DUALINK

Substitute Soul Reaper Badge

Magic Item



Bleach Edition

Substitute Soul Reaper Badge

Wondrous item, rare (requires attunement by a creature with a soul)

This small badge bears the mark of official sanction, authority granted to a mortal agent who acts on behalf of Soul Society. When you attune to the badge, its symbol becomes faintly cool to the touch, as if it rests on the boundary between worlds.

Substitute Authority

While you wear the badge openly, you have advantage on Charisma (Persuasion) and Charisma (Intimidation) checks made to influence shinigami, pluses, and other spirits that recognize Soul Society's authority (DM's discretion).

In addition, you can use the badge as proof of office to request mundane cooperation from Soul Society-aligned forces when doing so is reasonable in the fiction (also at the DM's discretion).

Spiritual Sense

The badge sharpens your awareness of souls and the predatory void around them.

While attuned to the badge, you can cast *detect evil and good* without expending a spell slot or material components.

When you cast it in this way, the spell detects only undead and fiends (and any creatures the DM rules are Hollows), ignoring other creature types.

Once you cast the spell in this way, you can't do so again until you

finish a short or long rest.

Emergency Seal

The badge can flare with binding authority to protect life at the cost of concealment.

As an action, you present the badge and release a pulse of restraining force.

Each undead or fiend of your choice within 10 feet of you must succeed on a DC 15 Wisdom saving throw or be turned for 1 minute (as if affected by the *turn undead* feature).

A turned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Mark of the Watchers

The badge is a line tied to Soul Society's attention.

While you are attuned to the badge, you have disadvantage on Dexterity (Stealth) checks made to hide from a creature that can sense spiritual pressure (such as a creature with truesight, a feature that detects souls, or similar spiritual perception at the DM's discretion).

In addition, if a creature possesses the badge's paired registry seal (typically held by Soul Society), that creature always knows the direction to you while you are on the same plane of existence and within 1 mile of it.