DUALINK

Murakumogiri

Magic Item



One Piece Edition

Murakumogiri

Artifact (naginata), legendary (requires attunement by a creature with Strength 20 or higher and Constitution 18 or higher)

Forged as one of the Twelve Supreme Grade Blades, Murakumogiri, the Cloud-Gathering Blade, was once wielded by the world-shaking Edward "Whitebeard" Newgate. Said to split seas and skies alike, this immense polearm embodies endurance, power, and the unyielding will of its bearer. To the weak, it is impossibly heavy; to the steadfast, it moves like an extension of the heart itself.

Weapon (Naginata)

Damage: 1d8

Damage Type: Slashing

Weight: 5 lb.

Properties: Finesse, heavy, reach, two-handed

"The sea bends, the sky cracks, and the world itself shivers, yet still he stands."

Once attuned, you get the following properties:

Supreme Grade Blade. You gain a +3 bonus to attack and damage rolls made with this weapon. It ignores resistance to slashing damage, and creatures normally immune to slashing damage instead take half damage.

Titan's Reach. While wielding Murakumogiri, your reach increases by 10 feet, and you can make opportunity attacks against any

creature that enters your reach.

Tremorsense. You gain tremorsense 30 ft. while holding Murakumogiri, allowing you to perceive creatures and objects in contact with the same ground.

Unbreakable Legacy. Murakumogiri cannot be broken, rusted, or destroyed by any non-divine means. While attuned, you can't be disarmed unless incapacitated.

Earthsplitter's Endurance. While attuned, you gain resistance to thunder damage and advantage on Strength saving throws made to resist being pushed, pulled, or knocked prone.

Tremor Wielder. When you hit a creature with Murakumogiri, you may unleash a wave of concussive force. The target and each creature of your choice within 5 feet of it must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier) or be knocked prone. You can use this feature a number of times equal to your proficiency bonus per long rest.

Quake Strike. As an action, you slam Murakumogiri into the ground or sweep it through the air, releasing a wave of seismic force. Each creature of your choice in a 30-foot radius centered on you must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Strength modifier). On a failed save, a creature takes 6d10 thunder damage and is knocked prone; on a success, it takes half damage.

Structures and objects in the area automatically take maximum damage. You can use this feature a number of times equal to your proficiency bonus per long rest.

Heaven-Splitting Shockwave. As an action, you channel Murakumogiri's full might into a titanic swing, releasing a crescent of vibrating air in a 120-foot-long, 20-foot-wide line. Each creature in the line must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Strength modifier), taking 10d10 thunder damage on a failed save, or half as much on a success.

Creatures or objects Huge or smaller that fail the save are hurled 30 feet away and knocked prone. The air shatters with a booming crack audible up to 1 mile away.

You can use this feature once per long rest.

Seaquake's Wrath. You drive Murakumogiri into the ground, releasing the fury of the sea itself. Tremors erupt in a 300-foot radius centered on you for 1 minute. The ground shakes violently; all other creatures on the ground must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Strength modifier) at the start of each of their turns or be knocked prone.

Throughout the duration, the terrain fractures, collapses, and shifts. Each round, 1d4 sections (each roughly a 10-foot-radius area of your choice) crack open into fissures or sinkholes. Any creature standing in one of these zones must

make a DC 18 Dexterity saving throw or fall 20 feet into the fissure, taking 2d6 bludgeoning damage and landing prone. The fissures remain as difficult terrain and 10–20-foot-deep openings until magically repaired or filled in.

Structures take 100 bludgeoning damage per round, and the terrain becomes difficult. When the quake subsides, you gain 2 levels of exhaustion as your body bears the weight of the world.

Burdens

Burden of Power. To attune to Murakumogiri, you must train for 24 hours while keeping it within reach. You gain 3 levels of exhaustion, which can only be removed by completing long rests while attuned.

Echo of the Old Man. Each dawn, roll a DC 16 Constitution saving throw. On a failure, your body trembles under the blade's weight: your speed is reduced by 10 feet until the next dawn, and you have disadvantage on Dexterity checks.

Weight of the World. Murakumogiri rejects hesitation. If you willingly drop, sheathe, or flee while wielding it during combat, you immediately take 3d10 thunder damage as the blade punishes your weakness. This effect can occur only once per turn.

"You want my head? Then I'll gladly take you on!"