DUALINK

Zangetsu

Magic Item



Bleach Edition

Zangetsu

Weapon (longsword or greatsword), artifact (requires attunement by a creature proficient with the chosen weapon)

A black blade whose edge is a crescent of night. When you grasp its hilt, two wills answer: one cold and withholding, one feral and insistent. Zangetsu is a sentient magic item; it functions as an NPC under the DM's control, and if your relationship with it is strained, it can suppress its activated properties or refuse to answer you.

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

Damage (greatsword). 2d6 slashing.

Properties. Versatile (longsword), Two Handed (greatsword).

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

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

Always Released. While you are attuned to Zangetsu and holding it, you can't be disarmed of it unless you are incapacitated.

Shikai: Zangetsu

In Shikai, Zangetsu is a +2 magic weapon and gains the following

properties.

Getsuga Tenshō. As an action, you release a crescent wave of force. Choose one of the options below:

- Line (Wave). Each creature in a 60-foot-long, 5-foot-wide line must make a Dexterity saving throw. A creature takes 4d8 force damage on a failed save, or half as much damage on a successful one.
- Cleave (Packed Strike). Make one melee weapon attack with Zangetsu. On a hit, the target takes an extra 2d8 force damage, and you can push it up to 10 feet away from you.

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

Bankai: Tensa Zangetsu

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

Tensa Zangetsu. 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, you gain the following benefits:

- Your walking speed increases by 20 feet.
- Opportunity attacks against you are made with disadvantage.
- Once on each of your turns when you hit with a weapon attack using Zangetsu, you deal an extra 1d10 force damage.

Once you use this property, you

can't do so again until you finish a long rest.

True Zangetsu

After a significant story milestone (at the DM's discretion), Zangetsu may reveal its true form as paired blades. This doesn't change your damage dice or weapon properties, but it unlocks the feature below.

Twin Crescents. When you take the Attack action on your turn and make at least one attack with Zangetsu, you can make one additional weapon attack with Zangetsu as part of that action.

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 Getsuga Tenshō:

Mugetsu

Mugetsu. While Tensa Zangetsu is active, if you have no remaining uses of Getsuga Tenshō, you can use your action to unleash Mugetsu. Each creature of your choice in a 90-foot-long, 10-foot-wide line must make a Dexterity saving throw, taking 12d10 force damage on a failed save, or half as much damage on a successful one.

Price of the Final. When you use Mugetsu, your attunement to Zangetsu ends immediately. For 30 days, you can't attune to Zangetsu 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. Zangetsu is a sentient, chaotic neutral weapon with an Intelligence of 16, a Wisdom of 16, and a Charisma of 18. It has hearing and darkvision out to 120 feet, and it communicates telepathically with its attuned wielder.

Purpose. To force the wielder to stop lying about what they are, and what they want.

Struggle for the Blade. At the end of a long rest, if you ended the previous day at 0 hit points, gained a level of exhaustion, or failed a death saving throw, the DM can call for a DC 15 Wisdom saving throw. On a failure, Zangetsu's feral will asserts itself until the end of your next long rest:

- You have disadvantage on Strength checks and Strength saving throws.
- The first time on your turn you take the Dodge action, Disengage action, or Hide action, you must succeed on a DC 15 Wisdom saving throw or the action is wasted.

This effect doesn't deprive you of control of your character; it is a mechanical pressure toward the blade's preferred solutions.