DUALINK

Horo Horo no Mi (Hollow-Hollow Fruit)

Magic Item



One Piece Edition

Horo Horo no Mi (Hollow-Hollow Fruit)

Wondrous Item, Very Rare (Requires Attunement)

The Horo Horo no Mi, also known as the Hollow-Hollow Fruit, is a strange Devil Fruit with a light yellow skin that fades into green toward its base. It splits into five T-shaped stems that curl at the ends like a cluster of bananas. Each stem ends in a spiral-like tip adorned with two small black spots, resembling the vacant eyes of a ghost.

Upon consuming this fruit, you gain dominion over ghostly apparitions known as Hollows. These spirits manifest in varying forms, some small and mischievous, others large and menacing, but all obey your will. Pale and translucent, they float eerily above the ground, with tiny hands, round black eyes, and gaping mouths. They emit distorted cries or mocking laughter depending on your command. Though incorporeal and intangible, their presence can unnerve even the bravest adventurers.

Upon attuning to the Horo Horo no Mi, you gain the ability to conjure, control, and weaponize these spectral beings.

Weakness. As with all Devil Fruits, the Horo Horo no Mi imparts a significant weakness to the sea. While submerged in water above the ankles, you lose all Devil Fruit powers and cannot swim, sinking like a stone.

Devil Fruit Save DC. 8 + your proficiency bonus + your Charisma modifier.

Charges. You gain a number of charges equal to your proficiency bonus + your Charisma modifier

These charges fuel your Hollow abilities and other features of the fruit. You regain all expended charges when you finish a long rest.

Hollow Creation. As an action, you can expend charges to summon ghostly entities called Hollows. You may spend up to a number of charges equal to your proficiency bonus in a single action, conjuring one or more Hollows at once.

Hollows remain for 1 minute, until destroyed, or until you dismiss them as a bonus action. They act on your initiative, immediately after your turn, and follow your verbal commands. If given no commands, they take the Dodge action.

You may have a number of active Hollows at one time equal to your Charisma modifier (minimum of 1).

Charge Costs per Hollow Type:

- ***Mini Hollow*** – 1 charge
- ***Negative Hollow*** – 2 charges
- ***Mirror Hollow*** – 2 charges
- ***Toku Hollow*** – 3 charges
- ***Possession Hollow*** – 3 charges

Each Hollow has its own unique abilities as described in the stat sheets below.

Astral Projection. You can cast the astral projection spell on yourself without material components, though the effect is altered. This feature can be used only once every 30 days. Your spirit separates from your body for up to 30 minutes, becoming incorporeal and untouchable, no creature or object can interact with it in any way.

In astral form, you retain your AC, have half your maximum hit points, and gain a flying speed of 30 feet. While projecting, your body is unconscious and paralyzed, and if it takes damage you must succeed on a DC 10 Constitution saving throw or your spirit is immediately yanked back. In this state, you cannot wield weapons, manipulate objects, or summon Hollows without expending actions as normal. The Hollows you summon can manifest in the Material Plane. If your astral form is reduced to 0 hit points, it vanishes, you take damage equal to half the last damage dealt to the form, and you return to your body.

Negative Hollow

Small undead, chaotic neutral

AC: 13

HP: 8 + 4 × your Max Charges

Speed: 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	16 (+3)

Saving Throws. Wis + (your Max Charges ÷ 2), Cha + (your Max Charges ÷ 2 + 2)

Damage Resistances. Necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities. Frightened, Charmed

Senses. Darkvision 60 ft., passive Perception 10 + (Max Charges ÷ 2)

Languages. Understands the creator's languages but cannot speak

CR: 1/2

Incorporeal Movement. The Hollow can move through creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it takes 1d10 force damage.

Scaling Form. The Hollow's HP, damage, and attack rolls scale with your Max Charges (PB + CHA).

Actions

Negative Touch. *Melee Spell Attack*: your spell attack bonus to hit, reach 5 ft., one target. *Hit*: 2d6 + your Max Charges necrotic damage.

Negative Burst (*Recharge 5–6*). Each creature within 10 ft. of the Hollow must succeed on a Wisdom saving throw against your Devil Fruit Save DC or be incapacitated with despair until the end of its next turn.

Mini Hollow

Tiny undead, chaotic neutral

AC: 12
HP: 5 + 2 × your Max Charges
Speed: fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	4 (-3)	10 (+0)	14 (+2)

Saving Throws. Dex + (your Max Charges ÷ 2), Cha + (your Max Charges ÷ 2)
Damage Resistances. Necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities. Frightened, Charmed
Senses. Darkvision 60 ft., passive Perception 10 + (Max Charges ÷ 2)
Languages. Understands the creator's languages but cannot speak
CR: 1/4

Explosive Husk. When the Mini Hollow is reduced to 0 hit points, it explodes. All creatures within 10 feet must make a Dexterity saving throw against your Devil Fruit Save DC, taking 1d6 + your Max Charges force or necrotic damage (your choice) on a failed save, or half as much on a success.

Attach. When the Mini Hollow hits with its Attach action, it clings to the target. If it is destroyed while attached, the explosion automatically hits that creature (no save).

Scaling Form. The Hollow's HP, damage, and attack rolls scale with your Max Charges (PB + CHA).

Actions

Attach. *Melee Weapon Attack*: your spell attack bonus to hit, reach 5 ft., one creature. On a hit the Hollow attaches to the target. While attached, speed becomes 0 and moves with the target.

Toku Hollow

Large undead, neutral evil

AC: 14

HP: 15 + 6 × your Max Charges

Speed: 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	6 (-2)	10 (+0)	16 (+3)

Saving Throws. Str + (Max Charges ÷ 2 + 3), Con + (Max Charges ÷ 2 + 2)

Damage Resistances. Necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities. Frightened, Charmed

Senses. Darkvision 60 ft., passive Perception 10 + (Max Charges ÷ 2)

Languages. Understands the creator's languages but cannot speak

CR: 3

Engulf (1/Turn). The Toku Hollow can attempt to grapple one Large or smaller creature within reach (escape DC = your Devil Fruit Save DC). While engulfed, the target automatically fails Dexterity saving throws against the Hollow's Detonate action.
Scaling Form. The Hollow's HP, attacks, and damage scale with your Max Charges.

Actions

Spectral Slam. *Melee Weapon Attack*: your spell attack bonus to hit, reach 5 ft., one target. *Hit*: 3d8 + your Max Charges force damage.

Detonate (Recharge 5–6). The Hollow explodes in a 15-foot radius. Each creature in the area must make a Dexterity saving throw against your Devil Fruit Save DC, taking 2d10 + 3 × your Max Charges necrotic damage on a failed saver half as much on a success.

Mirror Hollow

Small undead, neutral

AC: 12
HP: 6 + 3 × your Max Charges
Speed: fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	6 (-2)	12 (+1)	15 (+2)

Saving Throws. Wis + (your Max Charges ÷ 2), Cha + (your Max Charges ÷ 2 + 2)
Damage Resistances. Necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities. Frightened, Charmed
Senses. Darkvision 60 ft., passive Perception 10 + (Max Charges ÷ 2)
Languages. Understands the creator's languages but cannot speak
CR: 1/2

Scaling Form. The Hollow's AC, HP, and saving throws scale with your Max Charges.

Actions

Illusionary Duplicate. The Mirror Hollow becomes a spectral copy of a creature it can see within 30 feet. Until the start of the Hollow's next turn, enemies within 10 feet of the duplicate have disadvantage on attack rolls against the imitated creature.

Distracting Wail (Recharge 4–6). The Hollow lets out a keening wail. Each hostile creature within 10 feet must succeed on a Wisdom saving throw against your Devil Fruit Save DC or have disadvantage on their next attack roll before the end of their next turn.

Possession Hollow

Medium undead, neutral

AC: 13
HP: 8 + 4 x your Max Charges
Speed: fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3	14	12	6	12	16
(-4)	(+2)	(+1)	(-2)	(+1)	(+3)

Saving Throws. Wis + (your Max Charges ÷ 2), Cha + (your Max Charges ÷ 2 + 2)
Damage Resistances. Necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities. Frightened, Charmed
Senses. Darkvision 60 ft., passive Perception 10 + (Max Charges ÷ 2)
Languages. Understands the creator's languages but cannot speak

Scalling Form. The Hollow's AC, HP, and saving throus scale with your Max Charges

Actions

Ghostly Caress. Melee Spell Attack: your spell attack bonus to hit, reach 5 ft., one target. Hit: 2d8 + your Max Charges necrotic damage.

Possess (Recharge 6). The Hollow attempts to enter a willing creature within 5 feet. While possessed, the creature gains the following benefits:

- Temporary Hit Points: 5 + your Max Charges
- Necrotic Empowerment: The host's melee and ranged weapon attacks deal an extra 1d6 necrotic damage.
- Aura of Fear (10 ft.): Hostile creatures that start their turn within 10 feet must succeed on a Wisdom saving throw against your Devil Fruit Save DC or become frightened until the end of their next turn.

"Whispers drifted through the air as the fruit's power took hold. The air grew colder, heavy with unseen eyes, as translucent figures rose in mocking laughter. With a single gesture, the wielder commanded them, hollow shades darting through walls, sowing despair in the hearts of all who stood against them. To watch one bonded with the Hollow-Hollow Fruit was to see a battlefield haunted: not by memory, but by living phantoms, each strike carrying the weight of despair itself."