DUALINK

Kyoka Suigetsu

Magic Item



Bleach Edition

Kyoka Suigetsu

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

A serene blade with a beauty that feels rehearsed. Its name is an old metaphor, a flower in a mirror, the moon on water, things that look close enough to touch, yet aren't real. Kyōka Suigetsu is a sentient magic item; it functions as an NPC under the DM's control, and if your relationship with it is strained, it can suppress its activated properties or refuse to answer you.

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

Properties. Versatile.

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

Save DC. When a property of Kyōka Suigetsu 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

Sealed State. While sealed, Kyōka Suigetsu is a +1 magic weapon.

Untroubled Mask. While you are attuned to Kyōka Suigetsu, you have advantage on Charisma (Deception) checks. In addition, you can't be compelled to speak only the truth by magic unless you choose to be (for example, you can choose to fail a saving throw against zone of truth).

Shikai: Kyōka Suigetsu

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

Shatter, Kyōka Suigetsu (Complete Hypnosis). As an action, you present the blade and speak its release. Each creature of your choice within 60 feet of you that can see you must make a Wisdom saving throw. On a failed save, a creature is charmed by you for 1 hour. While charmed in this way, the creature is said to be under complete hypnosis.

A creature under complete hypnosis doesn't obey you, and it isn't incapacitated. Instead, the hypnosis is a standing vulnerability you can exploit with the options below. The hypnosis ends early if you are incapacitated.

Touch the Blade. If a creature is within 5 feet of you when you use this property, it can use its reaction to attempt to touch the blade. If it does so, it has advantage on the saving throw against this release, and on a success it becomes immune to this property for 24 hours.

Exploit the Hypnosis. While a creature is under complete hypnosis, you can use your reaction when that creature makes an attack roll against a target you can see within 60 feet of you. You choose one of the options below:

- False Target. You cause the creature to perceive a different creature as its target. Choose another creature (including itself)

within 30 feet of the original target. The attack targets the chosen creature instead.

- False Opening. You cause the creature to misread your position. Impose disadvantage on the attack roll, and you can move up to 10 feet without provoking opportunity attacks from that creature.

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

Bankai: Kyōka Suigetsu

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

Sea of Reflections. 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 have advantage on Charisma (Deception) and Wisdom (Insight) checks.
- Opportunity attacks against you are made with disadvantage.
- Once on each of your turns when you hit with a weapon attack using Kyōka Suigetsu, you deal an extra 1d10 psychic damage.
- Creatures currently under your complete hypnosis remain charmed by you for the duration of this Bankai even if the 1-hour duration would otherwise end.

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

long rest.

True Kyōka Suigetsu

After a significant story milestone (at the DM's discretion), Kyōka Suigetsu may reveal a deeper method of control. This doesn't change your damage dice or weapon properties, but it unlocks the feature below.

Perfect Hypnosis. While Sea of Reflections is active, you can use an action to force a creature you can see within 60 feet that is under your complete hypnosis to make a Wisdom saving throw. On a failed save, you choose one of the following effects. The effect lasts until the end of the creature's next turn.

- Rewritten Moment. The creature is incapacitated and its speed becomes 0, as it experiences a flawless false instant. The effect ends early if the creature takes damage.
- Borrowed Senses. You decide what the creature perceives until the effect ends. During this time, attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

A creature that succeeds on the saving throw is immune to Perfect Hypnosis for 24 hours.

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

Shin'en Kyōka

Shin'en Kyōka. While Sea of Reflections is active, if you have no remaining uses of Shatter, Kyōka Suigetsu, you can use your action to collapse the illusion into a single, irrevocable misdirection. Choose any number of creatures of your choice within 60 feet of you that are under your complete hypnosis. Each chosen creature must make a Wisdom saving throw. On a failed save, the creature is affected as if by the modify memory spell (no concentration), with the following limitation: the implanted memory must concern events that occurred within the last 24 hours and must not exceed 10 minutes of perceived time. On a successful save, the creature is immune to this property for 30 days.

Price of the Deep Mirror. When you use Shin'en Kyōka, your attunement to Kyōka Suigetsu ends immediately. For 30 days, you can't attune to Kyōka Suigetsu 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. Kyōka Suigetsu is a sentient, lawful evil weapon with an Intelligence of 18, a Wisdom of 16, and a Charisma of 20. It has hearing and darkvision out to 120 feet, and it communicates telepathically with its attuned wielder.

Purpose. To prove that certainty is a

weakness, and that the world will accept any truth spoken with enough composure.

Struggle for the Blade. At the end of a long rest, if you ended the previous day publicly contradicted, exposed in a lie, or failed a Charisma check by 5 or more, the DM can call for a DC 15 Wisdom saving throw. On a failure, Kyōka Suigetsu's cold certainty asserts itself until the end of your next long rest:

- You have a disadvantage on Charisma (Deception) checks, and you can't roll lower than a 10 on such checks.
- The first time on your turn you take the Help action or use an ability that would reveal truthful information to an ally (DM's discretion), you must succeed on a DC 15 Wisdom saving throw or the action is wasted.