DUALINK

Sea-Prism Stone Weaponry

System



One Piece Edition

Sea-Prism Stone Weaponry

Sea-prism stone is a rare mineral that radiates the same "wavelength" as the sea. Weapons and restraints fashioned with it interfere with the unnatural power of Devil Fruits through **direct contact**.

Sea-Prism Suppression

Some sea-prism items can **suppress** a Devil Fruit user.

Suppressed (Devil Fruit). While suppressed, a Devil Fruit user suffers the following effects:

- The creature can't activate Devil Fruit abilities, expend Devil Fruit charges/resources, or benefit from Devil Fruit traits that alter its body or nature (such as intangibility, elemental bodies, amorphous movement, or regeneration granted by a Devil Fruit).
- If the creature is benefiting from a Devil Fruit transformation or sustained effect, that effect is **suppressed** for the duration. (If the effect's duration expires while suppressed, it ends as normal.)
- The creature has disadvantage on Strength and Dexterity ability checks.
- The creature's speed is reduced by 10 feet (minimum 5 feet).

Suppression doesn't prevent the creature from using non–Devil Fruit features (such as Haki, class features, or spells), unless those features explicitly require Devil Fruit power.

Grades of Sea-Prism Stone

Sea-prism items are crafted in three grades. An item's grade is noted in its description.

Trace Sea-Prism. A small inset or tip of sea-prism.

Standard Sea-Prism. A significant amount of sea-prism, commonly used by well-funded forces.

Refined Sea-Prism. Highly pure sea-prism used for maximum suppression and security.

Weapon Property: Sea-Prism (Grade)

A weapon with the Sea-Prism property interacts with Devil Fruit users as described below. Unless otherwise stated, this property has no effect on creatures that aren't Devil Fruit users.

Sea-Prism (Trace)

When you hit a Devil Fruit user with this weapon, the target must succeed on a DC 13 Constitution saving throw or be suppressed until the start of your next turn.

Sea-Prism (Standard)

When you hit a Devil Fruit user with this weapon, the target is suppressed until the start of your next turn.

Sea-Prism (Refined)

When you hit a Devil Fruit user with this weapon, the target is suppressed until the end of its next turn. If the weapon remains in continuous contact with the target, the suppression lasts until that contact ends.

Continuous Contact

A sea-prism item remains in continuous contact when it is **held against** a creature (such as by a grapple), **binding** a creature (such as a net or manacles), or **embedded** in a creature (such as a projectile). The target remains suppressed for as long as the contact persists.

Sea-Prism Ammunition

Sea-prism ammunition is made by fitting a sea-prism core, tip, or jacket to a projectile.

Sea-Prism Ammunition (Trace)

Weapon (ammunition), uncommon

You can fire this ammunition from a bow, crossbow, firearm, or similar ranged weapon that uses ammunition (at the DM's discretion). When a Devil Fruit user takes damage from this ammunition, it must succeed on a DC 13 Constitution saving throw or be suppressed until the start of your next turn.

Sea-Prism Ammunition (Standard)

Weapon (ammunition), rare

When a Devil Fruit user takes damage from this ammunition, it is suppressed until the start of your next turn.

Sea-Prism Ammunition (Refined)

Weapon (ammunition), very rare

When a Devil Fruit user takes damage from this ammunition, it is suppressed until the end of its next turn.

Embedded Projectile

If a Devil Fruit user is suppressed by Standard or Refined sea-prism

ammunition that deals piercing damage, the attacker can choose to have the ammunition **embed** in the target (no action required). While embedded, the ammunition remains in continuous contact, and the target remains suppressed until the ammunition is removed. Trace ammunition can't embed.

A creature can use an action to remove one embedded piece of sea-prism ammunition from itself or a creature within reach, ending the continuous contact. If the target is unwilling, the creature removing the ammunition must succeed on a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (target's choice).

Sea-Prism Scattershot (Standard)

Weapon (ammunition), rare

This ammunition is designed for weapons that fire a spread (such as a blunderbuss) or for special siege weapons. When a Devil Fruit user takes damage from this ammunition, it is suppressed until the start of your next turn. If the ammunition deals piercing damage, it can embed as normal. A creature suppressed by scattershot has disadvantage on the first Strength (Athletics) or Dexterity (Acrobatics) check it makes to escape a grapple or restraint before the suppression ends.

Sea-Prism Harpoon Head (Standard)

Weapon (ammunition), rare

This ammunition is a heavy head

used with a harpoon launcher, ballista, or similar device. On a hit against a Devil Fruit user, the target is suppressed until the start of your next turn. In addition, if the harpoon is attached to a line, the attacker can use a bonus action to secure the line to an object or creature within reach; while the line remains secured and taut, the harpoon is treated as continuous contact (the target remains suppressed). The line has AC 12 and 5 hit points. The target can use its action to attack the line or to remove the harpoon as normal.

Additional Sea-Prism Items

Sea-Prism–Tipped Weapon (Trace)

Weapon (any melee weapon), uncommon

A sea-prism tip or inset is fitted to the weapon, granting it the Sea-Prism (Trace) property.

Sea-Prism–Edged Weapon (Standard)

Weapon (any slashing or piercing weapon), rare

A band or edge of sea-prism is forged into the weapon, granting it the Sea-Prism (Standard) property.

Sea-Prism Baton (Standard)

Weapon (club), rare

This baton is a club that has the Sea-Prism (Standard) property.

Sea-Prism Knuckle-Guards (Trace)

Wondrous item, uncommon

While you wear these guards, your unarmed strikes gain the Sea-Prism (Trace) property. You can't wear

more than one pair of knuckle-guards at a time.

Sea-Prism Shackles (Standard)

Wondrous item, rare

These restraints function as manacles. While a Devil Fruit user is bound by the shackles, it is suppressed. Escaping requires a successful DC 20 Dexterity check with thieves' tools, or a successful DC 20 Strength check to break them. The shackles have AC 19 and 20 hit points.

Sea-Prism Manacles (Refined)

Wondrous item, very rare

These restraints function as manacles. While a Devil Fruit user is bound by the manacles, it is suppressed. Escaping requires a successful DC 22 Dexterity check with thieves' tools, or a successful DC 22 Strength check to break them. The manacles have AC 19 and 30 hit points.

Sea-Prism Collar (Refined)

Wondrous item, very rare

While worn by a Devil Fruit user, the wearer is suppressed, and its speed is reduced by an additional 10 feet. Removing the collar without the proper key requires a successful DC 22 Dexterity check with thieves' tools. If the check fails by 5 or more, the collar locks tighter: the wearer takes 2d6 bludgeoning damage, and the collar can't be picked again until the wearer finishes a short or long rest.

Sea-Prism Net (Standard)

Weapon (net), rare

A Devil Fruit user hit by this net is suppressed while restrained by it. A creature that escapes the net ends the suppression.

Sea-Prism Weighted Chain (Standard)

Weapon (whip), rare

This chain functions as a whip and has the Sea-Prism (Standard) property. In addition, when you hit a Devil Fruit user with the chain, you can force the target to succeed on a DC 15 Strength saving throw or be grappled by you (escape DC 15), provided it is no more than one size larger than you. While the grapple persists, the chain is considered continuous contact.

Sea-Prism Boarding Pike (Standard)

Weapon (pike), rare

This pike has the Sea-Prism (Standard) property. When you hit a Devil Fruit user with it, you can push the target up to 5 feet if it is Large or smaller. If the target is pushed into a solid surface, it has disadvantage on the next Strength (Athletics) check it makes to escape a grapple or restraint before the start of your next turn.

Sea-Prism Dagger (Trace)

Weapon (dagger), uncommon

This dagger has the Sea-Prism (Trace) property. It is favored by bounty hunters who need concealment more than certainty.

Sea-Prism Prison Bar (Refined)

Wondrous item, very rare

These reinforced bars are installed as part of a cell, wagon cage, or brig. A

Devil Fruit user that starts its turn touching the bars, or grappled or restrained against them, is suppressed until it is no longer touching them. Each 5-foot section of bars is an object with AC 19 and 30 hit points.