

Phytomere

Phytomeres (FIE-toe-mere) are nature spirits, bonded with plants to grant themselves a physical form. They may be made of a single plant, perhaps altered to create a form more suitable for them, or they may be a set of multiple plants, all working seamlessly together to create a single entity. Regardless of their form, they have inherited or mutated their component plants, giving them access to a variety of traits that embody their relationship with nature.

In the world of Etokys, as well as some others, phytomeres are a subrace of the nature spirits known as nymphs. Many nymphs revere nature in a religious manner; a phytomere might have taken up their form to better protect the natural order and punish those who would desecrate their homes.

As a phytomere, you have the following racial traits.

Ability Score Increases

When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1. Follow this rule regardless of the method you use to determine the scores, such as rolling or point buy. The "Quick Build" section for your character's class offers suggestions on which scores to increase. You can follow those suggestions or ignore them, but you can't raise any of your scores above 20.

Languages

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The [Player's Handbook](#) offers a list of languages to choose from. The DM is free to modify that list for a campaign.

Creature Type

You are a Plant.

Size

You are Small or Medium; you choose when you make your character.

Speed

Your walking speed is 25 feet.

Varied Nature

Due to the nature of phytomeres, your biology may vary based on what plant or plants have been incorporated into your body. Some phytomeres morph their component plants to such a degree that they even take on traits foreign to their identity, such as a tree developing spores. You gain your choice of three of the following traits; if a trait lists a spell, it uses your choice of Intelligence, Wisdom, or Charisma for the spellcasting ability (pick when you gain that trait).

Tree-kin

You take on the natural armor of your wooden relatives. Your AC, when unarmored, can be calculated as 13 + your Dexterity modifier.

Sunlight Healing

You embody the photosynthetic lifestyle of most land-based plants. As long as you are in sunlight for at least 8 hours in a day, you can generate your own food. Additionally, once per day while in sunlight, you can cast the Cure Wounds spell on yourself at a level equal to half your character level rounded up. When cast in this way, you can forgo rolling for the total—assume a 6 for each d8.

Piercing Defenses

You have defenses common in certain varieties of plants that you can use as a natural weapon. This may be a large carnivorous maw, spines, or some other self-defense mechanism that you can use for attacks. This natural weapon deals 1d6 piercing damage on a hit.

Nature's Camouflage

Your form blends more smoothly with natural plant life than most other phytomeres. While you are in an area where plant life is common, you have advantage on ability checks made to pass off as a plant or to hide among other plants.

Aquatic Flora

You have adapted to life underwater, like many plants have. You gain a swimming speed equal to your walking speed, and you can breathe underwater.

Sprawling Reach

You can extend your reach via vine- or root-like tendrils. You can treat any effect you make or attack you take as though it originated from anywhere within 5 feet of you.

This effectively increases your reach and effective range for attacks by 5 feet.

Wild Physiology

At level 5, you develop a more powerful trait as you attune yourself more closely with your physical form. You gain a final trait; you can choose from any of the following options, or from any of the options available at 1st level. If the trait lists a spell, it uses your choice of Intelligence, Wisdom, or Charisma for the spellcasting ability (pick when you gain this trait).

Aerial Expansion

You have developed a method of temporarily taking flight, like some rare species of plants. This may be a large sac that can inflate, a set of leafy wings, or some other characteristic. As a Bonus Action, you can activate your flight; this trait remains active for up to one minute at a time. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses on a long rest.

Fungal Spores

You are now capable of creating and expelling spores. As an Action, you can unleash a cloud of choking fungal spores in a 10-foot radius around you. Creatures in the area must make a Constitution saving throw against your spellcasting modifier or be poisoned for one minute; a creature poisoned in this way can make a Constitution save at end of each turn to end the effect. You can use this spore cloud a number of times equal to your proficiency bonus, regaining all expended uses on a long rest.

Once per long rest, when a creature dies while poisoned in this way, you can use a reaction to raise it as a putrid undead (see the *Summon Undead* spell's Putrid form, as though cast at 3rd level). The putrid undead survives for up to 10 minutes and is allied with you, but it does not act unless you command it as a Bonus Action.

Plant Whisperer

You have tapped into the core nature of the plants that comprise your body. You learn the *Speak with Plants* spell, and you can cast it once per day without expending a spell slot or using any components. You can also cast it with any spell slots of an appropriate level that you may have.

Also, you have advantage on Charisma checks against plants.