DUALINK

Whitebeard

Edward Newgate



One Piece Edition

Whitebeard

Huge humanoid (giant), chaotic good

Armor Class: 20 (Plate Armor, Conqueror's Haki)
Hit Points: 380 (30d12 + 180)
Speed: 40 ft.

STR	DEX	CON	WIS	INT	CHA
28 (+9)	14 (+2)	22 (+6)	16 (+3)	18 (+4)	20 (+5)

Saving Throws: Str +15, Con +12, Wis +10, Cha +11
Skills: Athletics +21, Intimidation +17, Perception +10
Damage Resistances: Bludgeoning, Piercing, and Slashing from nonmagical attacks
Damage Immunities: Thunder
Condition Immunities: Frightened, Stunned
Senses: Passive Perception 20
Languages: Common, Giant
Challenge: 20 (25,000 XP)

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

Unyielding Vitality. When Whitebeard's HP is reduced to 0, he can make a Constitution saving throw (DC 15). On a success, his HP is reduced to 1 instead. He can use this feature once per long rest.

Condition: Broken. A creature hit by Whitebeard's tremor attacks must make a DC 19 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 Whitebeard's attacks.

Tremor-Tremor Fruit (Gura Gura no Mi). Whitebeard can create powerful quakes that deal thunder damage. His melee weapon attacks are considered magical.

Conqueror's Haki. Whitebeard can use his presence to intimidate and subdue his enemies. All creatures that approach within 30 feet of Whitebeard must make a DC 19 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once a creature succeeds on the saving throw, it is immune to Whitebeard's Conqueror's Haki for 24 hours.

Tsunami Bringer. When Whitebeard 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 19 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.

Actions

Multiattack. Whitebeard makes three melee attacks, one of each can be a Tremor Punch.

Murakumogiri (Naginata). *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. Hit: 24 (3d10 + 9) slashing damage.

Tremor Punch. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. Hit: 22 (3d8 + 9) bludgeoning damage plus 14 (4d6) thunder damage. If the target is ***Broken***, it takes 21 (6d6) thunder damage instead.

Seaquake (Recharge 5-6). Whitebeard creates a massive tremor. All creatures within a 60-foot radius centered on him must make a DC 19 Dexterity saving throw, taking 54 (12d8) thunder damage and falling prone on a failed save, or half as much damage and not falling prone on a successful one. The area becomes difficult terrain until the start of Whitebeard's next turn.

Bonus Actions

Shake the Ground. Whitebeard slams his foot into the ground, creating a shockwave in a 15-foot radius. Each creature in the area must succeed on a DC 19 Dexterity saving throw or take 14 (4d6) thunder damage and be knocked prone. If the target is ***Broken***, it takes an additional 7 (2d6) thunder damage.

Rallying Cry: Whitebeard inspires his allies. All friendly creatures within 30 feet who can hear him gain temporary hit points equal to 10 + his Charisma modifier (15 hit points total).

Legendary Actions

Whitebeard can take 3 legendary actions.

Tremor Punch. Whitebeard makes a Tremor Punch attack.

Move. Whitebeard moves up to half his speed.

Quake Pulse (Costs 2 Actions). Whitebeard creates a tremor in a 10-foot radius around him. Each creature in the area must make a DC 19 Dexterity saving throw, taking 21 (6d6) thunder damage on a failed save, or half as much damage on a successful one. If the target is ***Broken***, it takes 31 (9d6) damage instead

Lair Actions

On initiative count 20 (losing initiative ties), Whitebeard can take a lair action. Whitebeard can't use the same effect two rounds in a row:

Quaking Ground. Whitebeard causes the ground to tremble violently. Each creature other than Whitebeard on the ground within 60 feet of him must succeed on a DC 19 Dexterity saving throw or be knocked prone. If a creature fails the saving throw, it must make a DC 19 Constitution saving throw or become ***Broken***.

Seismic Surge. Whitebeard creates a seismic surge that travels through the battlefield. Each creature within a 20-foot-wide line originating from Whitebeard must make a DC 19 Strength saving throw or be pushed 30 feet away from the line's center and take 22 (4d10) thunder damage. On a successful save, the creature takes half as much damage and isn't pushed. ***Broken*** creatures take an additional 11 (2d10) thunder damage.

Fissure. Whitebeard opens a fissure at a point on the ground he can see within 60 feet of him. The fissure is 10 feet wide, 10 feet long, and 10 feet deep. Each creature standing in that area must make a DC 19 Dexterity saving throw or fall into the fissure and take 14 (4d6) bludgeoning damage. The fissure remains until it is filled in or otherwise closed. Creatures that fall into the fissure must make a DC 19 Constitution saving throw or become Broken.

Tectonic Nodes



There are four Tectonic Nodes scattered around the battlefield. While active, Whitebeard regains 10 hit points at the start of his turn for each active Tectonic Node. Additionally, the recharge for his Seaquake ability is reduced by the number of active nodes, making it easier for him to use it: Seaquake (Recharge 5 minus the number of active nodes to 6). For example, if three nodes are active, Seaquake recharges on a roll of 2-6.

Each Tectonic Node has AC 18 and 20 hit points. When a Tectonic Node is destroyed, each player character within 30 feet of the node gains one of the following benefits of their choice:

- ***End Broken Condition:*** If the character is Broken, they are no longer Broken.
- ***Healing Surge:*** The character regains 20 hit points.

Wrath of the Sea

When Whitebeard reaches 50% HP, he enters his ***second phase***, Wrath of the Sea, gaining Mechanical Changes, Lair actions, and Battlefield effects. When Wrath of the Sea occurs, the following instantaneous effect takes place:

Seismic Eruption. All creatures within 60 feet of Whitebeard must make a DC 20 Dexterity saving throw or take 35 (10d6) thunder damage and be knocked prone. Creatures that fail the save are also Broken for 1 minute.

Mechanical Changes

Armor Class: 22 (improved Conqueror's Haki).

New Action

Cataclysmic Strike. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 36 (6d8 + 9) bludgeoning damage plus 21 (6d6) thunder damage. If the target is ***Broken***, it takes an additional 10 (3d6) thunder damage.

New Bonus Action

Conqueror's Haki Burst. Whitebeard emits a powerful wave of Conqueror's Haki. All creatures of his choice within 60 feet must make a DC 20 Wisdom saving throw or be stunned until the end of their next turn.

New Legendary Actions

Cataclysmic Strike. Whitebeard makes a Cataclysmic Strike attack.

Quake Barrier. When Whitebeard is hit by an attack, he can create a barrier of vibrating air around himself, reducing the damage by 30 (1d12 + 18).

Quake Leap. Whitebeard leaps to a location within 40 feet, causing a shockwave upon landing. Creatures within 10 feet of the landing point must make a DC 20 Dexterity saving throw or take 28 (8d6) thunder damage and be knocked prone.

Tectonic Slam (Costs 2 Actions). Whitebeard slams the ground, creating a fissure that travels up to 60 feet in a line. Each creature in the line must make a DC 20 Dexterity saving throw or take 31 (9d6) thunder damage and be knocked prone.

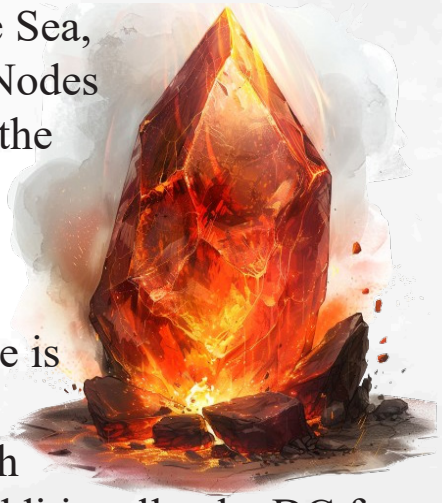
Broken creatures take an additional 14 (4d6) thunder damage.

New Lair Actions:

Devastating Quake. Whitebeard causes a massive earthquake. Each creature on the ground within 60 feet of him must succeed on a DC 20 Dexterity saving throw or be thrown 20 feet away from Whitebeard and take 27 (6d8) bludgeoning damage. ***Broken*** creatures take an additional 13 (3d8) bludgeoning damage.

Ground Eruption. Whitebeard creates a series of ground eruptions in a 30-foot radius. Each creature in the area must make a DC 20 Strength saving throw or be launched 30 feet into the air and take 22 (4d10) thunder damage. On a successful save, the creature takes half as much damage and isn't launched.

Volcanic Nodes



In Wrath of the Sea, four Volcanic Nodes appear around the battlefield. While active, Whitebeard's thunder damage is increased by 7 (2d6) for each active node. Additionally, the DC for each of his attacks is increased by 1 for each active node. Each Volcanic Node has AC 20 and 30 hit points.

When a Volcanic Node is destroyed, each player character within 30 feet of the node gains one of the following benefits of their choice:

- ***End Broken Condition.*** If the character is Broken, they are no longer Broken.

- ***Healing Surge.*** The character regains 30 hit points.
- ***Improved Defense.*** The caracter has advantage on all saving throws for 1d4 rounds.
- ***Improved Offense.*** The character has advantage on all attack rolls for 1d4 rounds.

Cataclysmic Quake

When Whitebeard reaches 10% HP, he channels all his power for one round into a devastating quake. At the end of the channeling, all creatures within a 120-foot radius centered on him must make a DC 19 Dexterity saving throw, taking 70 (20d6) thunder damage and falling prone on a failed save, or half as much damage and not falling prone on a successful one. The area becomes difficult terrain for 1 minute. If he is reduced to 0 Hit Points while he is channeling, the ability fails and may not be used again.

Special Weaknesses

Vulnerable Spot

Discovery Mechanism. A character proficient in Medicine or Insight can attempt to discover this weakness by observing Whitebeard's movements and attacks. This requires a successful DC 18 Wisdom (Insight) or Intelligence (Medicine) check during combat.

Consequence. Upon discovering Whitebeard's vulnerable spot, a successful attack targeting this spot causes Whitebeard to be stunned until the end of his next turn. This ability can be exploited once per encounter.

Overloaded Seismic Power

Discovery Mechanism. A character who witnesses Whitebeard using his Seaquake ability for the first time can attempt to understand the strain it puts on him. This requires a successful DC 18 Intelligence (Arcana) or Wisdom (Perception) check.

Consequence. Exploiting this weakness involves disrupting Whitebeard's concentration during the use of his seismic abilities. A successful attack while he is casting Seaquake causes him to lose concentration, resulting in the ability's failure and Whitebeard taking 20 (4d8) thunder damage.

Haki Disruption

Discovery Mechanism. A character who experiences or witnesses Whitebeard's Conqueror's Haki can attempt to find a way to resist it. This requires a successful DC 18 Wisdom (Insight) or Charisma (Intimidation) check.

Consequence. Once discovered, a character can disrupt Whitebeard's Conqueror's Haki by using their own force of will. A successful Charisma (DC 20) check while within 30 feet of Whitebeard causes the ability to backfire, stunning Whitebeard for 1 round, preventing him from using Conqueror's Haki again for the next 1d4 rounds, and prematurely ends the effect on all that are affected by it.

"I am only one man with one heart...Call me a demon, call me a monster...but I can't be the strongest forever..."