DUALINK

# Aokiji

*Monster*



One Piece Edition

# Aokiji

*Medium Humanoid, Lawful Neutral*

**Armor Class:** 18 (natural armour, Ice Armor)
**Hit Points:** 300 (24d10 + 168)
**Speed:** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 16 (+3) | 24 (+7) | 14 (+2) | 18 (+4) | 18 (+4) |

**Saving Throws:** Str +11, Con +13, Wis +10, Cha +10
**Skills:** Athletics +17, Perception +10, Stealth +9
**Damage Resistances:** Bludgeoning, Piercing, and Slashing from nonmagical attacks
**Damage Immunities:** Cold
**Condition Immunities:** Frightened, Paralyzed, Stunned
**Senses:** Passive Perception 20
**Languages:** Common, Primordial
**Challenge:** 17 (18,000 XP)

***Legendary Resistance (3/Day).*** If Aokiji fails a saving throw, he can choose to succeed instead, reflecting his resilience and mastery over ice.

***Unyielding Will.*** When reduced to 0 HP, Aokiji can make a DC 15 Constitution saving throw to remain at 1 HP instead, once per long rest.

***Ice-Ice Fruit (Hie Hie no Mi).*** Aokiji can create, control, and become ice. His melee attacks are magical, he can freeze water instantly, and he can form ice structures for offense and defense.

***Ice Armor.*** Aokiji's body is coated in frost, giving him +2 AC. This armor breaks when he takes fire damage, reforming at the start of his next turn.

***Frost Walk.*** Aokiji ignores difficult terrain from ice and snow, can move over icy surfaces without slipping,

and freezes water beneath his feet as he moves.

***Logia Intangibility.*** Aokiji takes half damage from all non-magical attacks. When critically hit, he can use his reaction to halve the damage by dispersing into ice.

***Permafrost Aura.*** Creatures starting their turn within 10 feet of Aokiji must make a DC 18 Constitution saving throw or gain 1 level of exhaustion. On a success, their speed is halved until the end of their turn. If a creature succeeds, they become immune to this effect for 24 hours.

***Frozen Stasis.*** Paralyzed, stunned, or unconscious creatures within 30 feet of Aokiji become encased in ice, making them incapacitated with AC 10 and immune to all damage except fire and bludgeoning. They can be freed with 20 fire damage or a DC 20 Strength check from an ally. This condition lasts for 1d4 - 2 rounds (minimum of 1).

## Actions

***Multiattack.*** Aokiji makes three attacks, which can be a mix of Ice Saber, Ice Spear, or Frozen Grip.

***Ice Saber.*** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 26 (4d8 + 8) cold damage. The target must make a DC 18 Constitution saving throw or have its speed halved until the end of its next turn.

***Ice Spear.*** *Ranged Weapon Attack:* +10 to hit, range 60 ft., one target. Hit: 22 (4d6 + 6) cold damage. The target must succeed on a DC 18 Strength saving throw or be restrained by ice until the end of its next turn.

***Frozen Grip.*** Aokiji targets a creature within 30 feet, encasing its legs and arms in ice. The target must make a DC 19 Dexterity saving throw or become affected by Frozen Stasis.

***Ice Age (Recharge 5-6).*** Aokiji touches the ground, sending out a massive freezing wave in a 60-foot radius. All creatures in the area must make a DC 20 Constitution saving throw. On a failure, a creature takes 52 (10d10) cold damage and is frozen solid for 1 minute (paralyzed, can repeat the save at the end of each turn). On a success, the creature takes half damage and has its speed halved for 1 minute. Water in the area instantly freezes solid and remains frozen for the next 10 minutes.

***Glacial Spike (Recharge 4-6).*** A massive ice spike erupts beneath a target within 30 feet. The creature must make a DC 19 Dexterity saving throw, taking 36 (8d8) cold damage on a failure or half as much on a success. If the target is affected by Frozen Stasis, it takes double damage from this attack.

## Bonus Actions

***Frozen Step.*** Aokiji teleports up to 40 feet by reforming his body through ice. This movement does not provoke opportunity attacks.

***Ice Reconstruction.*** If Aokiji has taken damage since his last turn, he regenerates 20 HP as his body refreezes itself. This effect does not work if he has taken fire damage this round.

***Hailstorm Strike.*** Aokiji coats his weapon in ice, causing his next melee attack this turn to deal an additional 2d8 cold damage and reduce the target's movement speed to 0 until the end of its next turn.

## Legendary Actions

Aokiji can take three legendary actions per round, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Aokiji regains spent legendary actions at the start of his turn.

***Ice Step.*** Aokiji moves up to 30 feet without provoking opportunity attacks, freezing the ground behind him. Until the start of his next turn, the area he moved through becomes difficult terrain and forces any creature that enters it to make a DC 18 Dexterity saving throw or fall prone.

***Glacial Impact (Costs 2 Actions).*** Aokiji slams the ground, causing jagged ice spikes to erupt in a 20-foot radius around him. Each creature in the area must make a DC 19 Dexterity saving throw, taking 28 (6d8) cold damage and becoming restrained by ice on a failure, or taking half damage on a success. The area remains frozen and becomes difficult terrain until cleared.

***Absolute Zero (Costs 3 Actions).*** Aokiji emits a wave of freezing energy in a 40-foot radius. All creatures in the area must make a DC 20 Constitution saving throw or be paralyzed by ice for 1 minute. A paralyzed creature can repeat the save at the end of each of its turns, ending the effect on a success. If a creature succeeds on the initial save, its movement speed is instead halved for 1 minute.

## Eternal Winter

***Instantaneous Effect: Frozen World.*** When Aokiji is reduced to 150 HP or lower. All of his abilities instantly recharge, and the battlefield is covered in thick layers of frost. All creatures within 60 feet of Aokiji must make a DC 20 Constitution saving throw or take 40 (8d8) cold damage and become paralyzed in ice for 1 minute. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Even on a successful save, a creature's speed is reduced to 0 for one round, and the area within 60 feet of Aokiji becomes permanent difficult terrain. Additionally, all fire-based effects and spells of 5th level or lower are instantly extinguished or dispelled, preventing easy countermeasures to his frozen domain.

***Frozen Stasis: Execution Threshold.*** Aokiji's Frozen Stasis ability becomes even deadlier. If a creature is paralyzed or restrained in ice and has 20 HP or lower, they instantly die if they take any damage from Aokiji, as their body succumbs to the absolute cold and shatters. Only a wish spell or divine intervention can revive a creature killed this way.

## New Actions

***Frozen Execution (Recharge 6).*** Aokiji selects a creature within 30 feet affected by Frozen Statis, and instantly shatters them into ice fragments. The creature must make a DC 22 Constitution saving throw. On a failure, if the creature has 60 HP or lower they are killed instantly.

## Special Weaknesses

### The Cracks Beneath the Ice

***Discovery Mechanism.*** A character with high Insight (DC 18) or Investigation (DC 20) can observe that Aokiji's control over his ice is not absolute, his frozen structures, once shattered, seem to lose their integrity across the battlefield. Additionally, studying his previous battles or researching his past in a DC 18 History check reveals that large-scale destruction weakens his freezing hold.

***Triggering Mechanism.*** If three or more Frozen Stasis structures (creatures or objects) are destroyed within one round, it forces Aokiji's control over the battlefield to falter.

***Consequence.*** All creatures affected by Frozen Stasis are instantly freed, shattering their icy prisons. Additionally, Aokiji's Frozen Execution and Flash Freeze Field abilities recharge one turn later than usual on the next roll.

## Inferno's Requiem

***Discovery Mechanism.*** A character proficient in Nature (DC 20) or Arcana (DC 18) can determine that Aokiji's ice does not function purely as normal ice, it resists common melting due to its unnatural source. However, through or knowledge of powerful Logia weaknesses, they realize that prolonged exposure to extreme heat can destabilize his domain.

***Triggering Mechanism.*** If at least 50 fire damage is dealt within one round to Aokiji's the frozen battlefield begins to destabilize.

***Consequence.*** The frozen terrain within 60 feet of Aokiji instantly melts into slush, transforming difficult terrain into normal terrain for 3 rounds. Additionally, Aokiji's Ice Armor cannot be restored for 2 rounds.