DUALINK

# Goro Goro no Mi

*Magic Item*



One Piece Edition

# Goro Goro no Mi

*Devil Fruit, very rare (unawakened) or legendary (awakened) — requires attunement*

The Goro Goro no Mi is a round, pear-shaped Devil Fruit with a golden-yellow peel covered in jagged, spark-like outgrowths, topped by a green stem shaped like a lightning bolt. Upon consuming this fruit, the user gains the ability to create, control, and transform into lightning, becoming a living embodiment of electricity.

***Weakness.*** As with all devil fruits, the Goro Goro no Mi imparts a significant weakness to the sea. The user loses all their powers and becomes unable to swim, sinking like a stone if submerged in seawater.

Additionally, this fruit has a unique weakness against rubber, a natural insulator. A creature with a fully rubber body (or an equivalent DM-approved insulating physiology) is immune to all lightning damage created by this Devil Fruit, and their successful hits can bypass the user's intangibility even without other special measures.

***Devil Fruit Save DC.*** 8 + proficiency bonus + Constitution modifier

## Unawakened Features

***Lightning Form.*** As a bonus action, you transform into lightning. While in lightning form, you can move through small openings, and you are intangible to nonmagical attacks.

While in this form, you can still attack but cannot cast spells. This transformation lasts for 1 minute and costs 2 charges.

***Conductive Travel.*** As a bonus action, if you are touching a conductive surface (such as metal, a large body of water, or a similar DM-approved conductor), you can merge into it and reappear from another conductive surface you can see within 60 feet. This movement does not provoke opportunity attacks. This ability costs 1 charge.

***Electrified Weaponry.*** As a bonus action, you electrify a weapon you are holding (or your unarmed strikes) for 1 minute. While active, your weapon attacks deal an extra 1d8 lightning damage. This ability costs 1 charge.

***El Thor.*** As an action, you call down a crushing pillar of lightning onto a point you can see within 60 feet. Each creature in a 10-foot radius must make a Dexterity saving throw against the Devil Fruit Save DC. On a failed save, a creature takes 6d10 lightning damage. On a successful save, the creature takes half damage. This ability costs 3 charges.

***Thunderclap Burst.*** As an action, you superheat the air and detonate it with a thunderous crack. Each creature of your choice within 15 feet must make a Constitution saving throw against the Devil Fruit Save DC. On a failed save, a creature takes 4d6 thunder damage and is deafened until the end of its next turn. On a successful save, it takes half damage and isn't deafened. This

ability costs 2 charges.

## Awakened Features

In its awakened state, the Goro Goro no Mi grants the user the following enhanced abilities:

If you start combat with no charges, regain 1d4.

***Enhanced Lightning Form.*** Lightning Form no longer prevents spellcasting, and your Conductive Travel range becomes 120 feet.

***Mamaragan.*** As an action, you unleash a storm of rapid lightning strikes. Choose up to three creatures you can see within 120 feet. Each target must make a Dexterity saving throw against the Devil Fruit Save DC, taking 4d10 lightning damage on a failed save, or half damage on a successful one. This ability costs 3 charges.

***Raigo.*** As an action, you form a sphere of thundercloud electricity and drop it at a point you can see within 120 feet. Each creature in a 30-foot radius must make a Dexterity saving throw against your Devil Fruit save DC. On a failed save, a creature takes 10d10 lightning damage. On a successful save, the creature takes half damage. This ability costs 6 charges.

***Amaru.*** As an action, you transform into a towering "thunder god" for 1 minute. While in this form, your movement speed becomes 120 feet, you gain a flying speed equal to your movement speed, and El Thor deals an additional 2d10 lightning damage. This ability costs 4 charges.