DUALINK

Cerberus

Magic Item



Devil May Cry Edition

Cerberus

Weapon (flail or nunchaku), very rare, requires attunement

Properties: Reach Damage: 1d10 bludgeoning plus 1d6 cold Bonus: +1 to attack and damage rolls

Cerberus radiates freezing momentum, its triple links striking in relentless rhythm.

Freezing Momentum. When you hit a creature with Cerberus, its speed is reduced by 10 feet until the start of your next turn. This effect stacks, to a minimum speed of 0.

Shatter Stance. Once per turn, if you hit the same creature twice with Cerberus on the same turn, it must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Strength or Dexterity modifier) or be knocked prone.

Glacial Pulse. As a bonus action, you unleash a freezing pulse. Until the start of your next turn, creatures you hit with Cerberus have disadvantage on opportunity attacks. You may use this feature a number of times equal to your proficiency bonus per long rest.

"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."