DUALINK

Mori Mori no Mi

Magic Item



One Piece Edition

Mori Mori no Mi

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

The Mori Mori no Mi is a Logia-type Devil Fruit that grants the user the ability to create, control, and transform into flora at will, effectively becoming a living forest.

Weakness. As with all devil fruits, the Mori Mori 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 weakness to fire; while the user can adapt to become more fireproof, sufficiently powerful fire techniques can still burn or incinerate their body.

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

Unawakened Features

Forest Form. As a bonus action, you can transform your body into living flora (wood, vines, leaves), gaining the ability to move through small openings. While in forest form, you can still attack but cannot cast spells. This transformation lasts for 1 minute and costs 2 charges.

Root Tendrils. As an action, you can generate underground roots and vine-tentacles from a point you can see within 60 feet. Creatures in a 15-foot radius must make a Strength

saving throw against the Devil Fruit Save DC or be restrained. The roots last for 1 minute. This ability costs 2 charges.

Moisture Drain. As an action, you can impale or wrap a creature with living roots and drain liquid from them. The target must make a Constitution saving throw against the Devil Fruit Save DC. On a failed save, the target takes 4d8 necrotic damage and has disadvantage on attack rolls and ability checks until the end of their next turn. On a successful save, the target takes half damage. This ability costs 2 charges.

Flower Propeller. As a bonus action, you grow a massive flower and spin it like a propeller, granting you a flying speed of 60 feet for 1 minute. This ability costs 2 charge.

Verdant Lance. As an action, you can harden wood into a spear-like projectile and launch it at a target within 60 feet. Make a ranged spell attack using your Constitution Modifier. On a hit, the target takes 6d10 piercing damage. This ability costs 3 charges.

Awakened Features

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

Enhanced Root Tendrils. You can generate roots and vine-tentacles with greater scale within a 120-foot range. Creatures in a 30-foot radius must make a Strength saving throw against the Devil Fruit Save DC or be restrained for 1 minute. Creatures restrained this way take

3d6 bludgeoning damage at the start of each of their turns. This ability costs 2 charges.

Kinniku Mori Mori (Forbidden Hate Forests). As an action, you generate a massive tree-golem body around yourself for 1 minute, greatly enhancing your strength and durability. While in this form, you become Large, gain 30 temporary hit points, have advantage on Strength checks and Strength saving throws, and your melee weapon attacks deal an additional 2d8 bludgeoning damage. This ability costs 4 charges.

Bōkarin (Fireproof Forest). As a bonus action, you make your wooden body less susceptible to fire. For 1 minute, you have resistance to fire damage. This ability costs 1 charge.

Forest Dominion. As an action, you explosively grow a battlefield of flora at a point you can see within 120 feet. The area in a 60-foot radius becomes difficult terrain for enemies for 1 minute. When an enemy enters the area for the first time on a turn or starts its turn there, it must make a Strength saving throw against the Devil Fruit Save DC or be restrained by grasping vines until the start of its next turn. This ability costs 4 charges.