DUALINK

# Magu Magu no Mi

*Devil Fruit*



Magma-Magma Fruit

One Piece Edition

# Magu Magu no Mi

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

The Magu Magu no Mi is a devil fruit with a rugged, fiery red surface, appearing as though it is perpetually molten. It has deep, swirling grooves that glow with an inner heat, reminiscent of flowing magma. Upon consuming this fruit, the user gains the ability to create, control, and transform into magma, embodying the destructive power of a volcanic eruption.

***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.

***Charges.*** The user has a number of charges equal to 2 times their Constitution modifier (minimum of 1) in the unawakened state, increasing to 4 times their Constitution modifier (minimum of 1) in the awakened state. Those charges replenish on a Long Rest.

## Unawakened Features

***Dai Funka (Great Eruption).*** As an action, you can transform your fist into pure magma, expanding and throwing it forward akin to an oversized rocket. The attack burns whatever lies in its path, dealing 6d10 fire damage to all creatures in a 60-foot line. Additionally, you can choose to make the giant fist explode, bursting apart into igneous rock fragments that hit the ground akin to small meteors, dealing 4d6 fire damage to all creatures within a 20-foot radius. This ability costs 3 charges.

***Molten Weaponry.*** You can enchant your weapons with magma as a bonus action. For the next minute, your weapons deal an additional 1d8 fire damage on each hit, and the target must succeed on a DC 15 Constitution saving throw or take 1d4 fire damage at the start of their next turn. This ability costs 1 charge.

***Erupting Ground.*** As an action, you can cause the ground beneath your enemies to erupt violently. Choose a point within 60 feet. All creatures within a 10-foot radius of that point must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 4d8 fire damage and is thrown 10 feet into the air, landing prone. On a successful save, a creature takes half damage and is not thrown into the air. This ability costs 2 charges.

***Lava Projectiles.*** As an action, you can fire rapid, smaller magma projectiles. You can make three ranged spell attacks (using your spell attack modifier) against targets within 60 feet. Each projectile deals 3d6 fire damage and causes a 5-foot radius explosion, dealing 2d6 fire damage to all creatures within the radius. This ability costs 2 charges.

***Molten Footsteps.*** As a bonus action, you can leave a trail of lava behind you as you move. For the next minute, the ground in your wake is considered difficult terrain and deals 2d6 fire damage to any creature that enters or starts its turn in the trail. This ability costs 1 charge.

## Awakened Features

***Enhanced Molten Weaponry.*** You can enchant your weapons with enhanced magma as a bonus action.

For the next minute, your weapons deal an additional 2d8 fire damage on each hit, and the target must succeed on a DC 18 Constitution saving throw or take 2d4 fire damage at the start of their next turn. This ability costs 2 charges.

***Enhanced Erupting Ground.*** As an action, you can target multiple points within 120 feet, causing the ground beneath your enemies to erupt violently. Choose up to two points. All creatures within a 15-foot radius of each point must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 6d8 fire damage and is thrown 20 feet into the air, landing prone. On a successful save, a creature takes half damage and is not thrown into the air. Additionally, you can now control those eruptions in order to create traps.

You can select up to 2 points within 120 feet and set traps, which detonate whenever someone steps on them. This ability costs 3 charges.

***Ryūsei Kazan (Meteor Volcano).*** As an action, you can point both fists into the air and fire a great number of magmic fists upwards, letting them rain down upon the battlefield. Each creature within a 60-foot radius centered on a point within 120 feet must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 5d10 fire damage and is knocked prone. On a successful save, a creature takes half damage. This ability costs 3 charges.

*"Our powers are in a relationship of superiority!"*

***Inugami Guren (Dog Biting Crimson Lotus).*** As an action, you can create a wave of magma shaped like a fanged doghead and launch it against your opponents. Choose a target within 120 feet. The target must make a DC 18 Dexterity saving throw. On a failed save, the target takes 10d10 fire damage and is knocked prone. On a successful save, the target takes half damage. This ability costs 5 charges.

Whenever you start combat with no charges, you regain 1d6.

## *Inugami Guren*



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