DUALINK

Shinsō

Magic Item



Bleach Edition

Shinsō

Weapon (spear), artifact (requires attunement by a creature proficient with spears or longswords)

A plain-looking blade that lies with its simplicity. It does not roar, it does not blaze, it merely reaches, and what it reaches, it ends. In the hands of a patient killer, distance is only a preference.

Damage (spear). 1d6 piercing (versatile 1d8).

Properties. Thrown (range 20/60), Versatile.

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

Save DC. When a property of Shinsō 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, Shinsō is a +1 magic weapon.

Quiet Reach. While you are attuned to Shinsō, your reach increases by 5 feet for opportunity attacks you make with this weapon.

Shikai: Shinsō

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

Shoot to Kill. As a bonus action, you release Shinsō for 1 minute. It ends early if you are incapacitated or if you end it (no action required). While it lasts, Shinsō gains the reach

property, and its reach becomes 30 feet. In addition, when you take the Attack action on your turn and make at least one attack with Shinsō, you can replace one of those attacks with the option below:

Piercing Thrust (Line). Choose a point you can see within 30 feet. Each creature in a 30-foot-long, 5-foot-wide line originating from you and ending at that point must make a Dexterity saving throw. On a failed save, a creature takes 3d8 piercing damage, or half as much damage on a successful one.

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

Bankai: Kamishini no Yari

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

Kamishini no Yari. 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, Shinsō's reach becomes 60 feet, and it ignores half cover and three-quarters cover.

In addition, once on each of your turns when you hit a creature with an attack using Shinsō, you can force it to make a Constitution saving throw. On a failed save, it takes 4d8 poison damage and is poisoned until the end of its next turn. On a successful save, it takes half as much poison damage and isn't poisoned.

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

True Kamishini no Yari

After a significant story milestone (at the DM's discretion), Shinsō may reveal the truth hidden inside its extension. This doesn't change your damage dice or weapon properties, but it unlocks the feature below.

Butō: Korose (To Dance, to Kill). While Kamishini no Yari is active, when you hit a creature with Shinsō, you can choose to embed a fragment of the blade's hidden poison (no action required). The target must succeed on a Constitution saving throw or become marked by you for 1 minute. The mark ends early if you are incapacitated.

The first time you hit a marked creature with Shinsō on each of your turns, you deal an extra 2d10 poison damage.

A creature that succeeds on the saving throw is immune to Butō: Korose for 24 hours.

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

Final Extension

Final Extension. While Kamishini no Yari is active, if you have no remaining uses of Butō: Korose, you can use your action to extend Shinsō in a single invisible instant. Choose one creature you can see within 120 feet. The creature must make a Dexterity saving throw. On a

failed save, it takes 12d10 piercing damage plus 12d10 poison damage. On a successful save, it takes half as much total damage.

Price of the Hidden Blade. When you use Final Extension, your attunement to Shinsō ends immediately. For 30 days, you can't attune to Shinsō 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.)