

## CIRCLE OF LIFE AND DEATH

The Circle of the Life and Death is composed of druids who revere death and the process of decomposition as a form of rebirth and renewal. They view death not as an end, but as a new beginning, and have few qualms about sending creatures to an early grave. Druids spend their lives releasing the energy trapped in the dead to imbue the earth with fertility and growth. Although they are commonly associated with the dark art of necromancy, these druids consider undeath the ultimate violation of the natural cycle of life.

### NATURAL MORTALITY

When you join this circle at 2nd level, you become able to cast death, decay, and life energy related spells. You learn the *chill touch* cantrip, and you add the following spells to your druid spell list at the following levels. When you cast a spell from this list, it is treated as having been cast 1 spell level higher for each Small or larger creature that has died within 60 feet of you since your last turn.

Level	Spell
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2nd	<i>false life</i>
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3rd	<i>ray of enfeeblement</i>
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5th	<i>vampiric touch</i>
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7th	<i>death ward</i>
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9th	<i>cloudkill</i>
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11th	<i>circle of death</i>
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13th	<i>symbol</i> (death only)
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15th	<i>abi-dalzim's horrid wilting</i>
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17th	<i>power word kill</i>
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### RECLAMATION OF NATURE

Additionally at 2nd level, your touch can decompose natural, inanimate matter. You can spend 10 minutes touching a target and concentrating to wither plants, already deceased creatures, or items made of organic matter such as wood. The size of an object must not exceed Medium, and an area must not exceed a 5-foot cube. At 12th level, this increases to a Large object and a 10-foot cube.

### GRAVE'S GIFT

At 2nd level, you can harness the power in death. When a Small or larger creature within 60 feet of you dies, you can use your reaction to rapidly decompose the corpse and use its energy. A creature cannot be raised as a corporeal undead after being decayed by this feature.

**Putrefy.** The corpse bloats during its decomposition, resulting in an explosion of decaying fluids and viscera. Each creature within 5 feet must make a Constitution saving throw against your spell save DC. On a failed save, a creature is poisoned for a number of rounds equal to your Wisdom modifier.

**Fertilize.** The nutrients of the cadaver seep into the soil and cause plants within 5 feet to overgrow. This functions as the spell *entangle*, but in a 15-foot square centered on the corpse. It lasts a number of rounds equal to your Wisdom modifier and does not require concentration to maintain.

**Revitalize.** The life energy is weaved into healing power for your allies. You can choose an ally within 30 feet of the remains that you can see to regain hit points equal to 1d4 + your Wisdom modifier. The number of hit points healed increases by 1d4 at 4th level and every 2 levels after.

Once you use this feature, you can't use it again until you finish a short or long rest.

### FUNGAL FORM

When you reach 6th level, your kinship to the natural decomposers allows you to take the shape of unintelligent fungal creatures when using Wild Shape, including spores and thornies. You may take fungal shapes with a flying speed, even if you otherwise would be unable to.

Additionally, when assuming a beast form with Wild Shape, you can choose to apply the Spore Servant template (Monster Manual p. 230) to it.

### PUTRID INOCULATION

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

### REBIRTH

By 14th level, you have immersed yourself in cycle of life and death. When you die, if your body is placed upon or buried in an area of natural growth, your soul plants into the ground and begins germinating a new body. An area with a radius of 5 feet withers and dies as you absorb the life energy of the flora and fauna.

Over the course of 1 day, your soul recreates a new body out of the energy from the withered nature and your corpse. For each missing body part, the incubation time increases by 1 day. The grown body is genetically identical to your previous one, but lacks any scars, tattoos, or other alterations made during your life time. You recall all your memories and life experiences and retain any capabilities you had at the time of your death.

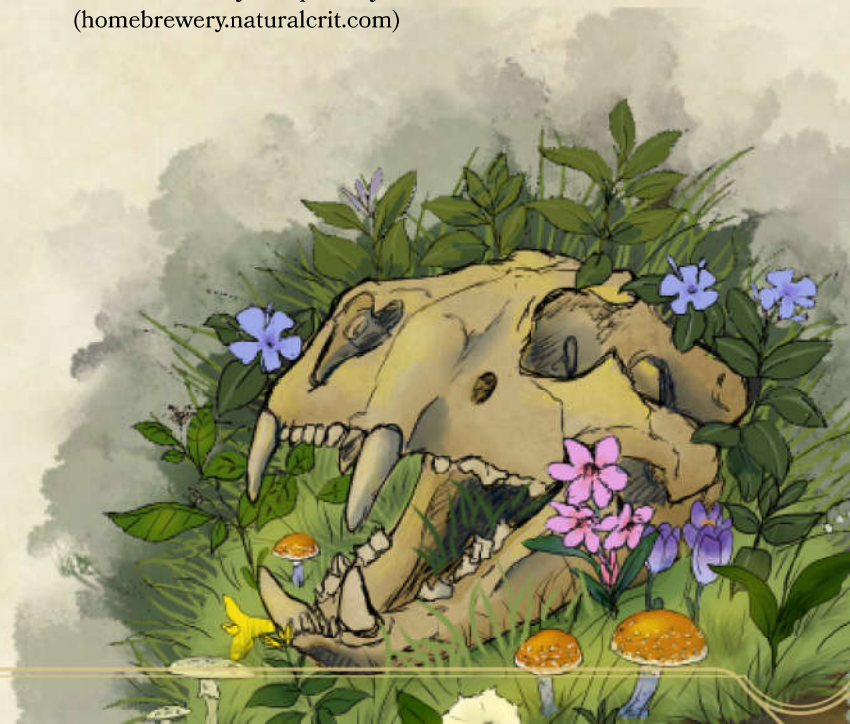
You cannot be reborn again this way until 1 month has passed.

### CREDITS

Subclass by StrayChowChow

"Death's Roar" by The-Hare (the-hare.deviantart.com)

Homebrewery Template by stolkisdorf  
(homebrewery.naturalcrit.com)



## BLEEDING TOOTH

Bleeding teeth are white fungal monstrosities covered in pores oozing a blood-red liquid. They possess a hulking ogre-like body with thick, trunk-like limbs. Bleeding teeth lack a defined head and face, though a large bulge does connect their "shoulders". The fluid 'bleeding' from the orifices is able to be absorbed through skin and is a potent poison.

### BLEEDING TOOTH

*Large plant, unaligned*

**Armor Class** 11

**Hit Points** 42 (5d10 + 15)

**Speed** 15ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	1 (-5)	7 (-2)	1 (-5)

**Condition Immunities** blinded, deafened, frightened  
**Senses** blindsight 60 ft. (blind beyond this radius),  
passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Oozing Orifices.** A creature that touches the bleeding tooth or hits it with a melee attack while within 5 feet of it must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

### Actions

**Fists.** *Melee Weapon Attack:* +4 to hit, reach 10ft., one target. *Hit:* 10 (2d6 + 2) bludgeoning damage.

**Gushing Pores (Recharge 5-6).** The bleeding tooth squirts poison from the holes on its body, soaking the vicinity. Each creature within 5 feet of it must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## BRAIN MUSHROOM

This peculiar fungus has fruiting body that quite closely resembles a disembodied brain with a brain stem, which is in fact its stalk. It can drag itself with the stalk or roll to move. For reasons unknown, the brain mushroom has some degree of psionic power that allows it to detect the minds of sentient creatures in its vicinity. When it detects what it perceives as a threat, it releases a cloud of spores to alert its neighbouring fungi. Myconids often use brain mushrooms as a silent alarm to warn the fungal people of sentient threats the brain mushroom perceives. It is thought that the brain mushroom may be related to the mind flayers' intellect devourers.

### BRAIN MUSHROOM

*Tiny plant, unaligned*

**Armor Class** 5

**Hit Points** 2 (1d4)

**Speed** 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	3 (-4)	16 (+3)	1 (-5)

**Condition Immunities** blinded, deafened, frightened  
**Senses** blindsight 30ft (blind beyond this radius),  
passive Perception 13

**Languages** —

**Challenge** 1/8 (25 XP)

**Detect Sentience.** The brain mushroom can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell.

**Distress Spores.** When the brain mushroom feels threatened, all other fungi within 120 feet of it become aware of the threat.

**False Appearance.** While the brain mushroom remains motionless, it is indistinguishable from an ordinary brain.

### Actions

**Slam.** *Melee Weapon Attack:* -3 to hit, reach 5ft., one target. *Hit:* 1 bludgeoning damage.

**Mind Blast (Recharge 5-6).** The brain mushroom magically emits psychic energy in a 30-foot cone. Each creature in that area must succeed on a DC 11 Intelligence saving throw or take 9 (2d8) psychic damage.



## FOXFIRE

A mushroom creature with small layered caps which create an illusion of fur, a foxfire has a slight resemblance to a small fungal fox kit. They possess 4 stalks which serve as legs and a stalk with a cap at the end that is not unlike a tail. Their most defining characteristic, however, is the intense bioluminescence they radiate. Foxfires are surprisingly playful, and as they only feed on decaying wood, can sometimes even be found as exotic pets.

### FOXFIRE

*Tiny plant, unaligned*

**Armor Class** 12

**Hit Points** 5 (2d4)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	5 (-3)

**Condition Immunities** blinded, deafened, frightened

**Senses** blindsight 60ft (blind beyond this radius), passive Perception 11

**Languages** —

**Challenge** 0 (10 XP)

**Plant Camouflage.** The foxfire has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

**Variable Illumination.** The foxfire sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The foxfire can alter this radius as a bonus action.

### Actions

**Ram.** *Melee Weapon Attack:* -2 to hit, reach 5ft., one creature. *Hit:* 1 bludgeoning damage.

## INDIGO MILK CAP

Sometimes thought to be myconids blessed by the fae, indigo milk caps are in fact simply natural fungal creatures with a quasi-humanoid form. They possess a thick, stocky, and mostly featureless body with an enormous blue cap on their heads. The gills of the cap constantly ooze and drip with a thick fluid, which has been found to cure many ailments, even some magical. The "Pixie Milk" is a very rare substance that loses potency soon after being produced and is difficult to harvest from the shy and elusive creatures.

### INDIGO MILK CAP

*Small plant, unaligned*

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	4 (-3)	15 (+2)	1 (-5)

**Skills** Medicine +2

**Damage Immunities** poison

**Condition Immunities** blinded, deafened, frightened, paralyzed, poisoned

**Senses** blindsight 30ft (blind beyond this radius), passive Perception 12

**Languages** —

**Challenge** 1/8 (100 XP)

**Plant Camouflage.** The indigo milk cap has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

### Actions

**Fists.** *Melee Weapon Attack:* +0 to hit, reach 5ft., one target. *Hit:* 2 (1d4) bludgeoning damage

**Pixie Milk.** The indigo milk cap administers the fluid it produces in its cap to a creature within 5 feet of it. The creature automatically succeeds on the next saving throw it makes within 1 minute to resist or recover from disease, paralysis, or poison.

## INKY CAP

These mushroom monsters are exceptionally elegant. A shaggy, bell-shaped cap functions as its torso, with thin, white limbs sprouting from what resembles a wedding dress. Notably, the inky cap does not possess any sort of head atop its cap. The dress fades from a brilliant white to a deep black, and around its rim drips globs of viscous, inky goo. This ooze actually contains the spores of the inky cap, though they are known to throw it into the eyes of predators for a moment to escape.

### INKY CAP

*Small plant, unaligned*

**Armor Class** 12

**Hit Points** 10 (3d6)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	11 (+0)	2 (-4)	11 (+0)	1 (-5)

**Condition Immunities** blinded, deafened, frightened  
**Senses** blindsight 30ft (blind beyond this radius), passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP)

**Death Burst.** When the inky cap dies, it explodes in a burst of sludge. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

**Plant Camouflage.** The inky cap has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

### Actions

**Fists.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

**Ink Sling.** *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one creature. *Hit:* The target is blinded for 1 minute. A blinded target can use an action to wipe the ink off its face, ending the blinded condition.

## SATYR'S BEARD

What appears to be a mass of icicles hanging from a tree or a large patch of white grass is actually a fungus known as the satyr's beard. The fungus is composed of hundreds of thick, rope-like tendrils that can extend up to 10 feet to grasp fallen trees and branches to feed upon. Those who unknowingly get to close or step on a satyr's beard may end up entangled in its ivory hairs, which release decaying enzymes into their victim's flesh.

### SATYR'S BEARD

*Large plant, unaligned*

**Armor Class** 9

**Hit Points** 30 (4d10 + 8)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	1 (-5)	6 (-2)	1 (-5)

**Skills** Stealth +1

**Condition Immunities** blinded, deafened, frightened, grappled, restrained

**Senses** blindsight 30ft (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**False Appearance.** While the satyr's beard remains motionless, it is indistinguishable from an ordinary fungus.

**Grasping Tendrils.** The satyr's beard can grapple as many creatures as it can reach. Each tendril can be attacked (AC 10; 6 hit points; vulnerability to slashing damage; immunity to poison and psychic damage). Destroying a tendril deals 3 (1d6) damage to the satyr's beard. A creature grappled by a tendril can be freed by taking an action to succeed on a DC 12 Strength check or by destroying the tendril.

**Surface Fungus.** Other creatures can enter the satyr's beard's space, but a creature that does so is subjected to the fungus' tendrils. The creature must succeed on a DC 12 Dexterity saving throw made with disadvantage or be hit by Constrict. A creature grappled by the satyr's beard while on its space takes 4 (1d8) necrotic damage at the start of each of the fungus' turns.

### Actions

**Constrict.** *Melee Weapon Attack:* +4 to hit, reach 10ft., one creature. *Hit:* 9 (2d6 + 2) bludgeoning damage. If the creature is a Large or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the creature is restrained. The creature must succeed on a DC 10 Constitution saving throw at the start of each of the satyr's beard's turns or take 4 (1d8) necrotic damage.

**Reel.** The satyr's beard pulls each creature grappled by it up to 10 feet straight toward it.

## SLIME MOLD

Slime molds are ooze-like fungi that feed off decaying organic matter. They are mostly harmless to creatures, as they do not eat living flesh, but will occasionally feed on corporeal undead such as zombies if given the chance. Slime molds come in a range of colors, including yellow, white, green, brown, and black.

### SLIME MOLD

*Medium plant, unaligned*

**Armor Class** 8

**Hit Points** 22 (3d8 + 9)

**Speed** 10 ft., climb 10ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

**Skills** Stealth +2

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 60ft (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 1/2 (100 XP)

**Amorphous.** The slime mold can move through a space as narrow as 1 inch wide without squeezing.

**False Appearance.** While the slime mold remains motionless, it is indistinguishable from ordinary mold.

**Spider Climb.** The slime mold can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### Actions

**Pseudopod.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage.

## VEILED LADY

Veiled ladies are vaguely feminine humanoid shaped fungal creatures featuring a brown cap in place of a head and a net-like "skirt" sprouting from it. The veiled lady can rip the skirt from its cap and throw it at enemies to restrain them long enough for it to retreat. The skirt is covered in a sticky slime to remain adhered to the target and grows surprisingly quickly, sometimes within a few seconds if the situation is dire. Its method of reproduction involves a mass of spores that reek of carrion, attracting insects for dispersal.

### VEILED LADY

*Medium plant, unaligned*

**Armor Class** 12

**Hit Points** 18 (4d8)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	1 (-5)

**Condition Immunities** blinded, deafened, frightened

**Senses** blindsight 60ft (blind beyond this radius), passive Perception 11

**Languages** —

**Challenge** 1/2 (50 XP)

**Plant Camouflage.** The veiled lady has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

**Stench.** Any creature other than a veiled lady that starts its turn within 5 feet of the veiled lady must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the Stench of all veiled ladies for 24 hours.

### Actions

**Fists.** *Melee Weapon Attack:* +0 to hit, reach 5ft., target *Hit:* 4 (1d6) bludgeoning damage.

**Net. (Recharge 4-6).** *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 15 Strength check to free itself or another creature in the net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.