DUALINK

Yamato

Magic Item



Devil May Cry Edition

Yamato

Legendary weapon (katana), requires attunement

This impossibly sharp katana seems to cut more than flesh. When swung, the air splits along its edge, and the sound of the blade being sheathed lingers a heartbeat longer than it should.

Weapon Properties

- Martial melee weapon
- Damage: 1d10 slashing
- Properties: finesse, versatile (1d12)
- Magic Bonus: +3 to attack and damage rolls made with this weapon

Continued Resistance

If you hit the same creature twice in the same round with Yamato, your crit range becomes 19–20 against that creature.

Spatial Severance

When you hit a creature with Yamato, the attack deals an additional 2d8 force damage.

Sheathing Precision

If you hit the same creature twice in the same round with Yamato, the second hit deals an additional 2d10 force damage.

Dimensional Step

When you make an attack with Yamato, you can teleport up to 10 feet to an unoccupied space you can see after the attack.

This movement does not provoke opportunity attacks.

Burden of Perfection

Yamato demands flawless execution. If you miss all attacks you make during your turn while wielding Yamato, you take 3d6 psychic damage at the end of that turn.

This damage ignores resistance.

