DUALINK

Kaidō



One Piece Edition

Kaidō

Huge Humanoid, Chaotic Neutral

Armor Class: 20 (natural armour)
Hit Points: 380 (28d12 + 196)
Speed: 40 ft., fly 80 ft. - *dragon form*

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	26 (+8)	16 (+3)	18 (+4)	20 (+5)

Saving Throws: Str +15, Con +14, Wis +10, Cha +11
Skills: Athletics +21, Intimidation +17, Perception +10
Damage Resistances: Bludgeoning, Piercing, and Slashing from nonmagical attacks
Damage Immunities: Fire, Lightning
Condition Immunities: Frightened, Charmed
Senses: Passive Perception 20
Languages: Common, Draconic
Challenge: 22 (41,000 XP)

Conqueror Points. Kaidō harnesses his overwhelming willpower and Haki to accumulate Conqueror Points, which he uses to fuel his most devastating abilities. Kaidō begins with 3 CP and gains 2 CP at the start of each of his turns. Additionally, whenever Kaidō reduces a creature to 0 hit points or scores a critical hit, he gains 1 CP. Kaidō can have a maximum of 10 CP at any time.

Iron Will (Legendary Resistance, 3/Day). If Kaidō fails a saving throw, he can choose to succeed instead. If he uses this feature more than three times between long rests, he must succeed on a DC 20 Constitution saving throw or gain one level of exhaustion.

Unyielding Vitality. When Kaidō's HP is reduced to 0, he can make a Constitution saving throw (DC 20).

On a success, his HP is reduced to 1 instead. He can use this feature once per long rest.

Reckless Attack. Kaidō can throw aside all concern for defense to attack with fierce desperation. When he makes his first attack on his turn, he can decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until his next turn.

Unstoppable Haki (3/Day). Once per day, Kaidō can ignore all damage resistances and immunities for a single attack or action.

Actions

Multiattack. Kaidō makes three attacks: two with his Hassaikai.

Hassaikai. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. Hit: 26 (4d8 + 9) bludgeoning damage plus 14 (4d6) psychic damage from Haki infusion. If the target fails a DC 22 Strength saving throw, they are knocked prone.

Kosanze Ragnaraku *(Requires Hassaikai Infusion and costs 2 CP):* Kaidō makes a devastating attack with his Hassaikai, imbued with Haoshoku Haki. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. Hit: 45 (8d8 + 9) bludgeoning damage plus 21 (6d6) psychic damage. All creatures within 10 feet of the target must make a DC 22 Constitution saving throw or take 21 (6d6) psychic damage and be stunned until the end of Kaidō's next turn.

"Death brings humans completion!"

Bonus Actions

Haoshoku Haki (Bonus Action, Costs 3 CP). Kaidō unleashes a potent burst of Haoshoku Haki. All creatures within 60 feet of Kaido must make a DC 22 Wisdom saving throw or take 28 (8d6) psychic damage and be pushed 20 feet away from Kaidō. On a successful save, creatures take half damage and are not pushed. This ability also creates a damaging shockwave, cracking the landscape around him.

Haoshoku Infusion (Bonus Action, Costs 2 CP). Kaidō infuses his weapon, Hassaikai, with Haoshoku Haki. For the next 1d4 rounds, his Kanabo attacks deal an additional 14 (4d6) psychic damage and cause targets to be knocked prone if they fail a DC 22 Strength saving throw.

Legendary Actions

Kaidō can take 3 legendary actions, 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. Kaidō regains spent legendary actions at the start of his turn.

Ferocious Advance. Kaidō moves up to his full speed.

Dragonheart. Kaidō regains 3d12 + 5 HP.

Roaring Thunder (Costs 2 Actions). Kaidō unleashes a roar imbued with lightning. Each creature within 30 feet must make a DC 19 Constitution saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one. A creature that fails this save is also stunned until the end of its next turn.

Second Phase

Instantaneous Effect. *Azure Tempest:* When Kaidō reaches 190 hit points, he instantly transforms into his full dragon form, unleashing a massive storm. All creatures within 60 feet must make a DC 22 Dexterity saving throw or take 45 (10d8) lightning damage and be knocked prone. The area within a 120-foot radius becomes difficult terrain due to strong winds and torrential rain, lasting until Kaidō is defeated.

Frightful Presence. Each creature of Kaidō's choice that is within 120 feet of him and aware of him must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if Kaidō is within line of sight, ending the effect on itself on a success.

Mechanical Changes

- ***Size.*** Kaidō's size increases to Gargantuan.
- ***Armor Class.*** Increases to 22 (natural armor).
- ***Flying Speed.*** Kaidō gains a glying speed of 80 ft.
- ***Storm Aura.*** Kaidō is surrounded by an aura of lightning and wind. At the start of each of his turns, each creature within 10 feet must make a DC 22 Constitution saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much on a successful one.
- ***Conqueror Points.*** Maximum CP increases to 15, and Kaidō now gains 3 CP at the start of each of his turns. He also receives 1 CP for each creature that is frightened of him.

New Actions

Multiattack. Kaidō makes three attacks: one with his Dragon Tail, one with his Bite, and one with his Claw.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. Hit: 31 (4d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. Hit: 27 (4d8 + 9) slashing damage.

Dragon Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. Hit: 25 (3d10 + 9) bludgeoning damage.

Dragon Breath *(Recharge 4-6, or Costs 3 CP).* Kaidō exhales destructive energy in a 60-foot cone or a 90-foot line. Each creature must make a DC 22 Dexterity ST, taking 63 (14d8) fire or lightning damage (Kaidō's choice) on a failed save, or half as much on a successful one.

New Bonus Action

Thunderclap & Flash *(Costs 3 CP).* Kaidō creates a sudden burst of lightning around him. All creatures within 30 feet must succeed on a DC 22 Dexterity saving throw or take 28 (8d6) lightning damage and be blinded until the end of their next turn.

New Legendary Actions

Tempest Tail. Kaidō makes a Dragon Tail attack. If the target fails a DC 22 Strength saving throw, they are knocked back 20 feet and take an additional 14 (4d6) lightning damage.

Heavenly Thunder (Costs 2 Actions). Kaidō summons a bolt of lightning to strike a point he can see within 120 feet. Each creature within 10 feet must make a DC 22 Dexterity saving throw, taking 24 (7d6) lightning damage on a failed save, or half as much on a successful one.

Gale Force Advance. Kaidō moves up to his full speed. All creatures within 10 feet of him when he moves must make a DC 22 Strength saving throw or be knocked prone.

Third Phase

Instantaneous Effect: *Wrath of the Azure King:* Upon reaching 50 HP, Kaidō roars with unfathomable fury, transforming into his Hybrid Form. A massive shockwave of energy and Haki bursts out from him, causing the ground to quake and the air to crackle with lightning. All creatures within 60 feet of Kaidō must make a DC 24 Constitution saving throw or be knocked unconscious for 1d4 rounds. On a successful save, creatures take 45 (10d8) thunder damage and are stunned until the end of their next turn.

In this stage, Kaidō retains access to all actions, bonus actions, and legendary actions from his previous stages and gains additional abilities.

Mechanical Changes

- ***Size.*** Kaidō's size decreases to Huge.
- ***Flying Speed.*** Kaidō loses his flying speed.
- ***Conqueror Points.*** Kaidō now gains 5 CP at the start of each of his turns and receives 3 CP for every character killed or critical hit dealt.
- ***Multiattack:*** Kaidō can make three attacks using any of his available attacks from all stages.

New Passive Ability

Aura of Domination. Any creature that starts its turn within 30 feet of Kaidō must succeed on a DC 22 Wisdom saving throw.

Creatures that fail the saving throw are under the effects of the Bane spell for the duration of Kaidō's turn.

New Actions

Ragnarok. For 5 CP, Kaidō channels the full power of his Hybrid Form into a devastating strike. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. Hit: 45 (8d8 + 9) bludgeoning damage plus 21 (6d6) lightning damage. All creatures within 15 feet of the target must make a DC 24 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much on a successful one.

Thunder Bagua. For 4 CP Kaidō delivers a lightning-fast strike with his Hassaikai. *Melee Weapon Attack:* reach 10 ft., one target. Hit: 35 (6d8 + 9) bludgeoning damage plus 14 (4d6) lightning damage. This ability automatically hits and may be used only once per round.



Special Weaknesses

The Scars of Oden

Kaidō bears a deep, unhealed scar on his torso from his battle with Oden. This scar is particularly sensitive to attacks imbued with spiritual energy or divine magic.

Discovery Mechanism. Characters can discover this weakness by researching Kaidō's past or during the battle if a character with high Perception (DC 18) notices Kaido reacting strongly to certain types of attacks.

Consequence. When a character successfully targets Kaidō's scar with an attack that deals radiant or force damage, Kaidō takes double damage from that attack and loses 1 CP. Additionally, if the attack deals critical damage, Kaidō is stunned until the end of his next turn.

Chains of the Sea

Kaido's Devil Fruit powers make him vulnerable to sea-prism stone, which drains his strength and negates his abilities.

Discovery Mechanism. This weakness can be uncovered by characters who possess or come into contact with sea-prism stones. If Kaidō is struck with a sea-prism weapon, the characters can immediately observe its effectiveness.

Consequence. If Kaidō is struck by a weapon or bound by chains made of sea-prism stone, his AC is reduced by 2, and he loses 3 CP. Additionally, direct contact with sea-prism stone causes Kaidō to lose his innate damage resistances and immunities for the duration of the effect.