

CIRCLE OF THE MAW

*"WHEN WILL I BE SATIATED, YOU ASK? WHEN WILL MY FEAST END? WELL, IT APPEARS WE ARE STILL TALKING,
SO I HAVE YET TO EAT MY DESSERT."*

BY JACKSON WAGNER



DRUID: CIRCLE OF THE MAW

HUNT AND HUNGER

There are druids who become one with the natural world. There are druids who stay true to the moon, adopting the form of every creature that strides mortal lands. And then there are druids that find this imitation pale, and resolve to become more through that oldest law of nature: consume, or be consumed. Druids of the Circle of the Maw come from all over the world and fill the role of guardians and custodians. It is the duty of these druids to face creatures so monstrous that they have no place in the natural world.

IMPERVIOUS CONSTITUTION

When you choose this circle at 2nd level, you gain immunity to any poison or disease gained from eating or drinking.

RAVENOUS NATURE

At 2nd level, you gain the ability to consume creatures far beyond that of a normal mortal. You may spend a bonus action to magically expand your jaw to devour a creature (up to size large) in one bite. The creature must be at or below 1 hit point to be consumed. Upon devouring a creature, you gain the following effects:

- For the next hour, your type is changed to match the creature's type.
- If you consume a creature with the type Beast, Plant or Humanoid, you gain temporary hitpoints equal to 1d10 + your Wisdom modifier.
- If you consume an Undead, Ooze, or Construct, you gain resistance to necrotic damage for the next hour.
- If you consume a Giant, Monstrosity, or Dragon, your movement speed increases by 10ft and you gain +2 AC.
- If you consume an Aberration, Elemental, or Fey, you gain advantage on saving throws to prevent being charmed or frightened.
- If you consume a Fiend or Celestial, you gain resistance to fire damage.

Each of these effects last for an hour and do not stack. Only one effect can be active at a time. You may devour a number of creatures equal to your wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

SALUTARY FEAST

At 6th level, you learn to sharpen your maw into something more dangerous than a blade. You can now use your bite as a magical unarmed attack. You are proficient in attacking in this way. This attack deals 1d10 + your wisdom modifier magical piercing damage. On a hit, you may use your bonus action to make a second bite attack. If the second attack lands, you regain hit points equal to the damage dealt by the second attack. This attack only allows you to regain hit points if it's made against a creature.

GROWING HUNGER

At 10th level, the effects you gain from consuming creatures improve. Upon devouring a creature of size medium or larger, you gain the following effects:

- Your type is changed to match the creature's type.
- If you consume a creature with the type Beast, Plant or Humanoid, you gain temporary hit points equal to 3d10 + your wisdom modifier.
- If you consume an Undead, Ooze, or Construct, you gain immunity to necrotic damage.
- If you consume a Giant, Monstrosity, or Dragon, your movement speed increases by 20ft and you gain +4 AC.
- If you consume an Aberration, Elemental, or Fey, you are immune to being charmed or frightened.
- If you consume a Fiend or Celestial, you gain resistance to fire damage and a flying speed of 30ft.

Each of these effects last for an hour and do not stack. Only one effect can be active at a time. You may devour a number of creatures equal to your wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

SUBSUME

At 14th level, you learn to harvest every part of your prey, and become one with them. When you devour a creature now, if their challenge rating is equal to or below your level, you may expend one use of your Wild Shape to become them. Your game statistics, including mental ability scores, are replaced by the statistics of the new form. You retain your alignment and personality.

You assume the hit points of your new form, and when you revert to your normal form, you return to the number of hit points it had before it transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. If the creature has lair or legendary actions, you may not use them.

You can remain in this form for a number of hours equal to half your druid level.