DUALINK

Rebellion

Magic Item



Devil May Cry Edition

Rebellion

Weapon (greatsword), legendary, requires attunement

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

Rebellion hums with restrained power, responding to willpower rather than rage.

Rebellion Cleave. When you hit a creature with Rebellion, you may choose another creature within 5 feet of the original target. That creature takes slashing damage equal to your Strength modifier.

Relentless Flow. Once per turn, if you hit a creature with a melee attack and then hit a different creature with a melee attack before the end of your turn, the second hit deals an extra 2d6 damage.

Unyielding Resolve. If you would be reduced to 0 hit points while attuned to Rebellion, you instead drop to 1 hit point. Once this property is used, it can't be used again until the next dawn.

"I've heard the stories long before I ever saw him. When he fights, it isn't chaos, it's control. He shifts weapons mid motion, never hesitating, never overcommitting, 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."