DUALINK

Nero

BBEG



Devil May Cry Edition

Nero

Medium humanoid (half-fiend), chaotic good

Armor Class 18 (supernatural reflexes)

Hit Points 255 (30d8 + 120)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Str +10, Dex +9, Con +9

Skills Acrobatics +9, Athletics +10, Perception +7, Intimidation +8

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

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 17

Languages Common, Infernal

Challenge 15 (13,000 XP)

Legendary Resistance (2/Day). If Nero fails a saving throw, he can choose to succeed instead.

Exceed Engine. Nero uses the fuel-injection system of Red Queen to build explosive momentum. He can hold up to 3 Exceed Charges. Nero gains 1 Exceed Charge when one of the following occurs:

- He hits with a Red Queen attack
- He successfully uses Devil Bringer
- He moves at least 15 feet on his turn before hitting with a melee attack

When Nero deals damage with Red Queen, he can spend any number of Exceed Charges to deal an extra 1d8 fire damage per charge spent.

Devil Bringer. Nero's demonic arm

manifests as a spectral grappling limb. His melee reach with Devil Bringer abilities is 20 feet. Whenever Nero uses Devil Bringer, he may immediately gain 1 Exceed Charge (max once per turn).

Accelerated Healing. At the start of Nero's turn, he regains 10 hit points if he has at least 1 hit point remaining. Radiant damage suppresses this trait until the start of Nero's next turn.

Actions

Multiattack. Nero makes three attacks in any combination.

Red Queen. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage. If Nero spends Exceed Charges, this attack deals the extra fire damage.

Blue Rose. *Ranged Weapon Attack:* +9 to hit, range 60/180 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. If Nero did not use Blue Rose on his previous turn, this becomes a Charged Shot, dealing an extra 10 (3d6) force damage and pushing the target 10 feet.

Snatch. One creature Nero can see within 20 feet must succeed on a DC 18 Strength saving throw or be pulled to an unoccupied space within 5 feet of Nero. If the creature ends this movement adjacent to Nero, Nero may make one Red Queen attack against it.

Buster (Costs 2 Exceed Charges). One creature Nero is grappling, prone, or Large or smaller within 5 feet must make a DC 18 Strength saving throw. On a failure, the

creature takes 31 (4d10 + 9) bludgeoning damage, is thrown up to 20 feet, and falls prone. On a success, it takes half damage and is not thrown.

High Roller (Recharge 5–6). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, and the target must succeed on a DC 18 Strength saving throw or be launched 20 feet upward. If it falls, it lands prone.

Bonus Actions

Rev. Nero gains 1 Exceed Charge.

Breaker Dash. Nero moves up to 20 feet without provoking opportunity attacks. If he ends this movement adjacent to a creature, he gains 1 Exceed Charge.

Reactions

Counter Snatch. When a creature Nero can see within 10 feet moves away from him, Nero uses Snatch against it.

Legendary Actions

Nero can take 3 legendary actions, choosing from the options below. Only one option can be used at a time and only at the end of another creature's turn.

Blue Rose. Nero makes one Blue Rose attack.

Dash Slash. Nero moves up to half his speed and makes one Red Queen attack.

Snatch (Costs 2 Actions). Nero uses Snatch.

Buster (Costs 3 Actions). Nero uses Buster if able.

Devil Trigger

When Nero is reduced to 127 hit points or fewer, he immediately activates Devil Trigger (no action required). This can happen once per battle.

For 3 rounds, Nero gains:

- Speed increases to 50 ft.
- Flying speed 30 ft.
- Resistance to all damage except radiant
- One Spectral Claw attack after each Red Queen hit

Spectral Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) force damage.

Special Weakness

Reckless Heart

Discovery Mechanism. A creature that observes Nero for 1 full round and succeeds on a DC 16 Wisdom (Insight) check realizes he can be baited emotionally.

Triggering Mechanism. If a creature openly taunts Nero, protects another creature from one of his attacks, or forces him to miss two attacks in one round:

- Nero loses all Exceed Charges
- He has disadvantage on his next attack roll
- He must move toward the triggering creature on his next turn if able

This weakness can trigger once per encounter.