split Apart, Hōzukimaru

While your Shikai is active, you can speak a second command (no action required) to split Hōzukimaru into a three-section staff until the Shikai ends.

While split, the weapon loses the thrown property (if it had it), and you gain the following benefits:

- **Sweeping Strikes.** When you take the Attack action on your turn and hit a creature with Hōzukimaru, you can choose a different creature within 5 feet of the original target. The second creature takes force damage equal to your proficiency bonus. You can deal this damage only once on each of your turns.
- **Trip the Line.** When you hit a Large or smaller creature with a weapon attack using Hōzukimaru, you can force the target to make a Strength saving throw against your zanpakutō save DC. On a failed save, the target is knocked prone. Once you use this property, you can't use it again until the start of your next turn.

Uses

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

Bankai: Ryūmon Hōzukimaru

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

Dragon Crest Demon Light

As an action, you invoke Bankai for 1 minute.

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

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

While this Bankai lasts, you gain the following benefits:

- **Unwieldy Power.** Hōzukimaru gains the heavy and two-handed properties for you, and its reach becomes 10 feet.
- **Growing Crest.** At the start of each of your turns while Bankai is active, you gain 1 Crest (maximum 6). You also gain 1 Crest when you reduce a creature to 0 hit points with a weapon attack using Hōzukimaru (maximum 1 Crest per turn from this trigger).
- **Demon Light Strike.** Once on each of your turns when you hit a creature with a weapon attack using Hōzukimaru, you deal extra force damage equal to 1d8 + the number of Crest you have.
- **Crest Burst.** As a bonus action, you can expend any number of Crest (minimum 1). Until the end of your turn, the next weapon attack you hit with using Hōzukimaru deals an extra 1d10 force damage per Crest expended.

Brittle Glory

Ryūmon Hōzukimaru is infamous for breaking under stress.

If you take 40 or more damage from a single source while this Bankai is active, you must succeed on a DC 15

Constitution saving throw or the Bankai ends immediately, and you can't invoke this Bankai again until Hōzukimaru is repaired.

Repairing the Bankai

Repairing Hōzukimaru requires 8 hours of work during downtime and a DC 15 Intelligence (Arcana) or Wisdom (Religion) check (your choice).

On a success, the weapon is repaired.

On a failure, it remains broken and you can attempt again after another 8 hours.