DUALINK

Ryujin Jakka

Magic Item



Bleach Edition

Ryujin Jakka

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

A plain, old blade that seems almost too simple for the weight it carries. When it answers, heat gathers like judgment, and even the air feels guilty. Ryūjin Jakka 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 Ryūjin Jakka 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

While sealed, Ryūjin Jakka is a +1 magic weapon.

Old Man's Authority. While you are attuned to Ryūjin Jakka, you have advantage on saving throws against being frightened. In addition, you have resistance to fire damage.

Shikai: Ryūjin Jakka

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

Reduce All Creation to Ash: As an

action, you release Ryūjin Jakka and loose its flames. Choose one of the options below:

Line (Scorching Judgment). Each creature in a 60-foot-long, 5-foot-wide line must make a Dexterity saving throw. A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one.

Cleave (Blazing Sever). Make one melee weapon attack with Ryūjin Jakka. On a hit, the target takes an extra 2d8 fire damage, and it can't regain hit points until the start of your next turn.

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

Bankai: Zanka no Tachi

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

Zanka no Tachi: 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 shed dim light in a 10-foot radius. Nonmagical flames within 60 feet of you are extinguished when you invoke this Bankai.
- The ground within 10 feet of you becomes scorched terrain and counts as difficult terrain for hostile creatures.
- You have immunity to fire damage.

- Once on each of your turns when you hit with a weapon attack using Ryūjin Jakka, you deal an extra 1d10 fire damage, and the target can't regain hit points until the start of your next turn.

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

True Zanka no Tachi

After a significant story milestone (at the DM's discretion), Ryūjin Jakka may reveal the complete doctrine of Zanka no Tachi. This doesn't change your damage dice or weapon properties, but it unlocks the feature below.

Four Directions: While Zanka no Tachi is active, you can use an action to invoke one of the directions below. Unless a direction says otherwise, its effect lasts until the start of your next turn.

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

East (Zanka no Tachi: Higashi). Until the effect ends, the first time you hit a creature with a weapon attack using Ryūjin Jakka, the attack deals an extra 8d10 fire damage. If this extra damage reduces the creature to 0 hit points, the creature is reduced to ash, leaving behind only worn or carried equipment.

West (Zanka no Tachi: Nishi). Until the effect ends, you are wreathed in invisible heat. You have a +2 bonus to AC, and when a creature hits you

with a melee attack while within 5 feet of you, that creature takes 3d10 fire damage.

South (Zanka no Tachi: Minami). Each creature of your choice within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature is frightened of you until the end of its next turn. While frightened in this way, the creature's speed is 0, and the first attack roll it makes before the effect ends is made with disadvantage.

North (Zanka no Tachi: Kita). You sweep the blade in finality. Each creature of your choice in a 30-foot cone must make a Dexterity saving throw, taking 6d10 fire damage on a failed save, or half as much damage on a successful one. A creature that fails the save also has its speed reduced to 0 until the start of your next turn.

Final Zanka

Final Zanka: While Zanka no Tachi is active, if you have no remaining uses of Four Directions, you can use your action to unleash Final Zanka. Each creature of your choice within 60 feet of you must make a Constitution saving throw, taking 10d10 fire damage on a failed save, or half as much damage on a successful one. On a failed save, a creature is also blinded until the end of its next turn.

Burden of the Sun: When you use Final Zanka, your attunement to Ryūjin Jakka ends immediately. For 30 days, you can't attune to Ryūjin Jakka 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. Ryūjin Jakka is a sentient, lawful neutral weapon with an Intelligence of 18, a Wisdom of 18, and a Charisma of 16. It has hearing and darkvision out to 120 feet, and it communicates telepathically with its attuned wielder.

Purpose. To enforce order through decisive, irrevocable consequence.

Struggle for the Blade (Optional Rule): At the end of a long rest, if you ended the previous day at 0 hit points, failed a death saving throw, or allowed a hostile creature you could perceive to escape when it was at 10 hit points or fewer (DM's discretion), the DM can call for a DC 15 Wisdom saving throw. On a failure, Ryūjin Jakka's severity asserts itself until the end of your next long rest:

- You have disadvantage on Wisdom (Perception) checks and Wisdom saving throws.
- Once on each of your turns when you deal damage with Ryūjin Jakka, you take 1d6 fire damage.
- The first time on your turn you take the Dodge action, Disengage action, or Hide action, you must succeed on a DC 15 Wisdom saving throw or the action is wasted.