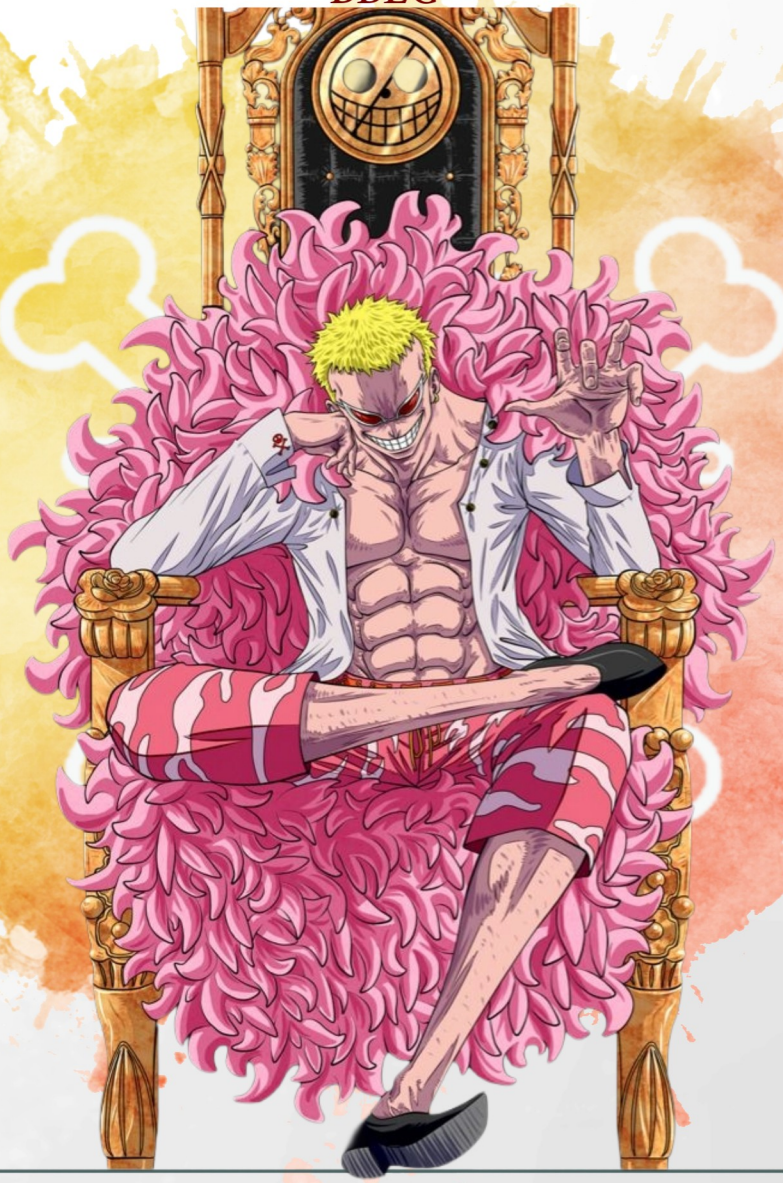
DUALINK

Donquixote Doflamingo

BBEG



One Piece Edition

Donquixote Doflamingo

Medium humanoid (human), lawful evil

Armor Class: 19 (Armament Haki)
Hit Points: 345 (30d8 + 210)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	20 (+5)	16 (+3)	16 (+3)	20 (+5)

Saving Throws: Dex +12, Con +11, Wis +9, Cha +11
Skills: Deception +11, Insight +9, Intimidation +11, Perception +9, Persuasion +11, Stealth +12
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: charmed, frightened
Senses: passive Perception 19
Languages: Common
Challenge: 18 (20,000 XP)

Thread Vault. Doflamingo's Devil Fruit power is represented by Thread Vault, a resource he uses to bind foes, puppet bodies, and unleash awakened techniques. Starting TV: 3. Maximum TV: 10. Gain TV: Doflamingo gains 1 TV at the start of each of his turns. Whenever a creature within 60 feet becomes Stringed, becomes restrained, or is reduced to 0 hit points, Doflamingo gains 1 TV (maximum once per creature per round). Spend TV: Abilities that spend TV list the cost.

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

Haki-Infused Strikes. Doflamingo's

melee weapon attacks are magical.

Devil Fruit: Ito Ito no Mi (String-String Fruit). Doflamingo's Devil Fruit save DC is 19 (8 + proficiency bonus + Dexterity modifier).

Condition: Stringed. Invisible threads bite into your body and pull at your balance.

- Hampered Movement: Its speed is halved.
- Tightened Openings: It has disadvantage on attack rolls against Doflamingo.
- Lacerating Tension: The first time each turn Doflamingo hits the creature, the creature takes an extra 7 (2d6) slashing damage.
- Ending the Condition: A Stringed creature can repeat a Dexterity saving throw at the start of its turn (DC equals the effect that applied it), ending Stringed on a success. Unless stated otherwise, Stringed lasts until the end of the creature's next turn.

Actions

Multiattack. Doflamingo makes three attacks: two with String Slash and one with Thread Bullet.

String Slash. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target *Hit:* 24 (4d8 + 6) slashing damage. If the target is Stringed, it takes an additional 7 (2d6) slashing damage.

Thread Bullet. *Ranged Weapon Attack:* +12 to hit, range 120 ft., one target *Hit:* 21 (6d6) piercing damage. If the target is Stringed, it takes an additional 7 (2d6) slashing damage.

String Bind (Costs 1 TV). Doflamingo targets one creature he can see within 60 feet. The target must make a DC 19 Strength saving throw.

- Failure: The target is restrained until the end of its next turn and becomes Stringed until the end of its next turn.
- Success: The target isn't restrained, but it becomes Stringed until the end of its next turn.

Parasite (Costs 2 TV). Doflamingo targets one creature he can see within 60 feet. The target must make a DC 19 Wisdom saving throw.

- Failure: The target is charmed by Doflamingo until the end of its next turn, and Doflamingo chooses whether the target uses its movement or action on the target's next turn. The target can't take reactions until the end of its next turn.
- Success: The target takes 14 (4d6) psychic damage and isn't charmed.

Overheat (Recharge 5–6, or Costs 3 TV). Doflamingo superheats his strings and lashes a 30-foot cone. Each creature of his choice in the area must make a DC 19 Dexterity saving throw.

- Failure: 36 (8d8) slashing damage plus 10 (3d6) fire damage and becomes Stringed until the end of its next turn.
- Success: Half damage and doesn't become Stringed.

String Clone (Costs 2 TV).

Doflamingo creates a humanoid decoy of string in an unoccupied space he can see within 30 feet. The clone lasts for 1 minute. The clone has AC 16 and 35 hit points, and it is immune to psychic damage and the charmed and frightened conditions. When the clone is reduced to 0 hit points, it collapses into thread. While the clone exists, Doflamingo can use a bonus action to swap places with it, provided both are on the same surface and within 60 feet of each other.

Bonus Actions

Sky Thread. Doflamingo moves up to 30 feet without provoking opportunity attacks. If he ends this movement in the air, he falls unless he is supported by a surface or effect.

Thread Tether (Costs 1 TV). Doflamingo targets one creature he can see within 60 feet. The target must succeed on a DC 19 Strength saving throw or be pulled up to 20 feet toward Doflamingo and become Stringed until the end of its next turn.

Legendary Actions

Move. Doflamingo moves up to half his speed without provoking opportunity attacks.

String Slash. Doflamingo makes one String Slash attack.

Thread Bullet. Doflamingo makes one Thread Bullet attack.

Snareburst (Costs 2 Actions). Each creature of Doflamingo's choice within 15 feet must make a DC 19 Dexterity saving throw.

- Failure: 14 (4d6) slashing damage and become Stringed until the end of its next turn.
- Success: Half damage and no Stringed.

Parasite Tug (Costs 3 Actions; Costs 2 TV). Doflamingo uses Parasite.

Ever White

When Doflamingo reaches 173 hit points (50%), he enters his awakened phase, converting the battlefield itself into thread.

Ever White Unraveling. All creatures of Doflamingo's choice within 60 feet must make a DC 20 Dexterity saving throw.

- Failure: 18 (4d8) slashing damage and becomes Stringed for 1 minute (repeat the save at the start of each of its turns, ending Stringed on a success).
- Success: Half damage and doesn't become Stringed.

Doflamingo immediately gains 1 TV for each creature that failed (up to his maximum).

Mechanical Changes

- Armor Class: 20
- Speed: 50 ft.
- All save DCs increase by 1 (so most become DC 20).
- Thread Vault Gain: Doflamingo gains 2 TV at the start of each of his turns (instead of 1).
- Overheat: Overheat can be used without recharge by spending TV.

New Actions

God Thread (Recharge 6, or Costs 5 TV). Doflamingo targets one creature he can see within 60 feet.

Ranged Weapon Attack: +12 to hit, one target *Hit:* 55 (10d10) slashing damage. If the target is Stringed, it is also restrained until the end of its next turn.

New Legendary Actions

Threadfield Laceration (Costs 3 Actions). Doflamingo tears the ground into slicing thread in a 20-foot-radius area centered on a point he can see within 90 feet. Each creature in the area must make a DC 20 Dexterity saving throw.

- Failure: 28 (8d6) slashing damage and become Stringed until the end of its next turn.
- Success: Half damage and no Stringed.

Special Weakness

Cold Snap

Discovery Mechanism. After Doflamingo uses Overheat or God Thread, a creature can attempt a DC 18 Intelligence (Arcana) or Wisdom (Perception) check to notice his strings stiffen and lose finesse under abrupt temperature shifts.

Triggering Mechanism. If a creature hits Doflamingo with cold damage, it can force a DC 20 Constitution saving throw (once per round).

Consequence. On a failed save, Doflamingo loses 2 Thread Vault, and the next Overheat, Snareburst, or Threadfield Laceration he uses deals half damage.

This weakness can be exploited three times per encounter, after which he adapts.