DUALINK

Inu Inu no Mi, Model: Okuchi no Makami

Devil Fruit



One Piece Edition

Inu Inu no Mi, Model: Okuchi no Makami

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

The Inu Inu no Mi, Model: Okuchi no Makami is a Mythical Zoan-type Devil Fruit that grants the supernatural abilities of the Okuchi no Makami, a divine wolf associated with the protection of Wano.

Even before fully manifesting the Makami, its user can generate extreme cold, exhale freezing breath, coat their body in protective ice, and channel frost through their attacks.

Upon awakening the fruit, the user gains access to its true Mythical Zoan transformation, assuming the form of the Okuchi no Makami and dramatically enhancing both their physical abilities and their command over cold.

Devil Fruit Weakness

While submerged in seawater above your ankles, you lose access to all abilities granted by this fruit, your speed becomes 0, and you automatically fail Strength (Athletics) checks made to swim.

Charge System

Unawakened: Charges equal **2 × your Constitution modifier (minimum 1).**

Awakened: Charges equal **4 × your Constitution modifier (minimum 1).**

You regain all expended charges when you finish a long rest.

If you roll initiative with 0 charges remaining while the fruit is awakened, you regain **1d4 charges**.

Devil Fruit Save DC: 8 + your proficiency bonus + your Constitution modifier

Devil Fruit Attack Bonus: your proficiency bonus + your Constitution modifier

Iced Condition

Several abilities granted by this fruit inflict **Iced stacks**.

A creature can have a maximum of **3 Iced stacks** at a time. Unless otherwise stated, all Iced stacks disappear if the creature goes for 1 minute without gaining another stack.

The effects are cumulative.

- ***1 Iced - Chilled.*** The creature's speed is reduced by **10 feet**.
- ***2 Iced - Frosted.*** The creature's speed is reduced by **20 feet instead**, and it cannot take reactions.
- ***3 Iced - Frozen.*** The creature's speed becomes **0**, and it cannot take reactions.

At the end of each of its turns, a Frozen creature can make a Constitution saving throw against your Devil Fruit Save DC. On a success, it loses **1 Iced stack.**

A creature that takes fire damage loses 1 Iced stack after resolving the damage.

A creature immune to cold damage cannot gain Iced stacks.

Unawakened Abilities

Namuji Hyoga. As an action, you

exhale an enormous blast of freezing breath in a **60-foot cone.**

Each creature in the area must make a Constitution saving throw.

On a failed save, a creature takes **6d8 cold damage** and gains **1 Iced stack.**

On a successful save, it takes half as much damage and gains no Iced stacks.

A creature that already has 2 Iced stacks makes this saving throw with disadvantage.

This ability costs 3 **charges**.

Himorogiri. You coat your weapon in supernatural frost before delivering a devastating strike.

When you hit a creature with a melee weapon attack, you can expend **1 charge** to deal an additional **3d8 cold damage.**

The creature must then make a Constitution saving throw.

On a failed save, it gains **1 Iced stack.**

If the creature was already Frozen when you hit it, the ice violently fractures instead. It takes an additional **3d8 cold damage**, and its Iced stacks are reduced from 3 to **1** after the attack.

Mahoroba. As an action, you release a concentrated blast of freezing energy toward a creature you can see within **60 feet**.

The target must make a Constitution saving throw.

On a failed save, it takes **5d10 cold damage**, is pushed up to **20 feet directly away from you**, and gains **1**

Iced stack.

On a successful save, it takes half as much damage and isn't pushed or Iced.

If the target is already Frozen, it takes an additional **2d10 cold damage** and is knocked prone after being pushed.

This ability costs **2 charges**.

Mirror Mountain. When you take damage, you can use your reaction and expend 3 **charges** to rapidly encase yourself in protective ice.

You gain **temporary hit points equal to five times your proficiency bonus** before taking the triggering damage.

While any of these temporary hit points remain, you have resistance to bludgeoning, piercing, and slashing damage.

When the temporary hit points are reduced to 0, the shell shatters.

Each creature of your choice within 10 feet of you must succeed on a Dexterity saving throw or take **3d8 cold damage**.

The shell otherwise melts at the beginning of your next turn.

Awakened Abilities

Upon awakening the fruit, the power of the Okuchi no Makami can finally manifest physically.

You retain all Unawakened abilities.

Okuchi no Makami Transformation. As a bonus action, you can expend **4 charges** to transform into the **Okuchi no Makami's Human-Beast Form.**

The transformation lasts for **1 minute** and ends early if you become unconscious or choose to end it as a bonus action.

Once you use this transformation, you cannot do so again until you finish a long rest.

While transformed:

- Your size becomes Large if there is sufficient room.
- Your walking speed increases by **20 feet**.
- You gain **immunity to cold damage**.
- You have advantage on Strength checks, Strength saving throws, and Constitution saving throws.
- You have advantage on Wisdom (Perception) checks relying on hearing or smell.
- Your reach increases by **5 feet**.
- Your melee weapon attacks deal an additional **1d8 cold damage**.

Enhanced Iced. While transformed, your Iced condition becomes significantly more dangerous.

- ***1 Iced - Chilled.*** Speed reduced by 10 feet.
- ***2 Iced - Frosted.*** Speed reduced by 20 feet, and the creature cannot take reactions.
- ***3 Iced - Frozen.*** Speed becomes 0 and it can take **either an action or a bonus action on its turn, not both**.

Whenever you hit a Frozen creature with a melee attack, it takes an additional **2d8 cold damage** once per turn.

Awakened Namuji Hyoga. While transformed, Namuji Hyoga becomes a **90-foot cone**.

A creature that fails its saving throw takes **8d8 cold damage** and gains **2 Iced stacks**.

On a successful save, it takes half damage and gains **1 Iced stack**.

A Frozen creature that fails this saving throw takes an additional **4d8 cold damage** as the existing ice thickens around it.

This ability costs 5 **charges.**

Awakened Kagami Yama. While transformed, when you use Kagami Yama, you gain temporary hit points equal to: **10 × your proficiency bonus.**

While these temporary hit points remain, you have resistance to **all damage except fire and psychic damage**.

When the shell breaks, creatures of your choice within 15 feet must make a Dexterity saving throw.

On a failed save, a creature takes **4d8 cold damage and gains 1 Iced stack**.

On a successful save, it takes half damage and gains no Iced stacks.

This ability costs 5 **charges.**