DUALINK

Suna Suna no Mi

Devil Fruit



Sand-Sand Fruit

One Piece Edition

Suna Suna no Mi

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

The Suna Suna no Mi is a peculiar-looking fruit with a dark brown, textured surface resembling fine sand. It has swirling patterns that seem to shift and move as if grains of sand are flowing within. Upon consuming this fruit, the user gains the ability to manipulate and transform into sand, mimicking the powers of the desert itself.

Weakness. As with all devil fruits, the Suna Suna 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

"I am Sand". The user passively gains resistance to nonmagical damage.

Sand Form. As a bonus action, you can transform into sand, gaining the ability to move through small openings. While in sand form, you can still attack but cannot cast spells. This transformation lasts for 1 minute and costs 1 charge.

Sand Manipulation. You can create and control sand within a 60-foot radius. This allows you to:

- ***Sand Constructs.*** Create simple shapes or objects out of sand (similar to the "Minor Illusion" cantrip, but with tangible sand).
- ***Sand Weapons.*** Form weapons made of sand that deal 1d8 slashing damage and count as magical for overcoming resistance and immunity.
- ***Quicksand Trap.*** As an action, create a 10-foot radius area of quicksand. Creatures in the area must make a DC 15 Strength saving throw or be restrained. The quicksand lasts for 1 minute or until dispelled.

This ability costs 1 charge.

Dehydration Touch. As an action, you can touch a creature to dehydrate them. The target must make a DC 15 Constitution saving throw. 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.

Desert Spada. As an action, you can create a blade of sand and launch it at a target within 60 feet. Make a ranged spell attack (using your spell attack modifier, in case you don't have such a modifier use your Constitution modifier). On a hit, the target takes 6d10 slashing damage. This ability costs 3 charges.

Awakened Features

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

Enhanced Sand Manipulation. You can create and control sand with greater precision within a 120-foot range.

You can form constructs and weapons that deal 2d8 slashing damage or generate a 20-foot radius quicksand trap that restrains targets (DC 18 Strength save) for 1 minute. This ability costs 2 charges.

Greater Dehydration Touch. Dehydration touch can now be used up to 30 feet on multiple targets. This ability costs 2 charges times the people affected.

Greater Girasole. As an action, you can create a swirling quicksand vortex in a 20-foot radius centered on a point within 60 feet. Creatures in the area must make a DC 18 Dexterity saving throw or be pulled 10 feet towards the center and take 4d6 bludgeoning damage. This ability costs 2 charges.

Sables. As an action, you can summon a sandstorm in a 30-foot radius centered on yourself. The sandstorm heavily obscures the area and causes creatures within it to take 3d6 slashing damage at the start of each of their turns. You can see perfectly within this sandstorm. The sandstorm lasts for 1 minute. This ability costs 3 charges.

If you start combat with no charges, regain 1d4.

"There is no mercy in this world. Only the strong survive and the weak perish."