DUALINK

Wara Wara no Mi

Devil Fruit



Straw-Straw Fruit

One Piece Edition

Wara Wara no Mi

Very Rare, Requires Attunement

The Wara Wara no Mi, also known as the Straw-Straw Fruit, is a mystical fruit that grants its user the ability to generate and manipulate straw. The fruit has a distinctive appearance with a textured, straw-like surface and intricate patterns resembling bundles of straw. Consuming this fruit allows the user to perform voodoo magic and cartomancy, using straw to control and manipulate others in various ways.

Weakness. As with all devil fruits, the Wara Wara no Mi imparts a 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.

Devil Fruit Save DC: 8 + proficiency bonus + Dexterity modifier.

Straw Man (Sutorōman). The user can create straw dolls that represent other people and store them within their body. Creating a straw doll requires 10 minutes of focus and a personal item from the individual to whom the doll will be linked. The user can create up to 4 straw dolls per long rest. To establish a contract, the user must touch the target and succeed on a Wisdom (Insight) check against the target's Wisdom (Insight) or Charisma (Deception). On a success, a contract is formed, linking the target to the straw doll. Once linked, the user can redirect a single instance of damage they receive to the person the doll is linked to. The doll is then expelled from the user's body, and the damage is transferred, leaving the user unscathed. This ability can be used to leverage the lives of others as bargaining chips.

Goma no So (Gōma no Sō): The user can cover their body with a large amount of straw, transforming into a giant scarecrow-like monster with metal nails serving as claws. In this form, the user gains the following benefits:

- The user's AC increases by 2.
- The user gains resistance to non-magical bludgeoning, piercing, and slashing damage.
- The user can make melee attacks with their clawed hands, dealing 3d8 slashing damage.

Straw Man's Card (Sutorōmanzu Kādo). By generating a large amount of straw from their sword, the user can create a large straw monster that resembles their Goma no So form. The straw monster has an AC of 16 and HP equal to 10 times the user's level. The straw monster wields a variety of weapons, including a large spike-covered club and can spit nails at its targets. The user can control the straw monster remotely, and its behavior is influenced by the tarot cards the user draws. The straw monster can last for up to 10 minutes and can be summoned once per long rest.

Straw Monster

Medium construct, neutral

Armor Class: 16
Hit Points: 10 x the user's level
Speed: 30 ft.

STR	DEX	CON	WIS	INT	CHA
18 (+4)	12 (+1)	16 (+3)	5 (-3)	10 (+0)	1 (-5)

Saving Throws: Str. +7, Con. +6
Damage Resistances: Bludgeoning, Piercing, and Slashing from nonmagical attacks,
Damage Immunities: Poison

Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses: Darkvision 60 ft., Passive Perception 10
Languages: Understands the commands of the user but cannot speak.

Damage Redirection. Any damage dealt to the straw monster is also dealt to the user, but the user can choose to transfer the damage to one of their straw dolls.

Actions

Multiattack. The straw monster makes two attacks with its club or nails.

Club. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 2d10 + 4 bludgeoning damage.

Nails. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. Hit: 2d6 + 3 piercing damage.

Tarot Card Influence. The behavior of the straw monster is influenced by the tarot cards drawn by the user when the monster is summoned. The effects include:

- **The Fool, Upright:** The straw monster gains advantage on its next attack roll and deals an additional 1d10 damage on a hit.
- **The Fool, Reversed:** Causes those linked to the user via straw dolls to attack each other for 1 round.
- **The Magician, Upright:** The straw monster gains the ability to cast one 1st-level spell from the Wizard spell list, chosen by the user, until the end of its next turn.
- **The Magician, Reversed:** The straw monster's attacks deal half damage for the next round.
- **The High Priestess, Upright:** The user can telepathically command the straw monster to heal 2d10 hit points to itself or an ally within 30 feet.

- **The High Priestess, Reversed:** The monster is stunned for 1 round.
- **The Empress, Upright:** The straw monster creates an aura of protection, granting all allies within 30 feet a +2 bonus to AC for 1 minute.
- **The Empress, Reversed:** The straw monster becomes enraged, attacking the nearest creature (friend or foe) for 1 round.
- **The Emperor, Upright:** The straw monster's AC increases by 2 for 1 minute.
- **The Emperor, Reversed:** The straw monster loses 1d10 hit points immediately.
- **The Hierophant, Upright:** Indicates that the user's targets will escape with someone's help, providing a clue or hint towards an escape route or ally.
- **The Hierophant, Reversed:** Prompts the straw monster to pursue its targets relentlessly for 1 minute. It gains advantage on all attack rolls during this period.
- **The Lovers, Upright:** The straw monster gains resistance to all damage types for 1 minute.
- **The Lovers, Reversed:** The straw monster becomes confused, and its attacks are directed randomly (friend or foe) for 1 round.
- **The Chariot, Upright:** The straw monster's movement speed is doubled for 1 minute.
- **The Chariot, Reversed:** The straw monster's movement speed is halved for 1 minute.
- **Strength, Upright:** The straw monster's attacks deal an additional 2d8 damage for 1 minute.
- **Strength, Reversed:** The straw monster's attacks have disadvantage for the next round.
- **The Hermit, Upright:** The straw monster becomes invisible for 1 minute or until it attacks.

- **The Hermit, Reversed:** The straw monster is blinded for 1 round.
- **The Wheel of Fortune, Upright:** The user can reroll one attack roll, saving throw, or ability check made by the straw monster.
- **The Wheel of Fortune, Reversed:** The straw monster automatically fails its next saving throw.
- **Justice, Upright:** The monster's first attack is a critical hit if it lands.
- **Justice, Reversed:** The straw monster takes 1d10 damage immediately.
- **The Hanged Man, Upright:** The straw monster is immune to all conditions for 1 minute.
- **The Hanged Man, Reversed:** The straw monster is paralyzed for 1 round.
- **Death, Upright:** Prompts the straw monster to strike its target with a scythe, dealing 6d10 slashing damage.
- **Death, Reversed:** The straw monster takes 6d10 slashing damage.
- **Temperance, Upright:** The straw monster and all allies within 30 feet regain 3d10 hit points.
- **Temperance, Reversed:** The straw monster and all allies within 30 feet take 3d10 necrotic damage.
- **The Devil, Upright:** The straw monster's next attack causes the target to be restrained for 1 minute (save ends).
- **The Devil, Reversed:** The straw monster is frightened for 1 round.
- **The Tower, Upright:** The straw monster gains advantage on all attacks for 1 minute but takes 1d10 damage at the start of each of its turns.
- **The Tower, Reversed:** The straw monster is knocked prone and takes 2d10 damage.

- **The Star, Upright:** The straw monster gains temporary hit points equal to half its maximum hit points for 1 minute.
- **The Star, Reversed:** The straw monster loses temporary hit points equal to half its maximum hit points.
- **The Moon, Upright:** The straw monster can teleport up to 30 feet to an unoccupied space it can see as a bonus action for 1 minute.
- **The Moon, Reversed:** The straw monster is affected by illusions, perceiving all creatures as enemies for 1 round.
- **The Sun, Upright:** The straw monster's attacks deal radiant damage instead of their normal damage type for 1 minute, and it sheds bright light in a 30-foot radius.
- **The Sun, Reversed:** The straw monster is blinded for 1 minute.
- **Judgement, Upright:** The straw monster can cast the spell "Revivify" once within the next 10 minutes, requiring no material components.
- **Judgement, Reversed:** The straw monster is incapacitated for 1 round.
- **The World, Upright:** The straw monster follows the orders of its master.
- **The World, Reversed:** The straw monster is banished to a harmless demiplane for 1 round (as per the "Banishment" spell).

You read all that? Thanks.