DUALINK

Senbonzakura

Magic Item



Bleach Edition

Senbonzakura

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

A slender blade with a quiet dignity, its guard like a simple flower frame. When it answers your call, the sword does not merely cut, it scatters, becoming a storm of gleaming fragments that drift like cherry blossoms and slice like razors. Senbonzakura 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 Senbonzakura 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, Senbonzakura is a +1 magic weapon.

Quiet Poise. While you are attuned to Senbonzakura and holding it, you have advantage on Dexterity (Acrobatics) checks made to keep your footing, and you ignore nonmagical difficult terrain created

by loose debris (such as rubble, broken stone, or fallen branches).

Shikai: Senbonzakura

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

Scatter, Senbonzakura. As a bonus action, you speak the release command and the blade dissolves into glittering fragments. For 1 minute, Senbonzakura can't be used to make melee weapon attacks. Instead, you can make ranged weapon attacks with it (range 30/120). On a hit, the target takes force damage equal to the weapon's normal damage dice (1d8, or 1d10 if you are wielding it with two hands) + your ability modifier used for the attack.

Petal Cut. As an action, you command the fragments to carve in one of the following patterns:

- **Line (Raking Bloom).** Each creature of your choice in a 60-foot-long, 5-foot-wide line must make a Dexterity saving throw. A creature takes 4d8 force damage on a failed save, or half as much damage on a successful one.
- **Guard (Petal Veil).** Until the start of your next turn, you gain a +2 bonus to AC against ranged weapon attacks and spell attacks, and the first time a creature hits you with such an attack during that time, it takes 2d8 force damage.

You can use Petal Cut a number of times equal to your proficiency

bonus, and you regain all expended uses when you finish a long rest.

Bankai: Senbonzakura Kageyoshi

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

Senbonzakura Kageyoshi. 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:

- Your ranged weapon attacks with Senbonzakura have range 60/240.
- You have a +2 bonus to AC against ranged weapon attacks and spell attacks.
- Once on each of your turns when you hit with a weapon attack using Senbonzakura, you deal an extra 1d10 force damage.

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

True Senbonzakura

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

Scenes of Slaughter. While Senbonzakura Kageyoshi is active, you can use an action to manifest one of the following scenes. When you do so, choose a creature you can see within 60 feet. The scene lasts until the start of your next turn (no concentration required) and

ends early if the chosen creature has total cover from you.

- **Senkei (Slaughter Scene).** The petals harden into ranks of blades that ring the chosen creature. Until the scene ends, the first time you hit the chosen creature with a weapon attack using Senbonzakura, it takes an extra 4d10 force damage, and it can't take reactions until the start of its next turn.
- **Gōkei (Converging Sphere).** Petals form a tightening sphere centered on the chosen creature. The creature must make a Dexterity saving throw, taking 6d10 force damage on a failed save, or half as much damage on a successful one. On a failed save, the creature is also restrained until the start of its next turn.

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

Shūkei: Hakuteiken

Hakuteiken. While Senbonzakura Kageyoshi is active, you can use your action to condense the petals into a single, overwhelming blade and make one weapon attack with Senbonzakura against a creature you can see within 60 feet. On a hit, the target takes an extra 12d10 force damage, and it must succeed on a Constitution saving throw or be blinded until the end of its next turn.

Price of the White Emperor. When

you use Hakuteiken, Senbonzakura Kageyoshi ends immediately, and you can't invoke Senbonzakura Kageyoshi again for 7 days. In addition, you gain 2 levels of exhaustion.

Sentience

Sentience. Senbonzakura is a sentient, lawful neutral weapon with an Intelligence of 16, 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 demand composure, precision, and the supremacy of form, victory without vulgarity.

Struggle for the Blade. At the end of a long rest, if you ended the previous day humiliated (the DM's discretion), fled from a hostile creature you could perceive, or were reduced to 0 hit points, the DM can call for a DC 15 Wisdom saving throw. On a failure, Senbonzakura's pride asserts itself until the end of your next long rest:

- You have disadvantage on Charisma (Intimidation) and Charisma (Persuasion) checks.
- The first time on your turn you take the Disengage action, you must succeed on a DC 15 Wisdom saving throw or the action is wasted.