DUALINK

Suzumushi

Magic Item



Bleach Edition

Suzumushi

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

A modest blade carried with the posture of a judge. Suzumushi does not seek spectacle. It seeks silence, the removal of sound, of certainty, and finally of the self. It is the weapon of a man who calls his cruelty "mercy," and means it.

Damage (longsword). 1d8 slashing (versatile 1d10).

Properties. Versatile.

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

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

Quiet Step. While you are attuned to Suzumushi, you have advantage on Dexterity (Stealth) checks. In addition, your movement doesn't provoke opportunity attacks from creatures that are deafened.

Shikai: Suzumushi

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

Sing, Suzumushi. As an action, you release Suzumushi and loose its tone. Choose one of the options

below:

Cry (Stunning Note). Choose one creature you can see within 60 feet. It must make a Constitution saving throw. On a failed save, the creature is stunned until the end of its next turn. On a successful save, it is deafened until the end of its next turn.

Chorus (Silencing Wave). Each creature of your choice within a 20-foot-radius sphere centered on a point you can see within 60 feet must make a Constitution saving throw. On a failed save, a creature takes 3d8 thunder damage and is deafened for 1 minute. On a successful save, it takes half as much damage and isn't deafened. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Bankai: Suzumushi Tsuishiki: Enma Kōrogi

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

Enma Kōrogi. As a bonus action, you invoke Bankai for 1 minute, creating a 30-foot-radius sphere centered on you that moves with you. The sphere is a supernatural hush and shadow. It ends early if you are incapacitated or if you end it (no action required). While it

lasts, you gain the following benefits and impose the following effects:

- **Muted World.** The sphere is heavily obscured to creatures other than you.
- **Stolen Senses.** Creatures other than you inside the sphere are deafened and blinded while they remain inside it.
- **Predator's Certainty.** You have blindsight out to 30 feet while inside the sphere.
- **Measured Cut.** Once on each of your turns when you hit a creature with a weapon attack using Suzumushi while it is inside the sphere, you deal an extra 1d10 psychic damage.

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

True Suzumushi

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

Night Without Horizon. While Enma Kōrogi is active, you can use an action to tighten the sphere's boundary until the start of your next turn. Until then, the sphere's radius becomes 15 feet, and each hostile creature of your choice that starts its turn inside the sphere must make a Wisdom saving throw. On a failed save, the creature is frightened of you until the end of its turn. On a successful save, it is immune to Night Without Horizon 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 Silence

Final Silence. While Enma Kōrogi is active, if you have no remaining uses of Night Without Horizon, you can use your action to end all sound in the world if only for a heartbeat. Each creature of your choice inside the sphere must make a Constitution saving throw, taking 12d10 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, a creature is also unconscious until the start of its next turn.

Price of Mercy. When you use Final Silence, your attunement to Suzumushi ends immediately. For 30 days, you can't attune to Suzumushi 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. Suzumushi is a sentient, lawful evil weapon with an Intelligence of 18, a Wisdom of 16, and a Charisma of 14. It has hearing and darkvision out to 120 feet, and it communicates telepathically with its attuned wielder. Suzumushi can speak, read, and understand Common and one additional language you know.

Personality. Suzumushi speaks in

measured, respectful tones like a monk offering counsel. It praises self-control, condemns indulgence, and calls cruelty "discipline." When it urges violence, it does so gently, as if recommending a necessary treatment. It dislikes laughter in battle and reacts with cold displeasure to showboating.

Purpose. To impose "justice" by removing the senses that allow a creature to argue for its own life.

Struggle for the Blade (Optional Rule). At the end of a long rest, if you ended the previous day having spared a foe that later escaped, allowed an ally to commit an act you judged "unjust," or you broke your word (DM's discretion), the DM can call for a DC 15 Wisdom saving throw.

On a failure, Suzumushi's righteous void asserts itself until the end of your next long rest:

- You have advantage on Wisdom saving throws.
- Once on each of your turns when you deal damage with Suzumushi, you deal an extra 1d6 psychic damage.
- The first time on your turn you take the Help action, you must succeed on a DC 15 Wisdom saving throw or the action is wasted.