

DRUID:

CIRCLE OF MUTATION

(ENTER RAVENLOFT EDITION)

The word "Mutant" is often associated with a negative connotation. A word reserved only for the most freakish freaks of nature, transformed beyond mortal comprehension. But they are a part of nature all the same. Those that belong to the Circle of Mutation embrace these deviances, showing a more wild side to nature.

MUTATED FLESH

Starting at the 2nd level, you learn to use the forces of nature that you command to augment your own body, giving it strange properties. When you gain this subclass at level 2, you learn all non-ultimate mutations. As a bonus action, you can expend a use of your Wild Shape to activated Mutated Flesh for 10 minutes. While mutated, you can activate one mutation for the duration of Mutated Flesh. When you reach certain levels in this class, you can activate additional mutations, as shown in the Potential Mutations table.

POTENTIAL MUTATIONS

Druid Level	Number of Mutations able to be selected
2	1
7	2
11	3
15	4

MUTATIONS

All natural weapons produced by this subclass use your Wisdom Modifier for attacks and damage, and they become magical for the sake of overcoming resistance and immunity to nonmagical bludgeoning, piercing and slashing at 6th level.

BILE LAUNCHER

Your digestive system changes to be able to project horrific bile. Your mouth becomes a natural ranged weapon with a range of 30 and a long range of 120. It deals 1d6 acid damage

BONE SHREDDERS

Your hands lengthen and sharpen into lethal claws. These are natural melee weapons that deal 1d8 slashing damage, and have the reach property.



CHITIN SKIN

Your skin becomes covered in thick, chitinous plates. When you aren't wearing armor, your AC is 12 + your Constitution modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

DIGGING CLAWS

You gain a burrow speed equal to half of your walking speed, and do not suffocate while underground.

GILLS AND FINS

You gain a swimming speed equal to your walking speed, and can breathe, see, and communicate as normal while underwater.

HOOKED APPENDAGES

You gain a climbing speed equal to your walking speed, and do not take fall damage from heights up to 10 times half your druid level.

MUCUS COATING

When you initially transform, you gain a number of temporary hit points equal to your Druid Level. You can use a bonus action and refresh these temporary hit points once while using Mutated Flesh.

RETREATING SHELL

When you take damage, you can use your reaction to reduce the damage by half.

SPIKED TAIL

You grow a tail. It becomes a natural melee weapon that deal 2d4 piercing damage. You can use your bonus action after taking the attack action and make another melee weapon attack, dealing 1d4 bludgeoning damage.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

BIO-STRIKE

Bio-Strike Starting at the 10th level, you learn to mix in your strikes with your magic. When you make an attack with one of your Mutated Flesh natural weapons, you can cast a Druid Spell with a casting time of one action as a Bonus Action. You can use this ability once per activation of Mutated Flesh.

ULTIMATE MUTATION

Starting at the 14th level, you learn to mix and match the mutations you already know, creating something truly abominable. When you use your Mutated Flesh, you can learn one Ultimate Mutation. This does not count against the number of mutations you can undergo while using Mutated Flesh.

ULTIMATE MUTATIONS

ADAPTIVE BODY

When you initially transform, pick 2 damage types. You have resistance to those types of damage.

DRUIDIC LACERATIONS

Your Offensive Mutation weapons can now be any damage between acid, bludgeoning, cold, fire, lightning, piercing, slashing or thunder

FLESH WINGS

You gain a flying speed equal to your walking speed, with which you can hover.

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