

HANAMORI

"I was told the hanamori were born from the molten slag of a bleeding mountain, life bursting forth from the cruellest environment imaginable. Others say they bloomed from the first corpses cut down in war, or emerged fully formed from the silent, chill void. There are one hundred stories of how they came to be, but no matter which you choose to believe, in every tale one theme runs true: the hanamori are life born from death."

— Ryoko



With gaunt faces, charcoal skin, and coarse crimson petals, hanamori are a race of sentient Plants believed by many to be harbingers of death. This reputation is not wholly unfounded, for hanamori are physiologically sympathetic: their bodies reverberate in harmony with the fleeting spirit of creatures that die in their presence, taking on traits of the deceased for a short time. The slaughter of a mighty beast is felt by its hunters as a surge of physical strength, and the passing of a sage as a transcendent moment of heightened wisdom. As a result, hanamori have a complex relationship with death: to die in their presence is to pass a glimpse of oneself to another for a short time.

REACTIVE PHYSIOLOGY

A hanamori's sympathetic physiology extends to the world around them. While they can briefly share in the physiology of creatures who die, they can permanently take on the physical characteristics of their environment over a longer duration. Humid jungles might impart a hanamori with a permanent scent of rich flora, while icy mountains cause their body to forever be chill to the touch. Hanamori adventurers who travel the world end their lives as a collage of the habitats that succored them, a jigsaw infused with environmental memories ever bonded to their form.

BURNING EMOTIONS

Hanamori are naturally passionate and active. They think, speak, and adapt swiftly and are known for their fiery tempers and zealous loyalty. With short lives, hanamori see little value in holding grudges or overanalysing a situation, preferring to think on their feet and revel in the heat of each moment. A hanamori's emotional state can be read on its body: its petals blush darkly when enraged, and the tips of its branches sprout new buds during periods of prolonged grief. It is said that if a hanamori loses a true love, it will forever bloom.

HANAMORI TRAITS

As a hanamori, you have the following traits:

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

Age. Hanamori reach adulthood at the same rate as humans and go on to live for up to 60 years.

Anatomy. You have two arms and two legs.

Size. Hanamori vary in size from as small as 3 feet to as tall as 7 feet. You are Medium or Small; you choose the size when you select this race.

Speed. Your walking speed is **30 feet**.

Creature Type. You are a Plant.

Essence Capture. You have the ability to magically capture fragments of a creature's power when it dies in your proximity. As a reaction when a creature with a CR equal to or lower than your level dies within **10 feet** of you, you can capture a fragment of its essence. You gain one of the following effects of your choice:

- You replace your Strength, Dexterity, Intelligence, Wisdom, or Charisma ability score with the same ability score of the creature that died.
- You gain one special sense of your choice, except true-sight, that the creature possessed, out to the same range.
- You gain **resistance** to one damage type of your choice to which the creature had resistance or immunity.
- You gain **immunity** to one condition of your choice, except exhaustion, to which the creature had immunity.

This effect lasts until you finish a long rest, after which time you return to normal. Once you use this trait, you can't do so again until you finish a long rest.

Fiery Countenance. You have **advantage** on saving throws you make to avoid or end the frightened or stunned condition on yourself.

Gaze Of Death. You gain proficiency in your choice of one of the following skills: Intimidation, Medicine, Nature, or Survival.

Rugged. Your tough, lignified exterior is a natural barrier to cuts and abrasions. When you aren't wearing armour, your AC is 12 + your Constitution modifier. You can use your natural armour to determine your AC if the armour you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armour.

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