

# FUYŌREN

"Even in tales of triumph, her stories left me with an aching melancholy—a yearning for meadows, lakes, and young grass trembling in a spring breeze. That is what it means to be fuyōren."

— Ryoko



Born and nurtured on gentle flowing rivers and tranquil ponds, the fuyōren are sentient, mobile plants innately harmonious with the natural world. Fuyōren societies nestle within ecosystems effortlessly, acting in synchronicity with the ebb and flow of the world around them. A society might exist on the same plot of land for millennia, yet remain undetectable to outsiders who pass through, with nary a tree uprooted or stone upturned to indicate the fuyōren's presence.

## SEASONAL DIVINATION

Bound to nature, the fuyōren bear an imprint of the world at the time of their birth. So-called "winter warriors" are fuyōren born in the bitter, colder months and are believed to bear an aggressive, steely disposition. Fuyōren born in spring are blessed with a childlike, optimistic disposition, while summer fuyōren are typically charismatic, and autumnal fuyōren are said to be wise. Whether these stereotypes are true or merely a product of a cultural myth manifesting itself in the way fuyōren are raised is unknown.

## KAIJU CALLERS

Kaiju are feared and worshipped by the fuyōren for their power to obliterate swathes of an environment through their presence alone. Many fuyōren cultural traditions include dances, festivals, and ceremonies which aim to placate such behemoths. Bolder fuyōren may actively seek ram-paging kaiju, drawing them away from societies and fragile ecosystems and into the untamed wilderness, usually at the cost of their own lives. Bakuryō and other kaiju that do not interfere with the natural world are revered by the fuyōren, while Raiko and other chaotic beings of wanton destructive force are hated and feared.

## FUYŌREN TRAITS

As a fuyōren, you have the following traits:

**Ability Score Increase.** Your Dexterity score increases by 2, and your Wisdom score increases by 1.



**Age.** Young fuyōren are raised on the water until they reach adolescence and learn to walk upright. They reach adulthood at around 18 years old and have been known to live to 150.

**Anatomy.** You have two arms and two legs.

**Size.** You are Medium. Grown fuyōren can reach 6 feet tall.

**Speed.** Your walking speed is **35 feet**.

**Creature Type.** You are a Plant.

**Fluid Motion.** You have **advantage** on saving throws you make to avoid or end the restrained, paralysed, or petrified condition on yourself.

**Graceful Step.** You can move across any liquid surface—such as water, mud, snow, or quicksand—as if it were solid ground. However, you are not protected from the damaging effects of contact with dangerous surfaces, such as lava or acid. You do not sink into the surface if you end your movement on it.

**Water Magic.** Through a **10-minute** ritual, you can imbue a vial of ordinary water with magical properties. Choose one of the following effects:

- The water gains the magical properties of holy water.
- The water becomes a simple antidote that ends the poisoned condition when drunk by one creature.
- The water is imbued with vitality. Drinking the vial is enough liquid to hydrate a Large or smaller creature for **24 hours**.
- The water bubbles with healing magic. A creature who ingests the vial of water regains **1d4** hit points.

The water remains potent for the next **24 hours**, after which time it returns to normal. You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

**Nature Warden.** You gain proficiency in your choice of one of the following skills: Acrobatics, Animal Handling, Nature, Survival, or Performance.

**Languages.** You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.