

DRUID CIRCLES

CIRCLE OF THE DEATHBLOOM

The Circle of the Deathbloom is composed of druids who revere the process of decomposition as the ultimate form of renewal and rebirth. They often spend their lives in solitude as they release the energy trapped in the dead and imbue the earth with fertility and growth. The druids have a strong affinity for the fungus and vermin who play the critical role of natural decomposers. Although they are generally shunned and associated with the dark art of necromancy, these druids abhor undeath.

EXPANDED SPELL LIST

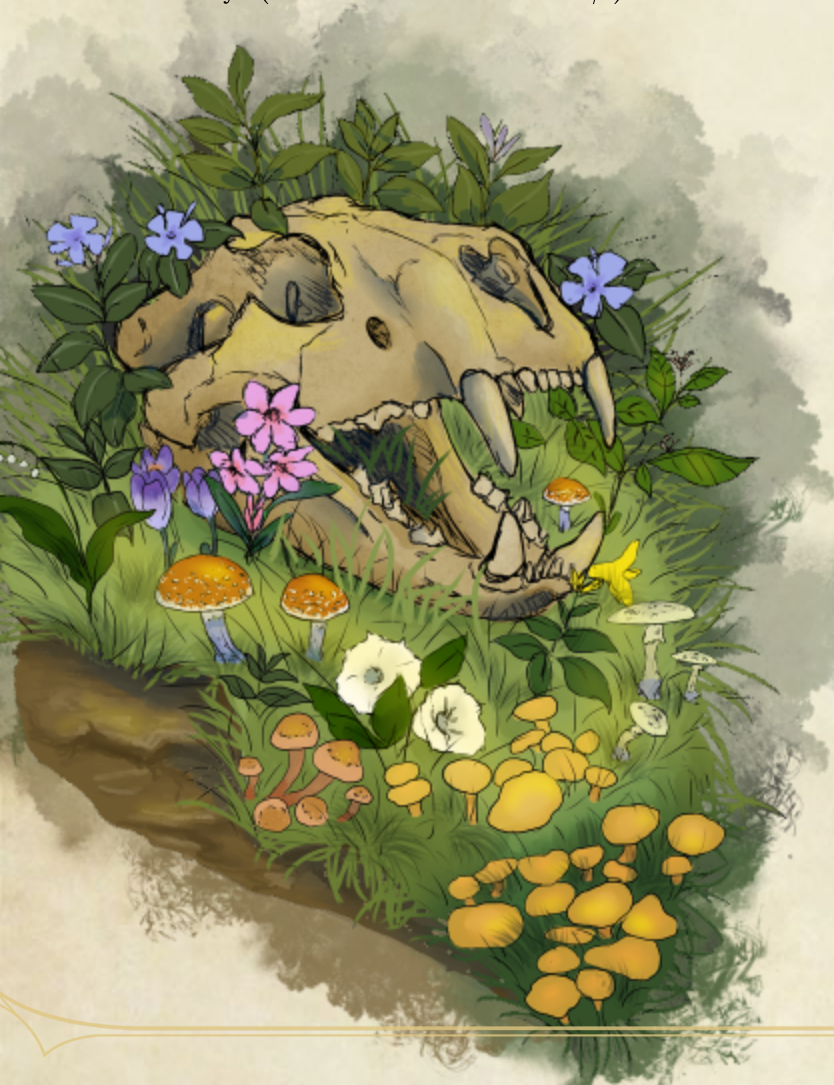
At 2nd level, you add *cloudkill*, *ray of sickness*, *revivify*, and *stinking cloud* to your druid spell list.

FUNGAL WILD SHAPE

When you take this circle at 2nd level, you may also take the shape of blights, fungi, and spores when using Wild Shape. When assuming a beast form with Wild Shape, you can choose to apply the Spore Servant template to it.

REGROWTH

Starting at 2nd level, you can harness the energy of the fallen to germinate new life. Up to 1 minute after of a Small or larger creature's death, you can use an action to magically decompose its corpse to grow plants or plant creatures. You may summon any number of plant creatures whose combined challenge rating does not exceed your druid level divided by 4 (rounded down to the nearest 1/2).



CR 0 creatures count as 1/8 for the purpose of calculating combined challenge rating.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics.

The creatures will return to their spawning location when you take a long rest and will not obey further commands from you. You must finish a short or long rest before you can use this feature again. You can only have plant creatures grown from one corpse under your command at a time. Corpses decomposed this way cannot be raised as corporeal undead.

RETURN TO THE EARTH

When you reach 6th level, when your summoned plant and beast creatures are reduced to 0 hit points, you can use your reaction to return them to the earth. You can also use a bonus action to return one such creature to the earth regardless of hit points on your turn. The creature releases a burst of healing energy which imbues all creatures within 5 feet with life. The creatures regain 1d8 hit points for every 1 challenge rating the summoned creature had. Creatures with a challenge rating lower than 1 do not release enough energy to heal.

PUTRID INOCULATION

Beginning at 10th level, you are immune to disease and poison. You also have resistance to necrotic damage.

FERTILIZE

At 14th level, you can use your action to decompose one dead or rotting plant, beast, or humanoid within 30 feet at will. Whenever you decay something this way, the biomass is absorbed into the ground and you can harness its energy in one of the following ways as part of the action. Corpses decomposed this way cannot be raised as corporeal undead.

Grow a mundane plant or fungus. The size of the plant that grows cannot exceed the size of the corpse decayed.

Cause plants to overgrow. If the corpse is medium or larger, the area in a 5 foot radius around the corpse becomes difficult terrain. If the corpse is small or smaller, the corpse's space is treated as difficult terrain. If a creature is standing on land when it becomes overgrown, they must make a DC 13 Dexterity saving throw or become entangled in the undergrowth. If the creature fails its save, it is grappled until succeeds a DC 13 Strength check to break free of the brush.

Siphon its trapped life energy. You gain temporary hit points equal to the corpse's hit die. Follow the Hit Dice by Size table in the Monster Manual.

For example, if you decomposed a medium creature, you would gain 1d8 temporary hit points.

Enrich the land for one season. All plants in a 50 foot radius centered on the corpse become enriched for one season. The plants yield twice the normal amount of food when harvested.

CREDITS

"Death's Roar" by The-Hare (the-hare.deviantart.com/)
PHB-style Homebrew Template by stolkisdorf/Natural Crit (naturalcrit.com/homebrew)