DUALINK

Vergil

BBEG



Devil May Cry Edition

Vergil

Medium humanoid (half-fiend), lawful neutral

Armor Class 20 (preternatural precision)
Hit Points 330 (30d8 + 195)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	22 (+6)	16 (+3)	16 (+3)	16 (+3)

Saving Throws Dex +13, Con +13, Wis +10
Skills Acrobatics +13, Perception +10, Insight +10
Damage Resistances force, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 20
Languages Common, Infernal
Challenge 20 (25,000 XP)

Perfect Focus. Vergil has Focus Points (FP) representing flawless execution and total internal alignment. He can have a maximum of 5 FP. He gains passive buffs while he has FP as detailed below. He can also spend them to use certain abilities.

Gaining Focus Points. Vergil gains 1 FP when either of the following occurs:

- Vergil hits at least two attacks with Yamato during his turn.
- Vergil successfully uses a reaction.

Vergil can gain a maximum of 2 FP per round.

Focus Passive Effects.

- 3 FP — Edge of Perfection. Vergil has advantage on opportunity attacks and reaction attack rolls.
- 4 FP — Absolute Precision. Vergil's attacks ignore resistance to damage, and immunity is treated as resistance.
- 5 FP — Escalating Lethality. Vergil's weapon attacks score a critical hit on a roll of 19–20.

Spatial Dominance. Vergil can teleport up to 10 feet before or after any Yamato attack.

Perfect Momentum. Once per turn, when you score a critical hit while at 5 FP, your critical hit range is reduced by 1, to a minimum of 16–20. This reduction persists while you remain at 5 FP. If you end a turn without scoring a critical hit, your critical hit range immediately resets to 19–20.

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

Actions

Multiattack. Vergil makes two Yamato attacks and a Judgement Cut.

Yamato. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target *Hit:* 24 (3d8 + 6) slashing damage plus 9 (2d8) force damage.

Sheathing Precision. If Vergil hits the same creature twice in a round with Yamato, the second hit deals an additional 2d10 force damage.

Judgment Cut (Costs 1 FP). Vergil rends space at a point he can see within 60 feet in a 10-foot-radius

sphere. All creatures must make a DC 20 Dexterity saving throw. On a failure a creature takes 8d10 force damage. On a success, they take half damage.

At 4 FP, creatures that fail the save are restrained until the start of Vergil's next turn.

Rapid Slash (Recharge 5–6). Vergil makes five Yamato attacks, each against a different creature if possible. If three or more attacks hit, Vergil immediately gains 2 FP.

Bonus Actions

Trick Teleport. Vergil teleports up to 30 feet to an unoccupied space he can see. If he appears adjacent to a creature, his next attack this turn has advantage.

Reactions

Perfect Parry. When Vergil is hit by an attack he can see, he reduces the damage by 30. If this reduces the damage to 0, Vergil may make one Yamato attack, and this reaction counts as Reactive Mastery for gaining FP.

Legendary Actions

Vergil 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.

Teleport Cut. Vergil teleports up to 20 feet and makes one Yamato attack.

Judgment Slice. Vergil uses Judgment Cut without spending FP.

Time Fracture. Vergil takes an entire extra turn immediately after

this reaction. At the end of that turn, his FP is reduced to 0.

Sin Devil Trigger

When Vergil is reduced to 165 hit points or fewer, he immediately enters Sin Devil Trigger (no action required). For 3 rounds, Vergil gains:

- Flying speed 40 ft.
- +2d10 force damage on all Yamato attacks
- Gains 1 FP at the start of each of his turns (still capped by FP maximum)
- Judgment Cut radius increases to 15 feet

Special Weakness

Obsession with Precision

Discovery Mechanism. A creature that observes Vergil for 1 full round and succeeds on a DC 17 Wisdom (Insight) or Intelligence (Investigation) check learns that Vergil's power depends on flawless execution.

Triggering Mechanism. Once discovered, the weakness triggers if any one of the following occurs:

- Vergil is stunned, incapacitated or restrained
- Vergil is forcibly moved more than 10 feet against his will
- An effect retroactively alters the outcome of one of Vergil's attack rolls

Consequence. When triggered:

- Vergil's FP is reduced to 0
- He has disadvantage on his next attack roll

This weakness can only be triggered once.