DUALINK

Dante

BBEG



Devil May Cry Edition

Dante

Medium humanoid (half-fiend), chaotic neutral

Armor Class: 19 (supernatural reflexes)

Hit Points: 313 (33d8 + 210)

Speed: 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	20 (+5)	14 (+2)	14 (+2)	18 (+4)

Saving Throws: Dex +12, Con +11, Cha +10

Skills: Acrobatics +12, Athletics +10, Intimidation +10, Performance +10

Damage Resistances: fire, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: charmed, frightened

Senses: darkvision 120 ft., passive Perception 12

Languages: Common, Infernal

Challenge: 18 (20,000 XP)

Legendary Resistance (3/Day). If Dante fails a saving throw, he can choose to succeed instead.

Stylish Combo. Each time Dante hits with an attack using a different weapon than his previous attack, he gains one Style Die (d6), to a maximum of 5 dice.

- While Dante has at least 1 Style Die, all his weapon attacks deal +6 damage.
- At 5 Style Dice, Dante has advantage on all attack rolls.
- If Dante uses the same weapon twice in a row, all Style Dice are lost.

- If Dante does not hit with an attack roll, he loses a Style Die.

Arsenal Mastery. Dante may draw, stow, or swap weapons at any time, including between attacks as a free action.

Devil Blood. At the start of each of Dante's turns, he regains 10 hit points. If he is at or below half his hit points, he regains 20 hit points instead. Radiant damage suppresses this regeneration until the start of Dante's next turn.

Too Cool to Die. The first time Dante would be reduced to 0 hit points, he immediately regains 80 hit points. Devil Trigger activates immediately if available (no action required). This trait can trigger only once.

Actions

Multiattack. Dante makes three attacks, with any combination of weapons. He may move up to 10 feet between attacks without provoking opportunity attacks.

Rebellion (Greatsword). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 24 (2d12 + 10) slashing damage.

Rebellion Cleave. If this attack hits, one creature of Dante's choice within 5 feet of the target takes half the damage dealt. If this attack follows a ranged weapon attack, it has advantage.

Ebony (Pistol). *Ranged Weapon Attack:* +12 to hit, range 60/180 ft., one target. *Hit:* 15 (1d10 + 9) piercing damage.

Style Shot. If this attack hits, Dante gains 1 Style Die, even if he already gained one this turn.

Ivory (Pistol). *Ranged Weapon Attack:* +12 to hit, range 60/180 ft., one target. *Hit:* 15 (1d10 + 9) piercing damage.

Follow-Up Burst. If Ebony hit earlier in the turn, Ivory deals an extra 2d6 damage and pushes the target 10 feet.

Cerberus (Triple Nunchaku). *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (1d8 + 8 bludgeoning + 1d8 cold).

Freeze the Beat. The target's speed becomes 0 until the start of Dante's next turn. If used as Dante's third attack this turn, the target is also restrained until the end of its next turn.

Agni (Flame Blade). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (2d6 + 11) slashing and fire damage.

Burning Edge. The target ignites, taking 2d6 fire damage at the start of its next turn. Agni deals an additional 2d6 damage to prone or restrained creatures.

Rudra (Wind Blade). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (2d6 + 11) slashing damage.

Wind Step. After this attack, Dante may move up to 15 feet without provoking opportunity attacks. If Agni was used earlier in the turn, both attacks deal an extra 2d6 damage.

Nevan (Demonic Guitar). *Ranged Spell Attack:* +10 to hit, 30-ft. cone. *Hit:* 18 (4d8) lightning damage.

Rock the Crowd. Creatures hit must succeed on a DC 18 Wisdom saving throw or be charmed until the end of their next turn. Each creature charmed grants Dante 1 Style Die.

Balrog (Gauntlets and Greaves). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (1d10 + 13) bludgeoning damage.

Break the Guard. Dante may replace one attack with two Balrog strikes. If both hit the same creature, it must succeed on a DC 18 Constitution saving throw or be stunned until the end of its next turn.

Cavaliere (Motorcycle Blade). *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) slashing damage.

Roadkill Charge. If Dante moved at least 20 feet before attacking, this attack deals double damage. This attack has disadvantage unless Dante has at least 3 Style Dice.

Pandora (Demonic Briefcase). Dante hurls Pandora to a point he can see within 60 feet. Each creature in a 10-foot-radius sphere must make a Dexterity saving throw, taking 22 (4d10) force damage on a failed save, or half as much on a successful one.

Pandora's Gamble. Dante consumes all Style Dice and deals an extra 7 damage per die consumed. Pandora may be used once per round.

Bonus Actions

Devil Trigger (Recharge 5–6). Dante unleashes his demonic power for 3 rounds:

- Gains flying speed 40 ft.
- All attacks deal an extra 1d8 force damage
- Automatically gains 1 Style Die at the start of each turn
- Cannot be knocked prone or restrained

Reactions

Royal Guard. When Dante is hit by an attack he can see, he reduces the damage by 25. If this reduces the damage to 0, Dante gains 1 Style Die.

Legendary Actions

Dante can take 3 legendary actions, choosing from the options below.

Quick Draw. Dante makes one ranged weapon attack with Ebony or Ivory. If the attack hits, Dante gains 1 Style Die.

Trickster Dash. Dante moves up to 20 feet without provoking opportunity attacks. If he ends adjacent to a creature, he gains 1 Style Die.

Freestyle Strike. Dante makes one weapon attack with a weapon he has not used since the start of his last turn. This attack has advantage.

Showoff Finish (Costs 2 Actions). Dante makes one weapon attack. If Dante has 3 or more Style Dice, the attack deals an extra 2d8 damage and knocks the target prone. If Dante has 5 Style Dice, the attack automatically scores a critical hit.

Royal Guard (Costs 2 Actions). Dante uses Royal Guard immediately, even if he has already used his reaction this round.

Judgment Cut End (Costs 3 Actions). Dante teleports up to 30 feet and makes two different weapon attacks. Each successful hit grants 1 Style Die.

Special Weakness

Stylish Arrogance

Discovery Mechanism. A creature that observes Dante for at least 1 round and succeeds on a DC 16 Wisdom (Insight) check notices his obsession with style over efficiency.

Triggering Mechanism. If a creature openly mocks Dante's skill or if Dante misses two attacks in the same round, his arrogance is provoked until the end of his next turn.

Consequence. While provoked, Dante loses all Style Dice, cannot gain Style Dice, has disadvantage on his first attack roll, and cannot benefit from Legendary Resistance. This weakness cannot be triggered again this encounter.