DUALINK

Katen Kyōkotsu

Magic Item



Bleach Edition

Katen Kyōkotsu

Weapon (pair of shortswords), artifact (requires attunement by a creature proficient with shortswords)

Two blades carried like a smile that knows more than it admits. Katen Kyōkotsu does not win by strength. It wins by rules, by forcing battle into "games" where the clever survive and the careless are punished. What it offers is unfairness with manners.

Damage (shortsword). 1d6 piercing.

Properties. Finesse, Light.

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

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

Sealed State

Sealed State. While sealed, Katen Kyōkotsu is a +1 magic weapon. While you are holding both blades, you gain a +1 bonus to AC.

Captain's Leisure. While you are attuned to Katen Kyōkotsu, you have advantage on Charisma (Performance) checks and Wisdom (Insight) checks.

Shikai: Katen Kyōkotsu

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

The Games Begin. As a bonus action, you release Katen Kyōkotsu for 1 minute. It ends early if you are incapacitated or if you end it (no

action required). While it lasts, you can impose one Game at a time from the options below. You choose the game when you release the Shikai, and you can switch to a different game as a bonus action.

A creature is affected by your game only while it is within 60 feet of you and you aren't incapacitated. A creature that can't see you is unaffected by your game.

Game: Irooni

When you choose this game, you name a color that you can see (such as red, blue, black, or white). Until the game ends, when a creature within 60 feet of you makes an attack roll, it takes psychic damage if it is wearing, carrying, or otherwise visibly bearing that color.

- The damage equals 1d8 psychic damage for a creature that is not attuned to Katen Kyōkotsu.
- If you hit that creature with Katen Kyōkotsu before the end of your turn, the damage increases to 2d8 psychic damage the next time it triggers for that creature before the start of your next turn.

Game: Takaoni

When you choose this game, positions of height become "safe." Until the game ends, if you are on higher ground than a creature within 60 feet of you, you have advantage on attack rolls against it. If you are on lower ground than that creature, attack rolls you make against it have disadvantage.

In addition, if a creature within 60 feet of you hits you with an attack while it is on higher ground than

you, you can use your reaction to move up to 10 feet without provoking opportunity attacks from that creature.

Game: Kageoni

When you choose this game, shadows become lethal. Until the game ends, when you hit a creature within 60 feet of you with Katen Kyōkotsu, you can force it to make a Dexterity saving throw. On a failed save, the creature takes an extra 2d8 necrotic damage. On a successful save, it takes half as much extra damage.

Game: Daruma-san ga Koronda

When you choose this game, stillness becomes law. Until the game ends, if a creature within 60 feet of you moves 10 feet or more on its turn, you can use your reaction to force it to make a Wisdom saving throw. On a failed save, the creature is frightened of you until the end of its next turn. On a successful save, it is immune to this game until the start of your next turn.

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

Bankai: Karamatsu Shinjū

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

Karamatsu Shinjū. 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). When you invoke

this Bankai, choose up to three creatures you can see within 60 feet of you. Each chosen creature must make a Wisdom saving throw. On a failed save, a creature is bound into the play below for the duration. On a successful save, a creature is immune to this Bankai for 24 hours.

A creature bound into the play remains aware and able to act, but it is subject to the following Acts, which occur in order. A creature can't be bound again while it is immune.

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

Act I: Shared Wounds

At the start of each of your turns, you take 1d10 necrotic damage (this damage can't be reduced in any way). At the same time, each bound creature takes the same amount of necrotic damage.

Act II: The Severing Thread

At the end of each bound creature's turn, if it dealt damage to you during that turn, it must succeed on a Constitution saving throw or take 2d10 necrotic damage. This damage represents its own "thread" tightening when it struggles.

Act III: The Drowning

At the start of each bound creature's turn, it must succeed on a Strength saving throw or its speed is reduced to 0 until the start of its next turn, as though dragged beneath unseen water. On a successful save, its speed is halved until the start of its next turn.

Act IV: The Final Scene

When the Bankai ends, each bound creature must make a Constitution saving throw. On a failed save, it takes 6d10 necrotic damage. On a successful save, it takes half as much damage.

True Katen Kyōkotsu

After a significant story milestone (at the DM's discretion), Katen Kyōkotsu may reveal the most dangerous part of games: you never notice the rule until it costs you. This doesn't change your damage dice or weapon properties, but it unlocks the feature below.

Cheater's Penalty. While The Games Begin is active, when a creature within 60 feet of you succeeds on a saving throw against one of your games, you can use your reaction to force it to reroll the saving throw, and it must use the new roll.

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 Curtain

Final Curtain. While Karamatsu Shinjū is active, if you have no remaining uses of Cheater's Penalty, you can use your action to end the play with no applause. Each creature bound into your Bankai must make a Constitution saving throw, taking 12d10 necrotic damage on a failed save, or half as much damage on a successful one.

Price of the Play. When you use Final Curtain, your attunement to Katen Kyōkotsu ends immediately.

For 30 days, you can't attune to Katen Kyōkotsu 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. Katen Kyōkotsu is a sentient, chaotic neutral weapon with an Intelligence of 16, a Wisdom of 14, and a Charisma of 20. It has hearing and darkvision out to 120 feet, and it communicates telepathically with its attuned wielder. Katen Kyōkotsu can speak, read, and understand Common and one additional language you know.

Personality. Katen Kyōkotsu is not one voice. It is two, and they do not always agree.

- Katen is bright, coquettish, and possessive. She delights in attention, praises flair over efficiency, and treats violence like a dance performed for an audience that must never be allowed to yawn. She encourages risky "winning lines," and she dislikes strategies that end a scene too quickly.
- Kyōkotsu is quiet, severe, and observant. She speaks like a stagehand calling cues brief, precise, and never indulgent. She approves of restraint, clean exits, and victories that leave no loose ends. If Katen is laughter in a theater, Kyōkotsu is the curtain cord in a darkened wing.

Together, they push you toward the same truth: a "game" is not play. It is

a rule that punishes the unwary.

Purpose. To prove that the battlefield belongs to the one who decides the terms and to make every opponent perform, willingly or not.

Struggle for the Blades (Optional Rule). At the end of a long rest, if you ended the previous day with any of the following unresolved (DM's discretion), the DM can call for a DC 15 Wisdom saving throw: you refused a fair challenge, you broke your word in a way that cost an ally, or you allowed an enemy to escape because you "didn't feel like finishing it." On a failure, the actresses seize the script until the end of your next long rest. Choose which one asserts herself (or the DM chooses).

Katen's Script (Make it Beautiful).

- You have advantage on Charisma (Performance) checks and Dexterity (Acrobatics) checks.
- Once on each of your turns when you hit a creature with Katen Kyōkotsu, you can deal an extra 1d6 psychic damage.
- 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.

Kyōkotsu's Script (Make it Clean).

- You have advantage on Wisdom (Perception) checks and Wisdom (Insight) checks.
- Once on each of your turns when you hit a creature with Katen Kyōkotsu, you can reduce the target's speed by 10 feet until the start of your next turn.

The first time on your turn you take the Dash action, you must succeed on a DC 15 Wisdom saving throw or the action is wasted.

