DUALINK

Tenken

Magic Item



Bleach Edition

Tenken

Weapon (greatsword), artifact (requires attunement by a creature proficient with greatswords)

A heavy blade carried like a sentence already decided. Tenken does not promise subtlety. It answers with presence, a towering guardian whose strikes fall like judgments, and whose wounds are never distant from the one who commands it.

Damage (greatsword). 2d6 slashing.

Properties. Heavy, Two-Handed.

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

Save DC. When a property of Tenken 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 modifier.

Sealed State

Sealed State. While sealed, Tenken is a +1 magic weapon.

Captain's Bulk. While you are attuned to Tenken and wearing armor, you have advantage on saving throws against being shoved or knocked prone.

Shikai: Tenken

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

Collapse, Tenken. As a bonus action, you release Tenken for 1 minute. It ends early if you are incapacitated or if you end it (no action required). While it lasts, you gain the action below:

Giant's Hand. As an action, choose a creature you can see within 60 feet. Make a melee weapon attack against it using your Strength modifier. On a hit, the target takes 4d8 force damage and must succeed on a Strength saving throw or be knocked prone.

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

Bankai: Kokujō Tengen Myō'ō

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

Kokujō Tengen Myō'ō. As a bonus action, you invoke Bankai for 1 minute, manifesting a towering armored guardian in unoccupied spaces you can see within 30 feet of you. It ends early if you are incapacitated or if you end it (no action required). While it lasts, you gain the following benefits:

- Guardian's Reach. When you make a melee weapon attack using Tenken, the attack's reach becomes 20 feet.
- Weight of the Colossus. Once on each of your turns when you hit with a weapon attack using Tenken, you deal an extra 1d10 force damage.
- Shared Wounds (Bleach-Accurate Weakness). When you take damage, you take an additional necrotic damage equal to your proficiency bonus (minimum 1). This additional

damage represents the unavoidable feedback of commanding the guardian.

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

True Tenken

After a significant story milestone (at the DM's discretion), Tenken may reveal its true method: the guardian's armor falls away, and what remains is raw execution. This doesn't change your damage dice or weapon properties, but it unlocks the feature below.

Dangai Jōe. While Kokujō Tengen Myō'ō is active, you can use an action to shed the guardian's armor until the Bankai ends. Until the Bankai ends, you gain the following benefits and drawback:

- **Unarmored Blade.** Your weapon attacks with Tenken deal an extra 2d10 force damage on a hit.
- **No Mercy in the Strike.** Once on each of your turns when you hit a creature with Tenken, you can force it to make a Constitution saving throw. On a failed save, the creature is stunned until the end of its next turn. On a successful save, the creature is immune to this stun effect for 24 hours.
- **Exposed Soul.** While this feature is active, the additional necrotic damage from Shared Wounds becomes 2 × your proficiency bonus.

You can use Dangai Jōe a number of times equal to your proficiency bonus, and you regain all expended

uses when you finish a long rest.

Final Judgment

Final Judgment. While Kokujō Tengen Myō'ō is active, if you have no remaining uses of Dangai Jōe, you can use your action to deliver a single, absolute execution. Choose one creature you can see within 60 feet. The creature must make a Constitution saving throw. On a failed save, it takes 14d10 force damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone.

Price of the Giant. When you use Final Judgment, your attunement to Tenken ends immediately. For 30 days, you can't attune to Tenken 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.)