DUALINK

Tori Tori no Mi

Devil Fruit



Bird-Bird Fruit

Model: Phoenix

One Piece Edition

Magu Magu no Mi

Very Rare (Unawakened), Legendary (Awakened), Requires Attunement

The Tori Tori no Mi, Model: Phoenix, is a vibrant fruit with feather-like patterns and a beak-shaped stem. Upon consuming this fruit, the user gains the ability to transform into a powerful phoenix, with varying forms providing different abilities and enhancements.

Weakness. As with all devil fruits, the Magu Magu no Mi imparts a significant weakness to water. The user loses all their powers and becomes unable to swim, sinking like a stone if submerged in water above the ankles.

Devil Fruit Save DC: 8 + proficiency bonus + Dexterity modifier.

Unawakened Features

Human Form

Enhanced Vision. The user gains advantage on Wisdom (Perception) checks that rely on sight.

Phoenix Aura. The user has resistance to fire damage.

Blue Flames of Resurrection. As a bonus action, the user can summon the Blue Flames of Resurrection to heal minor wounds over time. This grants a regeneration effect of 2d4 hit points at the start of each of the user's turns for 1 minute. This ability can be used twice per long rest.

Hybrid Form

Physical Enhancements. The user gains +2 to Dexterity and Constitution, and advantage on all Dexterity (Acrobatics) checks.

Flight. The user can fly at a speed of 60 feet.

Natural Weapons. The user gains talons and beak attacks. Talons deal 1d8 slashing damage, and the beak deals 1d6 piercing damage.

Blue Flames of Resurrection. While in hybrid form, the healing properties of the blue flames are enhanced, allowing the user to regenerate 2d6 hit points at the start of each of their turns for 1 minute. This ability can be used once per long rest.

Fujiazami (Undying Thistle). As a reaction, the user can shield an ally with their wings, creating a protective swirl of blue flames that grants the ally resistance to all damage types for 1 round. The user also gains resistance to the damage type of the attack they are shielding against.

Hoo-in (Phoenix Seal). As an action, the user can gather energy between their talons and launch a powerful fireball at a target within 60 feet. The target must make a Dexterity saving throw against the Devil Fruit Save DC, taking 4d10 fire damage on a failed save, or half as much on a successful one. If used from the air and with at least half of the user's remaining movement available, the user can rush towards the target with a kick, dealing 6d10 fire damage instead. The target must be within 30 feet for this attack.

Awakened Features

Full Transformation

Natural Weapons. The user's talons now deal 2d10 slashing damage, and the beak 2d8 deals piercing damage. These attacks count as magical for the purpose of overcoming resistances.

Flight. The user can fly at a speed of 120 feet.

Greater Blue Flames of Resurrection. As a bonus action, the user can summon the Greater Blue Flames of Resurrection, regenerating 2d10 hit points at the start of each of their turns for 1 minute. Additionally, the user can extend this healing to allies within 30 feet, granting them 1d10 hit points at the start of their turns. This ability can be used once per long rest.

Nashi no Tsubute (Phoenix Pyreapple). As a bonus action, the user can spread their wings, releasing blue flames to heal multiple allies. Each ally within 30 feet regains 4d6 hit points.

Ongle (Crane Talons). As an action, the user can deliver a powerful kick with their phoenix leg, dealing 4d10 slashing damage. If the target fails a Constitution saving throw against the Devil Fruit Save DC it is stunned for 1 round. Ongle is considered a weapon attack and can be used with Extra Attack. Additional attacks from the user do not interrupt the stun on the target.

Bluebird. The user can form a dense, flaming swirl of phoenix feathers and launch it as a powerful fireball. The target must make a Dexterity saving throw against the Devil Fruit Save DC. On a failed save, the target takes 6d10 fire damage and is knocked back 20 feet. On a successful save, the target takes half damage and is not knocked back. The user can also choose to charge up the attack for one round (requiring one action to start charging and one action to release), dealing 10d10 fire damage instead. The user must maintain concentration while charging.