DUALINK

Suzumebachi

Magic Item



Bleach Edition

Suzumebachi

Weapon (dagger), artifact (requires attunement by a creature proficient with daggers or shortswords)

A small blade that wears ceremony like a mask, compact, controlled, and made for proximity. When it answers, it does not promise destruction by force. It promises certainty, the same place, struck twice, and the body remembers how to die.

Damage (dagger). 1d4 piercing (finesse, light, thrown 20/60).

Properties. Finesse, Light, Thrown (range 20/60).

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

Save DC. When a property of Suzumebachi calls for a saving throw, it uses your spell save DC if you have one. Otherwise, the DC equals 8 + your proficiency bonus + your Dexterity modifier.

Sealed State (Dormant)

While sealed, Suzumebachi is a +1 magic weapon.

Assassin's Pace. While you are attuned to Suzumebachi, your walking speed increases by 10 feet. In addition, you have advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Shikai: Suzumebachi

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

Sting All Enemies to Death. As a bonus action, you release Suzumebachi for 1 minute. It ends

early if you are incapacitated or if you end it (no action required). While it lasts, when you hit a creature with Suzumebachi, you can invoke Nigeki Kessatsu (no action required).

Nigeki Kessatsu (Two Strikes, Certain Death). When you invoke this effect, the target gains a visible mark called a Butterfly Crest that lasts for 1 minute. The crest is placed on the creature at a point you can see (such as its neck, shoulder, or chest).

If you hit the creature with Suzumebachi again while it bears your Butterfly Crest, you can force it to make a Constitution saving throw. On a failed save, the creature drops to 0 hit points. On a successful save, the hit instead deals an extra 4d8 necrotic damage, and the Butterfly Crest ends.

Limits and Counterplay.

- A creature that succeeds on the saving throw against this property is immune to Nigeki Kessatsu for 24 hours.
- A creature with legendary resistance can expend one use to succeed instead.
- The Butterfly Crest ends early if you are incapacitated or if the creature gains total cover from you until the end of your next turn (DM adjudicates if the mark can no longer be meaningfully "targeted").

You can release Suzumebachi (and thereby enable Nigeki Kessatsu) a number of times equal to your proficiency bonus, and you regain

all expended uses when you finish a long rest.

Bankai: Jakuhō Raikōben

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

Jakuhō Raikōben. As an action, you invoke Bankai and form an immense stinger-launcher for 1 minute. It ends early if you are incapacitated or if you end it (no action required). While it lasts, you can't make weapon attacks with Suzumebachi. Instead, you gain the action below:

Thunder Stinger. As an action, choose a point you can see within 300 feet. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 10d8 thunder damage on a failed save, or half as much damage on a successful one. A creature that fails the save is also knocked prone.

Once you use Thunder Stinger, you can't use it again until you finish a short or long rest. When the Bankai ends, you gain 1 level of exhaustion.

Once you invoke Jakuhō Raikōben, you can't do so again until you finish a long rest.

True Suzumebachi

After a significant story milestone (at the DM's discretion), Suzumebachi may reveal a harsher truth of the crest. This doesn't change your damage dice or weapon properties, but it unlocks the feature below.

Hornet's Judgment. When a creature you can see within 60 feet succeeds on the Constitution saving throw against your Nigeki Kessatsu, you can use your reaction to force it to make a second Constitution saving throw. On a failed save, it takes 6d8 necrotic damage and is poisoned until the end of its next turn. On a successful save, it is immune to Hornet's Judgment 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 Sting

Final Sting. While Jakuhō Raikōben is active, if you have no remaining uses of Suzumebachi's Shikai release, you can use your action to fire a killing stinger at a single creature you can see within 300 feet. The target must make a Dexterity saving throw. On a failed save, it takes 18d8 thunder damage. On a successful save, it takes half as much damage.

Price of Certainty. When you use Final Sting, your attunement to Suzumebachi ends immediately. For 30 days, you can't attune to Suzumebachi 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.)