DUALINK

Inverted Spear of Heaven

Magic Item



Jujutsu Kaisen Edition

Inverted Spear of Heaven

Weapon (spear), artifact (requires attunement)

A black spear engraved with impossible markings that seem to shift when unobserved. Unlike most magical weapons, the Inverted Spear of Heaven radiates nothing. Magic recoils from it instinctively, its presence unraveling spells, barriers, and supernatural techniques alike. You gain a +3 bonus to attack and damage rolls made with this weapon. The spear counts as magical for the purpose of overcoming resistance and immunity, though it cannot be detected by divination magic of 6th level or lower.

Forced Cancellation

Whenever you hit a creature with the spear, you may suppress one magical effect currently affecting it until the end of your next turn. This can include spells, magical transformations, summoned effects, barriers, concentration effects, or similar supernatural abilities at the DM's discretion. Spells of 5th level or lower are automatically suppressed. For effects of 6th level or higher, the creature must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + the modifier used for the attack) or the effect is suppressed. While suppressed, the effect ceases functioning entirely, magical barriers flicker open, summoned creatures become incapacitated, and transformed creatures temporarily

revert to their original forms. The effect returns at the end of your next turn unless ended normally beforehand.

Sever Reality

The spear pierces through magical defenses as though they never existed. Attacks made with it ignore AC granted by spells, bypass resistance or immunity granted through magic, and can strike creatures protected by effects such as *blink*, *gaseous form*, *etherealness*, or similar abilities. The spear may also damage creatures through magical barriers, including effects such as *wall of force*.

Heaven's Rejection

Once per long rest, when a creature within 30 feet casts a spell or activates a magical effect, you may use your reaction to reject it outright. Make an attack roll with the spear contested by the creature's spellcasting ability check. On a failure, the spell or effect fizzles entirely, wasting both the action and the spell slot or use. Spells of 7th level or lower automatically fail.