DUALINK

# Ebony & Ivory

*Magic Item*




Devil May Cry Edition

# Ebony & Ivory

*Weapon (two pistols), legendary, requires attunement*

Properties: Ammunition, light
Damage: 1d10 piercing (each)
Range: 60/180 ft.  Bonus: +2 to attack and damage rolls

Ebony and Ivory are a matched pair and count as one magic item for attunement. While being attuned you gain the benefits of the Two-Weapon Fighting fighting style.

***Style Shot (Ebony).*** If you hit a creature with Ebony, the next attack you make with Ivory before the end of your turn deals an extra 1d8 piercing damage and pushes the target up to 10 feet.

***Evasive Rhythm (Ivory).*** If you hit a creature with Ivory, your movement does not provoke opportunity attacks from that creature until the end of your turn.

***Twin Tempo.*** Once per turn, if you hit at least one creature with each pistol on the same turn, you may immediately move up to 10 feet without using your movement.

*"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."*