DUALINK

Cavaliere

Magic Item



Devil May Cry Edition

Cavaliere

Weapon (greatsword), legendary, requires attunement

Properties: Heavy, two-handed
Damage: 2d6 slashing
Bonus: +2 to attack and damage rolls

Cavaliere thrums like a revving engine, demanding total commitment.

Roadkill Charge. If you move at least 20 feet in a straight line immediately before hitting a creature with Cavaliere, the attack deals an extra 3d8 damage.

Full Commitment. After you make an attack with Cavaliere, your speed becomes 0 until the end of your turn.

Overdrive. Once per long rest, you may overcharge Cavaliere as a bonus action. Until the end of your turn, your next hit with Cavaliere deals double damage, and you gain one level of exhaustion after the attack resolves.

"When he fights, it isn't chaos, it's control. He shifts weapons mid motion, never hesitating, like every outcome has already been rehearsed. The sword hums, the guns bark, something crackles with power I can't name and the worst part is realizing he isn't trying to kill you quickly. He's measuring you, testing which tool is enough, and the moment that thought sinks in, you understand how small you really are."