DUALINK

Sōgyo no Kotowari

Magic Item



Bleach Edition

Sōgyo no Kotowari

Weapon (pair of javelins), artifact (requires attunement by a creature proficient with javelins or spears)

Twin blades bound by cord and purpose. Sōgyo no Kotowari does not conquer by striking first, it answers. It turns the enemy's power back upon them, not with arrogance, but with the calm certainty of a river returning what was thrown into it.

Damage (javelin). 1d6 piercing (thrown 30/120).

Properties. Thrown (range 30/120).

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

Save DC. When a property of Sōgyo no Kotowari 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, Sōgyo no Kotowari is a +1 magic weapon. While you are holding both javelins, you gain a +1 bonus to AC.

Beneath the Gentle Current. While you are attuned to Sōgyo no Kotowari, you have advantage on Wisdom (Medicine) checks and Charisma (Persuasion) checks.

Shikai: Sōgyo no Kotowari

In Shikai, Sōgyo no Kotowari is a +2 magic weapon and gains the following properties.

All Waves, Become My Shield. As a

bonus action, you release Sōgyo no Kotowari for 1 minute. It ends early if you are incapacitated or if you end it (no action required). While it lasts, you can use the reaction below.

Reflection of the Tide. When you or a creature you can see within 30 feet of you is hit by a spell attack or is forced to make a saving throw against a spell, you can use your reaction to interpose the twin blades and attempt to reflect the magic. Choose one of the following options:

Deflect. The target of the triggering effect gains advantage on any saving throw against the spell, and it has resistance to the spell's damage until the end of the current turn.

Return. If the triggering spell is of 5th level or lower and the caster is within 60 feet of you, you can force the caster to make a saving throw using the spell's original saving throw ability (for example, Dexterity for fireball). On a failed save, the caster takes damage equal to half the spell's damage (rounded down), of the spell's damage type. On a successful save, it takes no damage.

Once you use Return, you can't do so again until you finish a short or long rest.

You can release Sōgyo no Kotowari a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Bankai: Sōgyo no Kotowari

In Bankai, Sōgyo no Kotowari is a +3 magic weapon and gains the following property.

Twin Currents of Judgment. 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 resistance to force damage and radiant damage.**
- **When you use Reflection of the Tide, you can use Return on a triggering spell of 6th level or lower (instead of 5th level or lower).**
- **Once on each of your turns when you hit with a weapon attack using Sōgyo no Kotowari, 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 Sōgyo no Kotowari

After a significant story milestone (at the DM's discretion), Sōgyo no Kotowari may reveal a deeper, more dangerous truth: to return a tide, you must first hold it. This doesn't change your damage dice or weapon properties, but it unlocks the feature below.

Stored Reversal. While Twin Currents of Judgment is active, when you use Reflection of the Tide and choose Deflect or Return, you can store a portion of the spell's force within the cord binding the blades (no action required). The first time before the end of your next turn that you hit a creature

with a weapon attack using Sōgyo no Kotowari, you can release the stored force to deal an extra 4d10 force damage.

You can store and release force in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Final Tide

Final Tide. While Twin Currents of Judgment is active, if you have no remaining uses of Stored Reversal, you can use your action to open the harbor and let the sea return everything at once. Choose one creature you can see within 60 feet. The creature must make a saving throw using its spellcasting ability modifier (or Charisma if it has no spellcasting ability). On a failed save, it takes 16d10 force damage. On a successful save, it takes half as much damage.

Price of the Harbor. When you use Final Tide, your attunement to Sōgyo no Kotowari ends immediately. For 30 days, you can't attune to Sōgyo no Kotowari 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. Sōgyo no Kotowari is a sentient, lawful good weapon with an Intelligence of 14, a Wisdom of 20, and a Charisma of 16. It has hearing and darkvision out to 120 feet, and it communicates telepathically with its attuned

wielder. Sōgyo no Kotowari can speak, read, and understand Common and one additional language you know.

Personality. Sōgyo no Kotowari speaks softly and rarely, like a physician who has already seen too much. It urges restraint, warns against unnecessary cruelty, and grows sharply disapproving when you use your power to humiliate rather than protect. When it praises you, it does so without warmth, only relief.

Purpose. To shelter others from the storm, and to return violence to those who insist on creating it.

Struggle for the Blades. At the end of a long rest, if you ended the previous day having ignored a plea for help, allowed a weaker creature to be harmed while you watched, or struck first when retreat was possible (DM's discretion), the DM can call for a DC 15 Wisdom saving throw.

On a failure, Sōgyo no Kotowari's sorrow asserts itself until the end of your next long rest:

- You have disadvantage on Wisdom saving throws.
- The first time on your turn you take the Attack action against a creature that hasn't damaged you or your allies since the end of your last turn (DM's discretion), you must succeed on a DC 15 Wisdom saving throw or the action is wasted.