DUALINK

Marshall D. Teach, “Blackbeard”

BBEG



One Piece Edition

Marshall D. Teach, "Blackbeard"

Medium humanoid (human), chaotic evil

Armor Class: 19 (Armament Haki, Darkness Mantle)
Hit Points: 385 (30d8 + 240)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	26 (+8)	16 (+3)	16 (+3)	22 (+6)

Saving Throws: Str +13, Con +14, Wis +9, Cha +12
Skills: Deception +12, Intimidation +12, Insight +9, Perception +9
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities: necrotic
Condition Immunities: frightened
Senses: passive Perception 19
Languages: Common
Challenge: 20 (25,000 XP)

Abyss Vault. Blackbeard's Devil Fruit power is represented by Abyss Vault (AV), a resource he uses to pull creatures into darkness, suppress Devil Fruits, and tear the battlefield apart.

Starting AV: 3.

Maximum AV: 10.

Gain AV:

- Blackbeard gains 1 AV at the start of each of his turns.
- Whenever a creature within 60 feet fails a saving throw against one of his abilities, or becomes Void-Touched, or is reduced to 0 hit points, Blackbeard gains 1 AV (maximum once per creature per round).

Spend AV: Abilities that spend AV list the cost.

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

Haki-Infused Strikes. Blackbeard's melee weapon attacks are magical.

Tremor-Tremor Power (Stolen Quake). Blackbeard can create powerful quakes that deal thunder damage.

Tsunami Bringer. When Blackbeard uses his Seaquake ability, he can choose to create a massive wave instead. This wave travels up to 60 feet in a direction of his choice, forcing all creatures in its path to make a DC 20 Strength saving throw or take 54 (12d8) bludgeoning damage and be pushed 30 feet in the wave's direction, or half as much damage and not be pushed on a successful save.

Darkness-Devil Fruit Power. Blackbeard's darkness techniques deal necrotic damage and apply Void-Touched (see below).

Condition: Void-Touched. Blackbeard's darkness clings to your body and spirit, dragging you toward the abyss.

- Slowed Escape: Its speed is halved.
- Crushed Courage: It has disadvantage on attack rolls against Blackbeard.
- Abyss Vulnerability: The creature takes an extra 7 (2d6) necrotic damage the first time Blackbeard hits it on a turn.
- Devil Fruit Interference: While

Void-Touched, the creature can't gain advantage on saving throws against Blackbeard's Devil Fruit abilities.

- Ending the Condition: The creature can repeat a Constitution saving throw at the start of its turn (DC equals the effect that applied it), ending Void-Touched on a success. Unless stated otherwise, Void-Touched lasts until the end of the creature's next turn.

Broken Condition. A creature hit by Blackbeard's tremor attacks must make a DC 20 Constitution saving throw or become Broken for 1d4 rounds. A Broken creature has the following effects:

- Speed is halved.
- Disadvantage on attack rolls and ability checks.
- Takes an extra 7 (2d6) damage from Blackbeard's attacks.

Actions

Multiattack. Blackbeard makes three attacks: two with Abyss Knuckle and one with Dark Grasp. He can replace Dark Grasp with Quake Punch.

Abyss Knuckle. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target *Hit:* 18 (2d10 + 7) bludgeoning damage plus 9 (2d8) necrotic damage. If the target is Void-Touched, it takes an additional 7 (2d6) necrotic damage.

Dark Grasp. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target *Hit:* 16 (2d8 + 7) necrotic damage, and the target becomes Void-Touched

until the end of its next turn. If the target is a Devil Fruit user, its Devil Fruit abilities are suppressed until the end of its next turn (see Devil Fruit Suppression). Blackbeard gains 1 AV (can't exceed maximum).

Quake Punch. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target *Hit:* 22 (3d8 + 7) bludgeoning damage plus 14 (4d6) thunder damage. If the target is Broken, it takes an additional 7 (2d6) thunder damage.

Black Vortex (Costs 2 AV). Blackbeard targets a point he can see within 60 feet. Each creature of his choice within 15 feet of that point must make a DC 20 Strength saving throw.

- Failure: The creature is pulled up to 20 feet toward the point, takes 18 (4d8) necrotic damage, and becomes Void-Touched until the end of its next turn.
- Success: The creature takes half as much damage and isn't pulled or Void-Touched.

Seaquake (Recharge 5–6, or Costs 3 AV). Blackbeard slams the ground and releases a ruinous tremor. Each creature of his choice within 60 feet must make a DC 20 Dexterity saving throw.

- Failure: 54 (12d8) thunder damage and knocked prone; the creature must also make the Broken save.
- Success: Half damage and isn't knocked prone.

The area becomes difficult terrain until the start of Blackbeard's next turn.

Alternatively, Blackbeard can use Tsunami Bringer when he uses this ability.

Abyss Prison (Costs 3 AV). Blackbeard targets one creature he can see within 60 feet that is Void-Touched. The target must make a DC 20 Constitution saving throw.

- Failure: The target is restrained until the end of its next turn and takes 18 (4d8) necrotic damage at the start of its next turn.
- Success: The target takes 9 (2d8) necrotic damage and isn't restrained.

Bonus Actions

Dark Step. Blackbeard moves up to 30 feet without provoking opportunity attacks.

Darkness Mantle (Costs 2 AV). Blackbeard gains 25 temporary hit points. Until the start of his next turn, the first time he would take damage, he reduces that damage by 15.

Dread Presence. Each hostile creature of Blackbeard's choice within 30 feet must succeed on a DC 20 Wisdom saving throw or become Void-Touched until the end of its next turn.

Legendary Actions

Move. Blackbeard moves up to half his speed.

Abyss Knuckle. Blackbeard makes one Abyss Knuckle attack.

Dark Lash (Costs 2 Actions). Blackbeard targets one creature he can see within 60 feet. The target

must make a DC 20 Dexterity saving throw.

- Failure: 14 (4d6) necrotic damage and becomes Void-Touched until the end of its next turn.
- Success: Half damage and doesn't become Void-Touched.

Tremor Snap (Costs 2 Actions). Each creature of Blackbeard's choice within 15 feet must make a DC 20 Constitution saving throw.

- Failure: 18 (4d8) thunder damage and knocked prone.
- Success: Half damage and isn't knocked prone.

Black Vortex (Costs 3 Actions; Costs 2 AV). Blackbeard uses Black Vortex.

Emperor of the Abyss

When Blackbeard reaches 193 hit points (50%), he enters his Phase 2.

Abyssal Horizon. All creatures of Blackbeard's choice within 60 feet must make a DC 20 Wisdom saving throw.

- Failure: 18 (4d8) psychic damage, becomes frightened until the end of its next turn, and becomes Void-Touched for 1 minute (repeat the save at the start of each turn to end Void-Touched).
- Success: Half damage and isn't frightened or Void-Touched.

Blackbeard immediately gains 1 AV 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 21).

- Abyss Vault Gain: Blackbeard gains 2 AV at the start of each of his turns (instead of 1).
- Broken Save DC: The Broken Condition save DC becomes 21.
- Lair Actions Intensify: When Blackbeard uses a lair action, its saving throw DC becomes 21.

New Actions

Singularity (Recharge 6, or Costs 5 AV). Blackbeard tears open a collapsing black hole at a point he can see within 90 feet. Each creature in a 20-foot radius must make a DC 21 Strength saving throw.

- Failure: 45 (10d8) necrotic damage, is pulled up to 20 feet toward the center, and is restrained until the end of its next turn.
- Success: Half damage and isn't pulled or restrained.

A creature that fails also becomes Void-Touched for 1 minute (repeat the save at the start of each turn to end).

New Legendary Actions

World-Devour Quake (Costs 3 Actions). Blackbeard fractures reality in a 30-foot-radius area centered on a point he can see within 90 feet. Each creature in the area must make a DC 21 Dexterity saving throw.

- Failure: 28 (8d6) thunder damage, is knocked prone, and must make the Broken save.
- Success: Half damage and isn't knocked prone.

Cataclysmic Quake, Black

Hole Collapse

When Blackbeard reaches 39 hit points (10%), he channels all his power for one round into a devastating collapse.

Channel. Until the start of his next turn, Blackbeard has resistance to all damage, and he can't use Seaquake or Singularity.

Release. At the end of the channeling, all creatures within a 120-foot radius centered on Blackbeard must make a DC 21 Dexterity saving throw.

- Failure: 70 (20d6) thunder damage and falling prone.
- Success: Half damage and not falling prone.

The area becomes difficult terrain for 1 minute.

In addition, each creature that failed the saving throw becomes Void-Touched for 1 minute (repeat the save at the start of each of its turns, ending Void-Touched on a success).

Interrupting the Finisher. If Blackbeard is reduced to 0 hit points while he is channeling, the ability fails and may not be used again.

Special Weakness

Greed Overreach

Discovery Mechanism. A creature can attempt a DC 18 Wisdom (Insight) check after observing Blackbeard gain Abyss Vault from a creature's collapse to realize he overcommits when he smells victory.

Triggering Mechanism. A creature

that has discovered this weakness can use an action to taunt Blackbeard with a prize (a defeated foe, a Devil Fruit, a treasure hoard, or a hostage) within 60 feet. Blackbeard makes a DC 21 Wisdom saving throw.

Consequence. On a failure, Blackbeard must move as directly as possible toward the bait on his next turn, and he can't take legendary actions until the end of that turn.

This weakness can be exploited twice per encounter.