DUALINK

Demon-Slayer Sword

Magic Item



Black Clover Edition

Demon-Slayer Sword

The First Sword of Anti-Magic

Weapon (greatsword), legendary (requires attunement by a creature with a Strength score of 17 or higher)

An immense greatsword with a broad, darkened blade and a worn, almost rusted surface. Its edges are rough and weathered, while a simple crossguard and sturdy hilt contrast with the weapon's monstrous proportions. Despite its battered appearance, the blade carries an ominous presence, as though countless battles have left their mark upon the steel.

Weapon Properties

Weapon Type: Greatsword
Damage: 2d6 bludgeoning (magical)
Properties: Heavy, two-handed
Magical Bonus: +2 to attack and damage rolls
Saving Throws: The save DC for this sword's properties is 18.

Anti-Magic Reservoir. The Demon-Slayer Sword has 7 charges. While holding it, you can expend charges to use its properties. The sword regains 1d6 + 1 expended charges daily at dawn.

The Weight of Anti-Magic. While holding or riding the Demon-Slayer Sword, you can't cast spells or maintain concentration on them. If you are concentrating on a spell when you begin holding or riding the sword, your concentration ends. This doesn't prevent you from using the sword's own properties or supernatural abilities that aren't

spells.

Weapon Features

Anti-Magic Edge. Once on each of your turns, when you hit a creature with a melee attack using this weapon, you can expend 1 charge to cast *dispel magic* (3rd level) on the target, without components. The attack's damage is resolved first. For any ability check the spell requires, you use your Strength modifier instead of a spellcasting ability modifier.

Severing Magical Constructs. As an action, you can expend 1 charge and touch the blade to a magical object or spell effect within 5 feet of you to cast *dispel magic* (3rd level) on it, using your Strength modifier for any ability check.

Blade of Reversal. When a creature you can see within 60 feet of you hits you with a ranged spell attack, you can use your reaction and expend 1 charge to intercept it with the flat of the blade. Make a melee weapon attack roll with the sword. If your roll equals or exceeds the triggering attack roll, the spell misses you, and the attacker must make a DC 18 Dexterity saving throw, taking 18 (4d8) damage of the triggering spell's damage type on a failed save, or half as much damage on a successful one. If the spell deals more than one damage type, you choose one. If your roll is lower, the spell hits you normally and the charge is still expended.

Crossguard of Liberation. As an

action, you can touch the crossguard to one creature within your reach that is charmed by a spell or other magical effect. The creature can immediately repeat the saving throw against one such effect, with advantage, even if the effect doesn't normally allow another save. On a success, the charmed condition from that effect ends. Once you use this property, you can't use it again until you finish a short or long rest.

Black Divider

Black Divider (2 Charges). As a bonus action while holding the sword, you can expend 2 charges to make its edges erupt with Anti-Magic, expanding the blade into an enormous, dark weapon. This lasts for 1 minute, until you are incapacitated, until you stop holding the sword, or until you end it as a bonus action. While active, the sword gains these benefits:

Colossal Reach: Your reach with the sword increases to 15 feet.

Expanded Edge: Once on each of your turns, when you hit a creature with the sword, you can deal an extra 9 (2d8) force damage to it.

Unyielding Blade: Your melee attacks with the sword ignore half cover and three-quarters cover provided by magical effects.

Colossal Severance (2 Charges). *Prerequisite: Black Divider must be active.* As an action, you can expend 2 charges to bring the expanded blade down in a line 40 feet long and 10 feet wide originating from you. Each creature in the line must make

a DC 18 Dexterity saving throw, taking 36 (8d8) force damage on a failed save, or half as much damage on a successful one. Nonmagical objects and structures in the area take full damage. You can also choose one ongoing spell effect within the line and cast *dispel magic* (3rd level) on it, using your Strength modifier for any ability check. Black Divider remains active. Once you use Colossal Severance, you can't use it again until the next dawn.

Black Hurricane

Black Hurricane (2 Charges). As an action while holding the sword, you can expend 2 charges to spin it in a whirlwind of Anti-Magic. Each creature of your choice within 10 feet of you must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 22 (4d10) bludgeoning damage and is pushed up to 10 feet away from you. On a successful save, it takes half as much damage and isn't pushed. You can also cast *dispel magic* (3rd level) on one spell affecting you, using your Strength modifier for any ability check.

Anti-Magic Flight

Flying Sword. As a bonus action while holding the sword, you can make it float horizontally in an unoccupied space within 5 feet of you, about 3 feet above the ground. You can step onto it using 5 feet of movement. While standing on it, you have a flying speed of 50 feet and can hover. The sword carries you and your equipment but no other

creature. While riding it, you can't attack with it or use properties that require you to hold it. If you step off, it descends gently to the ground. If you are knocked prone while riding it, you fall off. If you are incapacitated while riding it, it descends 60 feet per round until it reaches the ground. This property doesn't require charges.

Returning Blade. As a bonus action, you can call the sword to your free hand if it is within 120 feet of you, isn't being worn or carried by another creature, and has an unobstructed path to you. This works while the sword is hovering.

Black Meteorite

Black Meteorite (2 Charges). As an action while holding the sword, you can expend 2 charges to propel yourself in a straight line up to 30 feet toward a creature you can see, stopping in an unoccupied space within your reach of it. This movement doesn't provoke opportunity attacks from the target but otherwise follows the normal rules for movement. You then make one melee weapon attack with the sword against the target. On a hit, it takes an extra 13 (3d8) force damage, and if it is Large or smaller, it must succeed on a DC 18 Strength saving throw or be knocked prone. If you can't reach a space within your reach of the target, you stop at the nearest space along the path and can't make the attack.

Limits of Anti-Magic

The sword's properties can't permanently remove a creature's magical abilities, destroy artifacts, or end effects that *dispel magic* can't end.

