DUALINK

Sir Crocodile

BBEG



One Piece Edition

Sir Crocodile

Medium humanoid (human), lawful evil

Armor Class: 18 (Armament Haki)
Hit Points: 285 (30d8 + 150)
Speed: 40 ft.

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

Saving Throws: Dex +10, Con +10, Wis +8, Cha +9
Skills: Deception +9, Insight +8, Intimidation +9, Perception +8, Stealth +10
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: frightened
Senses: passive Perception 18
Languages: Common
Challenge: 16 (15,000 XP)

Legendary Resistance (2/Day). If Crocodile fails a saving throw, he can choose to succeed instead.

Haki-Infused Strikes. Crocodile's weapon attacks are magical.

Devil Fruit: Suna Suna no Mi (Sand-Sand Fruit). Crocodile's Devil Fruit save DC is 18 (8 + proficiency bonus + Dexterity modifier).

Sand Body. Crocodile can partially dissolve into sand to blunt attacks. Once per turn, when Crocodile would take bludgeoning, piercing, or slashing damage, he reduces the damage by 10.

Desert Predator. Crocodile has advantage on Dexterity (Stealth) checks made in sandy or dusty

terrain.

Condition: Desiccated. Your moisture is leeched away, leaving your body brittle and sluggish.

- Withered Strength: It has disadvantage on Strength and Dexterity ability checks.
- Cracking Guard: The first time each turn Crocodile hits the creature, the creature takes an extra 7 (2d6) necrotic damage.
- 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 Desiccated on a success. Unless stated otherwise, Desiccated lasts until the end of the creature's next turn.

Actions

Multiattack. Crocodile makes three attacks, using Hook Slash or Sand Blade in any combination. He can replace one attack with Sand Whip.

Hook Slash. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target *Hit:* 15 (2d8 + 6) slashing damage.

Sand Blade. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target *Hit:* 17 (2d10 + 6) slashing damage.

Sand Whip. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target *Hit:* 14 (2d8 + 5) slashing damage, and it must succeed on a DC 18 Strength saving throw or be pulled up to 15 feet toward Crocodile.

Dehydration Touch (Recharge 5–6). Crocodile targets one creature within 5 feet. The target must make

a DC 18 Constitution saving throw.

- Failure: 27 (6d8) necrotic damage and becomes Desiccated until the end of its next turn.
- Success: Half damage and isn't Desiccated.

Quicksand Pit (Recharge 6). Crocodile chooses a point he can see within 60 feet. The ground in a 15-foot-radius circle centered on that point becomes quicksand until the end of Crocodile's next turn. The area is difficult terrain. Each creature in the area when the quicksand appears must make a DC 18 Strength saving throw.

- Failure: The creature is restrained until the end of its next turn.
- Success: The creature isn't restrained.

Desert Spada (Costs 1 Legendary Action in Phase 2 only). *Ranged Weapon Attack:* +10 to hit, range 90/300 ft., one target *Hit:* 33 (6d10) slashing damage.

Bonus Actions

Sand Step. Crocodile moves up to 30 feet without provoking opportunity attacks.

Sand Drift. Crocodile takes the Disengage action.

Legendary Actions

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

Hook Slash. Crocodile makes one Hook Slash attack.

Sand Blade. Crocodile makes one Sand Blade attack.

Suffocating Sand (Costs 2 Actions). One creature Crocodile can see

within 60 feet must make a DC 18 Constitution saving throw.

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

Desert World

When Crocodile reaches 142 hit points (50%), he enters his awakened phase, turning the battlefield into sand.

Unraveling Dunes. Each creature of Crocodile's choice within 60 feet that is standing on the ground must make a DC 18 Dexterity saving throw.

- Failure: 18 (4d8) bludgeoning damage, falls prone, and becomes Desiccated until the end of its next turn.
- Success: Half damage and isn't knocked prone or Desiccated.

Mechanical Changes

For 1 minute, Crocodile gains the following benefits:

- Armor Class: 19
- Speed: 50 ft.
- All save DCs increase by 1 (so most become DC 19).
- Sand Body Improves: Crocodile reduces bludgeoning, piercing, and slashing damage by 15 (instead of 10) once per turn.
- Legendary Technique Unlocked: Crocodile can use Desert Spada as a legendary action option (it is unavailable before Phase 2).
- Lair Actions Unlocked: Crocodile gains the lair actions below.

Lair Actions

While Crocodile is in Phase 2, the battlefield becomes his desert. On initiative count 20 (losing initiative ties), Crocodile can take one lair action to cause one of the following effects; Crocodile can't use the same effect two rounds in a row.

Sandstorm Wall. Crocodile conjures a slicing sandstorm in a 20-foot-radius sphere centered on a point he can see within 120 feet. The area is heavily obscured until initiative count 20 on the next round. Each hostile creature that starts its turn in the area must succeed on a DC 19 Constitution saving throw or take 10 (3d6) slashing damage and become Desiccated until the end of its next turn.

Shifting Dunes. Each hostile creature of Crocodile's choice on the ground within 60 feet must make a DC 19 Strength saving throw.

- Failure: The creature is pulled up to 15 feet in a direction Crocodile chooses and is knocked prone.
- Failure by 5 or more: The creature is also restrained until the end of its next turn.

Sand Coffin. One hostile creature Crocodile can see within 90 feet must make a DC 19 Strength saving throw.

- Failure: The creature is restrained until the end of its next turn, and it takes 14 (4d6) bludgeoning damage.
- Success: Half damage and isn't restrained.

Special Weakness

Waterlogged Sand

Discovery Mechanism. After Crocodile uses Sand Body to reduce damage, a creature can attempt a DC 17 Intelligence (Arcana) or Wisdom (Insight) check to recognize that moisture disrupts his sand cohesion.

Triggering Mechanism. If Crocodile takes cold damage or is hit by an effect that drenches him (at the DM's discretion), he must succeed on a DC 19 Constitution saving throw (once per round).

Consequence. On a failed save, Crocodile can't use Sand Body until the end of his next turn, and the next Quicksand Pit or Sandstorm Wall he uses deals half damage.

This weakness can be exploited twice per encounter.